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ROBLEM DEFINITION

In today's internet age, a wide range of products is available to customers at their doorstep through online

shopping, which leads them to prefer online shopping over local shops. As a result, local store sales are down

significantly.

Moreover, there is a lack of a reliable source in the shopping domain that provides statistics on commodity

demand to shopkeepers in their area. To recognize the demand in their neighborhood, shopkeepers must rely

on indirect sources of information such as advertising, sales of similar products in neighboring shops, and the

net profit of a specific product. Customers who shop online, on the other side, must wait for a minimum of a

day for their order to be delivered.

This delay in delivering the product is not conceivable for daily necessities. To address these issues, we

proposed a Stores to Door system that gives information about a user's item at their fingertips

Fig 1. Problem Design

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CHAPTER-IV

PROJECT OBJECTIVES

The primary goal of this project is to introduce the concept of online shopping into the local market, allowing

local businesses to expand their operations. The proposed system also aims to provide a platform for users to

obtain information about the availability of desired products in their respective local shops at the best possible

cost and distance.

Objectives for the model:

☐ To reduce the amount of time and human energy involved by users to find a specific product.

☐ To provide statistics on the demand for items in a specific locality to shopkeepers, thereby assisting them in maintaining commodity supply.

☐ To encourage a healthy competitive market in the local market and avoid monopoly.

☐ To provide suitable recommendations to users based on their browsing history.

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CHAPTER-V

REQUIREMENTS

5.1 Software Requirements

☐ Front-end:

☐ HTML

☐ CSS

☐ JavaScript

☐ Back-end:

☐ NodeJs

☐ Express

☐ Code Editor:

☐ VS code

☐ Deployment:

☐ Netlify

☐ Sentiment Analysis

☐ Python

PROPOSED SYSTEM / SYSTEM DESIGN

6.1 Proposed Algorithm

The Stores to Door system are an e-commerce platform that allows a shopkeeper to start up their own

online e-commerce site by location. Users can browse shops based on their location and shop at their favorite

stores. The application will use Sentiment Analysis on the shop's reviews to help separate them into positive

and negative reviews, allowing shopkeepers to reduce review reading time and improve their business.

This system will include a centralized database containing product details and shop information in different

tables. For authentication, the customer and shopkeeper interact with the server. The shop's location will be

recorded during the authentication process. Once the customer has been verified, he can look for the item. The

server will take the customer's runtime location and then, by matching the locations of the consumers and

stores, the server will retrieve a list of shops that are closer to the customer. Depending on the most popularly

searched-for and purchased product on the market, Shopkeepers will be given statistics that will help them

understand market demand.

Fig 2. Block diagram of Stores to Door

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6.2 Shopkeeper Module

When registering in the application, the shopkeeper must provide their shop location. Following registration,

the shopkeeper must register all of his products by using the form provided by the application. When an order

is placed, the shopkeeper will receive an instant notification. The shopkeeper is displayed with statistics on the

most frequently searched items based on search history in that area.

6.3 Customer Module

The user can use any browser to access the application, which will be used for all subsequent interactions with

the website. Before communicating with the application, each user will be validated by ensuring that they have

registered with the server. After successfully registering, the user is asked to enable geolocation or enter their

address. A search bar is provided for the user to enter the desired product. He is shown search data based

on his current location. The user can refine his searches based on the shop's prices

6.4 Sentiment Analysis Module

We're doing sentiment analysis with Multinomial Naive Bayes. With the advancement of connectivity comes

a technology that allows for a variety of approaches to interpreting and processing user feedback.

In the first step, we have to calculate a prior probability for each class. In our case positive and negative are

two classes. Later we have to calculate a conditional probability for each word present in that particular class.

Fig2 shows the block diagram of the Multinomial naïve Bayes algorithm.

N_c – no. of reviews belongs to that particular class c

N – Total no. of reviews in the training dataset.

count(w,c) – if c is a positive class then w is no. of positive words.

count(c) – no. of reviews belonging to that particular class

|V| - vocabulary total no. of words(non-repetitive)

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Fig 3. Multinomial Naïve Bayes

After calculating probabilities on train data. Now we have to calculate the probability of a new review belonging to a positive class and the probability of a new review belonging to the negative class of test data.

If the result of the probability of a new review for the positive class is more than that review is a positive

review or else the review is a negative review.

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CHAPTER-VII

CONCLUSION AND FUTURE SCOPE

Our solution is aimed at shopkeepers who are less technologically advanced. This implies that an additional

layer of simplicity is expected. For the time being, the solution includes a simple but functional UI for

shopkeepers. Because the solution expands the shopkeeper's local reach, it will result in the identification of

trending commodities. The accurate prediction will help local businesses grow even further and allow new

arrivals with the potential to participate equally in the economy. Consumers are likely to purchase more goods

as a result of the ease with which they are available. With more people going online for simple purchases,

shopping malls are likely to have few rush hours. Less time spent in shopping lines means fewer

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