Wrappers India Ecommerce

A Project-II Report

Submitted in partial fulfillment of requirement of the

Degree of

BACHELOR OF TECHNOLOGY

in

COMPUTER SCIENCE & ENGINEERING

by

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EN18CS302033

Under the Guidance of

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MAY 2022

Report Approval

The project work **"Wrappers India Ecommerce"** is hereby approved as a creditable study of an engineering/computer application subject carried out and presented in a manner satisfactory to warrant its acceptance as prerequisite for the Degree for which it has been submitted.

It is to be understood that by this approval the undersigned do not endorse or approved any statement made, opinion expressed, or conclusion drawn there in; but approve the "Project Report" only for the purpose for which it has been submitted.

Internal Examiner

Name:

Designation

Affiliation

External Examiner

Name:

Designation

Affiliation

Declaration

I hereby declare that the project entitled **"Wrappers India Ecommerce"** submitted in partial fulfillment for the award of the degree of Bachelor of Technology in 'Computer Science' completed under the supervision of **Prof Varsha Sharda,** Faculty of Engineering, Medi-Caps University Indore is an authentic work.

Further, I declare that the content of this Project work, in full or in parts, have neither been taken from any other source nor have been submitted to any other Institute or University for the award of any degree or diploma.

Palash Mittal

EN18CS302033

Certificate

We, **Prof. Varsha Sharda and Ms. Sonam Verma** certify that the project entitled **"Wrappers India Ecommerce"** submitted in partial fulfillment for the award of the degree of Bachelor of Technology by **Palash Mittal** is the record carried out by him under our guidance and that the work has not formed the basis of award of any other degree elsewhere.

_____

Prof. Varsha Sharda

Computer Science

Medi-Caps University, Indore

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Indvibe Infotech Pvt. Ltd.

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Dr. Pramod S. Nair

Head of the Department

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Medi-Caps University, Indore

Offer Letter of the Internship

IndVibe Infotech Pvt Ltd

Iso 9001:2015 certified company

Internship Letter

IndVibe InfoTech Pvt Ltd– January-July 2022 Academic Session

Dear Palash Mittal

Date 03-01-2022

Congratulations!

We are glad to welcome you to the growing student community at IndVibe InfoTech Pvt Ltd. –A Software Development Company that has trained over 35+ Thousand students in the IT Sector and in many job oriented fields.

Based on your performance during IndVibe InfoTech Pvt Ltd Process -you have been provisionally selected for the internship in **Python with Django Framework**.

IndVibe InfoTech Pvt Ltd, with its world class infrastructure and expert Development team, would offer you an unparalleled learning environment that would enhance your skills and knowledge for a great career start.

We expect that, you as a student/Trainee, during your tenure at IndVibe InfoTech Pvt Ltd, would abide by the rules, norms and obligations of IndVibe InfoTech Pvt Ltd and contribute to build a positive and lasting impression about yourself.

Wishing you a great future in the IT Industry and looking forward to seeing you at IndVibe InfoTech Pvt Ltd.

Warm Regards

Center Head

IndVibe InfoTech Pvt Ltd

302 B, 3rd Floor Rajat Complex,18 Kaboy Compound Near Madhumilon Square, Indore
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Completion Certificate

IndVibe Infotech Pvt Ltd

Iso 9001:2015 certified company

Internship Letter

IndVibe InfoTech Pvt Ltd– January-July 2022 Academic Session

Dear Palash Mittal

Date 28-04-2022

Congratulations!

We are glad to welcome you to the growing student community at IndVibe InfoTech Pvt Ltd. –A Software Development Company that has trained over 35+ Thousand students in the IT Sector and in many job oriented fields.

Based on your performance during IndVibe InfoTech Pvt Ltd Process -you have been successfully completed the internship in python with Django framework with project **Wrappers india** from 03-01-2022 to 28-04-2022.

IndVibe InfoTech Pvt Ltd, with its world class infrastructure and expert Development team, would offer you an unparalleled learning environment that would enhance your skills and knowledge for a great career start.

We expect that, you as a student/Trainee, during your tenure at IndVibe InfoTech Pvt Ltd, would abide by the rules, norms and obligations of IndVibe InfoTech Pvt Ltd and contribute to build a positive and lasting impression about yourself.

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Acknowledgement

I would like to express my deepest gratitude to Honorable Chancellor, **Shri R C Mittal,** who has provided me with every facility to successfully carry out this project, and my profound indebtedness to **Prof. (Dr.) Dilip K Patnaik,** Vice Chancellor, Medi-Caps University, whose unfailing support and enthusiasm has always boosted up my morale. I also thank **Prof. (Dr.) D K Panda,** Pro Vice Chancellor, **Dr. Suresh Jain,** Dean Faculty of Engineering, Medi-Caps University, for giving me a chance to work on this project. I would also like to thank my Head of the Department **Dr. Pramod S. Nair** for his continuous encouragement for betterment of the project.

I express my heartfelt gratitude to my **External Guide, Ms. Sonam Verma** Project Manager, Indvibe Infotech Pvt. Ltd. as well as to my Internal Guide, Prof. Varsha Sharda**,** Professor, Department of Computer Science and Engineering, MU, without whose continuous help and support, this project would ever have reached to the completion.

I would also like to thank to my whole team at Indvibe Infotech Pvt. Ltd. who extended their kind support and help towards the completion of this project.

It is their help and support, due to which we became able to complete the design and technical report. Without their support this report would not have been possible.

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Abstract

Internet is the rapidest growing media during the past decade. Especially, online shopping is a rapidly growing e-commerce area. Online stores are usually available 24 hours a day, and many consumers have Internet access both at work and at home. A successful web store is not just a good looking website with dynamic technical features, listed in many search engines. This study aims to establish a preliminary assessment, evaluation and understanding of the characteristics of online shopping. Although the benefits of online shopping are considerable, when the process goes poorly it can create a thorny situation.

From a bigger perspective, every website on the internet is the e-commerce Website. It can be the platform, it can be a marketplace, it can be a portal, it can be apps, it can be an entertainment website, shopping website, online courses website and online degree college.

Electronic Commerce is process of doing business through computer networks. A person sitting on his chair in front of a computer can access all the facilities of the Internet to buy or sell the products. Unlike traditional commerce that is carried out physically with effort of a person to go & get products, ecommerce has made it easier for human to reduce physical work and to save time. E-Commerce which was started in early 1990's has taken a great leap in the world of computers, but the fact that has hindered the growth of e-commerce is security. Security is the challenge facing e-commerce today & there is still a lot of advancement made in the field of security. The main advantage of e-commerce over traditional commerce is the user can browse online shops, compare prices and order merchandise sitting at home on their PC. For increasing the use of e-commerce in developing countries the B2B e-commerce is implemented for improving access to global markets for firms in developing countries. For a developing country advancement in the field of e-commerce is essential. The research strategy shows the importance of the e-commerce in developing countries for business applications.

The main objective of the E-commerce Portal is to manage the details of Products, Customer, Shipping, Payment, Category. It manages all the information about Products, Sales, Category, Products. The project is totally built at administrative end and thus only the administrator is guaranteed the access. The purpose of the project is to build an application program to reduce the manual work for managing the Products, Customer, Sales, Shipping. It tracks all the details about the Shipping, Payment, Category.

