SOFTWARE ENGINEERING PROJECT REPORT

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In

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Software Engineering Project

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Introduction

Background of Project :

Online shopping has been on the rise ever since the 1990s when ecommerce exploded and radically changed the nature of the marketplace. Internet usage in India has grown rapidly and has become a common way to search for information either development, education or general knowledge. Online User's dependability towards internet is a factor that often make an online shopping a success.

Nowadays, people prefer to shop online rather than the usual shopping experience where they are needed to go through the store because it is trouble-free and the prices are comparable. Many people use an online store not only to buy goods and services, but also to obtain information about possible purchases.

Shopping online is the act of buying products or services online. Online shopping has increased in popularity throughout the year, mainly because people find it easier to, it is easier to buy in their homes or workplaces. One of the company's biggest challenges is organizing, storing and retrieving relevant and important information about their branch's details such as location, sub-agents of their company and the product itself. All these factors are very important to gain good competition in a given market environment.

Online shopping has proven to provide extra satisfaction for modern consumers who want to ease and speed. According to Magee (2003), the number of Internet shoppers is huge than internet users, it means that more internet users are becoming comfortable to deal with online shopping. Moreover, it is not just a growing number of adapters, but also the volume of their purchases increases equally.

Overview of **ShopEasy.in** :

Shopesay.in is a simple e-commerce web application. Provides with the list of exclusive stuff. The application is based on the core principles of old school e-commerce practices. The vision is to provide a Minimalistic Ui with strong Backend, a simple Ux, with complete User Anonymity.

Objective of ShopEasy.in :

The objective is to create an easy-to use and a decentralized e-commerce platform.

Scope Of Project

The user can register and create an account to search for products in a comprehensive collection of products that reduce user search time as products are sorted and distributed based on categories. Products can be purchased online using the COD (Cash on Delivery) method. The recommendation system provides a better rated product for the user to purchase.

With large amounts of data, a large server is required to run applications smoothly and efficiently which we cannot use on our local server. This project is limited to only COD method. Only high-rated products are recommended as this system does not support high complexity methods.

FEASIBILITY STUDY

Financial Feasibility

Financial analysis is the most widely used method of evaluation system efficiency. The tangible benefits suggested that manual labor and load are being reduced as much as possible, leading to a reduction in labor demand and further labor costs. The program offers many benefits that cannot be measured in terms of money but are essential for a system to gain users attention e.g., user friendliness, effective user feedback, database retention, etc.

