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A Survey on Online Shopping System

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ABSTRACT: An online shopping system that permits a customer to submit online orders for items and/or services from a store that serves both walk-in customers and online customers. The online shopping system presents an online display of an order cut off time and an associated delivery window for items selected by the customer. The system accepts the customer's submission of a purchase order for the item in response to a time of submission being before the order cut off time. The online shopping system does not settle with a credit supplier of the customer until the item selected by the customer is picked from inventory but before it is delivered. Therefore, the customer can go online and make changes to the order. In addition, available service windows are presented to the customer as a function of customer selected order and service types and further, the order picking is assigned in accordance with a picker's preference. When ordering goods, many shopping systems provide a virtual shopping cart for holding items selected for purchase. Successive items selected for purchase are placed into the virtual shopping cart until a customer completes their shopping trip. Virtual shopping carts may be examined at any time, and their contents can be edited or deleted at the option of the customer. Once the customer decides to submit a purchase order, the customer may print the contents of the virtual shopping basket in order to obtain a hard copy record of the transaction.

KEYWORDS: small business's product sales, SMS confirmation, product notification, product recommendation.

I. INTRODUCTION

This project is a web-based shopping system for an existing shop. The project objective is to deliver the online shopping application into android platform. Online shopping is the process whereby consumers directly buy goods or services from a seller in real-time, without an intermediary service, over the Internet. It is a form of electronic commerce. This project is an attempt to provide the advantages of online shopping to customers of a real shop. It helps buying the products in the shop anywhere through internet by using an android device. Thus, the customer will get the service of online shopping and home delivery from his favourite shop.

If shops are providing an online portal where their customers can enjoy easy shopping from anywhere, the shops won't be losing any more customers to the trending online shops such as flipkart or eBay. Since the application is available in the Smartphone it is easily accessible and always available. The purpose of ONLINE SHOPPING is to automate the existing manual system by the help of computerized equipment and full-fledged computer software, fulfilling their requirements, so that their valuable data can be stored for long period and easy accessing and manipulation of the same. The required software and hardware are easily available and easy to work with.

Online shopping as described above, can lead to error free, secure, reliable and fast management system. It can assist the user to concentrate on their other activities rather to concentrate on record keeping. Thus, it will help organization in better utilization of resources. They can maintain the computerized records without redundant entries. That means that one need not be distracted by information that is not relevant, while being able to reach the information. The aim is to automate the existing manual system with the help of computerized equipment. Basically, the project describes how to manage for good performance and better services for the client.

The objective of the project is to make an application in android platform to purchase items in an existing shop. In order to build such an application complete web support, need to be provided. A complete and efficient web application which can provide the online shopping experience is the basic objective of the project. The web application can be implemented in the form of an android application with web view. Alternative names for the activity are "e-tailing", a

shortened form of "electronic retail" or "e-shopping", a shortened form of "electronic shopping". An online store may also be called an e-web-store, e-shop, e-store, Internet shop, web-shop, web-store, online store, online storefront and virtual store. Mobile commerce (or m-commerce) describes purchasing from an online retailer's mobile device-optimized website or software application ("app"). These websites or apps are designed to enable customers to browse through a companies' products and services on tablet computers and smartphones.

The marketing around the digital environment, customer's buying behaviour may not be influenced and controlled by the brand and firm, when they make a buying decision that might concern the interactions with search engine, recommendations, online reviews and other information. With the quickly separate of the digital devices' environment, people are more likely to use their mobile phones, computers, tablets and other digital devices to gather information. In other words, the digital environment has a growing effect on consumer's mind and buying behaviour. In an online shopping environment, interactive decision may have an influence on aid customer decision making. Each customer is becoming more interactive, and though online reviews customers can influence other potential buyers' behaviours. In addition, not only those reviews, people more rely on other people's post information about product commends on social media. There will shows common problems in the past and some solutions or comments of the merchants will be attached for customer reference.

II. LITERATURE SURVEY

After identifying the problem related to the delaying of products and the methodology, we took the survey of the following papers to see what type of papers had been published to solve these problems.

[1] Presently days the way of life of the individuals is unique. People feel awkward and tedious for going swarmed markets. In this way, online Shopping is a help as it spares parcel of time. Online shopping is the procedure whereby buyers straightforwardly purchase services or goods from a vender progressively, without go-between services, over the web. Likewise with most online exercises, there are unmistakable trade-offs in online shopping between cost savings, privacy, convenience, and choice. Presently Consumers are progressively receiving electronic channels for obtaining their day by day required items. Keywords- online Shopping.