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Chapter-1

Introduction

1.1 Introduction

Customer get many benefits via online shopping this helps e-commerce companies to build long-lasting and profitable relationship with their customers. For making strong relationship with these users it is very important to focus on the customer as a whole and making sense of a flood of real-time information that goes well beyond demographics or shopping behavior. There are two entities who will have the access to the system. One is the admin and another one will be the registered user. Admin can add product details, view all the order details and can also view the sales of the products. User need to register with basic registration details to generate a valid username and password. After the user logins, it can view all the products that are recommended on the homepage compiled by the system based on user's information. From the recommended products, the user can even further view its details and then if interested to buy, the system gives add to cart option for purchasing the product. The system even has an AI bot with the help of which the user can get answers to queries like features, warranty, price etc. details of the products. This AI Bot even converts text to speech. After selecting the product, user can do payment for the particular product online. Users can view their order history of their purchased product.

1.2 Aim

The main aim of e-commerce websites development is to sell products to users. The most successful websites are carefully optimized to achieve a high percentage of purchases. To achieve success e-commerce websites, need to integrate all of the latest online closing & upsell techniques available which have been proven to increase the chances that a visitor will purchase. There are many important elements that go into building a successful e-commerce website such as removing friction during the purchasing process, making the checkout smooth and easy, making the website fast and attractive, up selling users on related products, incentivizing buyers, reducing cart abandonment, nurturing past buyers to buy again, remarketing to past visitors who haven't yet purchased, using the proper payment options, having a mobile ready design and many more things which are needed to develop and e-commerce website.

The objective of the study is to develop an online fashion brochure system. The system aims to achieve the following objectives:

•To design an online ecommerce system.

•To provides a solution to reduce and optimize the expenses of customer order management

•To create an avenue where people can shop for fashion products online.

•To develop a database to store information on fashion products and services

1.3 Existing System

This existing system of buying goods has several disadvantages. It requires lots of time to travel to the particular shop to buy the goods. It is having lots of manual work. Since everyone is leading busy life nowadays, time means a lot to everyone. Also there are expenses for travelling from house to shop. It is less user-friendly. In current system user must go to shop and order products. It is difficult to identify the required product. More over the shop from where we would like to buy something may not be open 24*7*365. Hence we have to adjust our time with the shopkeeper's time or vendor's time. In current e commerce system user have to go shop to view the description of the product. It is unable to generate different kinds of report.

1.4 Proposed System

The proposed system helps in building a website to buy, sell products or goods online using internet connection. Unlike traditional commerce that is carried out physically with effort of a person to go and get products, ecommerce has made it easier for human to reduce physical work and to save time. The basic concept of the application is to allow the customer to shop virtually using the Internet and allow customers to buy the items and articles of their desire from the store. E-commerce is fast gaining ground as an accepted and used business paradigm.

1.5 Significance

With the aid of an efficient information system, associations can be able to react quickly by giving out information about changes in the market and latest trends to the public. An online application not only saves time and money, but also minimizes administrative efforts cost. It provides an avenue to market products to a whole new audience.

Benefits of ecommerce system: -

• Easy advertisement of new products and services

• Saves time on the part of the buyer due to the fact that they can do transactions for any product or make enquiries about any product or services provided by a company anytime and anywhere.

• It creates an avenue for expansion to national and international markets.

• An online ecommerce brochure system improves the brand image of a company.

• It aids a company in providing better customer service.

• It helps to simplify business processes and make them faster and more efficient.

1.6 Research Design

The research method used for this project work is quantitative research reviews the current system, provide its description, identifying the discrepancies and eventually giving a suitable solution. Therefore, the method used in the design and collections of information from various sources are as follows:

• Studying the present system in detail.

• Knowing and understanding the input and output processes of the existing system.

• A qualitative form of interview was conducted in the organization to understand the mode of operation of the old system.

Chapter-2

Software Requirements Specification

2.1 Hardware Requirements

Number	Description
1	PC with 250 GB or more Hard disk.
2	PC with 2 GB RAM.
3	PC with Pentium 1 and Above.

2.2 Software Requirements

Number	Description	Type
1	Operating System	Windows XP / Windows
2	Language	Python
3	Database	SQLite
4	IDE	Visual Code
5	Browser	Google Chrome
6	Framework	Django

Chapter-3

Methodology

3.1 Introduction

This Section describes the methodology applied during the development of E-commerce store. A methodology is a model, which project managers employ for the design, planning, implementation and achievement of their project objectives. Effective project management is essential in absolutely any organization, regardless of the nature of the business and the scale of the organization. From choosing a project to right through to the end, it is important that the project is carefully and closely managed. Based on the nature of my project solution, it was essential to use incremental Software development life cycle (SDLC). The project typically has a number of Phases and the level of control required over each phase are primarily defined by the nature of the Project, the complexity of the same and the industry to of the Project. An Incremental (SDLC) model consists of a number of dependent increments that are completed in a prescribed sequence. Each increment includes a Launching, Monitoring and Controlling, and Closing Process Group for the functions and features in that increment only. Each increment integrates additional parts of the solution until the final increment, where the remaining parts of the solution are integrated.

3.2 Software Implementation Technology

1. Mainly we will be using Django framework of python for developing our web application.
2. Django is a high-level Python web framework that enables rapid development of secure and maintainable websites. Django helps eliminate repetitive tasks making the development process an easy and time saving experience.
3. Django follows the MVT pattern, the Model-View-Template (MVT) is slightly different from MVC. In fact, the main difference between the two patterns is that Django itself takes care of the Controller part (Software Code that controls the interactions between the Model and View), leaving us with the template. The template is a HTML file mixed with Django Template Language (DTL).
4. HTML is a markup language. It provides the structure of a website so that web browsers know what to show.

5. CSS is a Cascading Style Sheet. CSS let's web designers change colors, fonts, animations, and transitions on the web. They make the web look good.
6. JavaScript is a lightweight interpreted programming language. The web browser receives the JavaScript code in its original text form and runs the script from that.

3.3 System Analysis

Analysis is an important part of any project; is analysis is not done properly then whole project move in the wrong direction. It also provides a schedule for proper project work. Analysis task divided into 3 areas:

1. Problem Recognition.
2. Feasibility Study.
3. Requirement Analysis.

3.4 Feasibility Study

Feasibility study of the system is a very important stage during system design. Feasibility study is a test of a system proposal according to its workability impact on the organization, ability to meet user needs, and effective use of resources. Feasibility study decides whether the system is properly developed or not. There are five types of feasibility as mentioned below:

1. Technical Feasibility
2. Time Schedule feasibility
3. Operational feasibility
4. Implementation feasibility
5. Economic Feasibility

3.4.1 Technical Feasibility

Technical feasibility corresponds to determination of whether it is technically feasible to develop the software. Here those tools are considered, which will be required for developing the project. The tools, which are available, and tools, which will be required, are taken into account. Considering all above points and aspects it is observed that the cost incurred in developing this project from a technical perspective would not be too high. Thus, it is feasible for company as well as for me to develop this system.

