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E-Commerce Creative& Scrap Store Web Application

Thammera Surya Teja Reddy[1], Jakkula Chakridhar[1], Shreya Dholariya[2]

Dept. of Computer Science and Engineering, Parul University, India[1]

Asst. Professor, Dept. of Computer Science and Engineering, Parul University, India[2]

ABSTRACT: The project is the development of a web application that helps to sell scrap and make useful items from it by the user who is an artist, making creative items from trash or scrap. This application aims to make reuse waste/scrap items found around us, which helps in making money from them by selling them on the Scrap section of the platform, which we promote reuse and recycling. So, this gives the opportunity to save the environment from polluted items which are not degradable like plastic. This is a Consumer-to-Consumer e-commerce web application. The main aspect to use electronic commerce (e-commerce) to sell items and purchase them can be easily and accessed & understood by everyone while navigating the platform. So, by developing this application we going to reduce the communication difficulty between buyer and seller and reduce the time for searching the innovative items created by artists. We have developed this web-based application using Python-Django which is widely used in the industry for faster development of the backend, MySQL for the database, and bootstrap & JavaScript for the front end. The clients can sell their scrap items /waste material by sitting at homeand it has a user-friendly interface to navigate throughout the application.

KEYWORDS: -Django, MySQL, Bootstrap, JavaScript, Ajax, jQuery, etc.

I. INTRODUCTION

The development of an E-commerce web application requires an appropriate strategy for successful design and implementation and should be able to work under high user traffic. Everything is required to plan from scratch to the end of the development & deployment of the website. The e-commerce sector is seeing exponential growth thus a new option will easily be part of this regatta of commercial websites. The e-commerce website will feature an online shopping facility for various products and scrap materials under a single webspace. The proposed web application will allow business personnel to make their total business using it and increase their reachability and productivity more than previous business sales over the internet. It will allow multiple shopping vendors to sell their products online. The product management in the system will be done in the form of categories. Information safety is the system's main requirement and will be handled according to that.

What are the different types of e-commerce?
The major different types of e-commerce are listed below:
• Business-to-business (B2B)
• Business-to-consumer (B2C)
• Business-to-government (B2G)
• Consumer-to-consumer (C2C)
• Mobile commerce (m-commerce)

Is E-commerce the Same as E-Business?
The terms e-commerce and e-business are used interchangeably, they are distinct concepts. In e-commerce, information, and communications technology (ICT) is used in inter-business or inter-organizational transactions (transactions between and among firms/organizations) and business-to-consumer to-consumer transactions (transactions between firms/organizations and individuals). On the other hand, e-business ICT is used to enhance one's business. It includes any process that a business organization (either a for-profit, governmental, or non-profit entity) conducts over a computer-mediated network. A more comprehensive definition of e-business is "The transformation of an organization's processes to deliver additional customer value through the application of technologies, philosophies

and computing paradigm of the new economy."
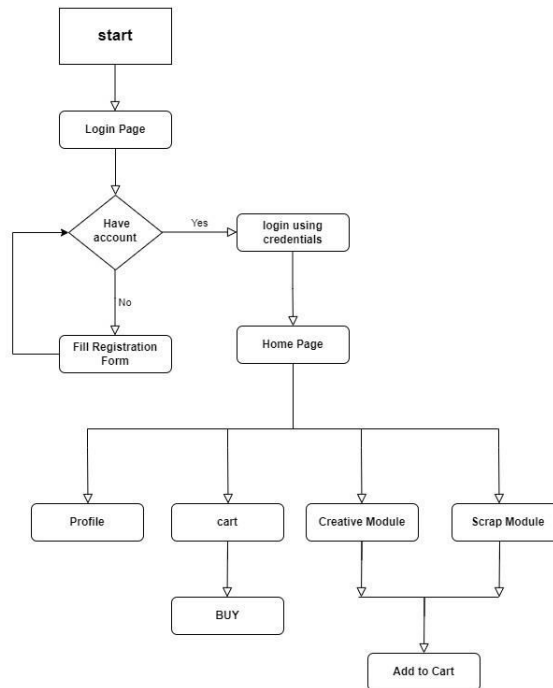
II. STATEMENT OF THE PROBLEM

This project aims to create internet software which is an e-commerce website that will make it easier to find and sell scrap or unwanted material and creative items made by the artist. Customers can alsosimply find their favorite products from the creative section and sell the scrap in the scrapyard section. They can also quickly purchase them by just adding them to their cart, which they can then do by clicking on the "adding " and "deleting" buttons. They can check the items they've added to the cart after they've finished. E-commerce makes life simpler for human beings all around the world. Why did I pick out this specific subject? E-commerce should be an indispensable thing in our lives today. Where we may easily buy things through the website, and E-commerce websites have a bright future. People may confront numerous challenges in their lives if an e-commerce website does not exist. If an e-commerce website does not exist, people must go to a store to purchase things. E-commerce is a godsend for us in difficult situations such as COVID-19 and others, as it is a website where anyone can conveniently and efficiently buy and sell their products. E-websites give us a platform on which we may grow our businesses and connect with an oversized number of people.

