# SoppingX

An E-commerce website with Django

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Developed By

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# **DECLARATION**

"We Do hereby declare that this submission is our own work conformed to the norms and guidelines are given in the Ethical Code of Conduct of the Institute and that, to the best of our knowledge and belief, it contains no material previously written by another neither person nor material (data, theoretical analysis, figures, and text) which has been accepted for the award of any other degree or diploma of the university or other institutes of higher learning, except where due acknowledgment has been made in the text."

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# **Abstract**

ShopingX is an e-Commerce website that converts traditional business into digital business. By using this website a consumer can buy there necessary goods over the internet. It is a Business to Consumer (B2C) online E-commerce application which is designed for creating a smart online shopping opportunity for consumers. This shopping platform has a lot features for consumers. The system is developed using Django, HTML, CSS, and JavaScript etc. It basically helps Customers who want to buy their necessary products in a user-friendly manner. The customers can simply visit the system, choosing products from any category, register for order, and login to their accounts and finally can make payment of their purchased amount. The customers can edit their order list before order confirmation. It provides 24x7 supports. Customers can make inquiries about any products or services and place orders anytime, anywhere from any location. The present shopping website includes a range of electronic items, garments of all age groups, home appliances and other necessary products that consumers require on a daily basis. This online E-commerce system may be a complete solution for a customer which provides a flexible, safe and user-friendly environment.

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# CHAPTER 1 INTRODUCTION

#### 1.1 About the Platform

The project is about, The Daily Online shopping which is a web-based digital shopping system. This system is designed for makes shopping easy and convenient for buyers. By using the web application buyers and sellers will be benefited. The project is developed by the most popular framework django. The user-friendly interface and functionality helps users and admin to manage the application easily.

#### 1.2 Motivation

This Motivation section I will discuss my motivations, the motivations comes to me online marketplace because a few days ago I seen few e-commerce business holders start their business in locally that time I decided to start my new business through online, I think about my career if I start online business I can reduce time-consuming for setting new live shop business. Online business is awesome for everyone you can buy the product through online and I can sell product through online basically I am working on The Fiverr marketplace and I have seen most of the job are the demand on e-commerce some goal setup I will make something for me something for my consumer, and currently we are really happy with our work. First of all, Thanks, my parents and secondly my honourable supervisor Md. Mahbubur Rahman sir, his also supporting me for my project he is my favourite remarkable teacher I'm really grateful about my teacher because He is very close to discuss any problem and making way to the solution.

#### 1.3 Objectives

The objective of the project Daily Online Shopping is to simplify shopping system that helps the customer to order products and also the sellers to manage the sell easily and paying the bill using online devices like Computer, Smartphone and Tablet etc.

Though a few days ago, People thinks about the shopping is going to market physically and buy the necessary products or service by the exchange of money in a specific time. But nowadays, the act of purchasing products or services over the Internet. Online shopping has grown in popularity over the years, mainly because people find it convenient and easy to bargain shop from the comfort of their home or office. One of the most enticing factors about online shopping,

particularly during a holiday season, is it alleviates the need to wait in long lines or search from store to store for a particular item. Also, the we may not go to the specific location in a particular period to sell our products. In online shopping we can sell our products 24/7 in a week from anywhere. There are several objectives of the project.

#### They are as follows:

- To provide a user-friendly interface to look at different products which the
- Consumer wants to buy.
- To give an opportunity to open an account if any products are chosen by a customer through online.
- To give an opportunity to pay product price via online without being physically present in specific place.
- To make the shopping system hassle-free and time-saving.

#### **1.4 Expected Outcome**

This project is mainly designed to change the as usual definition of shopping. Its main expected the outcome of this project brings comfort to our busy life by saving our valuable time and energy. Know about the product details and exact price from office, home and anywhere. Buy and sell any products from any location over the world. Buy and sell products any time also on a holiday. Enjoy the product discount and low sell cost. Easily find the necessary products using search.

#### 1.5 Report Layout

In this chapter, I discussed the summarization of our topic which I have discussed in our

Other chapters.

In chapter 1, I discuss the motivation, objectives and expected outcomes of the Daily Online Shopping project.

In chapter 2, there will be a discussion about the background of the project. The scope and challenges. Also, the discussion about the similar project and related work.

In chapter 3, project details will be discussed.

In chapter 4, here write about the implementation of the proposed system.

In chapter 5, finally, in this part, the conclusion will come. And the scope of farther development in the future.