3.4.2 Time Feasibility

Time feasibility corresponds to whether sufficient time is available to complete the project.

Parameters considered:

▪ Schedule of the project.

▪ Time by which the project has to be completed.

▪ Reporting period Considering all the above factors it was decided that the allotted time that is 3months was sufficient to complete the project.

3.4.3 Operational Feasibility

Operational feasibility corresponds to whether users are aware of interface environment and sufficient resources are available or not.

Parameters considered:

▪ People with a basic knowledge of computers would be able to use our system very effectively and easily, as the system would have an intuitive GUI.

▪ The director and employees of Wrappers India have a basic operating knowledge of computers, so understanding the working of the system and using it would be easy from the decision maker's point of view.

▪ All the relevant necessary resources for implementing and operating this system are already present in office bearing in mind the above factor, it was observed that the cost would be incurred in developing this project from an operational standpoint would be low. Thus, it would be operational feasible for the company.

3.4.4 Implementation Feasibility

Implementation Feasibility is about basic infrastructure required to develop the system. Considering all below points, it is feasible to develop system.

Factors considered:

▪ All the minimum infrastructure facility required like PC, books, technical manuals are provided.

▪ Proper guidance is provided.

▪ All necessary data and files are provided.

3.4.5 Economic Feasibility

Economic Feasibility is about total cost incurred for the system. The software resource requirement of the proposed system is Django and SQLite for functional and backend development and HTML, CSS, JS for the frontend UI.

