**INTRODUCTION:**

**Online shopping** is a form of electronic commerce which allows consumers to directly buy goods or services from a seller over the Internet using a web browser or a mobile app. Consumers find a product of interest by visiting the website of the retailer directly or by searching among alternative vendors using a shopping search engine, which displays the same product's availability and pricing at different e-retailers. As of 2020, customers can shop online using a range of different computers and devices, including desktop computers, laptops,computers and smartphones.

An online shop evokes the physical analogy of buying products or services at a regular "bricks-and-mortar" retailer or shopping center; the process is called business-to-consumer (B2C) online shopping. When an online store is set up to enable businesses to buy from another businesse, the process is called business-to-business (B2B) online shopping. A typical online store enables the customer to browse the firm's range of products and services, view photos or images of the products, along with information about the product specifications, features and prices.

**History:**

One of the earliest forms of trade conducted online was IBM's online transaction processing (OLTP) developed in the 1960s, which allowed the processing of financial transactions in real-time.[[2]](https://en.wikipedia.org/wiki/Online_shopping#cite_note-:0-2) The computerized ticket reservation system developed for American Airlines called Semi-Automatic Business Research Environment (SABRE) was one of its applications. There, computer terminals located in different travel agencies were linked to a large IBM mainframe computer, which processed transactions simultaneously and coordinated them so that all travel agents had access to the same information at the same time. At some point between 1971 and 1971, students at Stanford and MIT used the internet precursor ARPANET to make a deal to exchange marijuana, but the interaction doesn't qualify as e-commerce because no money was transferred online.

**Solution:-**

The motive of this Online Shopping Web Application is to allow the user to play with the search tool and create different combinatorial search criterion to perform exhaustive search.

Provide Interactive interface through which a user can interact with different areas of application easily.

The interface that provides an easy and convenient way to search for products specific to their needs. The search engine would list a set of products based on the search term and the user can further filter the list based on various parameters.

**Hardware Specifications:-**

* Processor p4
* RAM 250 MB
* Minimum Space Required 100 MB
* Display 16 bit colour

**Software Specification:-**

* Operating systems – Linux and Windows
* Platform- vsc
* Coding Launguage- C programming

**SWOT:**

* **Strengths:**
* A very quick and simple interface.
* Can be use by people of any age group.
* Helps User in shopping very easily.
* Easy to design.
* When user completes there shopping.they can see there total amount and quantity.
* **Weakness:**
* High traffic doesn’t match the system requirements.
* Option of search engine is on the developing part.
* You have no scope of bargain here.
* Sometimes user not get desired quality product.

**Opportunities:**

* The app can be further developed to make it more reliable,convenient,fun and interesting.

**Threats:**

* Due to the development of many Advance shopping app, low specification interface module will suffers.

**HIGH-LEVEL REQUIREMENTS:**

* Users should be able to read data from file
* The user should be able to modify the data in the file
* If the app is not working properly, should raise an issue
* If the app is working properly, reopen very easily
* When a player wins, The game should print a message and exit the program.

**LOW-LEVEL REQUIREMENTS:**

* Good readability of the code
* The messages printed by the App should be catchy and encourage the user to come again
* The app code should be open for development
* Implementing more than 5 user in app