

AMAZEKART

~ A shopping website

Web Technologies and Applications (IT254) Project Report
Submitted in partial fulfilment of the requirements for the degree of

BACHELOR OF TECHNOLOGY

In

INFORMATION TECHNOLOGY

By

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DECLARATION

I hereby *declare* that the *Web Technologies and Applications (IT254) Project Report* entitled “**AMAZEKART**” which is being submitted to the National Institute of Technology Karnataka Surathkal, in partial fulfilment of the requirements for the award of the Degree of Bachelor of Technology in the department of Information Technology, is a ***bonafide report of the work carried out by me.*** The material contained in this seminar report has not been submitted to any University or Institution for the award of any degree.

Mayur Jinde – 201IT135

Sanket Hanagandi – 201IT154

Signature of the Student

Signature of the Student

Place : NITK, Surathkal

Date : 17th May, 2022

CERTIFICATE

This is to certify that the *Web Technologies and Applications (IT254) Project Report* entitled “**AMAZEKART**” has been presented by **Mayur Jinde – 2010759, Sanket Hanagandi – 2011T154**, students of IV semester B.Tech. (IT), Department of Information Technology, National Institute of Technology Karnataka, Surathkal, on 17th May, during the even semester of the academic year 2021 - 2022, in partial fulfillment of the requirements for the award of the degree of Bachelor of Technology in Information Technology.

Guide Name

Signature of the Guide with Date

Place : NITK, Surathkal

Date : 17th May, 2022

Abstract - The Online Shopping is a web-based application intended for online retailers. The main objective of this application is to make it interactive and its ease of use. It would make searching, viewing and selection of a product easier. It contains a sophisticated search engine for users to search for products specific to their needs. The search engine provides an easy and convenient way to search for products where a user can Search for a product interactively and the search engine would refine the products available based on the user's input. The user can then view the complete specification of each product. They can also view the product reviews and also write their own reviews. The application also provides a drag and drop feature so that a user can add a product to the shopping cart by dragging the item in to the shopping cart. The main emphasis lies in providing a user-friendly search engine for effectively showing the desired results and its drag and drop behavior.

This project is a web-based shopping system for an existing shop. The project objective is to deliver the online shopping application into android platform. This project is an attempt to provide the advantages of online shopping to customers of a real shop. It helps buying the products in the shop anywhere through internet by using an android device. Thus, the customer will get the service of online shopping and home delivery from his favorite shop. This system can be implemented to any shop in the locality or to multinational branded shops having retail outlet chains. If shops are providing an online portal where their customers can enjoy easy shopping from anywhere, the shops won't be losing any more customers to the trending online shops such as flipkart or ebay. Since the application is available in the Smartphone it is easily accessible and always available.

Table of Contents

Page no.

1	Introduction.....	1
2	Problem Statement.....	3
3	Objectives.....	3
4	Methodology.....	3
5	Design.....	3
6	Features.....	4
7	Implementation Results.....	4
8	Conclusion and Future Scope.....	8

List of Figures

Fig 5.1	Website Design.....	3
Fig 5.2	Overview Design.....	4
Fig 7.1	Home Page.....	5
Fig 7.2	Login Page.....	5
Fig 7.3	Registration Page.....	6
Fig 7.4	Products Page.....	6
Fig 7.5	Cart Page.....	7
Fig 7.6	Products details Page.....	7
Fig 7.7	Server-Side Database.....	8

1 INTRODUCTION

E-commerce is fast gaining ground as an accepted and used business paradigm. More and more business houses are implementing web sites providing functionality for performing commercial transactions over the web. It is reasonable to say that the process of shopping on the web is becoming commonplace. The objective of this project is to develop a general-purpose e-commerce store where product like clothes can be bought from the comfort of home through the Internet. However, for implementation purposes, this paper will deal with an online shopping for clothes. An online store is a virtual store on the Internet where customers can browse the catalog and select products of interest. The selected items may be collected in a shopping cart. At checkout time, the items in the shopping cart will be presented as an order. At that time, more information will be needed to complete the transaction. Usually, the customer will be asked to fill or select a billing address, a shipping address, a shipping option, and payment information such as credit card number. An e-mail notification is sent to the customer as soon as the order is placed.

