PROJECT REPORT
ON

E-COMMERCE WEB APPLICATION

Submitted to

UNIVERSITY INSTITUTE OF COMPUTING

In partial fulfilment for the requirement of the award of the degree

Master in Computer Application
in
Artificial Intelligence and Machine Learning

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CHANDIGARH UNIVERSITY
Session: 2021-2023

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E-COMMERCE WEB APPLICATION

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2. Introduction

The term e-commerce was coined back in the 1960s, with the rise of electronic commerce – the buying and selling of goods through the transmission of data – which was made possible by the introduction of the electronic data interchange. Fast forward fifty years and e-commerce has changed the way in which society sells goods and services.

In today's world, every retail shop owner faces the problem of constant fall of customers, reason being the digital platforms taking over the business world. In order to survive the entrepreneur competition going on, the local shop owners now have to take their business strategies to a new level, by including the digitalization and e-marketing for their business. They need to provide the clients/customers door-step service, where they can provide the customer the most reliable and an easy service. An e-commerce website is one that allows people to buy and sell physical goods, services, and digital products over the internet rather than at a brick-and-mortar location. Through an e-commerce website, a business can process orders, accept payments, manage shipping and logistics, and provide customer service.

It's tough to imagine daily life without e-commerce. We order Electronics, clothes, and furniture; we register for classes and other online services; we download books, music, and movies; and so much more. E-commerce has taken root and is here to stay. From a bigger perspective, every website on the internet is the eCommerce Website. It can be the platform, it can be a marketplace, it can be a portal, it can be apps, it can be an entertainment website, shopping website, online courses website and online degree college.

We have taken over this project of developing a website for an authorized computer hardware products dealer to help him make profits in the earning and provide the customers the features that can ease their problems regarding what to buy.

2. Client Identification and Recognition of need

Ecommerce website is currently one of the most important emerging and thriving sectors of web marketing. It has expanded faster over the past years and is expected to keep growing at an accelerating rate.

From an end user's perspective, ecommerce websites are very convenient to purchase products and services online. The process is often very quick as the customers can place orders in a relatively short period of time, without having to leave their homes or offices. Moreover, customers can purchase from several businesses without having to physically move around. Customers and potential buyers can be provided with a lot of information that make their shopping experience quicker and easier as well as improved customer service. They will also have the opportunity to purchase products and service 24/7 comfortably and conveniently. Allowing customers to shop for the comfort and convenience of their own homes at any time can increase business sales and potentially the customers' loyalty. Most importantly, ecommerce websites enable a business to keep consumers happy and constantly change to adapt to their strategies according to their lifestyle and technological changes.

3. <u>Recognition and Knowledge of relevant contemporary issues</u>

Before E-commerce peoples refers to the commercial transactions or exchange of information, buying or selling product/services from person to person. In traditional commerce it is difficult to establish and maintain standard practices. One of the major issues of traditional commerce is that it is difficult to create and maintain standard practices because of the absence of a regulator. This can lead to different standards being set for the same product within the same market. This creates confusion and distrust among the buyers. This problem is solved in the case of e-commerce since there is a regulating website on which all the products are put up for sale. There is a compulsion to follow the rules because otherwise, the product can get banned from that online market. In traditional commerce, the transaction of money is manual. Money is given in paper or coin form in exchange for goods.

However, in the case of e-commerce, the most common form of transaction is cashless. People can directly transfer money to the seller through their bank accounts or through e-wallets. The internet facilitates a wide range of transactions that are outside the scope of traditional commerce. One of the monumental advantages of e-commerce is its reach. In traditional commerce, the market is limited to the marketplace surrounding it. However, e-commerce is limited to nothing short of the entire world.

4. Project Identification

Traditional commerce refers to business transactions or information exchange, as well as buying and selling products/services from person to person, without the use of the internet, which is an older type of business approach. People nowadays do not favour this business method because it is time-consuming and requires physical exertion. An actual market or bazaar is an example.

E-commerce is a newer idea of the business style that refers to commercial transactions or information exchange and buying and selling products/services electronically via the internet. People nowadays appreciate this since it saves time and eliminates the need for a physical location to conduct business. Instead, everything can be done using laptops, Smartphones, and the internet. Traditional commerce relates to business transactions or information exchange and the buying and selling of goods and services from one person to another, without the need for the internet, which is an older manner of doing business. The buying and selling of goods and services through the Internet are known as e-commerce. Computers, tablets, cell phones, and other smart devices are used to conduct the survey. Today, almost everything can be acquired via e-commerce. Moreover, it can be used in place of physical storefronts, while some companies choose to keep both.

5. Task Identification

The work in developing the new system commented immediately with our first meeting with the management and users thereafter were in continuous touch with the management and users of the company.