III. FUTURE SCOPE OF THE PROJECT

• The users could subscribe to price alerts which would enable them to receive messages when the price for products falls below a particular level.
• The current system is confined only to the shopping cart process. It can be extended to have an easy-to-use check-out process.
• During checkout they can use the drag-and-drop feature to select shipping and billing information.
• The Current System can be extended for scrap products where the user can directly chat with the seller in the app.
• The Current System can be extended where Online payments can be done using UPI, IMPS, BHIM, and Bank Transfer.

IV. MOTIVATION

• The project was inspired to ease the selling of scrap material through E-Commerce websites and selling refurbished

items in e-stores.
• The creative Item is an idea of refurbished items that are sold on large E-commerce giants.
• It is easy to sell and buy, where there is no need for time in selling the scrap, As the user just uploads the photos of the items that need to sell through the website.
• It turns up to be an inspiration for reusing scrap materials which help reduce pollution

Figure 1: Flow of Application

IV. OBJECTIVES

• To provide a secure and user-friendly platform for buying and selling scrap and creative items.
• Customers can purchase creative Products and sell scrap material online. Customers can log in, get various information about products, and purchase suitable products with price and availability.
• Customers can pay at delivery time and online, so security is a must therefore e-shopping provides secure transactions.
• Data security is maintained at a relatively high level by implementing it at the Database level, to ensure that only authorized users have access to confidential client information

V. METHODOLOGY

Development Tools and Technologies

1. Front End Technologies: -
   • HTML5
   • CSS 5
   • JAVASCRIPT
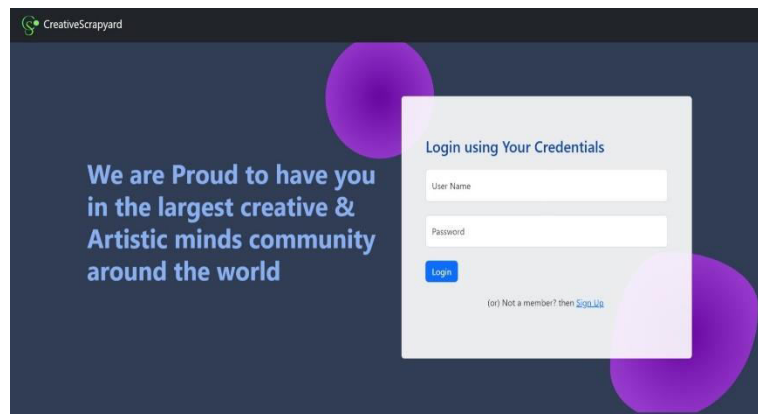   • BOOTSTRAP
   • AJAX
   • jQuery

2. Backend Technologies: -
   • Python-Django
   • MySQL

3. Tools: -
   • Presentation Tool: Microsoft Office PowerPoint 2019
   • Drawing Tool: Draw.io

Figure 3: login page

   • Version Control: Git &GitHub

   • Document Preparation System: Latex (Overleaf)
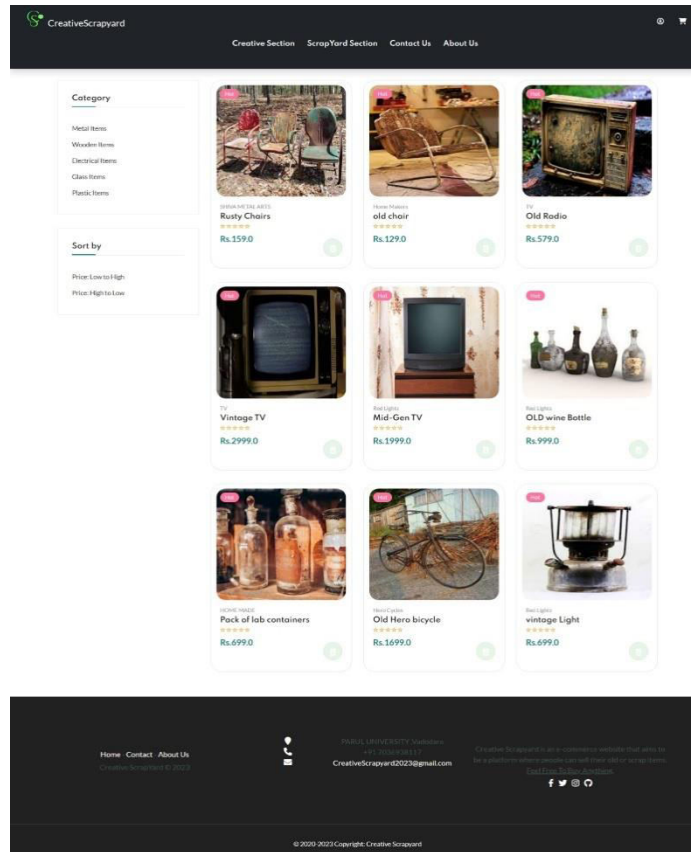
VI. RESULTS

