Counselling Code : VBIT

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A MAJOR PROJECT
ON
ONLINE SHOPPING WEBSITE BUILDING USING RECOMMENDED SYSTEM AND MACHINE LEARNING

Under the Guidance Of:
Dr.V.Sharmila
Proffesor

Presented By:
D.Mahendar Reddy(19P61A0457)
G.Sai Kumar(19P61A0473)
G.Sai charan(19P61A0468)

BATCH NO.(19)

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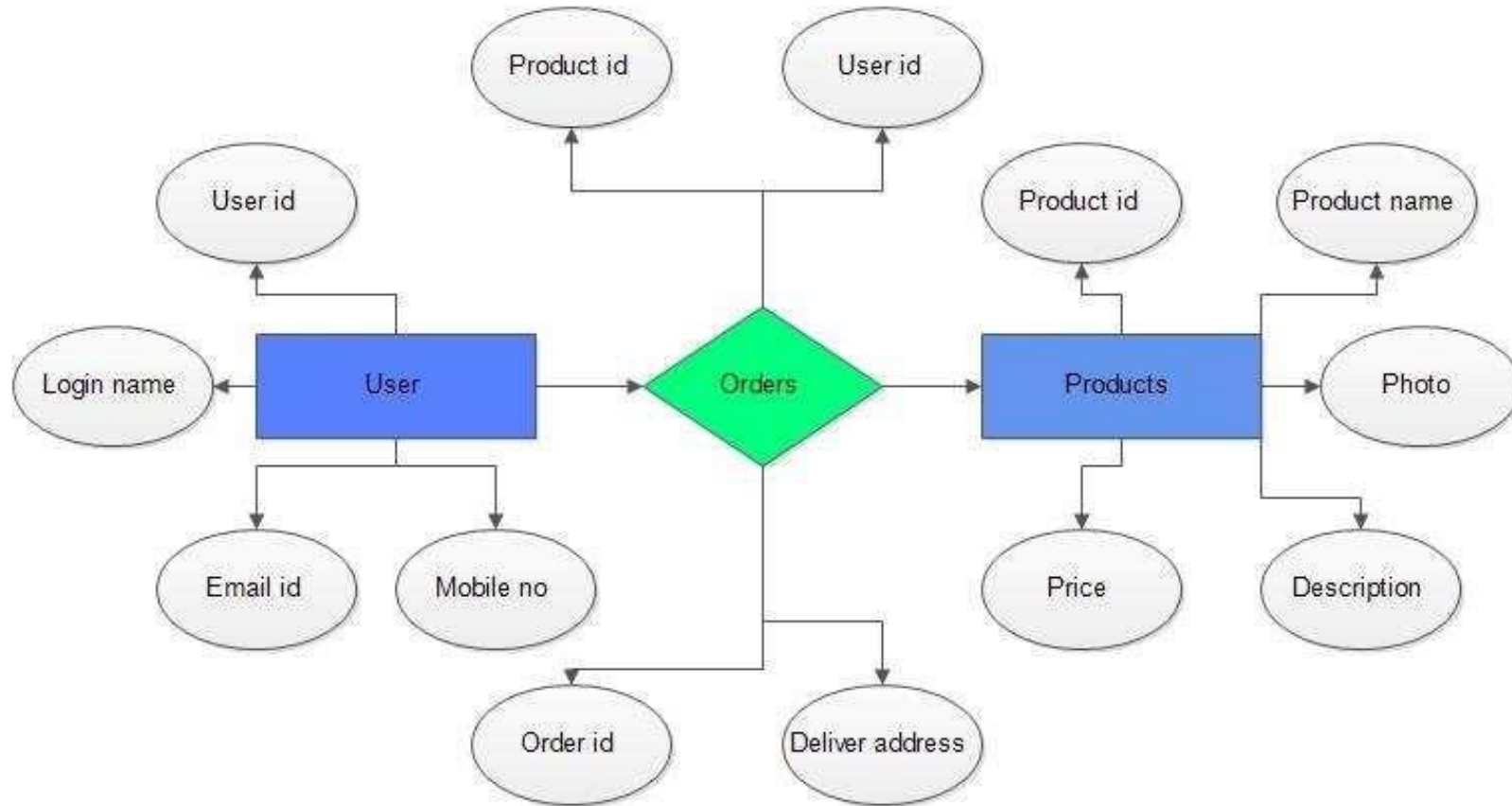- Existing methods
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ABSTRACT

- This project is a web based shopping system for an existing shop. The project objective is to deliver the online shopping application into android platform.

- This project is an attempt to provide the advantages of online shopping to customers of a real shop. It helps buying the products in the shop anywhere through internet by using an android device. Thus the customer will get the service of online shopping and home delivery from his favorite shop. This system can be implemented to any shop in the locality or to multinational branded shops having retail outlet chains.

- If shops are providing an online portal where their customers can enjoy easy shopping from anywhere, the shops won't be losing any more customers to the trending online shops such as flipcart or ebay. Since the application is available in the Smartphone it is easily accessible and always available.

INTRODUCTION

➢1.This project is a web based shopping system for an existing shop.

➢2.The project objective is to deliver the online shopping application into android platform.

