

# **CODE CRAVERS WEBSITE**

## **MINOR PROJECT SYNOPSIS**

**Bachelor of technology**

Information Technology

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# **1 Introduction**

A Code cravers website is e-Commerce website or an information technology method in which we can sell the courses and the customer can purchase on that website electronically by using the internet on the mobile and computer. It means an e-commerce website is an online shop. e means electronic.

Electronic commerce is an emerging model of new selling and merchant- designing tools in which buyers are able to participate in all phases of a purchase decision, while stepping through those processes electronically rather than in a physical store or by phone (with a physical catalogue). The processes in electronic commerce include enabling a customer to access product information, select items to purchase, purchase items securely, and have the purchase settled financially. It is an emerging concept that describes the process of buying and selling or exchanging of products, services; and information via computer networks including the Internet.

## **2 Objectives**

1. To create an web application so that we can reach maximum customers at the right time to increase sales and profitability of the business.
2. To provide technical course to all the customer at very low cost.

### 3 Feasibility Study

**Technical feasibility:** Technical feasibility also involves the evaluation of the hardware, software, and other technical requirements of the proposed system. The project is evaluated to be technically feasible as technology to be used is easily available and open source.

**Economic feasibility:** The project is economically feasible in the sense that the software used to develop the proposed application are open source and free to use.

**Time feasibility:** The proposed system is time feasible as the development of system is on schedule and will be finished as per schedule.

## **4 Scope and functionality of each module**

### **4.1 The content management system (CMS)**

The CMS will be responsible for managing the courses and customer database (MySQL). The CMS will also handle any changes that must be made to the database as a result of transactions on the coding craving website. This information would be processed and the database would be up-dated accordingly using SQL queries.

### **4.2 The coding cravers website/portal**

The coding cravers website/portal will provide the customers with a medium through which they will be able to purchase their online courses. It will provide online shoppers with an interface. The website will provide shoppers with information about the various courses that are for sale. The information will include prices, course descriptions, valid time duration as well as demo of the course of small duration.

### **4.3 The course and customer database**

The courses and customer database will store all information about the products that will be sold on the code cravres portal (prices, course descriptions, course demo). It will also store customer details (customer name, contact details, course expiry date). This database will use the MySQL architecture and will be manipulated using SQL queries via the content management system.

## **5 Methodology/ Planning of work**

1. Step 1: By making a Sign up page.
2. Step 2: Create a product page or product store.
3. Step 3: Add a list of your products.
4. Step 4: Add secure payment gateways.
5. Step 5: Start selling online.

## **6 Facilities required for proposed work**

software requirement

- IDE visual studio code(VSD)
- MySQL
- React
- Bootstrap,HTML , CSS ,JavaScript, Jquery

Hardware requirement

- Processor: Any Processor.
- Processor Speed: 1GHz to 2GHz.
- RAM: 256MB and above.
- Hard Disk: No Storage Required.
- Keyboard: Any Keyboard.

## **7 Software specification**

Browsers: Chrome, Firefox, Microsoft Edge, Internet Explorer, etc.

## **8 Limitation of proposed system**

- Internet connection is absolutely required.
- Basic internet knowledge is required.
- User registration is compulsory for participation.

## References

- [1] HTML:HyperText Markup Language.[Online] Available:  
<https://developer.mozilla.org/en-US/docs/Web/HTML>
- [2] JavaScript. [Online] Available:  
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