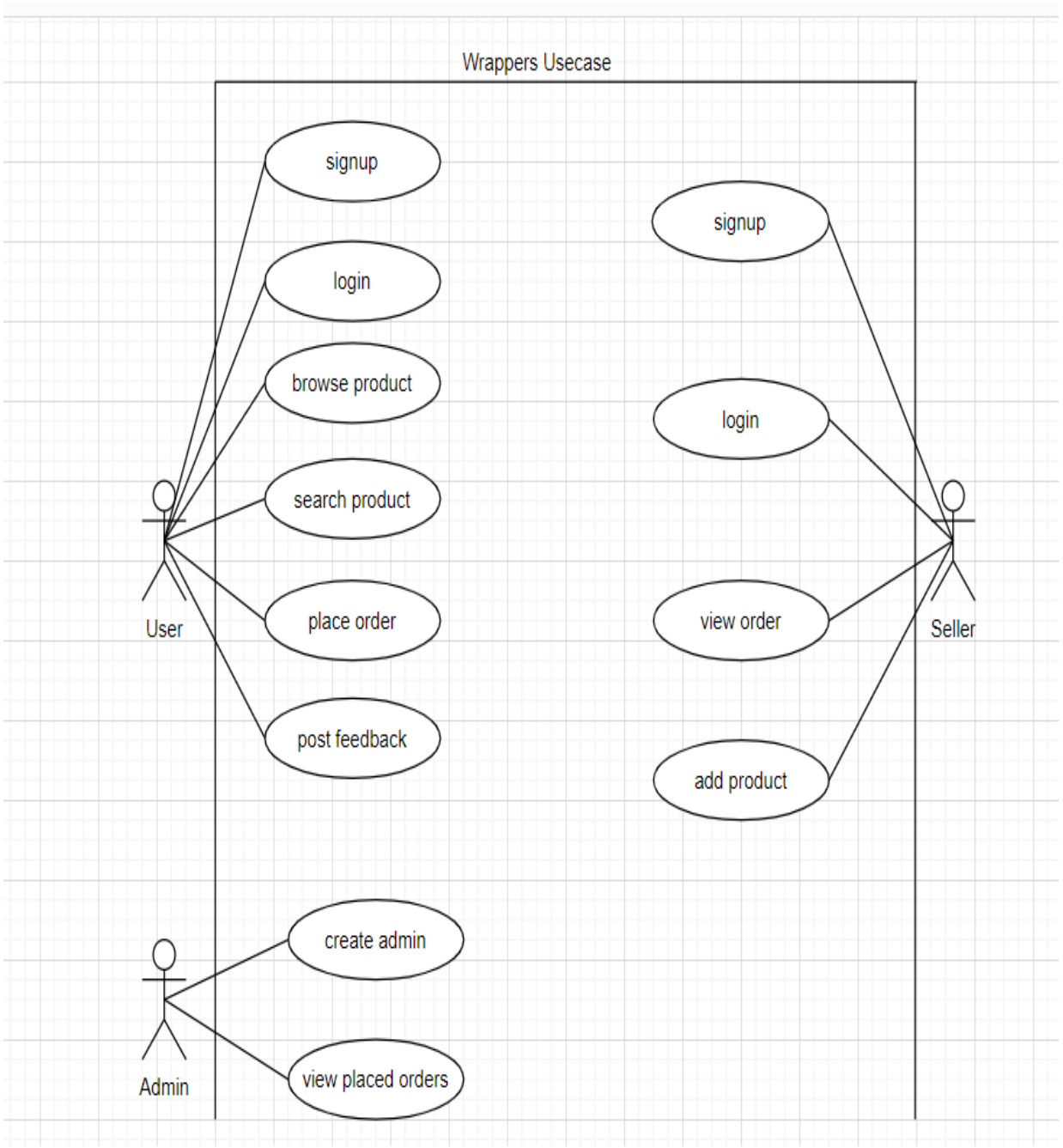

Fig 3.1 Use Case Diagram

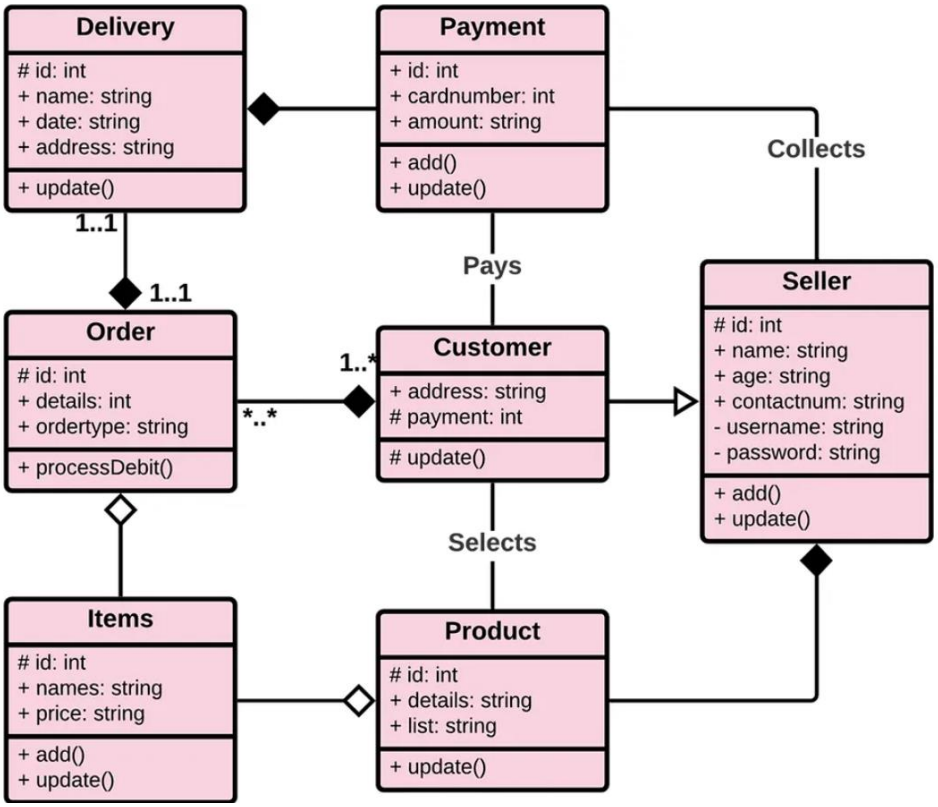

Fig 3.2 Class Diagram

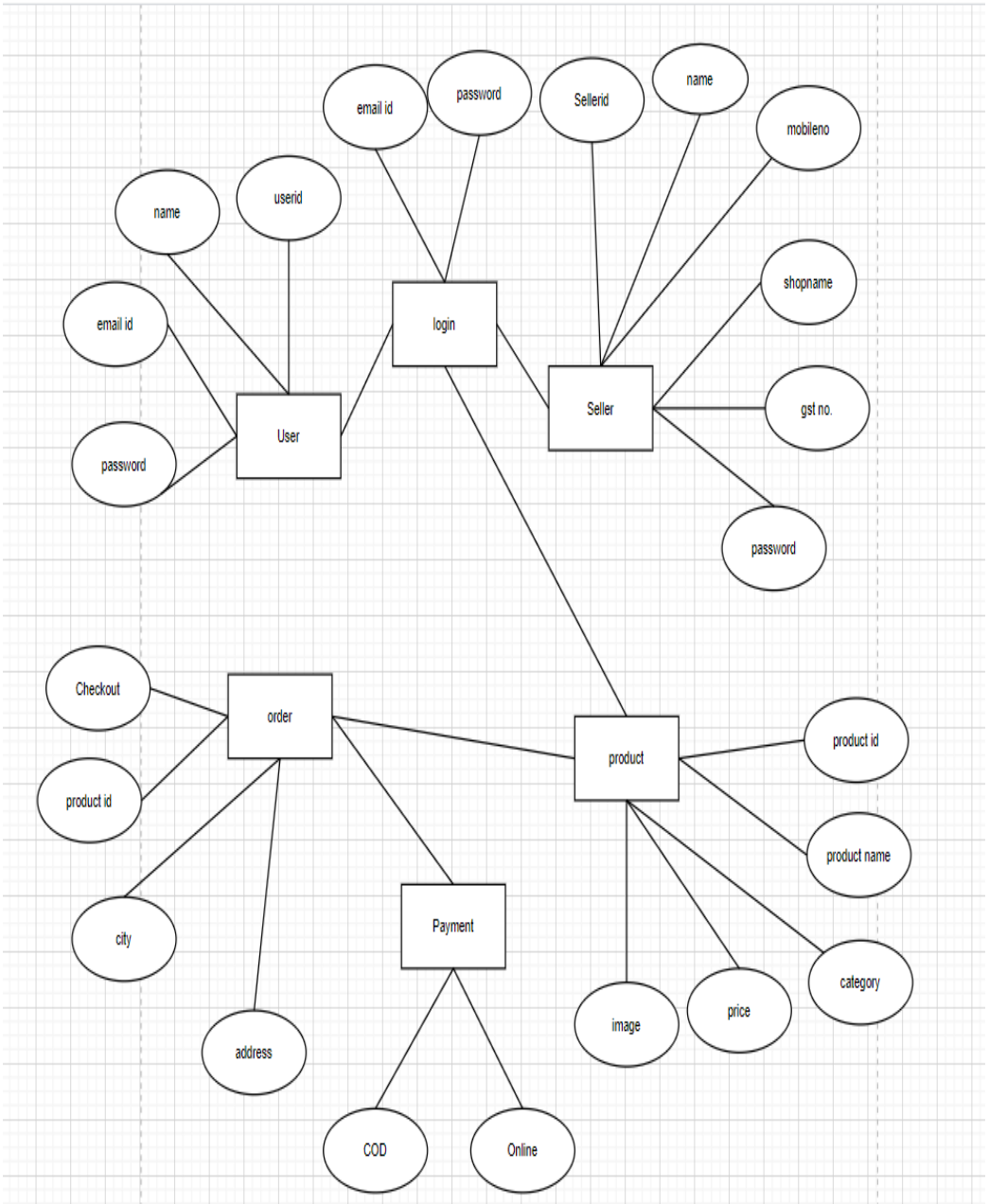

Fig 3.3 ER Diagram

Chapter-4

Results

The following webpages were created as the result of this internship project.