Electronic Commerce is exactly analogous to a marketplace on the Internet. Electronic Commerce (also referred to as EC, e-commerce eCommerce or ecommerce) consists primarily of the distributing, buying, selling, marketing and servicing of products or services over electronic systems such as the Internet and other computer networks. E-commerce follows the same basic principles that traditional commerce follows-that is, buyers and sellers exchange and transport goods from one place to another. But rather than conducting business In the traditional way-in stores and other "brick and mortar" buildings or through mall order catalogs and telephone operators in e-commerce buyers and sellers transact business over networked computers

E-commerce offers buyers convenience. They can visit the World Wide Web sites of multiple vendors 24 hours a day and seven days a week to compare prices and make purchases, without having to leave their homes or offices. In some cases, consumers can Immediately obtain a product or service, such as an electronic book, a music file, or computer software, by downloading it over the Internet.

For sellers, e-commerce offers a way to cut costs and expand their markets. They do not need to build, staff, or maintain a store or print and distribute mail order catalogs. Automated order tracking and billing systems cut additional labor costs, and if the product or service can be downloaded, e-commerce firms have no distribution costs. Because they sell over the global Internet, sellers have the potential to market their products or services globally and are not limited by the physical location of a store. Internet technologies also permit sellers to track the interests and preferences of their customers with the customer's permission and then use this information to build an ongoing relationship with the customer by customizing products and services to meet the customer's needs.

At the close of the 20th century, retail transactions made up the largest part of e-commerce. Consumers purchased computers, airline tickets, hotel rooms, automobiles, clothing, electronics, books, event tickets, food, furniture, and countless other commodities over the Internet. Business-to-business commerce represented one of the fastest growing segments of e-commerce. Businesses ordered supplies and coordinated complicated projects electronically.

E-commerce also has some disadvantages, however. Consumers are reluctant to buy some products online. Online furniture businesses, for example, have failed for the most part because customers want to test the comfort of an expensive item such as a sofa before they purchase it. Many people also consider shopping a social experience. For instance, they may enjoy going to a store or a shopping mall with friends or family, an experience that they cannot duplicate online. Consumers also need to be reassured that credit card transactions are secure and that their privacy is respected. E-Commerce according to Person Halls book E-Commerce started in 1994 with the first banner ad being placed on a website.

2 PROBLEM STATEMENT

Development of an e-commerce website for electronic products.

3 OBJECTIVES

To create the product catalog models, inserting them to the administration site, and to build the basic views to display the catalog.

To create the form and functionality to place orders on the site.

4 METHODOLOGY

The whole project was divided into set of modules and the modules were built independently and then clubbed to form a complete webapp. The modules were:

- Frontend HTML pages: Basic HTML pages of the complete project were created.
- Dynamic URL linking of the pages: All the pages created for the frontend were dynamically linked to each other, using links we passed the required data for the next page to render.
- Adding CSS to the frontend: The basic HTML pages which were created in the first module were given stylings and work on aesthetics of the pages was done.
- Server side handling: Storing the customers data in the XAMPP(open source web server) MySQL database.

5 DESIGN

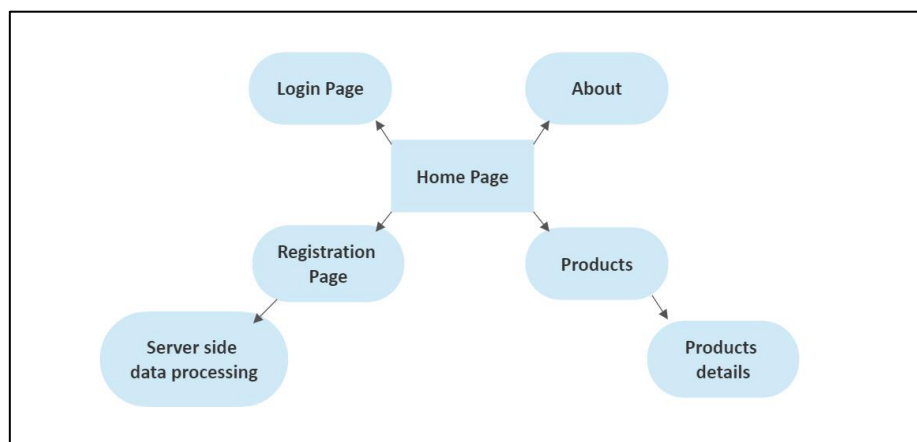


Fig 5.1 Website Design

Overview design of our application:

