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Online Shopping System

A Report for the Evaluation 3 of Project 2

Submitted by

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ABSTRACT:

An online shopping system that permits acustomertosubmitonlineordersforitemsand/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 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.

CHAPTER: 2

INTRODUCTION:

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. An online shop, eshop, e-store, internet shop, webshop, online store, or virtual store evokes the physical analogy of buying products or services at a bricks-and-mortar retailer or in a shopping centre. The process is calledBusiness-toConsumer(B2C)online shopping. 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 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 inresponseto time 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

customers 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 by 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 to obtain a hard copy record of the transaction.

E-commerce is fast gaining ground as an accepted and used business paradigm. More and business houses are implementing to say that the process of shopping on the web is becoming commonplace.The objective of this project is to develop general purpose-commerce store where any product (such as books, CDs,computers,mobile phones,electronic items,and home appliances) can be bought from the comfort of home through the Internet. However, for implementation purposes, this paper will deal with an online book store. 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,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.

ABOUT THE PROJECT

Online shopping is a form of electronic commerce which allows consumers directly buy goods or services from a seller the Internet using webbrowser .Consumers Find Product Interest visiting the website of the retailer directly or by searching among alternative vendors using a shopping search engine, which displays the same product's availability and pricing at different e-retailers. customers can shop online using a range of different computers and devices, including desktop computers, laptops,

1.2 PURPOSE:

Shopping Website is a specialized class of Websites for e-commerce. The main purpose of this online shopping System is that it provides the customers to calculate easily what all they purchase whether it is good or services.Shopping Website contains not only products but also customer data. Today there are an incredible number of shopping websites. At first glance,this choice can plunge you into a panic. I went through a lot of solutions,and can help with this if you need it.Look at PrestaShop, Shopify and Shopping Website tElite

1.3 MOTIVATION AND SCOPE:

SCOPE:

Online shopping is more powerful nowadays. Everyone wants savingMoney and also time and online business offer boths promotions for users. It also includes a bright future and more development. So I like this system for a more aggressive and polite way of shopping

This website can be easily implemented under various situations.We Can Add New Asand when were quire.Reusability possible as an when required in this website.There is flexibility in all Modules.Online shopping more powerful now days .Everyone want saving money and also time and online business offer both promotions for users. It also includes a bright future and more development .So I like this system for a more aggressive and polite way of shopping. Online shopping Scope is increasing day by day. Technology Makes It Easy And Convenience.

.

CHAPTER: 2

LITERATURE REVIEW

This chapter will mainly discuss the study that is done by previous research of other authors in the similar area of the present study. Throughout this chapter, there will be comprehensive discussion on theoretical and practical views of previous studies done in online shopping and offline shopping for apparels. This study combines factors that other studies have done that will influence the consumer's purchasing decision in online and offline stores for apparels. It includes the price attractiveness, time saving, perceived risk, enjoyment and excitement, tangibility and high interactivity. All of these factors will contribute to the study of customer's purchasing intention for apparels on both stores which includes online and offline shopping. Pan, (2007) defined purchasing intention as the eagerness of purchasing the product. Similarly, Engel, Blackwell and Miniard, (1990) defines purchasing intention as a psychological process of decision-making. In online shopping, it is expected that shoppers are more likely to associate price attractiveness and time saving with their intention to shop while in offline shopping, consumers are more likely to associate tangibility, high interactivity and enjoyment with their intention to shop. As a result, online marketers or retailers should be aware of the problems faced by the consumers and their perceived risk to increase their intention to shop online. Designers must take note of consumers' needs because the usability is the starting point to get the confidence and support of the consumers (Alzola et. al., 2006).

