Things Around Us

MINI PROJECT – I
SYNOPSIS

Department of Computer Science & Application

Institute of Engineering & Technology

SUBMITTED TO: -   Submitted By:

Mr Mandeep singh   Amit kumar (201500079)

(Technical Trainer)   Pratham Panjwani(201500511)

Mentor :   Tushar Srivastava(201500747)

Mrs Ruchi talwar   Saurav kumar singh (201500634)

(technical trainer)

Acknowledgement

It gives us a great sense of pleasure to present the synopsis of the B.Tech mini project undertaken during B.Tech III Year. This project is going to be an acknowledgement to the inspiration, drive and technical assistance will be contributed to it by many individuals. We owe special debt of gratitude to Mr. Mandeep Singh, Technical Trainer and Mrs. Ruchi Talwar ,Technical Trainer for providing us with an encouraging platform to develop this project, which thus helped us in shaping our abilities towards a constructive goal and for his constant support and guidance to our work.

His sincerity, thoroughness and perseverance has been a constant source of inspiration for us. We believe that he will shower us with all his extensively experienced ideas and insightful comments at different stages of the project & also taught us about the latest industry-oriented technologies. We also do not like miss

the opportunity to acknowledge the contribution of all faculty members of the department for their kind guidance and co-operation.

 Saurav kumar singh (201500634)

Pratham Panjwani (201500511)

Tushar Srivastava (201500747)

Amit kumar (201500079)

Contents

Abstract

Declaration

Acknowledgement

INTRODUCTION

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, e commerce 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.

Technology used :

. **Html**

. **Css**

. **Bootstrap**

. **Javascript**

. **Firebase**

<u>**PROJECT DESCRIPTION**</u>

The " Things Around Us" is e-commerce website strives to provide solutions to develop and transfer easy and efficient way in the digital age and to help reduces the human pressure and time.

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.

<u>**Project Planning**</u>

Project planning is part of project management, which relates to the use of schedules such as Gantt charts to plan and subsequently report progress within the project environment. Initially, the project scope is defined and the appropriate methods for completing the project are determined. Following this step, the durations for the various tasks necessary to complete

the work are listed and grouped into a work breakdown structure. The logical dependencies between tasks are defined using an activity network diagram that enables identification of the critical path. Float or slack time in the schedule can be calculated using project management software. Then the necessary resources can be estimated and costs for each activity can be
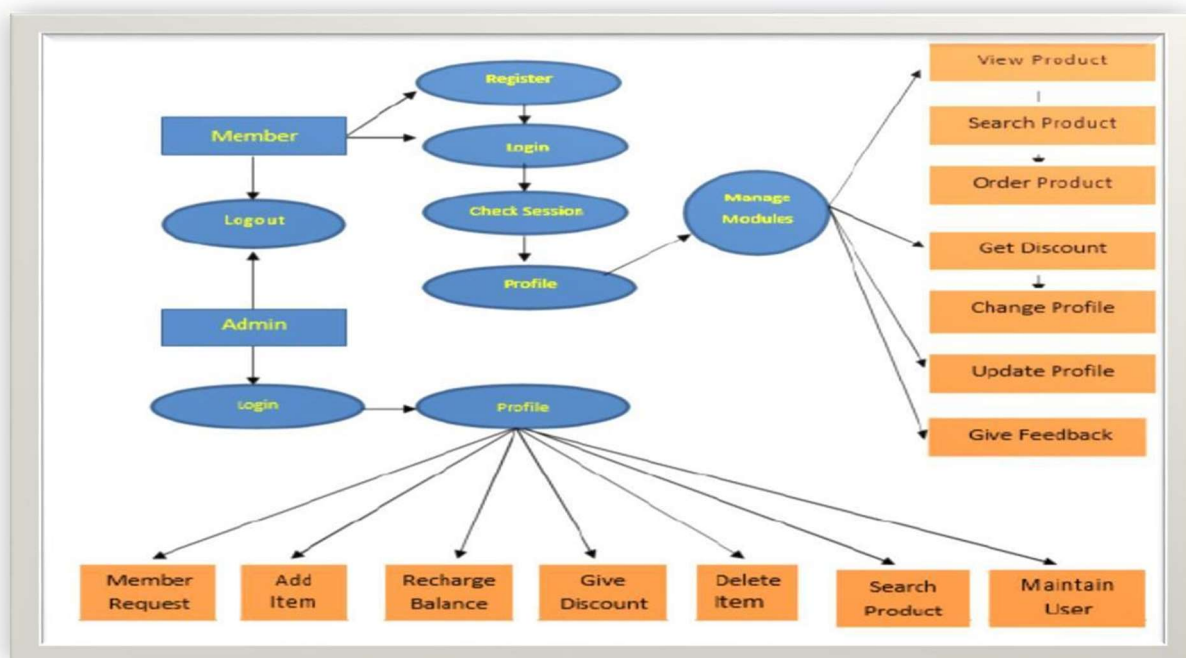

