INTERNATIONAL JOURNAL OF INNOVATIVE RESEARCH

IN COMPUTER & COMMUNICATION ENGINEERING

INTERNATIONAL STANDARD SERIAL NUMBER INDIA

Impact Factor: 7.542

An E-Commerce Shopping Website

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ABSTRACT: E-commerce is a facility for each and every user buying and selling product through the internet. By using E-commerce, we can manage everything in our time. Every person/user can handle different transaction like E-payment-billing, mobile banking, Net banking-learning, E-insurance, etc. In India E-commerce technology is increased because of wide range of products and minimum price wide range of suppliers and customers internet. Electronic Commerce is enabling the customer to have an increasing say in what products are made and how services are delivered. Through the E-commerce we can achieve greater economic efficiency (Lower cost) and more rapid exchange (high speed, accelerated, or real-time interaction).This paper gives an overview of the future of E-commerce and discusses the scope, challenges, Types of E-commerce, Uses, Advantages and disadvantages of E-commerce. Also use of EDI. We also find out to help future growth of Indian E-commerce. This paper also represents evaluation of internet users.

I. INTRODUCTION

Computer plays an important role in our daily life. Anything we want we can get only in mouse click. Speed, reliability and accuracy of the computer make it a powerful tool for different purposes. A very important and basic need of today's modern business world is the quick availability and processing of information using computer. One can easily get the type of required information within a fraction of second. The project that I have to take is also in this category which is used in our daily life whenever we want to purchase some items, we can easily get them at our home [1]. E-commerce (electronic commerce) is the buying and selling of goods and services, or the transmitting of funds or data, over an electronic network, primarily the internet. These business transactions occur either as business-to-business (B2B), business-to-consumer (B2C), consumer- to-consumer(C2C) or consumer-to-business(C2B). The terms e-commerce and e-business are often used interchangeably. The term e-tail is also sometimes used in reference to the transactional processes for online shopping [1].

II. OVERVIEW OF THE VARIOUS PARTS

This project has several parts to it, but the most essential are there listed in Table 1.

Administrators	Customers	User
Login access	*Login access*	*Cannot login*
Can add products	*Can add to cart*	*Can add to cart*
Can edit products	*Can edit product in carts*	*Can edit product in carts*
Can view products	*Can checkout*	*Cannot check out*
Can delete customer	*None*	*None*

Table1: The overview of the three major parts of the shop [6].

Administrators Detailed Attribute

➢ **Admin register**
The administrator needs to register before they can have access to the core data of the shop.
➢ **Admin login**
The admin logs in and can view, add products, manage customers.
➢ **Admin Edit**
The admin can make changes to the shop such as delete customers, add a customer or, upload new products.
➢ **ManageCustomer**
The administrator has the authority to delete or add a customer.

Customer Detailed Attribute

➢ **signup**
This refers to registering as a customer. The registered member has a lot of privileges associated with the shop when one becomes a customer.
➢ **Login**
After the user has registered, the user becomes a customer, and he or she can log in with their personal information.
➢ **View**
The customer can see all the products in the catalog and able to look at the products and some features on the homepage.
➢ **Edit**
The customer can make changes to their data displayed on the customer page.
➢ **UpdateCart**
This refers to putting or removing products from a shopping cart.