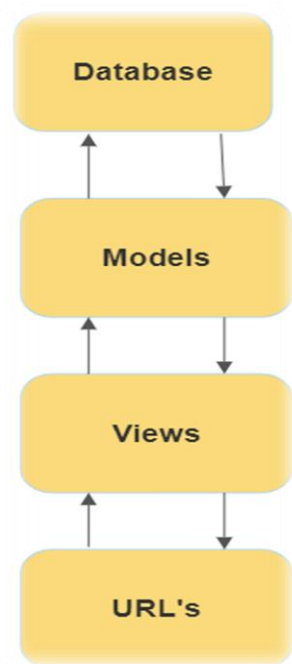


Fig 5.2 Overview Design

6 FEATURES

- User can register to AmazeKart.
- User can login into his account.
- User can view different categories of Products and the quantity of that particular product.
- User can add products in cart.

7 IMPLEMENTATION RESULTS

Home Page:

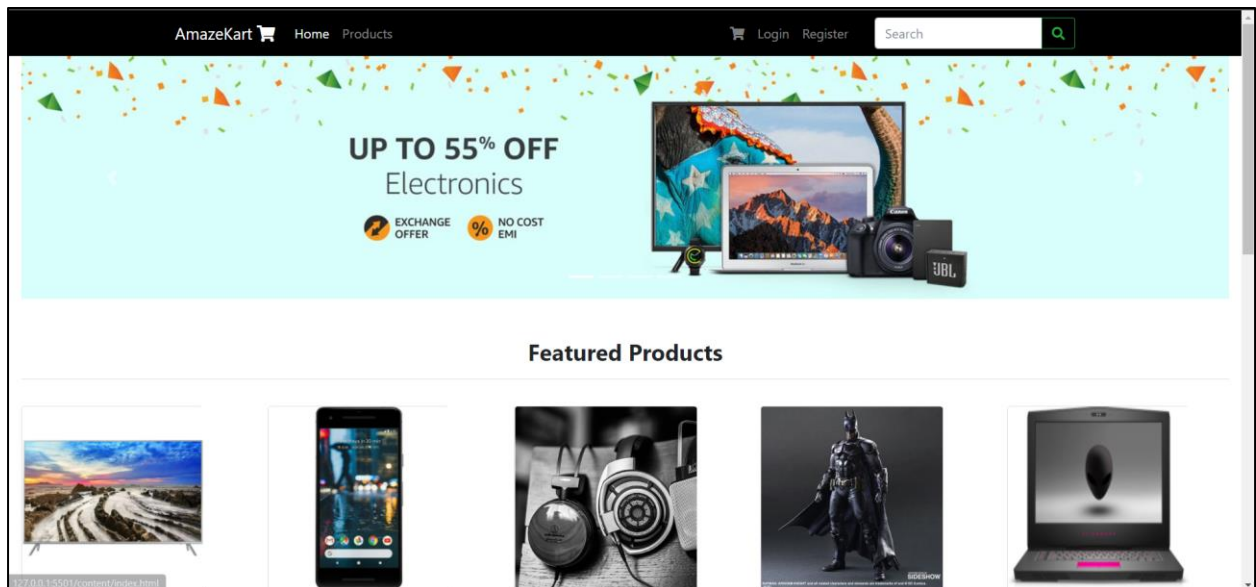


Fig 7.1 Home Page

Login Page: From this page the user as well as the admin can login using his credentials. If the user is new to this portal, he/she can register to AmazeKart using Signup option.