CHAPTER: 3

EXISTING SYSTEM/ PURPOSED SYSTEM:

EXISTING SYSTEM:

The present scenario for shopping is to visit the shops and market manually and then from the available product list one needs to choose the item he or she wants and then pay for the same item mainly in cash mode is done, as not every society is well educated and aware to use net banking or card modes or wallets etc This system is not much user-friendly as one needs to go to the market physically and then select items only from the available list. So mostly it is difficult to get the product as per our desire. Description about the products are less available and are mostly verbal only. For this type of shopping, one needs to have ample amount of free time. Also not really good markets exist everywhere, so many times good markets become out of reach for certain people.In the proposed system customers need not to go to the shops for purchasing the products. He/She can order the product he/she wishes to buy through the use of this system.The shop owner can be the admin of the system. The shop owner can appoint officials particularly to handle this, who will help the owner in managing the customers and product orders. The system also endorses a home delivery system for delivering the purchased products. The current system for shopping is to visit the shopmanuallyand from the available product choose the item customer want to buying the item by payment of the price of the item

1. It is less user friendly
2. user must go to shop and select products
3. it is difficult to identify the required products
4. Discription of the product limited

5.it is a time consuming process

6. Not in reach of distant user

PROPOSED SYSTEM

In the proposed system customers need not go to the shop to buy the productsHe can order the product he wishes to buy through the application in his smartphone. The shop owner will be admin of the system. Shop owners can appoint moderators who will help the owner in managing the customer and product order. The system also recommends a home delivery system for the purchase of products. The proposed system helps in building a website to buy, sell products or goods online using internet connection. Purchasing of goods online, user can choose different products based on categories , online payments , delivery services and hence covering the disadvantages of the existing system and making the buying easier and helping the vendor store each wider market.The development of this new system contains the following activities, which try to develop on-line application by keeping the entire process in the view of database approach. Secure registration and profile management facilities for Customers .Browsing through the e-Mall to see the items that are there in each category of products: life Apparel ,Kitchen Accessories, Bath accessories, Food items etc. Creating a Shoppingcart othatcustomercanShoppeno.of items and checkout finally with the entire shopping cart. Customers should beabletomailtheShopabout the items they would like to see in the Shop. Secured mechanism for checking out from the Shop Credit card verification mechanism). Updates to customers about the Recent Items in the Shop. Uploading Most Purchased Items in each category of products in the Shop like Apparel, Kitchen accessories, Bath accessories, Food items

CHAPTER: 4

ANALYSIS/IMPLEMENTATION/ARCHITECTURE:

4.1 ANALYSIS

- Data Flow Diagrams (DFD)
- ER Diagrams
- Implementation

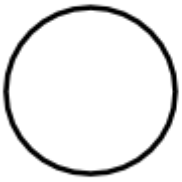
4.1.1 Data Flow Diagram

A Data Flow Diagram (DFD) is a diagram that describes the flow of data and the processes that change or transform data throughout a system. The Data Flow Diagram reviews the current physical system, prepares input and output specification, specifies the implementation plan etc.

Four basic symbols are used to construct data flow diagrams. They are symbols that represent data source, data flows, and data transformations and data storage. The points at which data are transformed are represented by enclosed figures, usually circles, which are called nodes.

(A) **Source of Destination of data**

(B) **Flow of Data**



(c) **Process**

(D) **Storage**

Steps to Construct Data Flow Diagrams

Four steps are commonly used to construct a DFD

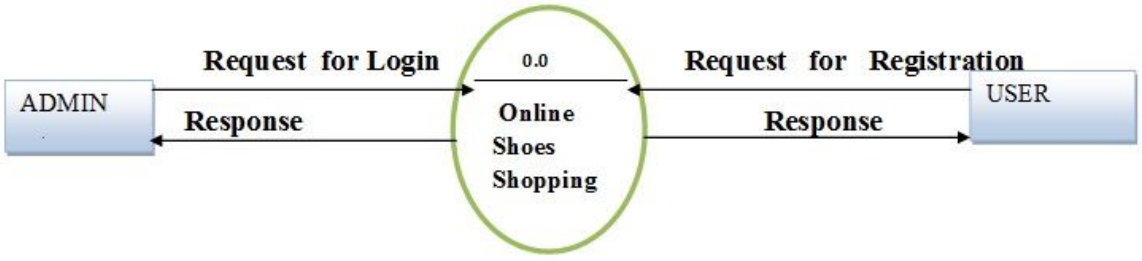
- Process should be named and numbered for easy reference. Each name should be representative of the process.
- The direction of flow is from top to bottom and from left to right.
- When a process is exploded into lower level details they are numbered.
- The names of data stores, sources and destinations are written in capital letters

