

MINI PROJECT - II

(2020-21)

E-SHOPPERS

SYNOPSIS



Project Group Member

Pratibha Dixit

(University Roll No- 181500498)

(Section- G)

(Class Roll No.- 51)

Supervised By

Mr. Anand Kumar Gupta

Asst. Professor

Department of Computer Science & Applications

Contents

- 1. Introduction**
- 2. Problem Definition**
- 3. Technology Used**
- 4. Objective**
- 5. Future Scope**
- 6. Code Repository Link**
- 7. Conclusion**
- 8. References**

1. Introduction:

The world is fast evolving, and so is everything that resides in it. The market system of the world today is no exception to this evolution. Lots of businesses and trade stores now take their online presence seriously. The reason is not far-fetched; this is because most people now prefer to purchase their goods and services online rather than entering someone's store to shop.

Since the rise of large internet-based e-commerce sites, the growth of online shopping has been exponential, with a huge increase in the number of consumers choosing to buy online rather than in-store. Many traditional retailers have also followed suit, with most shops now having a dedicated e-commerce website from which consumers can make online purchases, from high street brands to charities. Even brands which no longer exist on the high street are often available online.

"E-Shoppers" is a web-based project which is made for remote-shopping or shopping through Internet. As the technology is being advanced the way of life is changing accordance. Now a day's we can place the order for anything from our home. There is no need to go the shop of the things we want. The order can be placed online through Internet. The payment, the confirmation of purchasing; we can do everything we want. Now we can think that how the days have been changed with time. People had to stand in rows to wait there terms to buy a particular thing from a popular shop. But what is happening now a day's; we can extremely surprise that those things can be available on the door-step in few hours.

This project entitled "E-Shoppers" is an implementation of the above description. It means, it implements the E-shopping or in other word shopping through Internet. It lets the user to place their order online for any article.

2. Problem Definition:

- The basic problems with the existing systems are the non-interactive environment they provide to the users.
- The use of traditional user interfaces which make continuous post backs to the server; each post back makes a call to the server, gets the response and then refreshes the entire web form to display the result. This scenario adds an extra trade off causing a delay in displaying the results

- A search engine that would display the results without allowing the users to further filter the results based on various parameters.
- Use of traditional and non-user friendly interfaces that are hard to use.

3. Technology Used:

In this Mini Project we will be basically using below given web development technologies such as:

- HTML
- CSS
- JavaScript
- JQuery
- Bootstrap
- Php
- MySql

and other technologies if required for performing the task.

4. Objective:

There are several objective of this website. Some of them are as following:

- This site gives all the information about the e-shopping to provide better services to the customer.
- It provides the facility to the customers who want to shop on-line due to lack of time.
- It provides the facility to the customer for payment by cash, cheque and DD also.
- It's providing the full details about the product and related information about the product like cost, size etc.
- With it's help we can save both time and money.
- It provides better security and good delivery service to the customer.
- This site gives all the information about the e-shopping to provide better service.

5. Future Scope:

“E-Shoppers” is a web-based project which is made for remote-shopping or shopping through Internet. As the technology is being advanced the way of life is changing accordance. Now a day’s we can place the order for anything from our home. There is no need to go the shop of the things we want. The order can be placed online through Internet. The payment, the confirmation of purchasing; we can do everything we want. Now we can think that how the days have been changed with time. People had to stand in rows to wait there terms to buy a particular thing from a popular shop. But what is happening now a day’s; we can extremely surprise that those things can be available on the door-step in few hours.

In future we will try to make this website which work so flexible and beneficial for the customer and also try to make smooth service.

6. Code Repository Link:

Link: <https://github.com/pratibhadixit3990/E-Shoppers>

7. Conclusion:

Due to rapid growth of technology, business organizations have switched over the traditional method of selling goods to electronic method of selling goods. Business organizations use internet as a main vehicle to conduct commercial transactions.

Online stores do not have space constraints and a wide variety of products can be displayed on websites. It helps the analytical buyers to purchase after a good search.

Some reasons of why you should get involved with online shopping:

- ✓ Saves time and efforts.
- ✓ Convenience of shopping at home.
- ✓ Wide variety/range of products are available.
- ✓ Good discounts/lower prices.

- ✓ Get detailed information of the product.
- ✓ We can compare various models/brands.
- ✓ No pressure.
- ✓ No crowds.
- ✓ Most of the times, returns are easy.
- ✓ Privacy for discreet purchases.

8. References:

I referred to the following resources:

- My ongoing Full-Stack lectures and lab assignments
- Website for Web-development: <https://www.beta-labs.in/>
- Google search