[2] B/S structure (Browser/Server) is one hidden client mode after WEB development. This kind of networkstructure mode unifies WEB browser as the client-side in order to integrate the core part of system function realization to the server. B/S model simplifies system development, maintenance, and usage. The client only needs one Browser under the B/S model, and the browser interact data with database through Web Server. Since the B/S model has such huge advantages, this online shopping system is based on this model. The system through the MVC (Model, View, and Controller) framework integrate network of online shopping system, completing the control layer management, processing data access.

[3] Designing interactive systems with graphic user interfaces is an important step in the development of online devices and websites. Online shopping systems and recommender applications have improved in the last decade and they are now widely used all over the world. However, it is important to understand online shoppers needs and preferences and to take them into account. In this regard, several online shopping systems rely on customer preference elicitation while others suggest products based on other customers recommendations.

[4] The e-commerce business in India is booming. The country is likely to remain one of the fastestgrowing e-commerce markets in the foreseeable future. Homegrown players like Flipkart and global behemoths like Amazon are trying every trick possible to woo the Indian consumers. In a quest to increase the size of the market and to grab a large chunk of the market share, these players are however operating in the red. The need of the hour is to adopt a two-pronged strategy; increase turnover and curtail costs.

[5] The revolution of mobile phone innovations has opened the doors for companies to gain purchasers through downloadable smart phone applications. These applications expand the usefulness of the advanced mobile phones and empower shoppers to perform different tasks easily. These applications have also produced significant interest due to high client engagement.

[6] India is at the cusp of a digital revolution. Internet has become an integral part of the growing urban Indian population. We are billion people country with a mobile penetration of almost 80% and now 40% of them are on

smartphones which means a sizeable population is internet ready. The e-commerce industry is one of the fastest growing sectors in the country today, spurring first generation entrepreneurs, large scale manufacturing by SMEs, jobs and most importantly impacting the infrastructure growth of the country. The rising inflation rate in recent years has not slipped away the performance of online shopping industry in India. The facility of comparing your product with competitive products on the basis of price, colour, size and quality is one of the biggest benefits of online shopping.

[7] This paper reviews different proposed techniques to overcome the long queues at billing counter. The limitations of the reviewed options are also presented. In current retail shopping systems one witness's long queues at the counter primarily due to limited barcode scanners for production identification and billing system.

[8] Technology has changed so much, so is the rate of people of all ages who are attracted to electronic gadgets. In many industries, electronic devices such as smart card readers, barcodes, and RFID scanners are increasingly used. Supermarkets also need these kinds of gadgets. Currently, every person in the mall purchases the product placed in the trolley. Upon purchase, the person will have to stand in a queue for billing. In the billing process, an employee scans each product's barcode and bills it to the final.

III. PROPOSED METHODOLOGY

After taking the survey from above papers we have identified that there can be some more work we could do on this topic. In our website there are 4 main modules through which the working of the website will be efficient. These 3 modules explain us the whole working of the project.

1. Admin Login:

Step 1: Admin has all the authority in the webpage.
Step 2: Admin can add the business owners and edit/view their business profile.
Step 3: Admin has the authority to manage the business owner's payment details.

2. User Registration and User Login:

Step 1: User can register themselves by filling the simple registration form.
Step 2: After registration, user can login and search the products which he/she wants to buy.
Step 3: User can change the password for security reasons.

3. Business owner registration and login:

Step 1: Business owner can register themselves by filling the registration form or by calling to the admin.
Step 2: Business owner can also add his businesses logo or image.
Step 3: Business owner can sell their products by giving the description, year of warranty.

4. Payment option:

Step 1: In our project, there are various methods available for the payment.
Step 2: After completion of payment, we will receive a notification/SMS of confirmation.

IV. CONCLUSION AND FUTURE WORK

We show the product recommendation site that shows product based on trending, collaborative filtering and Search history based. After that authenticate user using OTP only authorized users get access of the system. Thus, we made an Online Shopping Website that can provide various products to people in need and who want to sell their products on our website. There is a lot of problems facing by the todays for product recommendations so we implement the Product Recommendation system that recommend products to users on the basis of collaborative filtering and trending and search history basis. Authenticate users using OTP and apply input for searching the products.

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