Phases Involved in the development of the system

Identify needs and benefits

- Held meetings with the management   and user
- Studied and identified the existing system.
- Identify needs and project constraints
- Established project statements
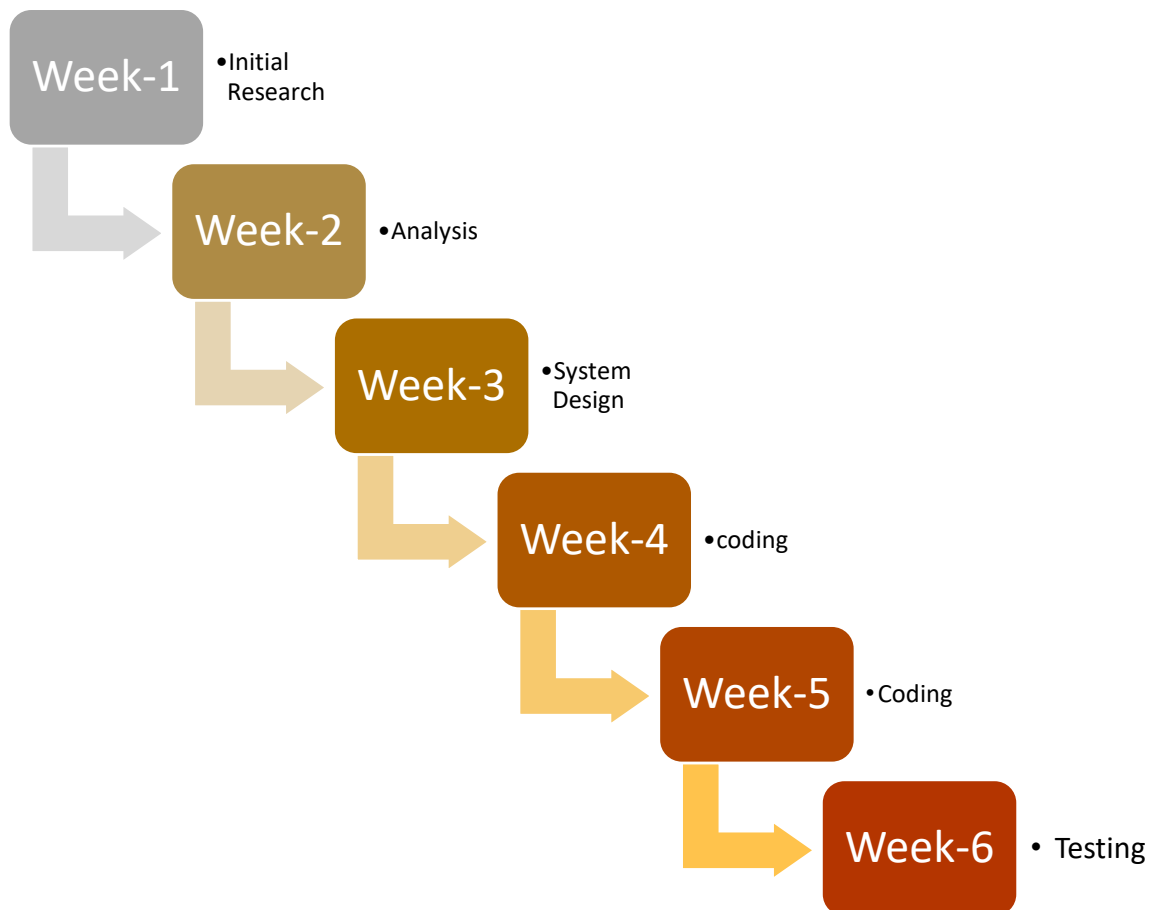- Prepared a detailed report of the existing system at work.
- Actual coding started

The project is divided as:

1. User section: User section consists of :-
   a. User home
   b. View products
   c. View products categories
   d. View product subcategories
   e. Searching and sorting of products.

2. Admin Section: Admin section consists of:-
   a. Add, Update, Delete of product, product category, product subcategory
   b. Monthly report of :-
      i. Product
      ii. Quantity
      iii. Sales
   c. Report generation by export in excel ,Search & sort

6. Timeline of the project

As we know, A project timeline is a visual representation of a project's deliverables that are arranged in chronological order to improve the efficiency of the process. It also provides an overview of the various elements of the project, such as the important milestones, the priority tasks, and the delivery dates.

Week-1 • Initial Research

Week-2 • Analysis

Week-3 • System Design

Week-4 • coding

Week-5 • Coding

Week-6 • Testing

7.   GANTT CHART

A Gantt chart is a chronological bar chart, an easy-to-digest timeline that transforms your project details into a clear visual representation. Gantt charts are strongly associated with waterfall-type project management. In other words, each project phase must complete before the next step can begin, and phases are never repeated

Time / Work	Week-1	Week-2	Week-3	Week-4	Week-5	Week-6	Week-7
Initial Research	███	███					
Requirement Analysis		███	███				
System Design			███	███			
Front-end Implement				███	███		
Back-end Implement				███	███		
Database Connection					███	███	
Testing						███	███
Deployment						███	███

8.   Literature Review

The sale or purchase of goods or services, conducted over computer networks by methods specifically designed for the purpose of receiving or placing of orders. The goods or services are ordered by those methods, but the payment and the ultimate delivery of the goods or services do not have to be conducted online. An e-commerce transaction can be between enterprises, households, individuals, government, and other public or private organizations. To be included are orders made over the web, extranet or electronic data interchange. The type is defined by the method of placing the order. To be excluded are orders made by telephone calls, facsimile or manually typed e-mail.