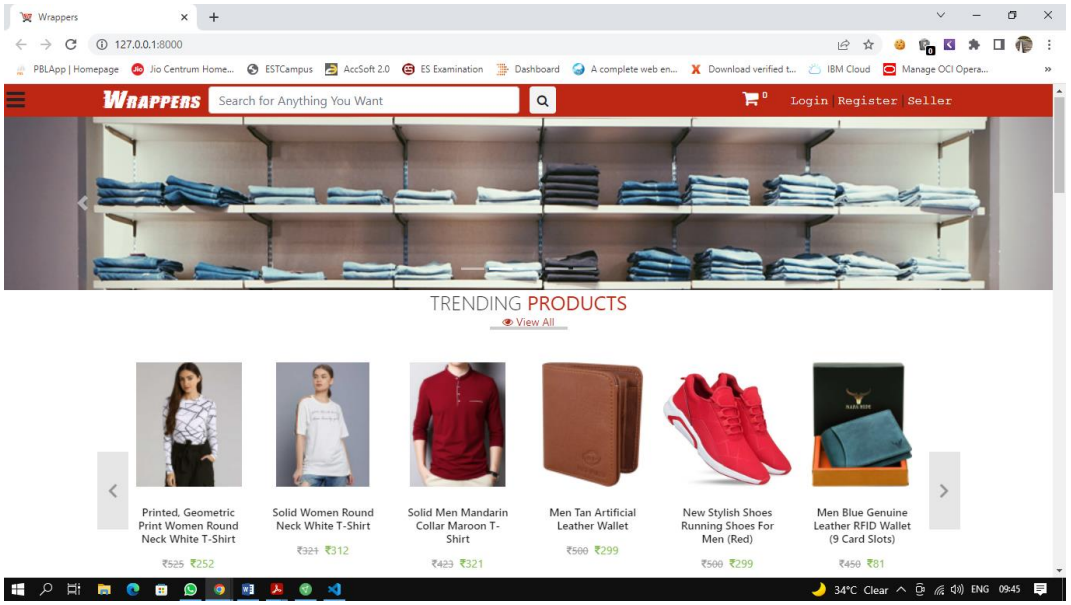

Fig 4.1 Home Page

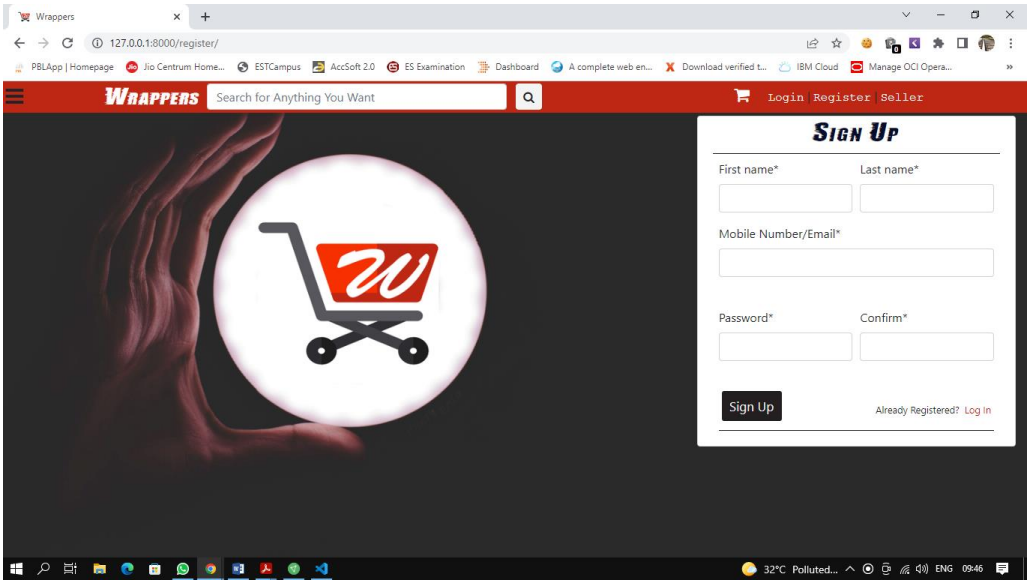

Fig 4.2 Sign Up page

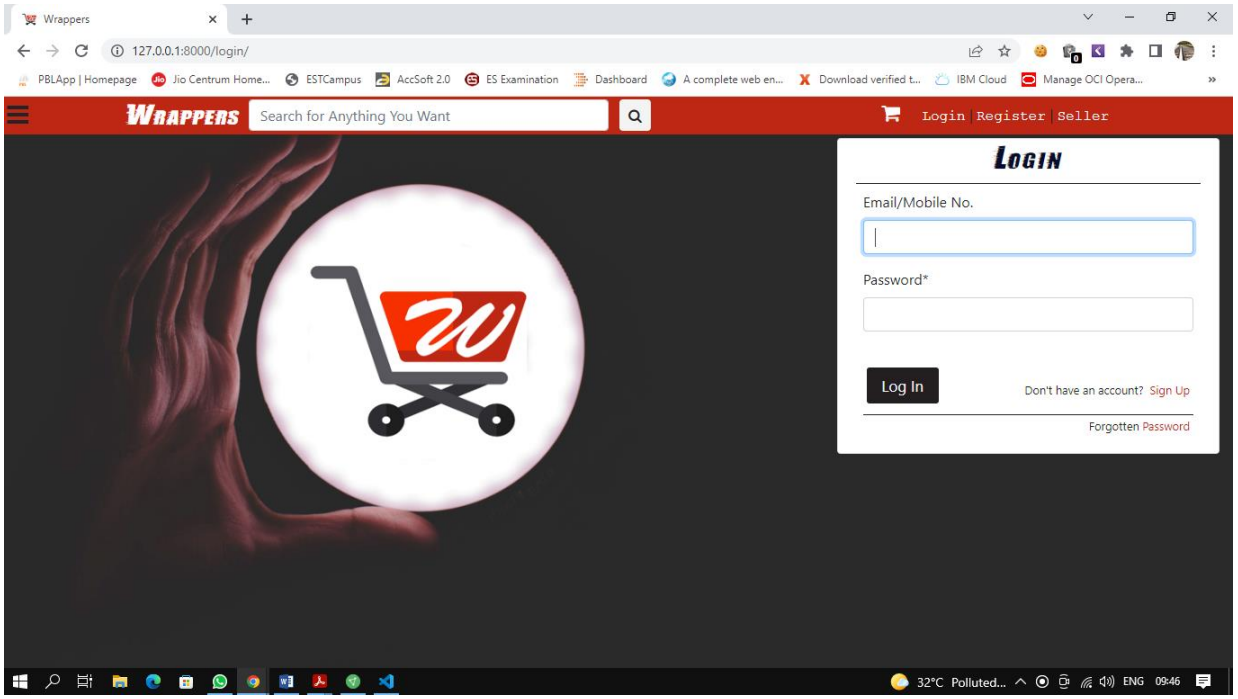

Fig 4.3 Login page

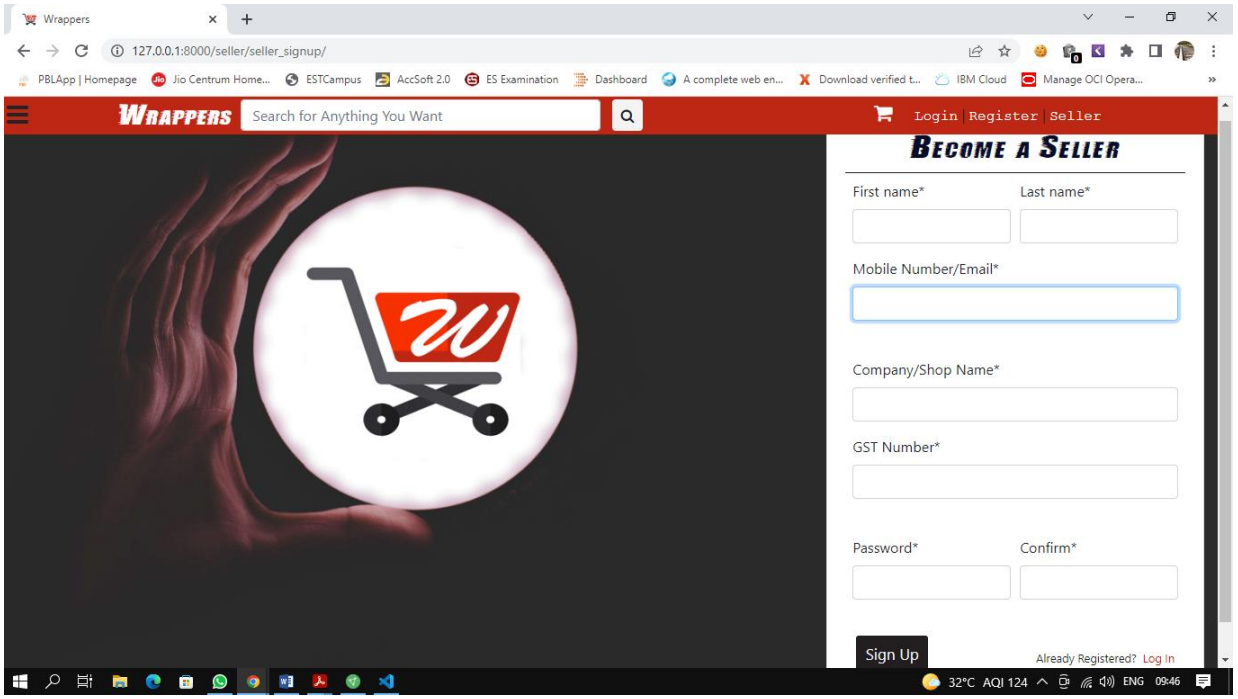

Fig 4.4 Become a seller page

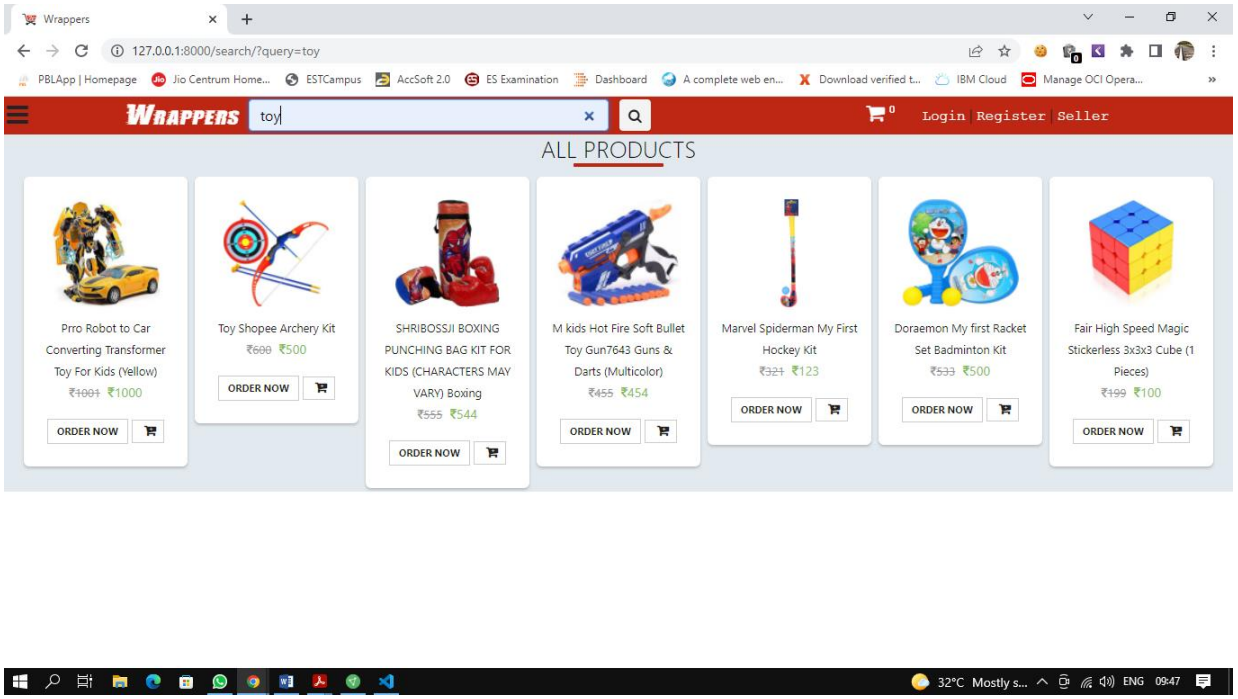

Fig 4.5 Search Bar

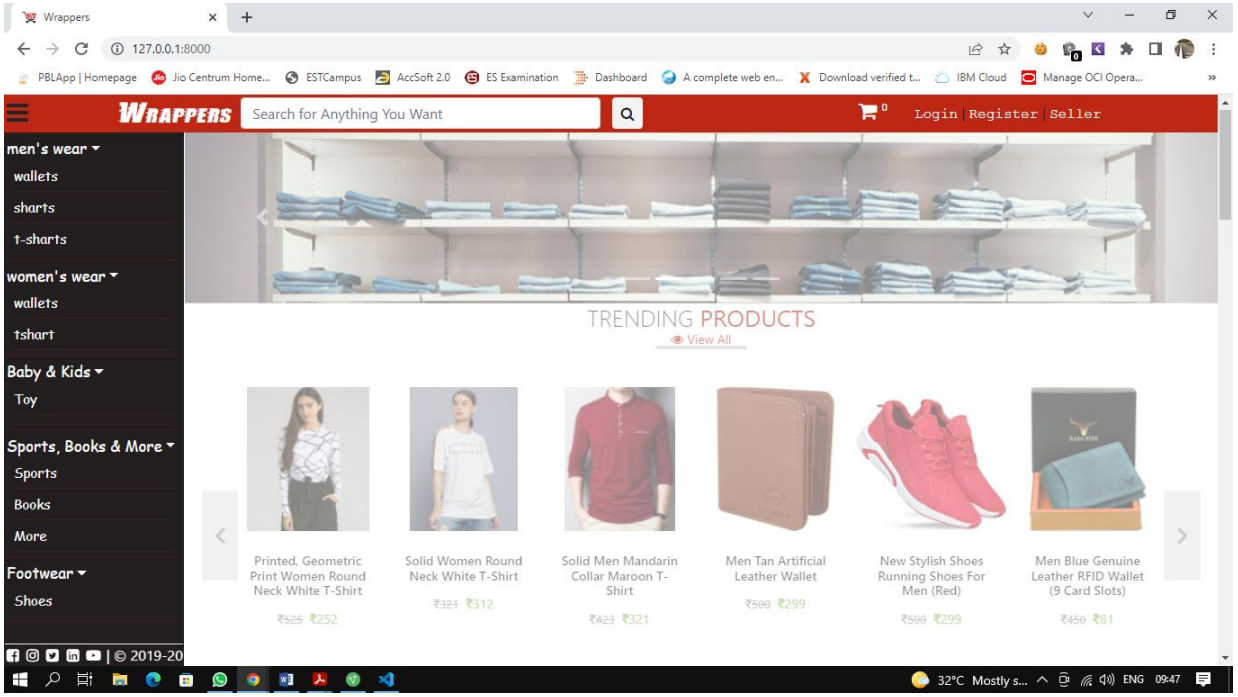

Fig 4.6 Categories