Rules for Constructing a Data Flow Diagram

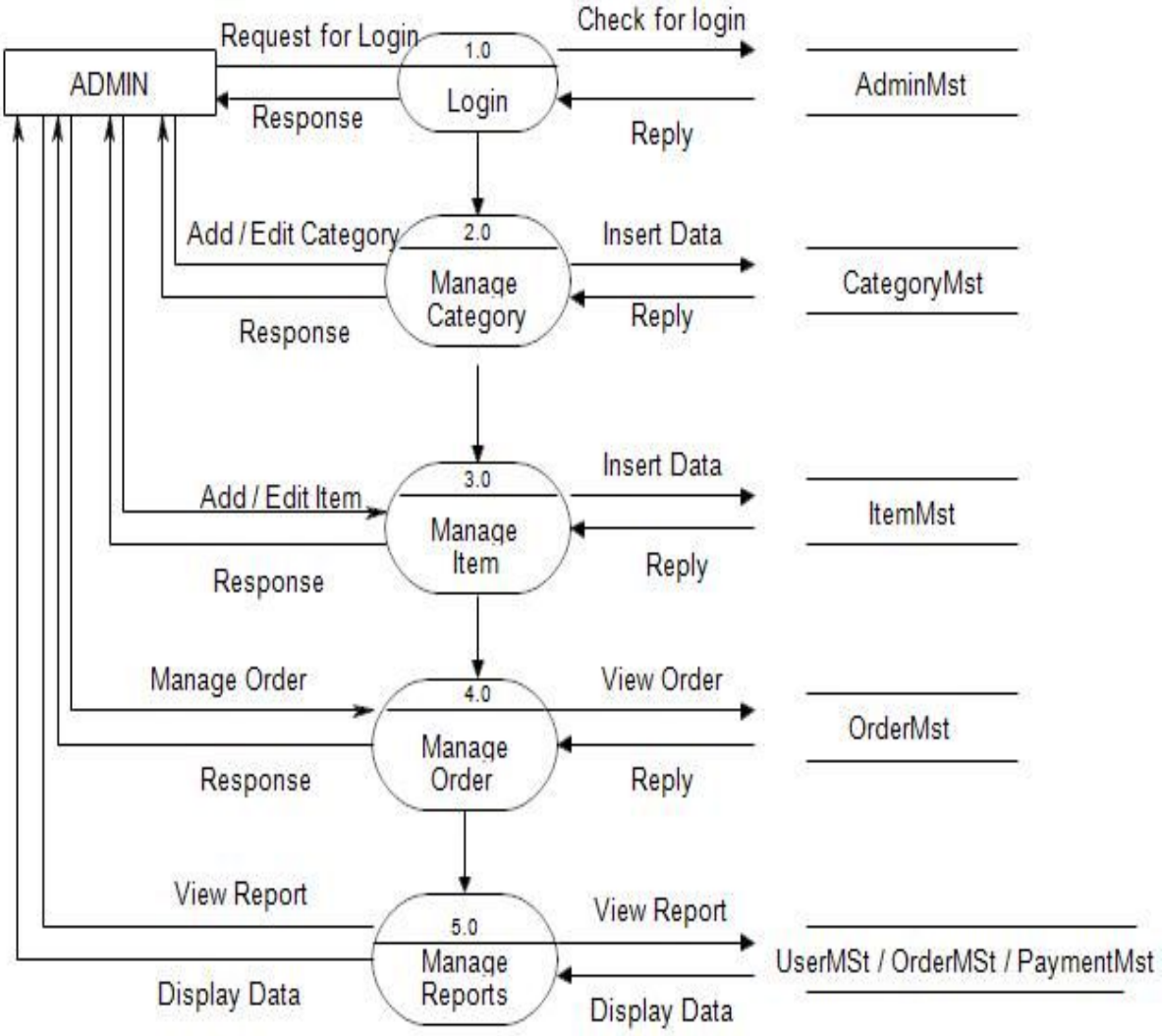
- Arrows should not cross each other.
- Squares, Circles and files must bear names.
- Decomposed data flow squares and circles can have same names.
- Choose meaningful names for dataflow.