# **Chapter 2**

## **Background**

#### 2.1 Introduction

The ShoppingX is django based application the application enables to buy any product at anywhere. This is the website where you can buy the product for your need. This is summary of ShoppingX there is so many featured which is not include right now. ShoppingX will come all featured very shortly like amazon, eBay. The modern online life easier the online shopping system and make it more reliable for the consumer.

#### 2.2 Related Works

Remotely order like an e-commerce Electronic commerce is like of e-commerce. This is not important to denote how website product is selling. Facebook like an e-commerce as I see most of the people are buying their product using Facebook, VK and so many social media. E-commerce concept is electronic commerce there are so many classifications we will consider it below description

#### 2.3 Comparative Studies

Electronic commerce, combined with mobile commerce, is probably going to become a serious business development across the world within the close to future. The Asian and other country are presently in the midst of an e-commerce and m-commerce revolution. The web has introduced a major wave of the amendment. Communication patterns have modified and interaction with companies happens via internet sites. As a result, the web is driving the creation of recent channels that reach the scope and scale of commerce to ecommerce then m-commerce. The web has enabled makers, retailers, wholesalers, and suppliers to speak and interact their business higher, quicker and cheaper during a wide range of markets. Its Sceptre's the shoppers by giving them access at any time and a wider alternative of merchandise and services than before. Without a doubt, each e-commerce and m-commerce are at an emerging stage in an Asian country, however, these have immense growth prospects within the country

#### 2.4 Scope of the Problem

E-commerce websites have different types of problem that is first it is necessary to ensure your internet connection when customer or client wants to see the product and have to order that produces the needed some electronic device such as a smartphone, laptop etc.

Sometimes it fetches some problem such as location tracking and product delivery. It is difficult to maintain the websites.

#### 2.5 Challenges

In today's world, in conditions of globalization, the economy has gained new Opportunities on the Internet. The implementation of the economic activity, thanks to the latest information technology, makes it more efficient and profitable. The relevance of this topic is due to the fact that a new sector has emerged in the world economy - ecommerce, which is one of the components of the "new economy", gaining more and more practical significance.

The electronic market is not strong enough in comparison with the traditional market; its potential is realized not for the end for several reasons:

- 1. There is no development of the regulatory and legislative framework, which leads to the problem of protection of intellectual property rights for goods or services that are realized in the framework of electronic commerce, as well as financial and contractual problems. As a result, there is a lack of confidence on the part of investors, potential buyers, and the pace of development is declining;
- 2. There are problems that are associated with the global concept of e-commerce. These include: the lack of confidence that in other parts of the world the partner company and the product or service that it offers are actually existing; differences in traditions and rules for doing business in these companies;

# **Chapter 3**

## **Project Details**

## **3.1 Topics Covert**

- Create Model
- Model Property
- Choice Field
- Register Model Admin
- Class Based View
- Function Based View
- Template Inheritance
- Using Template File
- Using Static File (CSS, JS, Image, Bootstrap, jQuery )
- Handling Json Data
- Image Upload
- Writing URL
- Rendering Custom Template for Auth
- Form
- Model Form
- Config Media
- Config Email etc.