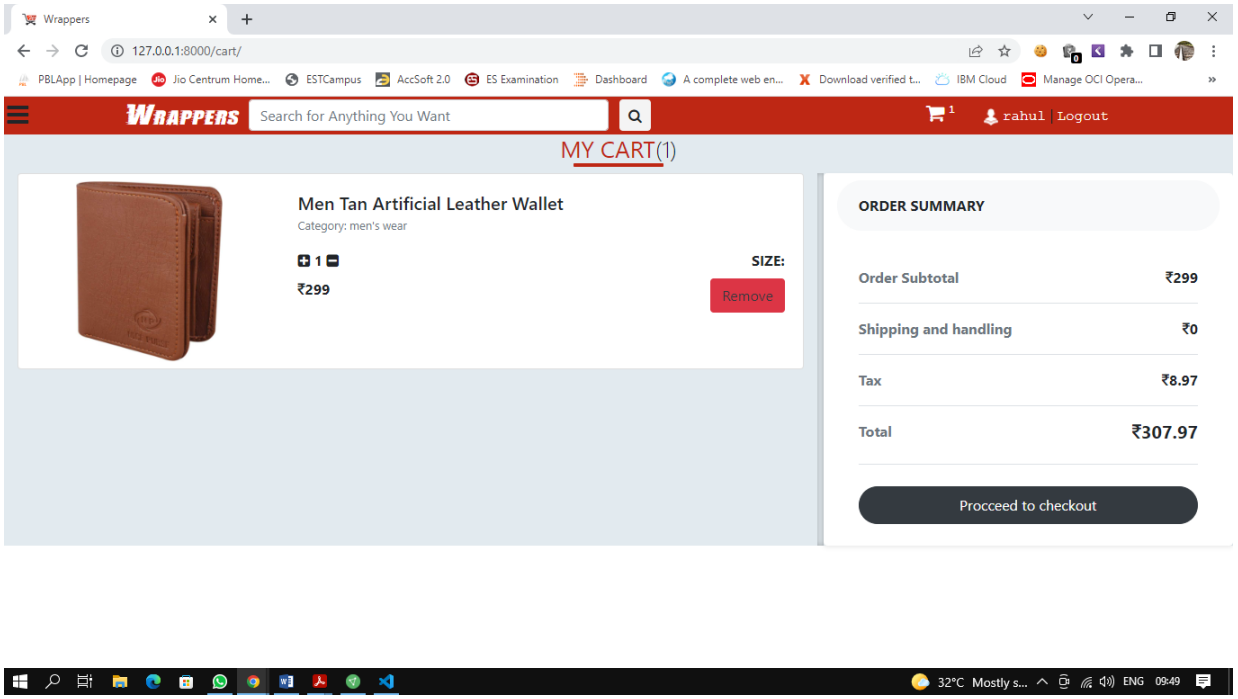

Fig 4.7 Cart

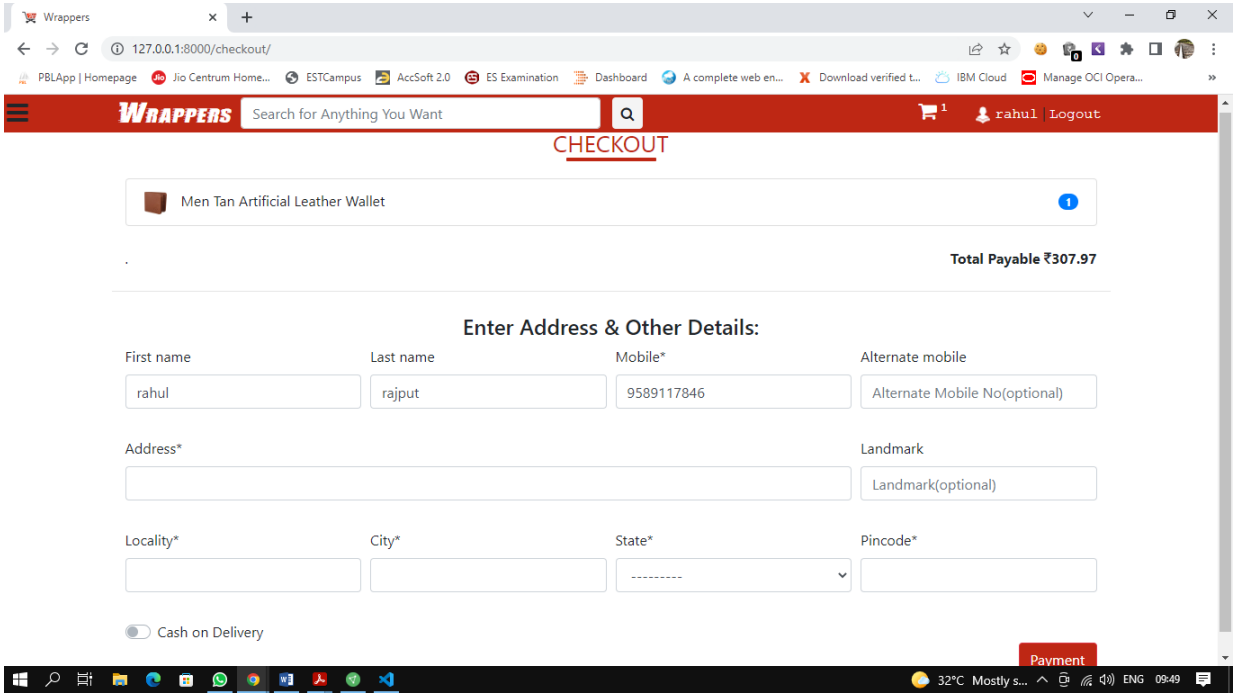

Fig 4.7 Checkout

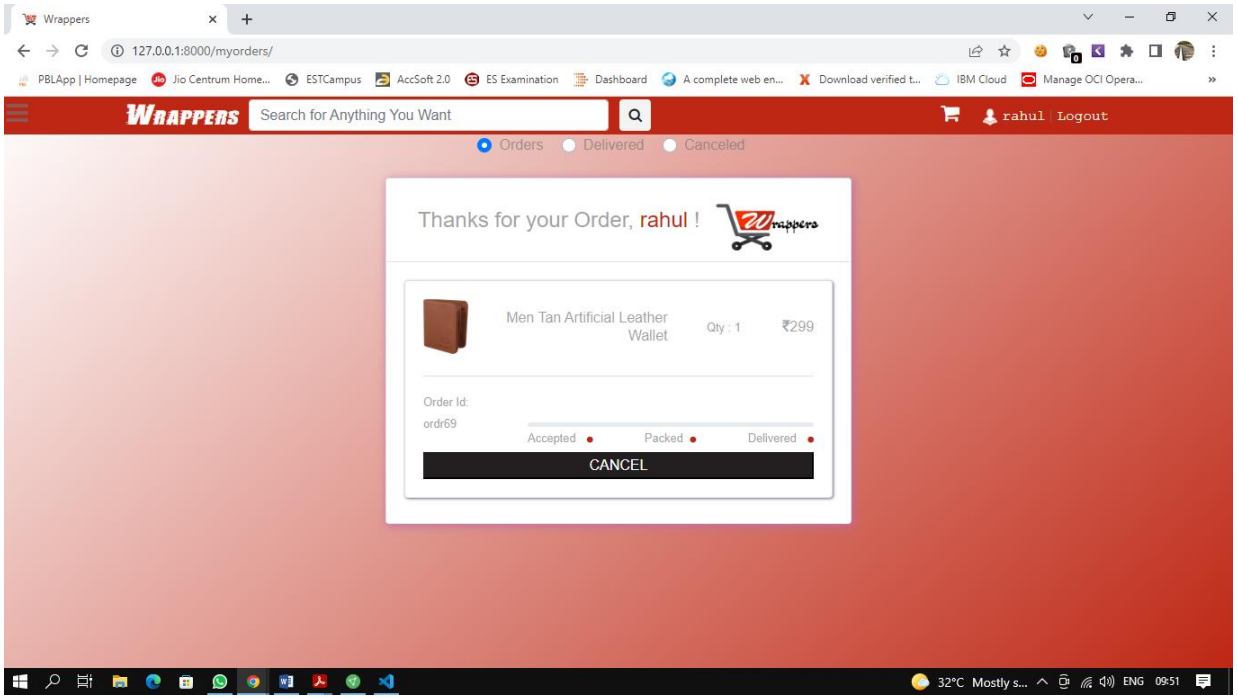

Fig 4.8 Order Confirmation Page

Chapter-5

TESTING

The term implementation has different meanings ranging from the conversation of a basic application to a complete replacement of a computer system. The procedures however, are virtually the same. Implementation includes all those activities that take place to convert from old system to new. The new system may be totally new replacing an existing manual or automated system or it may be major modification to an existing system. The method of implementation and time scale to be adopted is found out initially. Proper implementation is essential to provide a reliable system to meet organization requirement.

