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**DATE: 16/03/2021 TANYA PAL**

**PLACE: UNNAO Reg No.1355034**

***…ABOUT THE LANGUAGE…***

**HYPERTEXT MARKUP LANGUAGE (HTML)** is the standard markup language for documents designed to be displayed in a web browser. It can be assisted by technologies such as Cascading Style Sheets (CSS) and scripting languages such as JavaScript.

Web browsers receive HTML documents from a web server or from local storage and render the documents into multimedia web pages. HTML describes the structure of a web page semantically and originally included cues for the appearance of the document.

**CASCADING STYLE SHEETS (CSS)** is a style sheet language used for describing the presentation of a document written in a markup language such as HTML. CSS is a cornerstone technology of the World Wide Web, alongside HTML and JavaScript.

CSS is designed to enable the separation of presentation and content, including layout, colors, and fonts. This separation can improve content accessibility, provide more flexibility and control in the specification of presentation characteristics, enable multiple web pages to share formatting by specifying the relevant CSS in a separate .css file which reduces complexity and repetition in the structural content as well as enabling the .css file to be cached to improve the page load speed between the pages that share the file and its formatting.

A **CSS FRAMEWORK** is a library allowing for easier, more standards-compliant web design using the Cascading Style Sheets language. Most of these frameworks contain at least a grid. More functional frameworks also come with more features and additional JavaScript based functions, but are mostly design oriented and focused around

interactive UI patterns. This detail differentiates CSS frameworks from other JavaScript frameworks.

* Two notable and widely used examples are Bootstrap and Foundation.
* CSS frameworks offer different modules and tools:
* reset style sheet
* grid especially for responsive web design
* web typography
* set of icons in sprites or icon fonts
* styling for tooltips, buttons, elements of forms
* parts of graphical user interfaces like accordion, tabs, slideshow or modal windows
* equalizer to create equal height content
* often used CSS helper classes.

**JAVASCRIPT** often abbreviated as JS, is a programming language that conforms to the ECMA Script specification. JavaScript is high-level, often just-in-time compiled, and multi-paradigm. It has curly-bracket syntax, dynamic typing, prototype-based object-orientation, and first-class functions.

Alongside HTML and CSS, JavaScript is one of the core technologies of the World Wide Web JavaScript enables interactive web pages and is an essential part of web applications. The vast majority of websites use it for client-side page behavior, and all major web browsers have a dedicated JavaScript engine to execute it.

***…ABOUT THE PROJECT…***

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The topic of my project is **”online shopping”.** This project gives the information about the new shopping style, latest trend and advantages

Online shopping site is a form of [electronic commerce](https://en.wikipedia.org/wiki/Electronic_commerce) which allows consumers to directly buy [goods](https://en.wikipedia.org/wiki/Good_(economics)) or [services](https://en.wikipedia.org/wiki/Service_(economics)) from a seller over the [Internet](https://en.wikipedia.org/wiki/Internet) using a [web browser](https://en.wikipedia.org/wiki/Web_browser). Consumers find a product of interest by visiting the [website](https://en.wikipedia.org/wiki/Website) of the retailer directly, which displays the same product's availability and pricing at different e-retailers. Customers can shop online [laptops](https://en.wikipedia.org/wiki/Laptop), accessories and [smartphones](https://en.wikipedia.org/wiki/Smartphone).

The advantages of online stores are that usually available 24\*7 and Online stores must describe products for sale with text, photos, and multimedia files.

This project is not a exact online store but by This project I am trying to give the natural and constructed phenomena and structure of **”oNLINE SHOPPING”.**

***…CONCLUSION…***

It has been a matter of immense pleasure, honor and challenge to have this opportunity to take up this project and complete it successfully.

While developing the system a conscious effort has been made to create and develop a website making use of available tools, techniques and resources – that would generate a proper system for **”oNLINE SHOPPING”.**

While developing this project I have learn a lot about some Great philosophers their great ideas. I also learn that how to make it user friendly (easy to use and handle). I also realized the importance of maintaining a minimal margin for error.

There is some of the area of improvement which couldn’t be implemented due to language restrictions.