Draw all data flows around the outside of the diagram

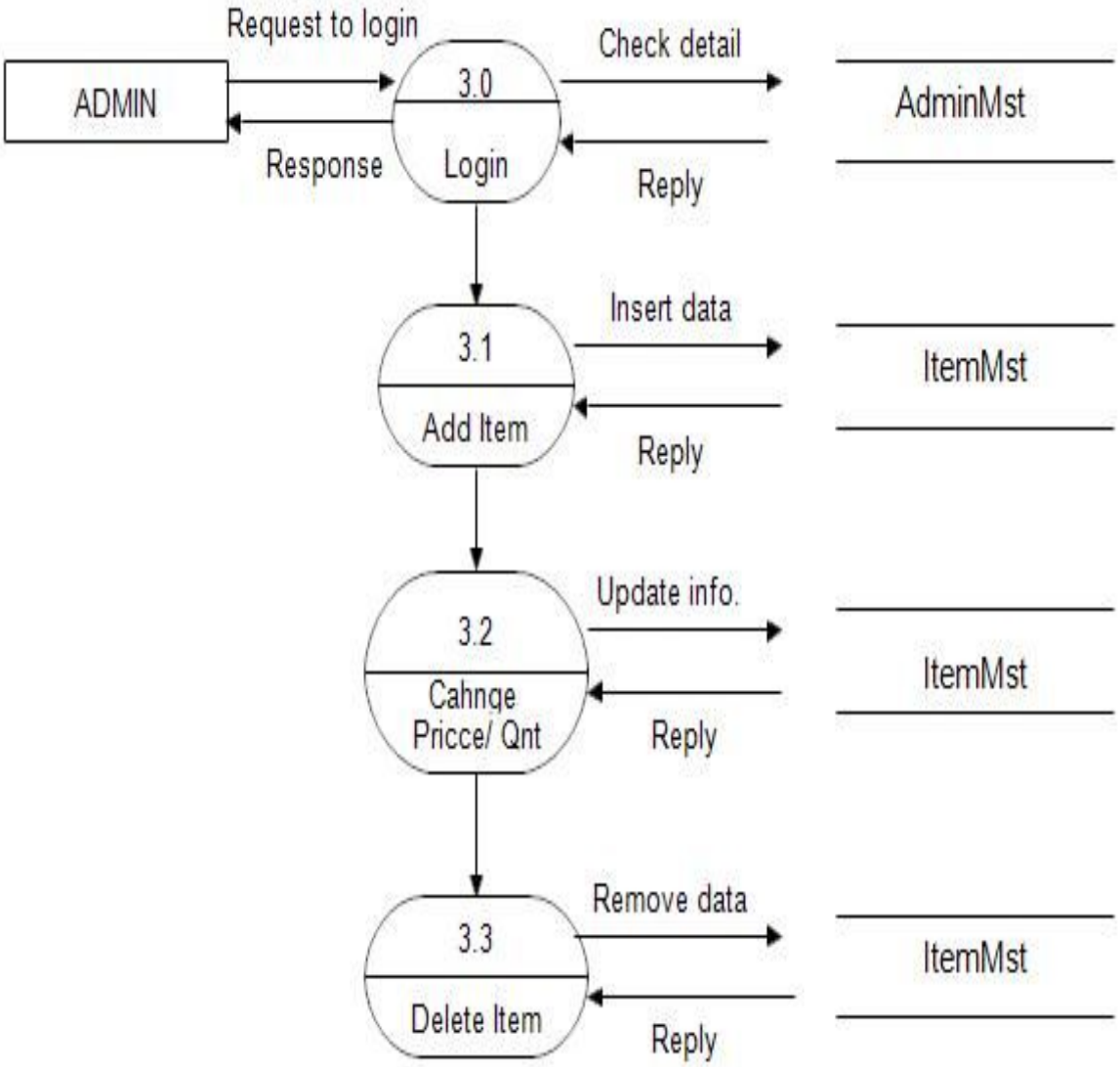