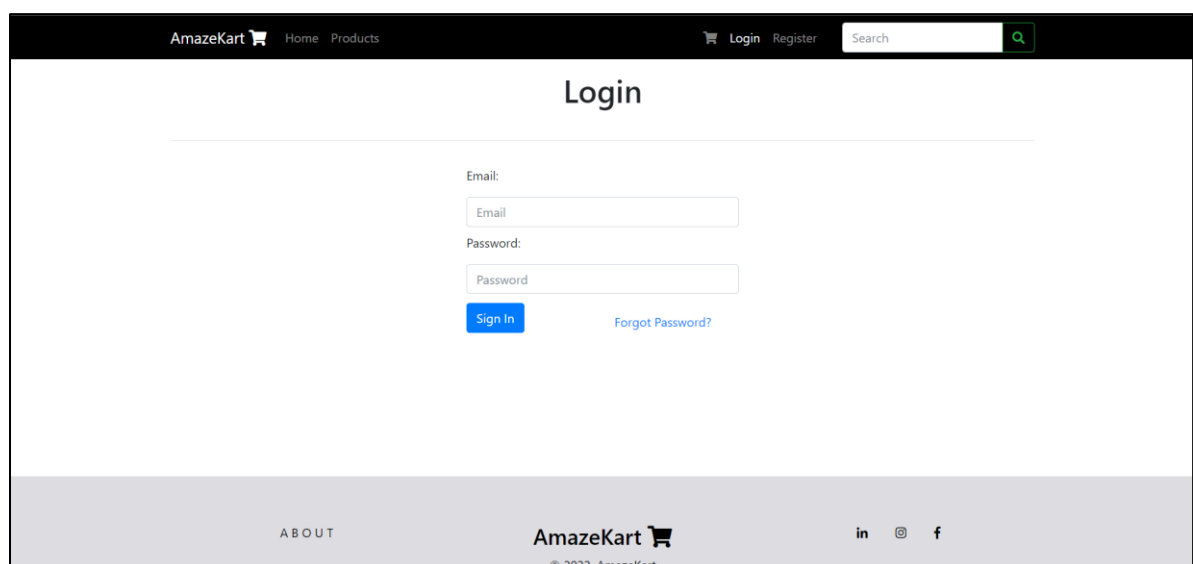
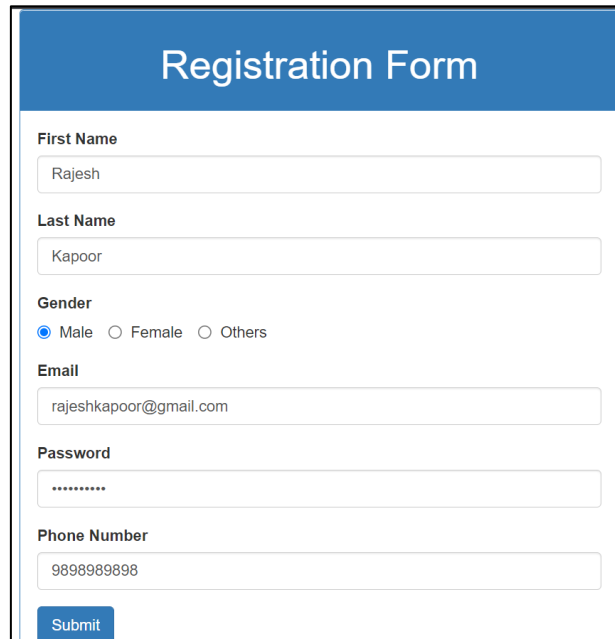


Fig 7.2 Login Page

Register Page: From this page the fresher user can create his account into AmazeKart by providing the details asked.



The registration form is titled "Registration Form" in a blue header. It contains the following fields and options:

- First Name:** Text input field with "Rajesh" entered.
- Last Name:** Text input field with "Kapoor" entered.
- Gender:** Radio button options for "Male" (selected), "Female", and "Others".
- Email:** Text input field with "rajeshkapoor@gmail.com" entered.
- Password:** Text input field with "*****" entered.
- Phone Number:** Text input field with "9898989898" entered.
- Submit:** A blue button at the bottom left of the form.

Fig 7.3 Registration Page

Products Page: From this page the user visiting AmazeKart can know about the different categories of products like camera, mobile phones etc. From this page the user can select the product for knowing the detailed specification of that particular product.