Figure 1 is the use case diagram of the shop. One can see the essential attributes associate with both Administrator and Customers/Users.
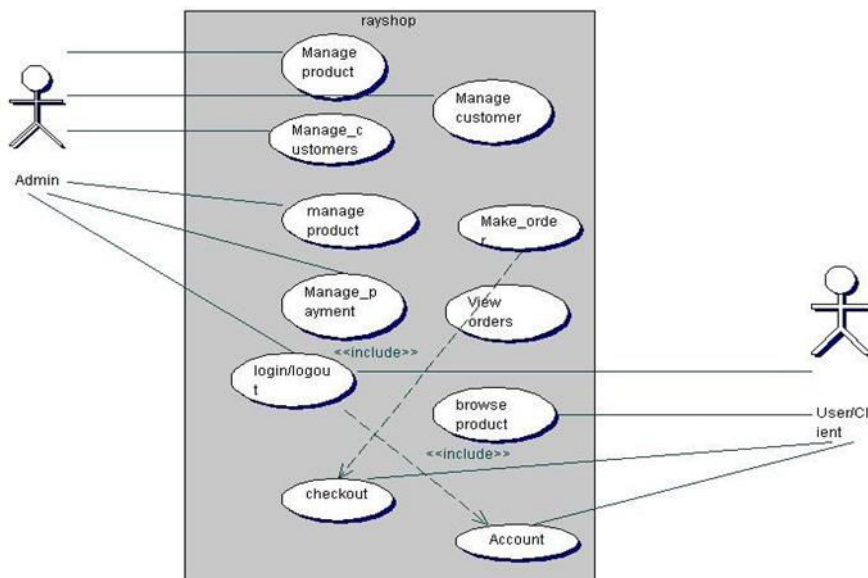

Figure1: Use case diagram

The Various Management Unit

The Administrators play the management role. They make sure everything in the shop runs smoothly. Table2 lists the various management units.

Product Management Unit
This is the Unit that is responsible for keeping records, product name, description, price, products image and many others.
Customer Management Unit
This Unit involves some activities such the control all of the registered members, view all the members.
Admin login Unit
The Administrator can log in to the management webpage and make use of the features on the website such as adding product,view customers.
Payment View Unit
This enables the administrator to view all the bills made via the customers.
Admin logout Unit
The administrator will be able to logged out with this function

Table 2: Administrators management table
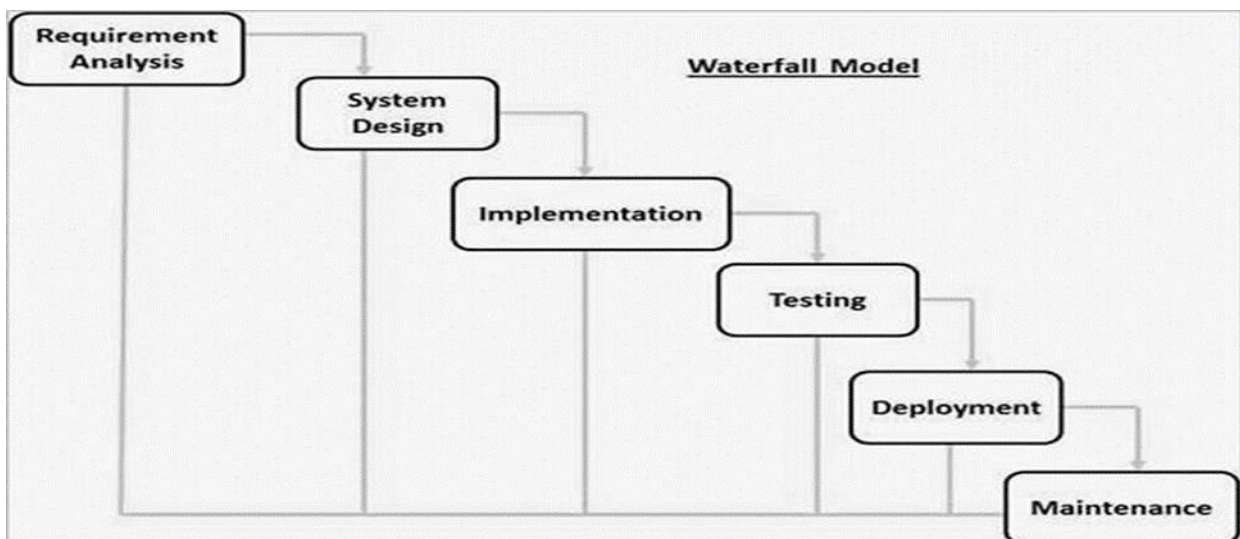
Methodology Development model