## 3.2 Required Software and tools

- 1. VS Code
- 2. Python 3.8
- 3. Django
- 4. Model building databases

#### 3.3 Data Flow Diagram

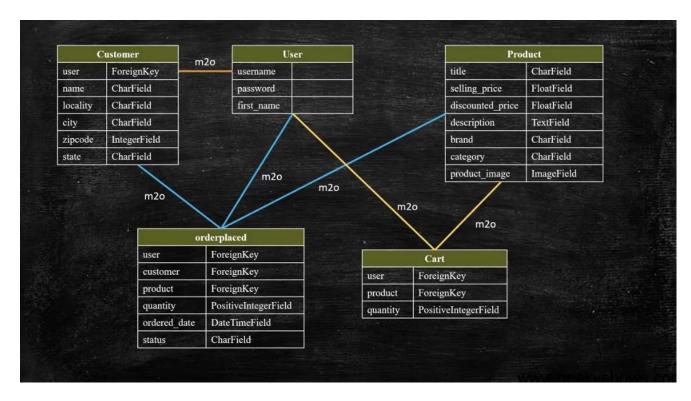


Fig: 3.3 data flow diagram

# **Chapter 4**

# **Implementation of Front-end Design**

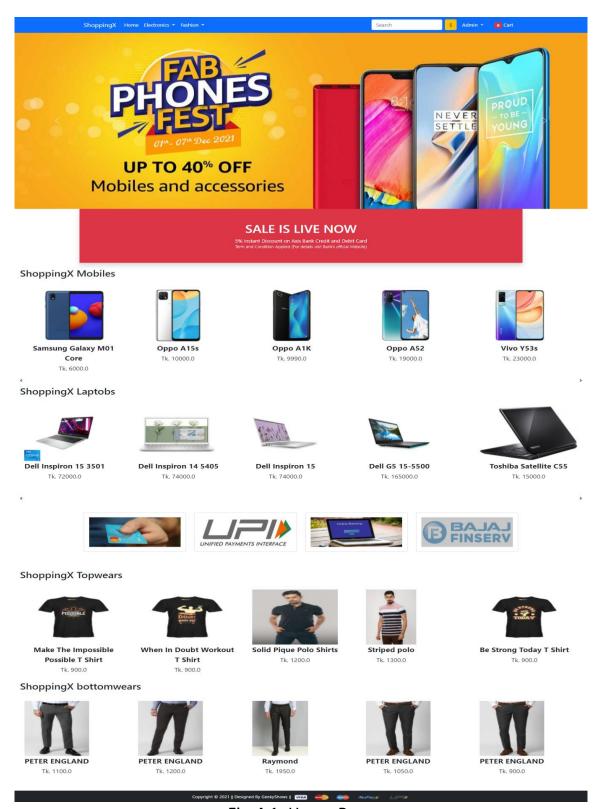


Fig-4.1: Home Page

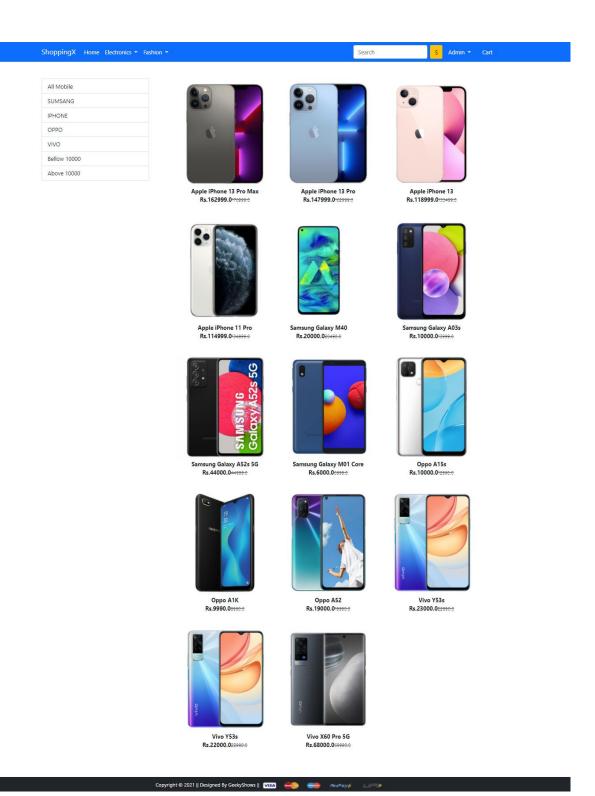


Fig-4.2: Product page-Mobiles

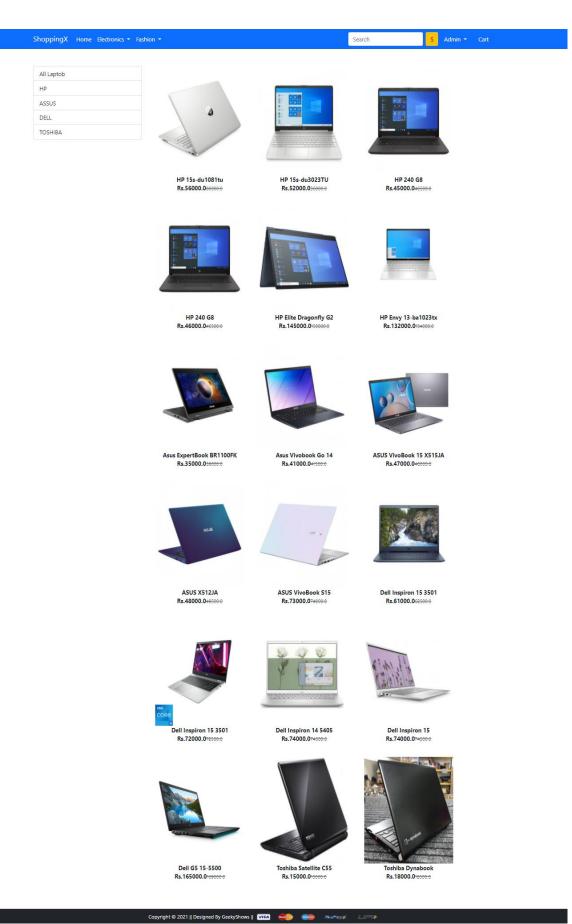


Fig-4.3: Projuct Page-Laptops

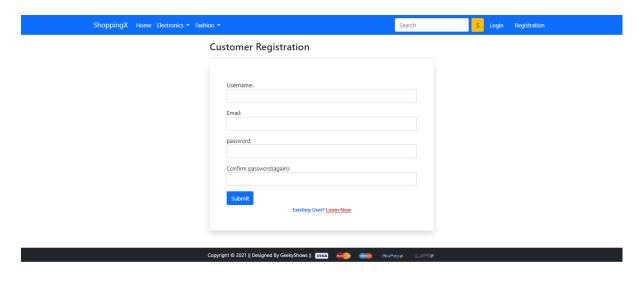


Fig-4.4: Registration Page

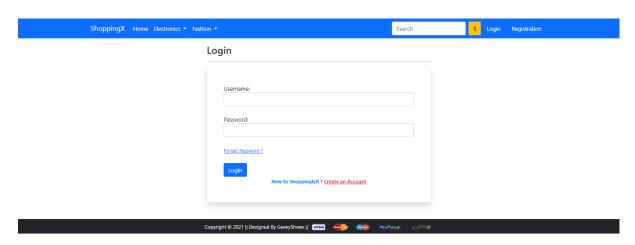
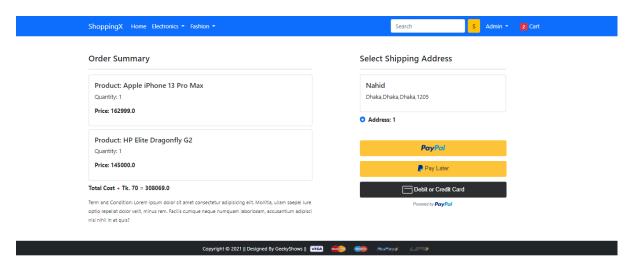


Fig-4.5: Login Page



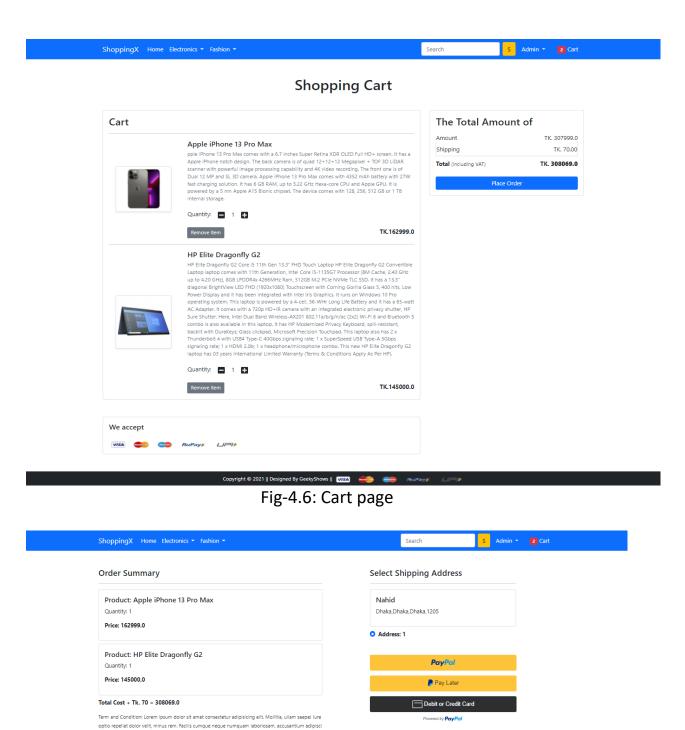


Fig-4.7: Payment Page

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# **Chapter 5**

### **Conclusion and Future Scope**

#### 5.1 Discussion and Conclusion

There has been an increase in activity in online trading around the world. Following the large companies manufacturing computer equipment, traders began to enter the network with traditional goods. Now, almost any goods can be bought through the Network. E-commerce is the process of earning money using Internet technologies, or it is a form of supply of products in which the choice and order of goods are carried out through computer networks, and settlements between the buyer and the supplier are made using electronic documents and/or means of payment. At the same time, both individuals and organization scan act as purchasers of goods.

#### **5.2 Scope for Further Developments**

To create a multivendor website. The concept defines the main directions of e-commerce development in the medium term, ways and forms of expanding the competitive environment, the growth of modern infrastructure and the creation of additional jobs, as well as further improvement of the legislation on e-commerce.