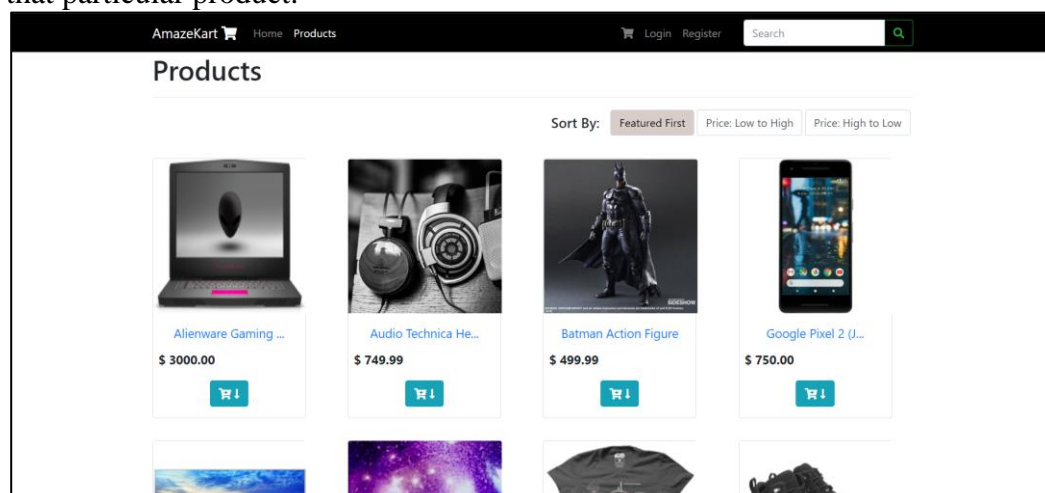


Fig 7.4 Products Page

Cart Page: From this page the user will get the list of products selected. If required the user can change the quantity attribute in the cart also directly from this page. The Price of a product * quantity is calculated and summed for all the products and displayed in the cart.

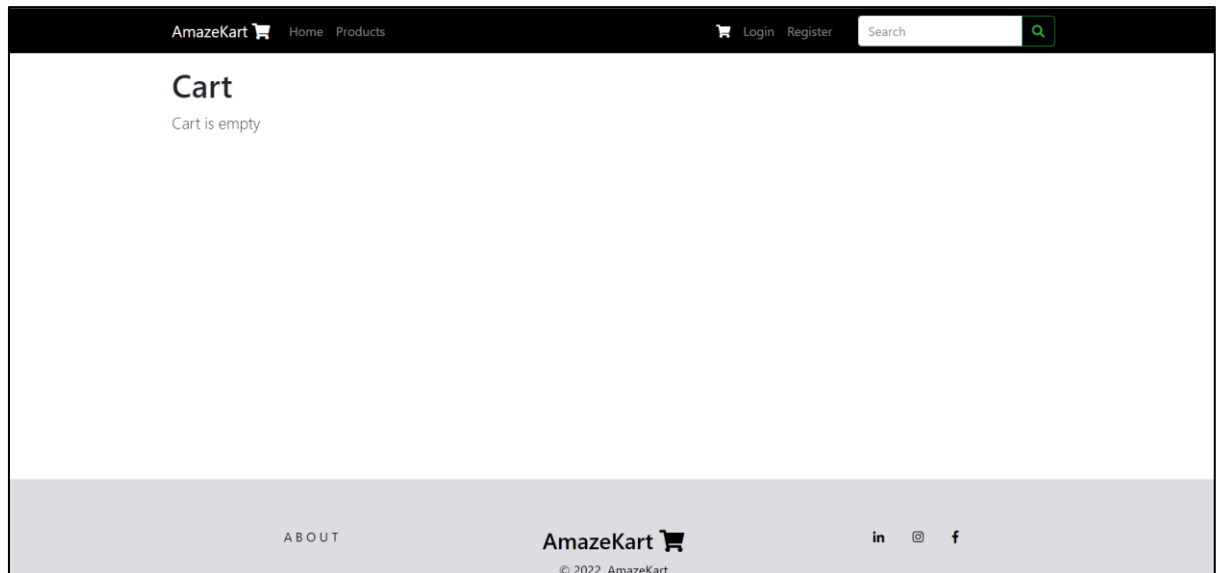


Fig 7.5 Cart Page

Product's Detail Page: The user can view the product details and enter the quantity and click on add to cart. This will add the product and the quantity selected into the car.