Front End
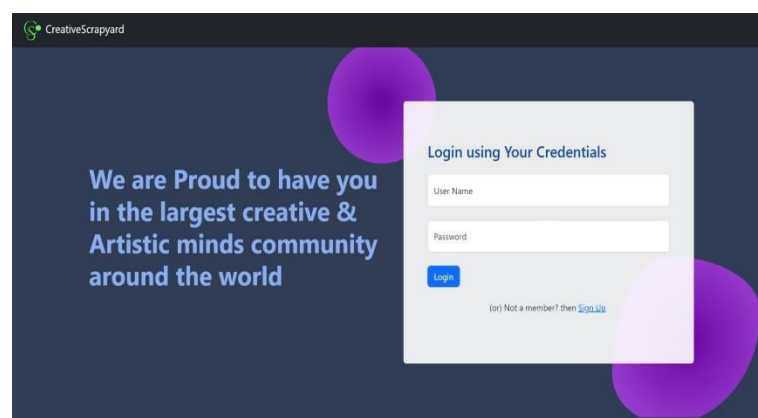

Figure 2: signup page

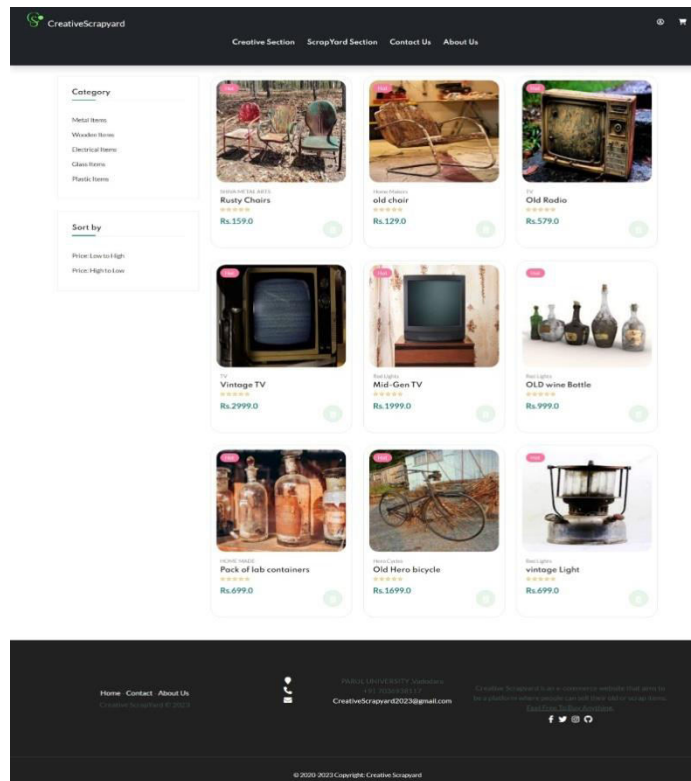
Figure 3: login page

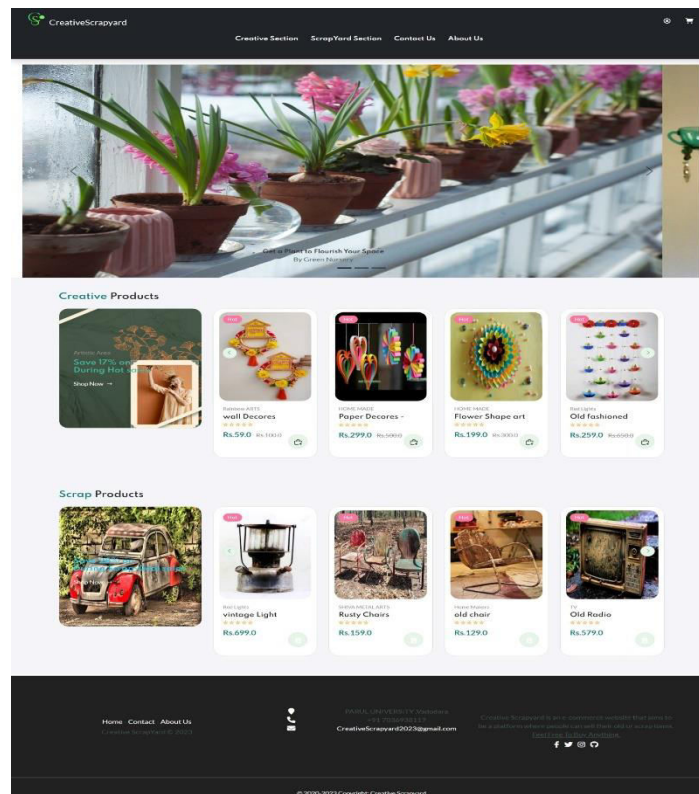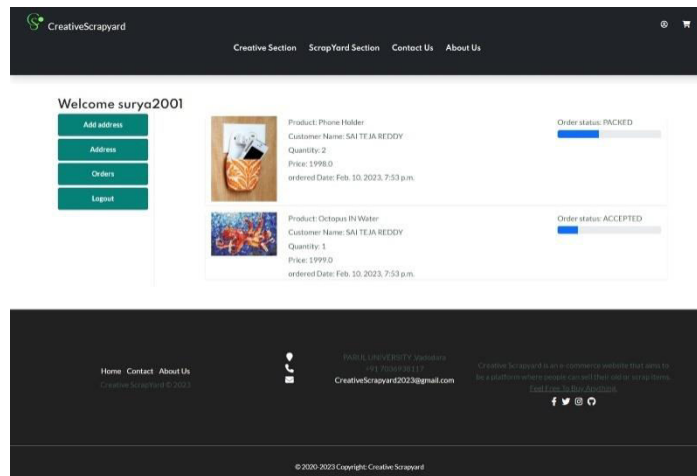*Figure 4: scarp section*

Figure 5: Home page
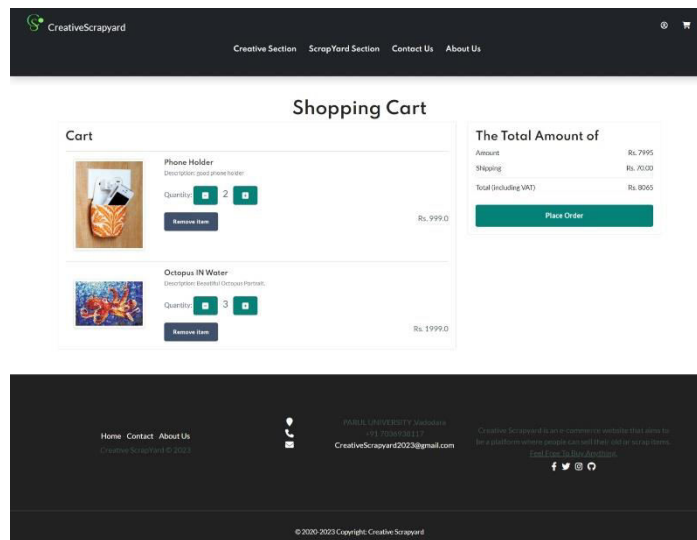
Figure 6: my orders page
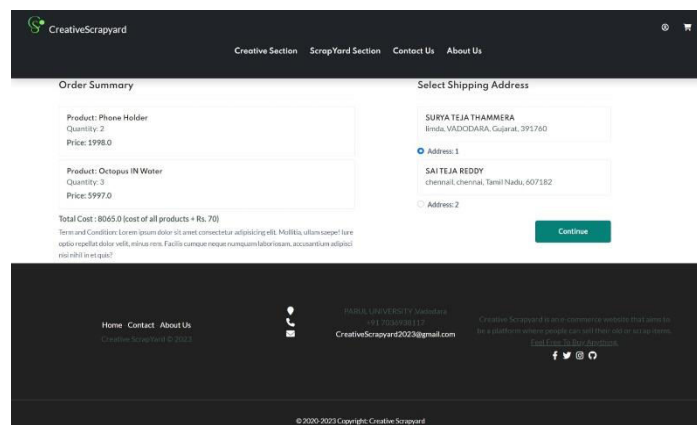

Figure 7: shopping cart page

Figure 8: My orders page

VII. CONCLUSION

The Web applications shows the concept that scrap, and waste items can generate Revenue by selling them to an artist through the platform who has the capability to turn them into aninnovative item. By this, we can show that the platform is promoting one of the 3R's i.e., Reuse.The customers have to register with their details using the signup page and get authentication for an authorized Login using the login page. The software provides the following facilities to the customers after successful authorized login:

• Facilitates easy shopping anywhere with free shipping (conditions apply)

• Provides information about the products in categories.

• Customers are provided with up-to-date information on the products available.

• Customer provided with order tracking which they had ordered.

• The objective of this software is to provide easy assistance to both the customer as well as the merchant with a proper database and information.

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Scan to save the contact details