



---

# ICT712/MITS5502

## Developing Enterprise applications

**Part: A**

---

**Project title: ThriftTech – A Business-to-Consumer (B2C)**

**Online Store for Technology Products**

Student ID	Full Name	Team Leader Y/N
56616	Ahmed Hassan	Y
56489	Waseem Iqbal	N
55260	Shuja Khalil	N
56150	Ahmed Bilal	N

**Contents Page:**

<b>1. Introduction</b>	<b>3</b>
<b>2. Objective</b>	<b>3</b>
<b>3. Project Scope</b>	<b>3</b>
<b>4. Project Environment</b>	<b>4</b>
<b>5. Expected Outcomes</b>	<b>5</b>
<b>6. Conclusion</b>	<b>5</b>

## 1. Introduction

The proposed project aims to build the enterprise-grade online shopping system ThriftTech. The Business-to-Consumer (B2C) e-commerce store ThriftTech offers both new and refurbished technology products which include smartphones, laptops, desktop PCs and accessories. The development aims to establish a dependable user-oriented secure system which delivers straightforward management solutions for products and orders.

## 2. Objective

The main purpose of this work is to build a functional e-commerce web application through the implementation of J2EE specifications along with MVC architecture. A real-life e-commerce simulation will appear through the ThriftTech store because it provides numerous security features with easy administration access along with practical navigation systems and quick order handling.

## 3. Project Scope

Three principal sections are included in the project scope and organizational structure.

- A web-based online store will develop to sell technology products.
- The platform will enable administrators to handle product management through features that permit product addition editing and deletion.
- Implementation of user registration, authentication, and profile management.
- Implementation of a shopping cart system for customers.
- The system incorporates a mechanism which enables product search functions with filtering capabilities.
- Checkout process with order summary and simulated payment confirmation.
- Session handling and transaction management for consistent user experiences.

## 4. Project Environment

The ThriftTech B2C platform requires development through particular technologies including:

Component	Specification
Integrated Development Environment (IDE)	NetBeans 8.2 or higher
Programming Language	Java (J2EE)
Database Server	MySQL
System Architecture	Model-View-Controller (MVC)
Frameworks & Libraries	Hibernate, Enterprise Java Beans (EJB), JSP, Servlet API

All project elements need to comply with required specifications which follow the course guidance standards.

## 5. Expected Outcomes

The ThriftTech store will achieve complete success with these specified outcomes after project completion.

- The eCommerce system will feature a complete platform to sell technology products.
  - The system should provide complete security for user account setup together with authentication functions and active session monitoring features.
  - Customers must have access to a full shopping cart option together with checkout processes leading to order confirmation.
  - Platform administrators should have complete capabilities to manage product inventory together with listing management functions.
  - The development will produce a solid e-commerce system that demonstrates enterprise-level practice while being expandable and easy to support.
- 

## 6. Conclusion

The project combines theoretical knowledge of enterprise systems with practical implementation which utilizes Java, MySQL and NetBeans as a framework. Students can develop their enterprise web application development competencies while working through real-life situations at ThriftTech.