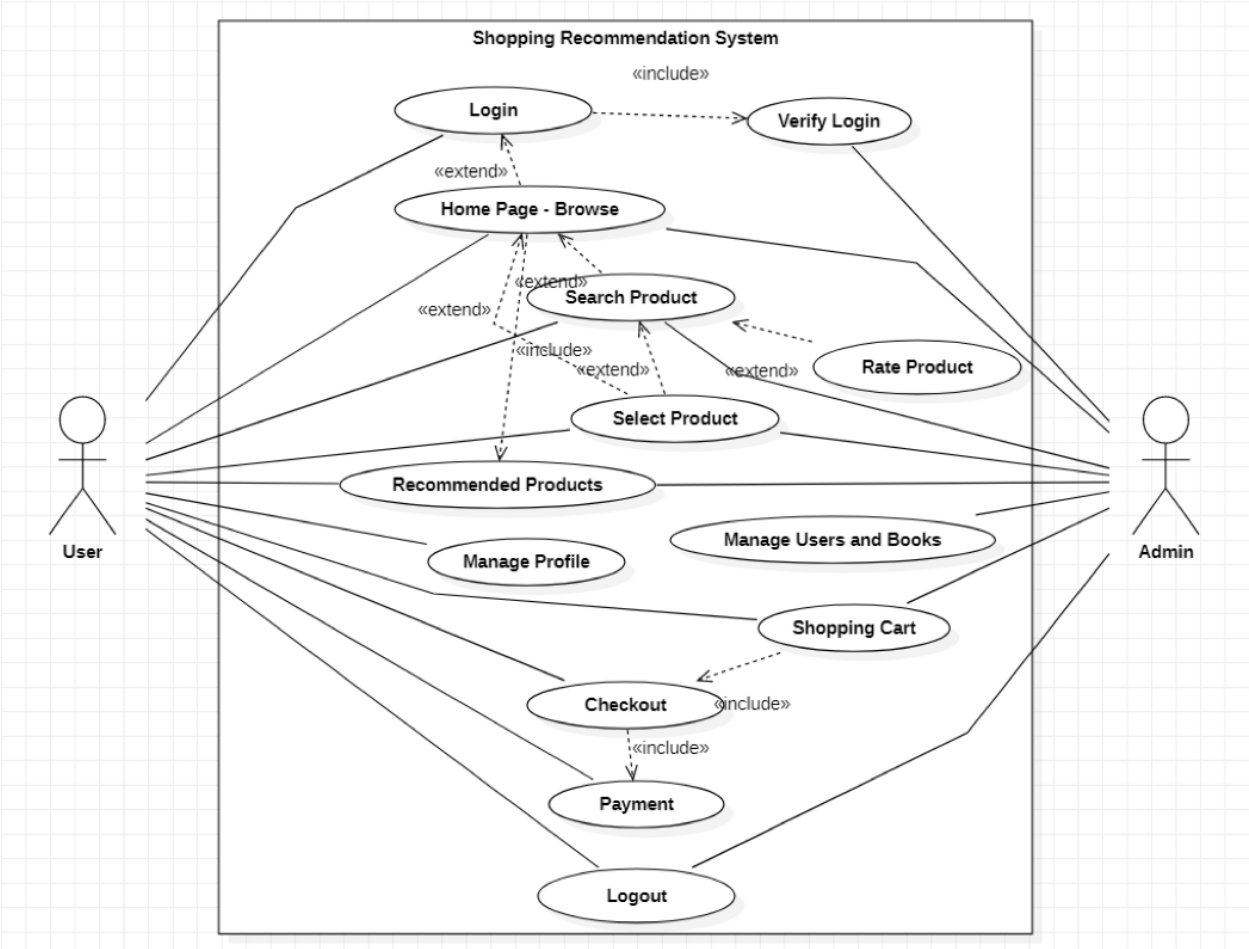
Technical Feasibility

This has to do with precision tools and software that effectively meet needs. The system is technically viable as it can be easily developed with the help of existing technology. The program requires HTML, CSS, Bootstrap, JavaScript used as a framework and Django framework as back-end and python as both.

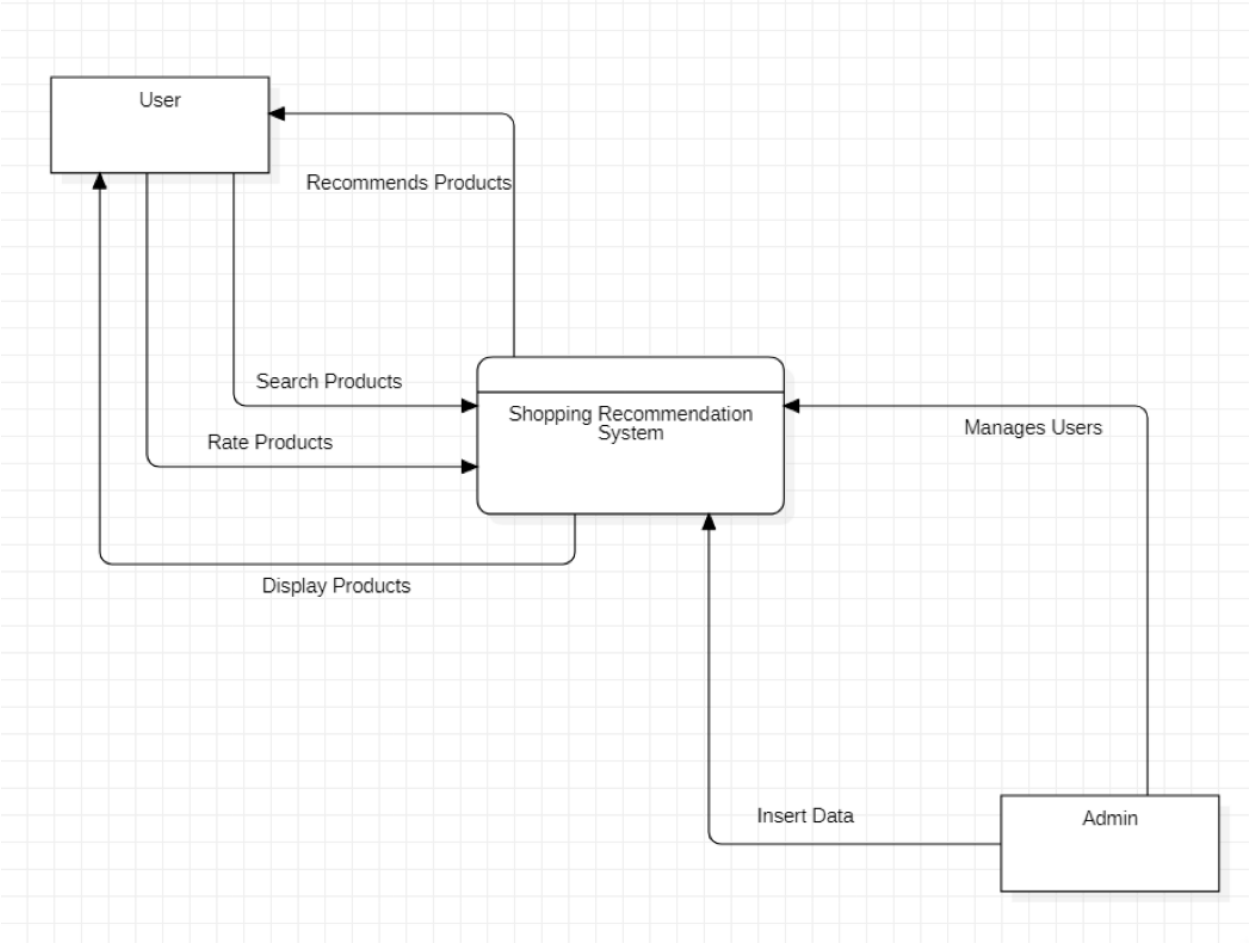
Operational Feasibility

The system is easy to use and very easy to be operated by the user. The user does not need special training to use the system. Therefore, the system will provide maximum efficiency.

Use Case Diagram



Level – 0 Data Flow Diagram



Level – 1 Data Flow Diagram