Figure 2: Methodology development model

Requirement Gathering and analysis − All possible requirements of the system to be developed are captured in this phase and documented in a requirement specification document.

  i. System Design − The requirement specifications from first phase are studied in this phase and the system design is prepared. This system design helps in specifying hardware and system requirements and helps in defining the overall system architecture.
  ii. Implementation − With inputs from the system design, the system is first developed in small programs called units, which are integrated in the next phase. Each unit is developed and tested for its functionality, which is referred to as Unit Testing.
  iii. Integration and Testing − All the units developed in the implementation phase are integrated into a system after testing of each unit. Post integration the entire system is tested for any faults and failures.
  iv. Deployment of system − Once the functional and non-functional testing is done; the product is deployed in the customer environment or released into the market.
  v. Maintenance − There are some issues which come up in the client environment.

Structure of the project
- ❖ Before Login
- ✓ Register
- ✓ Login
- ✓ Forget Password
- ❖ Administrator Login
- ✓ About Us
- ✓ Contact Us
- ❖ After Administrator Login
- ✓ Edit Website Details
- ✓ Add Brands
- ✓ Add Category
- ✓ Add Items
- ✓ Delete Brands
- ✓ Delete Category
- ✓ Delete Items
- ✓ Manage User
- ✓ See Users
- ✓ Users Shopping
- ✓ Add Users
- ✓ Delete Users
- ✓ Logout
- ❖ After User Login
- ✓ My Profile
- ✓ Edit Profile
- ✓ Change Password
- ✓ Buy Products
- ✓ Categories (Controlled by Admin. Which can be add it dynamically according to their needs)
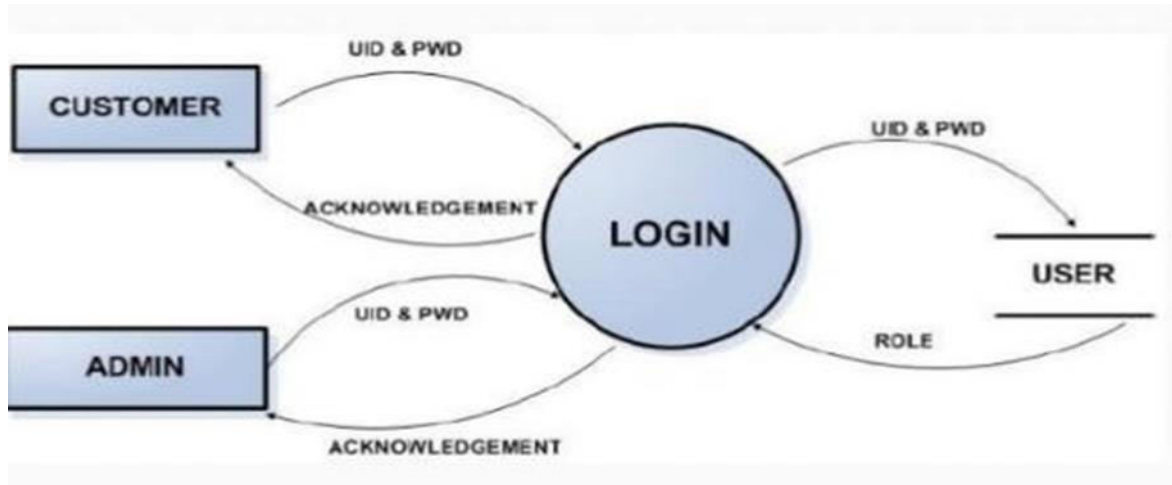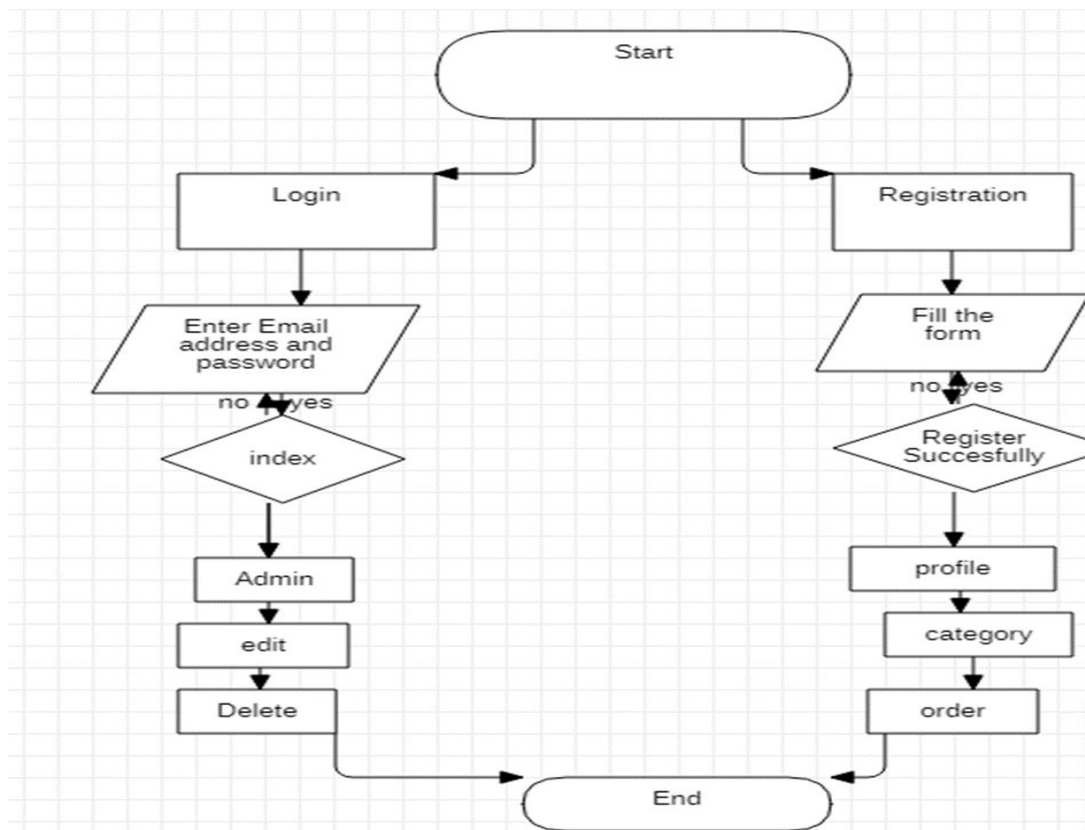- ✓ Checkout
- ✓ Logout