4.1.1.1 Context Level Data Flow Diagram



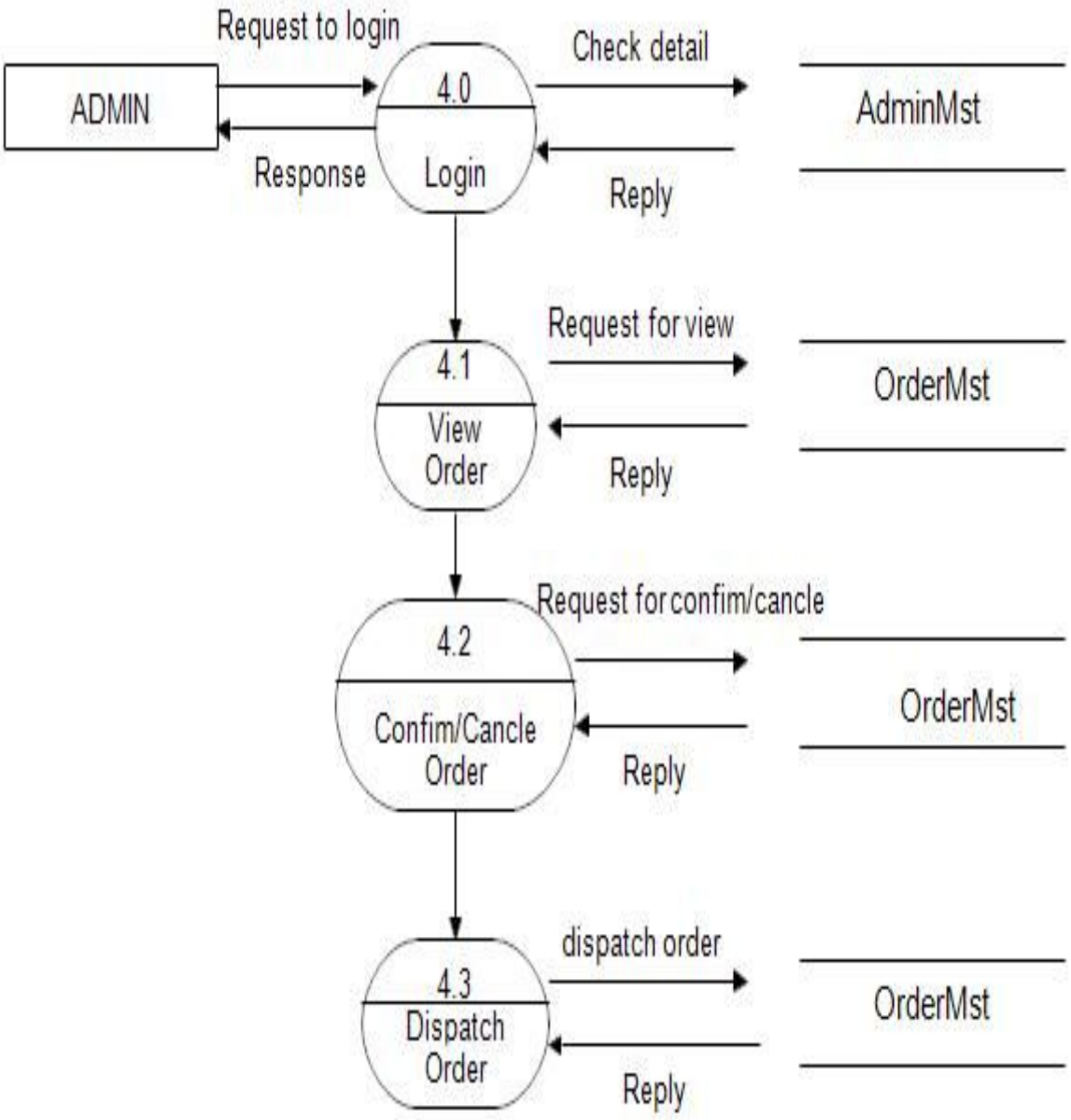