5.1 Unit Testing

In computer programming, unit testing is a software testing method by which individual units of source code, sets of one or more computer program modules together with associated control data, usage procedures, and operating procedures, are tested to determine whether they are fit for use. Intuitively, one can view a unit as the smallest testable part of an application. In procedural programming, a unit could be an entire module, but it is more commonly an individual function or procedure. In object-oriented programming, a unit is often an entire interface, such as a class, but could be an individual method. Unit tests are short code fragments created by programmers or occasionally by white box testers during the development process. It forms the basis for component testing. Ideally, each test case is independent from the others. Substitutes such as method stubs, mock objects, fakes, and test harnesses can be used to assist testing a module in isolation. Unit tests are typically written and run by software developers to ensure that code meets its design and behaves as intended.

5.2 Integration Testing

Integration testing (sometimes called integration and testing, abbreviated I&T) is the phase in software testing in which individual software modules are combined and tested as a group. It occurs after unit testing and before validation testing. Integration testing takes as its input modules that have been unit tested, groups them in larger aggregates, applies tests defined in an integration test plan to those aggregates, and delivers as its output the integrated system ready for system testing.

5.3 Software Verification and Validation

In software project management, software testing, and software engineering, verification and validation (V&V) is the process of checking that a software system meets specifications and that it fulfils its intended purpose. It may also be referred to as software quality control. It is normally the responsibility of software testers as part of the software development lifecycle. Validation checks that the product design satisfies or fits the intended use (high-level checking), i.e., the software meets the user requirements. This is done through dynamic testing and other forms of review. Verification and validation are not the same thing, although they are often confused.

Software Verification: The process of evaluating software to determine whether the products of a given development phase satisfy the conditions imposed at the start of that phase.
Software Validation: The process of evaluating software during or at the end of the development process to determine whether it satisfies specified requirements.

In other words, software verification is ensuring that the product has been built according to the requirements and design specifications, while software validation ensures that the product meets the user's needs, and that the specifications were correct in the first place. Software verification ensures that "you built it right". Software validation ensures that "you built the right thing". Software validation confirms that the product, as provided, will fulfil its intended use.

5.4 White-Box Testing

White-box testing (also known as clear box testing, glass box testing, transparent box testing, and structural testing) is a method of testing software that tests internal structures or workings of an application, as opposed to its functionality (i.e. black-box testing). In white-box testing an internal perspective of the system, as well as programming skills, are used to design test cases. The tester chooses inputs to exercise paths through the code and determine the appropriate outputs. This is analogous to testing nodes in a circuit, e.g. in-circuit testing (ICT). White-box testing can be applied at the unit, integration and system levels of the software testing process. Although traditional testers tended to think of white-box testing as being done at the unit level, it is used for integration and system testing more frequently today. It can test paths within a unit, paths between units during integration, and between subsystems during a system–level test. Though this method of test design can uncover many errors or problems, it has the potential to miss unimplemented parts of the specification or missing requirements.

5.5 Black-Box Testing

Black-box testing is a method of software testing that examines the functionality of an application without peering into its internal structures or workings. This method of test can be applied virtually to every level of software testing: unit, integration, system and acceptance. It typically comprises most if not all higher level testing, but can also dominate unit testing as well.

5.6 System Testing

System testing of software or hardware is testing conducted on a complete, integrated system to evaluate the system's compliance with its specified requirements. System testing falls within the scope of black-box testing, and as such, should require no knowledge of the inner design of the code or logic. As a rule, system testing takes, as its input, all of the "integrated" software components that have passed integration testing and also the software system itself integrated with any applicable hardware system(s). The purpose of integration testing is to detect any inconsistencies between the software units that are integrated together (called assemblages) or between any of the assemblages and the hardware. System testing is a more limited type of testing; it seeks to detect defects both within the "inter-assemblages" and also within the system as a whole.

System testing is performed on the entire system in the context of a Functional Requirement Specification(s) (FRS) and/or a System Requirement Specification (SRS). System testing tests not only the design, but also the behaviour and even the believed expectations of the customer. It is also intended to test up to and beyond the bounds defined in the software/hardware requirements specification(s).

Chapter-6

Summary and Conclusions

In general, today's businesses must always strive to create the next best thing that consumers will want because consumers continue to desire their products, services etc. to continuously be better, faster, and cheaper. In this world of new technology, businesses need to accommodate to the new types of consumer needs and trends because it will prove to be vital to their business' success and survival. E-commerce is continuously progressing and is becoming more and more important to businesses as technology continues to advance and is something that should be taken advantage of and implemented. From the inception of the Internet and e-commerce, the possibilities have become endless for both businesses and consumers. Creating more opportunities for profit and advancements for businesses, while creating more options for consumers. However, just like anything else, e-commerce has its disadvantages including consumer uncertainties, but nothing that cannot be resolved or avoided by good decision-making and business practices.

Chapter-7
Future Scope

Customers get a clear understanding of any online product with detailed information present on the site. Such information may involve the product's functionalities, specifications, and images with prices. With this, businesses hope to gain the trust of customers along with other details with all online security measures followed. Most of them involve E-wallets, online card payments, and m-banking which makes the payment procedure quite flexible. Thus, such steps taken by e-Commerce businesses present a highly customized and user-friendly experience for both the entrepreneur and the consumer. So, ITSWS Technologies addresses all risks and challenges regarding the e-Commerce business for its smooth functioning.

Also, today's youth is becoming tech-savvy and prefer to have all their products with the comfort from their house or any area. They hardly either have time for visiting shops or feel it more convenient to have everything at their doorstep. So, the connection of e-Commerce businesses with the Internet has made India's youth and even other generations' life contented. However, India has people with different backgrounds like rural, urban, and metropolitan areas. So, presenting each product according to the requirements of living from these three different backgrounds has also become more convenient with ecommerce shopping websites.

Thus, ease of shopping, easy accessibility to the internet, highly safe and secured payments modes have revolutionized the ecommerce businesses in a positive direction. It led to entrepreneurs emerging with new business models relating to the increase in internet access. Also, with ecommerce, customers book their products online with no extra time and effort. With this, businesses focus on on-time delivery of goods once any product is booked by the customer and share them with each step details. This encourages the customer to believe that particular ecommerce business and make their future purchases from the same.

So, the scope for ecommerce businesses in India looks to be ever-increasing and growing with its trend increasing already. With this in mind, ITSWS Technologies work on various e-Commerce sites in India like Amazon, Flipkart, Snap deal, Jabong, and others. Most of these sites plan to combine online and offline stores to maximize their selling potential. Also, due to these firms, India had become one of the fastest-growing ecommerce markets in Asia/Pacific with China investing as much. Along with that, many analysts believe that network connectivity has been a major cog in the wheel for such growth in the market.

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