Figure 3: Data flow [5].

Figure 4: Flowchart of E-commerce

III. IMPLEMENTATION

Customer interface and administrator interface are the main interfaces created in this project. With the customer and admins interface, I used HTML5 and CSS3. The HTML5 was used to create the structure of the page whiles the CSS was used to style the page. PHP is a dynamic language, so I used it to automatically fetch information from the database unto the web pages without rewriting every data by hand [7].

IV. CONCLUSION

To conclude the description about the project: The project, developed using PHP and MySQL is based on the requirement specification of the user and the analysis of the existing system, with flexibility for future enhancement. The expanded functionality of today's software requires an appropriate approach towards software development. This ecommerce software is designed E- commerce site project is developed using PHP, CSS, Bootstrap, and JavaScript. Talking about the project, it has all the required essential features. This project has a user side where he/she can view product category and add products to cart and proceed for checkout whereas from administration side he/she can view sales, number of products, users, daily sales report, add product and categories. The user can also leave comments on each product if he/she wants. In this project, all the main functions are performed from the admin side. User Friendly[7].

V. FUTURE IMPROVEMENT

Invoices need to be implemented in the shop, emails and notifications need to be sent to customers for new arrivals or discount. The shop has to have a search engine where users and customers can search for the various product from the shop. Debit and credit cards need to be implemented in the shop as well. There have to be language varieties so that non-English users and customers can shop easily without any difficulty [7].

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