➢3.Online shopping is the process whereby consumers directly buy goods or services from a seller in real-time, without an intermediary service, over the Internet. It is a form of electronic commerce. This project is an attempt to provide the advantages of online shopping to customers of a real shop. It helps buying the products in the shop anywhere through internet by using an android device. Thus the customer will get the service of online shopping and home delivery from his favorite shop

PROJECT WORK FLOW

FLOW CHART
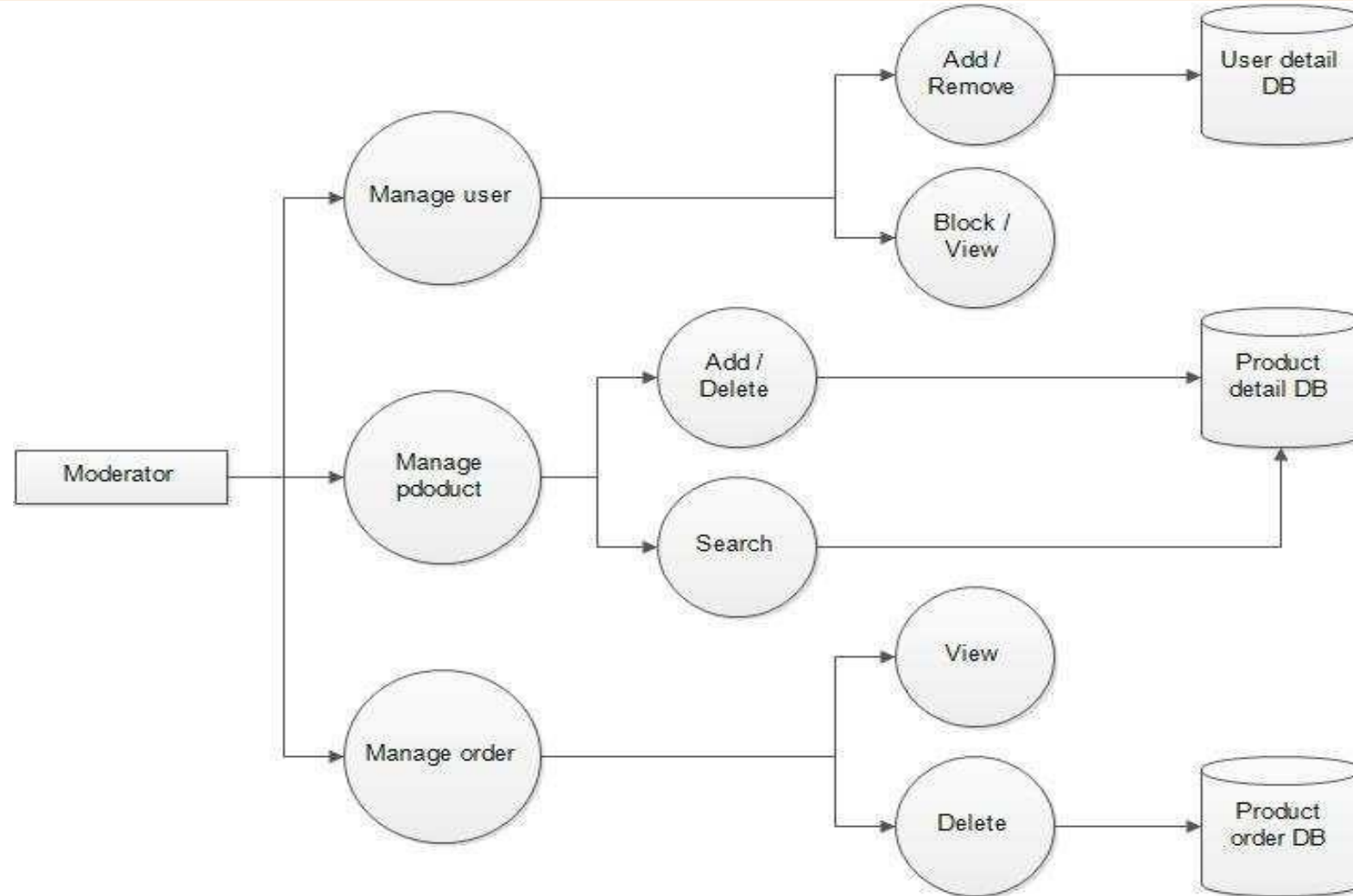
TOOLS REQUIRED

1. Django framework

2. HTML

3. CSS

4. SQL

5. Python

EXISTING METHOD

➢The current system for shopping is to visit the shop manually and from the available product choose the item customer want and buying the item by payment of the price of the item .

➢It is less user-friendly

➢User must go to shop and select products.

➢It is difficult to identify the required product.

➢Description of the product limited.

➢It is a time consuming process

➢Not in reach of distant users.

PROPOSED METHOD

In the proposed system customer need not go to the shop for buying the products. He can order the product he wish to buy through the application in his Smartphone. The shop owner will be admin of the system.The system also recommends a home delivery system for the purchased products.

Using machine learning in online shopping. some of the benefits include:

1.Increased accuracy and efficiency in predicting customer needs and preferences.

2.Improved ability to identify and recommend products that are most likely to be of interest to customers

CONCLUSION

➤ This project helped us in gaining valuable information and practical knowledge on several topics like designing web pages using html & css, usage of responsive templates, designing of android applications, and management of database using mysql . The entire system is secured. Also the project helped us understanding about the development phases of a project and software development life cycle. We learned how to test different features of a project.

➤ This project has given us great satisfaction in having designed an application which can be implemented to any nearby shops or branded shops selling various kinds of products by simple modifications.

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THANK YOU