DESIGN AND IMPLEMENTATION OF ONLINE SHOPPING SYSTEM

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ABSTRACT

The methodology presented in this paper shows the way of purchasing the online product in user-friendly manner. The business-to-consumer aspect of electronic commerce (e-commerce) is the most visible business use of the World Wide Web. In this project we are developing the online portal for wardhini shop (Accredited by Government). The current procedure is done manually which is inefficient and may be inaccurate. The primary goal of an e-commerce site is to sell goods and services to the user via online. This project deals with developing an e-commerce website for Online Product Sale. It provides to the customer with a catalog of different products available for purchasing from the store. This document will discuss each of the underlying technologies to create and implement an e-commerce website.

Keyword: Purchasing the online product, visible business, e-Commerce, underlying

I. INTRODUCTION

E-commerce is the businesses and consumers buying and selling products online. The superior of e-commerce websites on the internet are retail stores selling products directly to the public. While buying of products online, it’s a very important that you select the right payment method for yourself to pay money. An online store is a virtual store on the Internet where customers can browse the catalog and select products of interest. The selected items may be collected in a shopping cart. At checkout time, the items in the shopping cart will be presented as an order. At that time, more information will be needed to complete the transaction. Usually, the customer will be asked to fill or select a billing address, a shipping address, a shipping option, and payment information such as credit card number. An e-mail notification is sent to the customer as soon as the order is placed. Before you buy a product, always be sure that the seller's payment methods will work for us.

Online Payment Methods: Credit Card, Debit Card, Online Bank Transfer, Cash Card, Mobile Payment. A payment gateway is what empower the credit card transactions to take place. It’s a layer of processing that interface with your ecommerce site and your dealer-account. This is wherever security, encryption and all that important substance come into play. The e-commerce industry is one of the fastest growing sectors in the country today. The facility of comparing your product with competitive products on the basis of price, color, size and quality is one of the biggest benefits of online shopping. These days Mobile commerce or m-commerce is also one of the popular means of shopping. India’s one of largest fashion store, Myntra has recently been made —App onlyl, providing its usage to mobile application only.
II. LITERATURE REVIEW

1. The Design And Implementation Of An E-Commerce Site For Online Book Sales by: Swapna Kodali

In this paper The Electronic Commerce (e-commerce) applications support the interaction between different parties participating in a commerce transaction via the network, as well as the management of the data involved in the process.

2. Online Shopping Behavior in India by: Mukhar Gupta1, Pooja Manvikar, Saurabh Sharma.

In this paper gives The increasing importance of e-commerce is apparent in the study conducted by researches at the GVU (Graphics, Visualization, and Usability) Center at the Georgia Institute of Technology.

3. E-commerce: Recommended Online Payment Method – PayPal by: Niranjanamurthy M.

This paper gives the information and recommended online payment method and comparison with outstanding Online Payment Systems.

III. PROPOSED WORK

In order to design a web site, the relational database must be designed first. Conceptual design can be divided into two parts: The data model and the process model. The data model focuses on what data should be stored in the database while the process model deals with how the data is processed. The following fig. Shows the complete procedure of this project.
Fig 1. Online Shopping-Steps to place an order

First of all the person who wants to purchase the product will first visit to the E-commerce website and this is nothing but the one type of shop. The product in which the customer wants to purchase will checked in database. The database contains all the product which is available for the selling. Then customers choose the product and place the order. There is secure socket layer which secures the customer’s information. If the person wants to purchase the product through online transaction then it will check out all account details such as verification of the credit card. If all the customer account details will be correct then order has been placed and product would be deliver to the customer.

IMPLEMENTATION OF PROPOSED WORK:
This is the Home page which contains the all product as well as we can search the product category wise. And if we have already decided the product then we can search that product through search box.

When the customer selects the product and placed it to the cart and if that person really wants to purchase that product then after check out this form will open. In this form customer has to fill all the information correctly because on this address the product will be send. After submitting this form the request will go the admin.
If any person wants to check out the product after selecting that product then that person checkout that product through this form.

This is the Admin panel through this form admin will add the product or remove the product or edit the product details. As well as through this form admin can check the order request which is send by the customer.
This is the database for this project. And name of the database is dbgadget. In dbgadget 8 tables are used for storing the information.

IV. CONCLUSION

The project work of “E-INDIGENOUS CRAFT” started with the brief introduction of the eCommerce and overall working of the project. The project part of the report is based on the website development For selling and buying of the indigenous (swadeshi) product. Aim to provide a Goods and quality of product & online shopping of the product becomes More enjoyable and easier than real worlds shopping. E-commerce is widely considered the buying and selling of products over the internet, but any transaction that is completed solely through electronic measures can be considered e-commerce. Day by day E-commerce and Mcommerce playing very good role in online retail marketing and peoples using this technology day by day increasing all over the world. In this project, the user is provided with an e-commerce web site that can be used to buy books online.

V. REFERENCES


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