Admin Side DFD - 1st Level



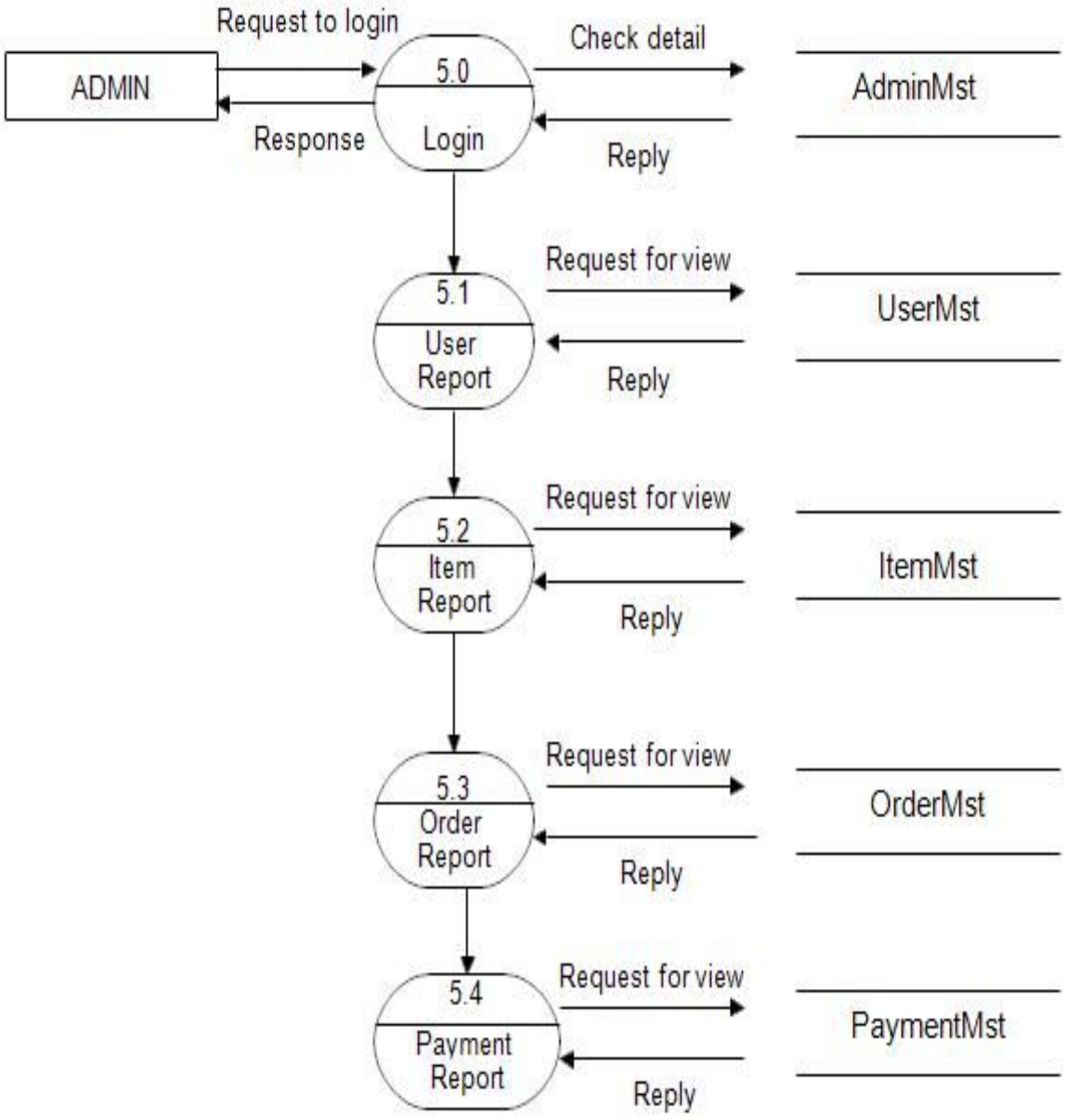
2nd Level Admin DFD - (3.0)