allocated to each resource, giving the total project cost. At this stage, the project plan may be optimized to achieve the appropriate balance between resource usage and project duration to comply with the project objectives. Once established and agreed, the plan becomes what is known as the measured against the baseline throughout the life of the project
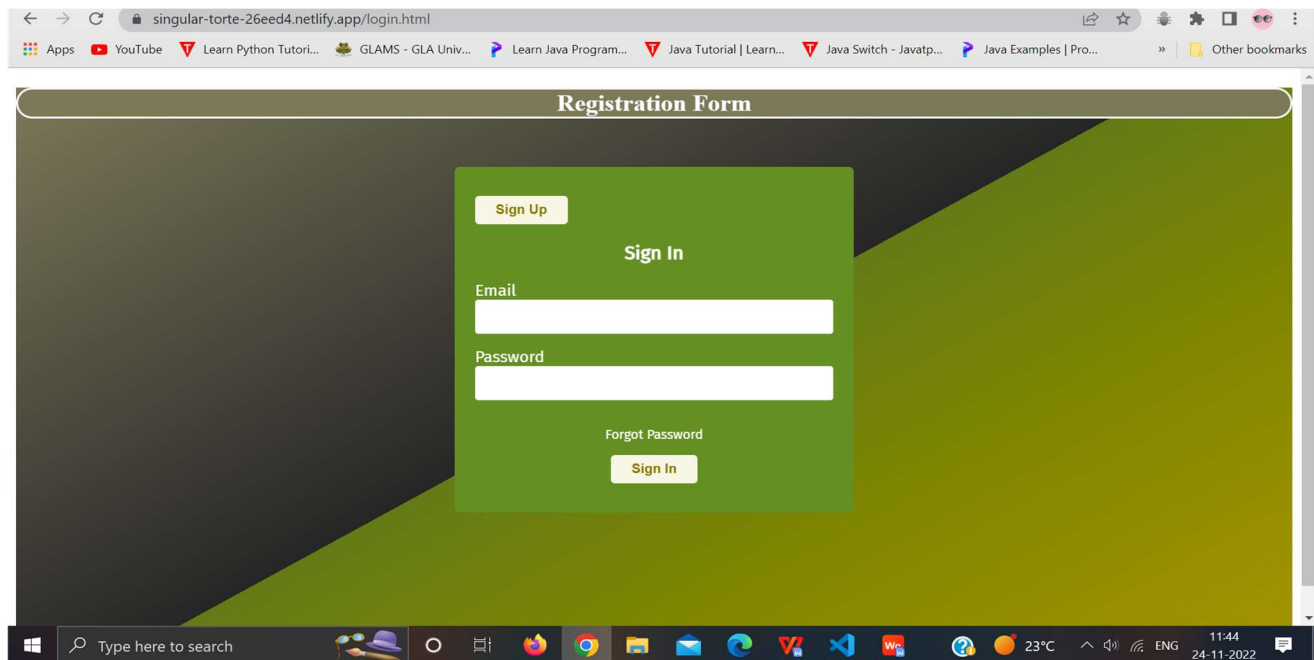
WORKING and IMPLEMENTATION:

Firstly user has to sign up using his/her mail id .Their data will be fetched in firebase . After that user can see the various commodity in the website and can add to cart so later they can purchase it .
For payment there is an option of Razorpay .

Screenshots:
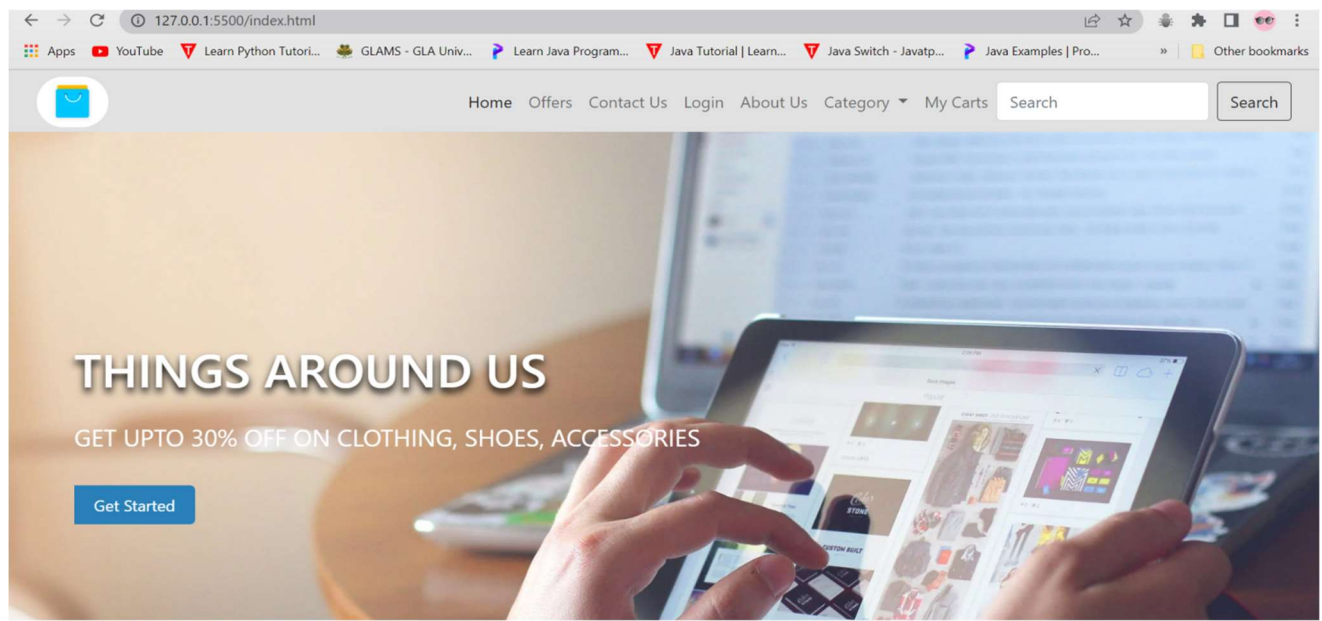
Login page:

REFERENCES;

Books:

Html to React : The ultimate guide

Full stack

The road to react by robin wieruch

Websites:

- www.w3Schools.com
- www.javatpoint.com
- www.GeeksForGeeks.com

Faculty Guidelines:

We would like to thanks our mentor   Mrs Ruchi Talwar who guides us during our project .

Deploy link:

https://singular-torte-26eed4.netlify.app

Github Repository link:

https://github.com/pratham1607-code/ThingsAroundUs