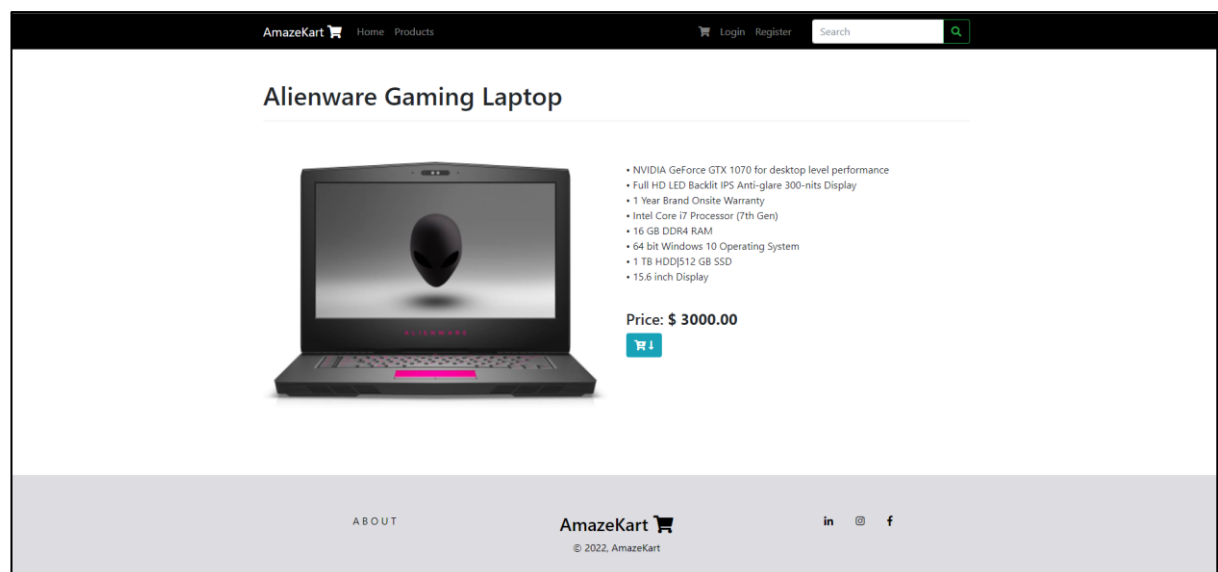


Fig 7.6 Products details Page

Server-Side Database: After successfully registering, the users information is stored in the database.

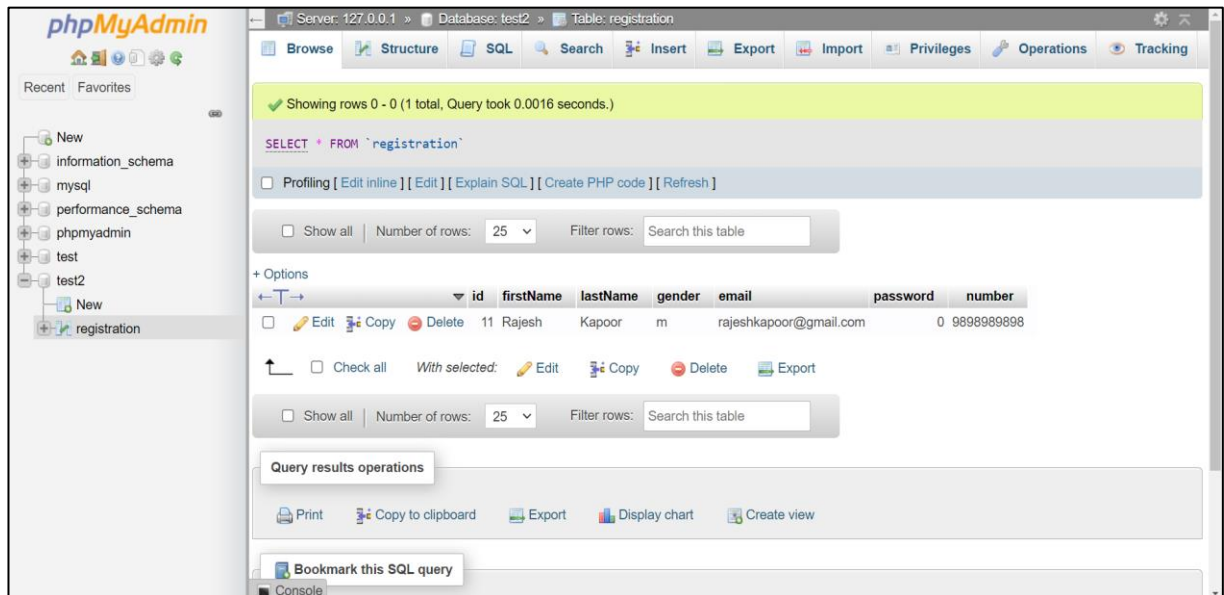


Fig 7.7 Server-Side Database

8 CONCLUSION AND FUTUTRE SCOPE

The scope of this project is limited, where the users only can view various products on AmazeKart and create account on our website where the user information is stored in the database, but won't be able to place an order and do the payment. So, the future scope and work would be to make the website fully ready where the users can place the order and do the payment so that the users products are delivered to their doorstep.