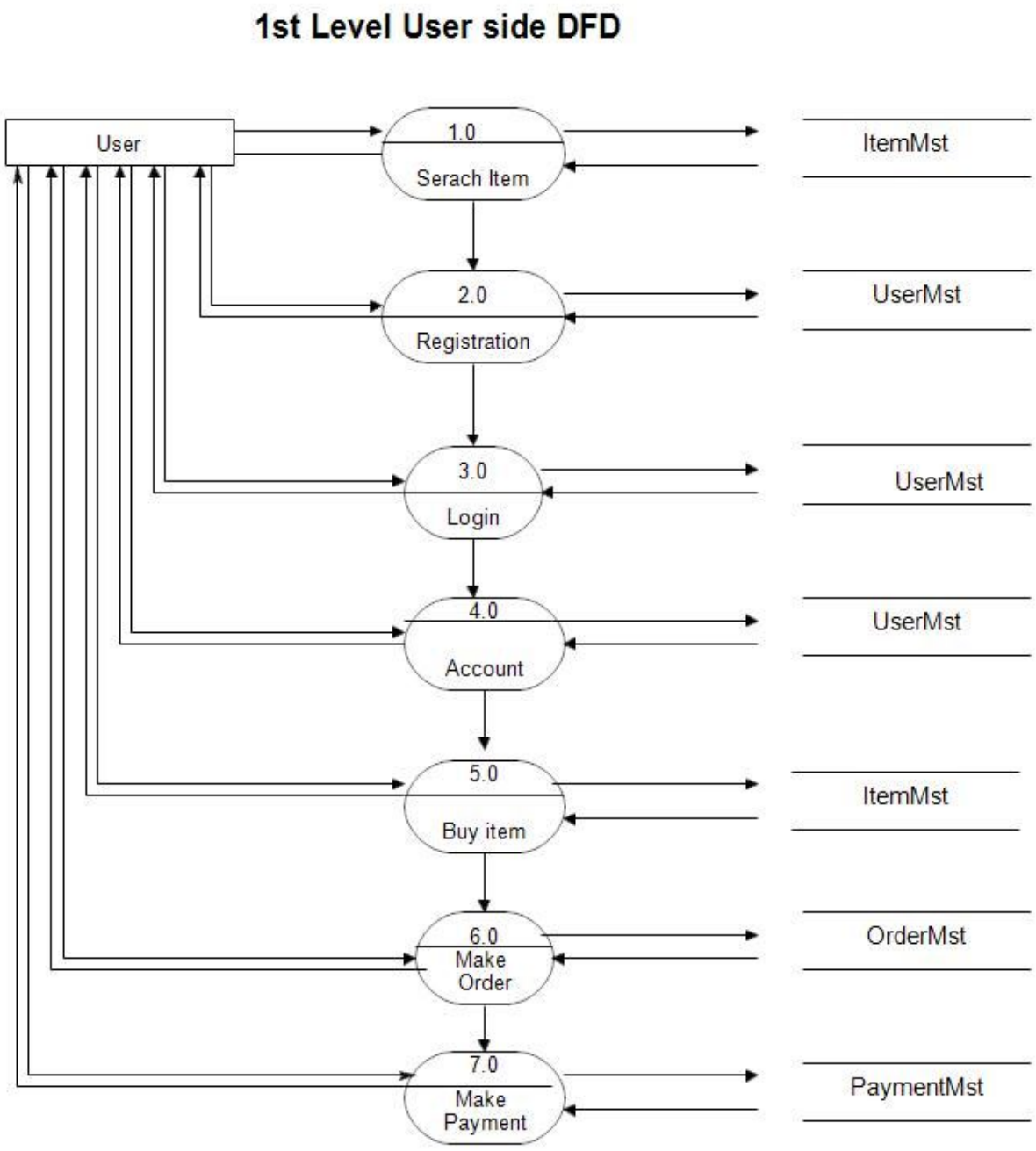
2nd Level Admin DFD - (4.0)



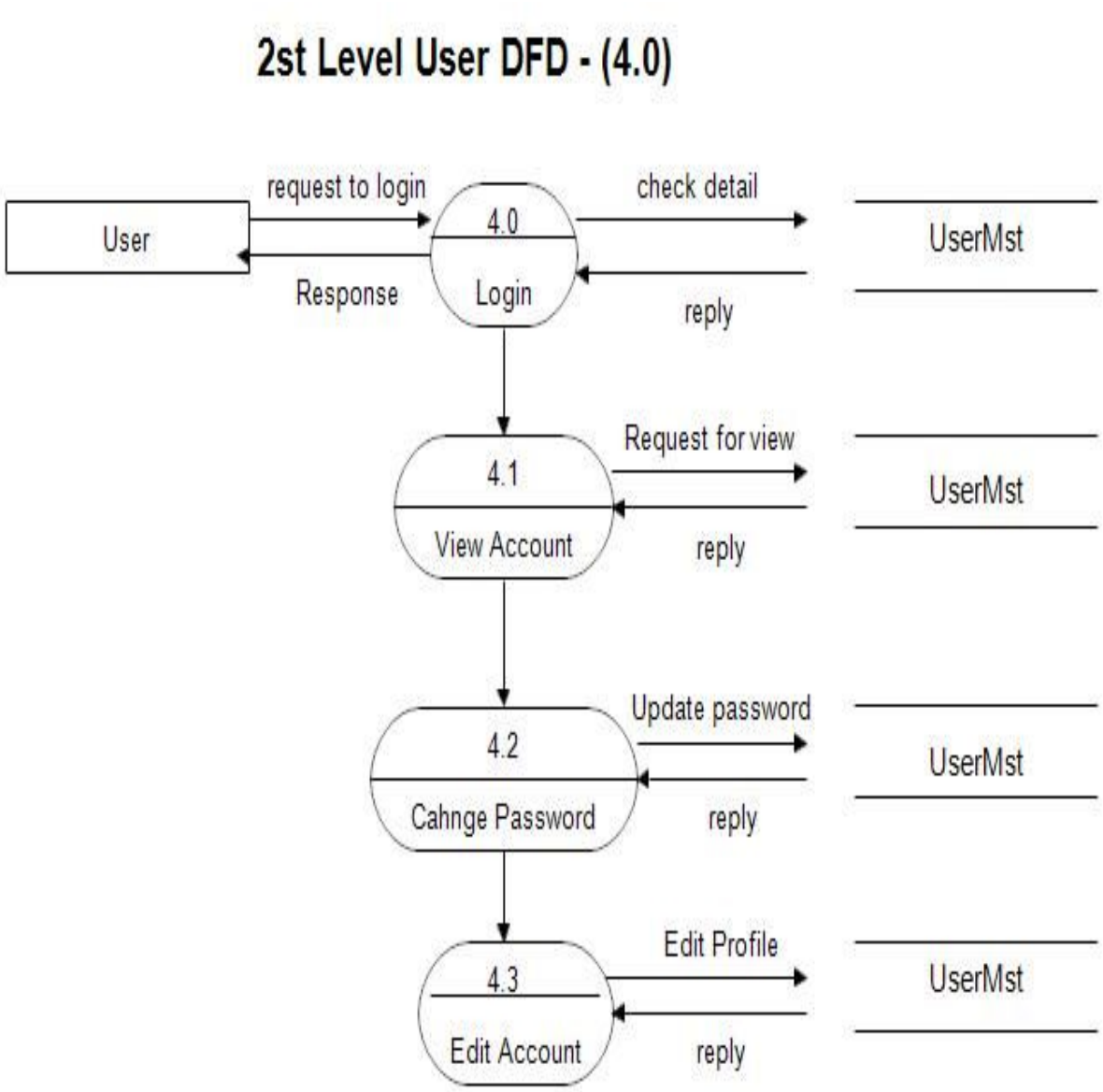
2nd Level Admin DFD - (5.0)



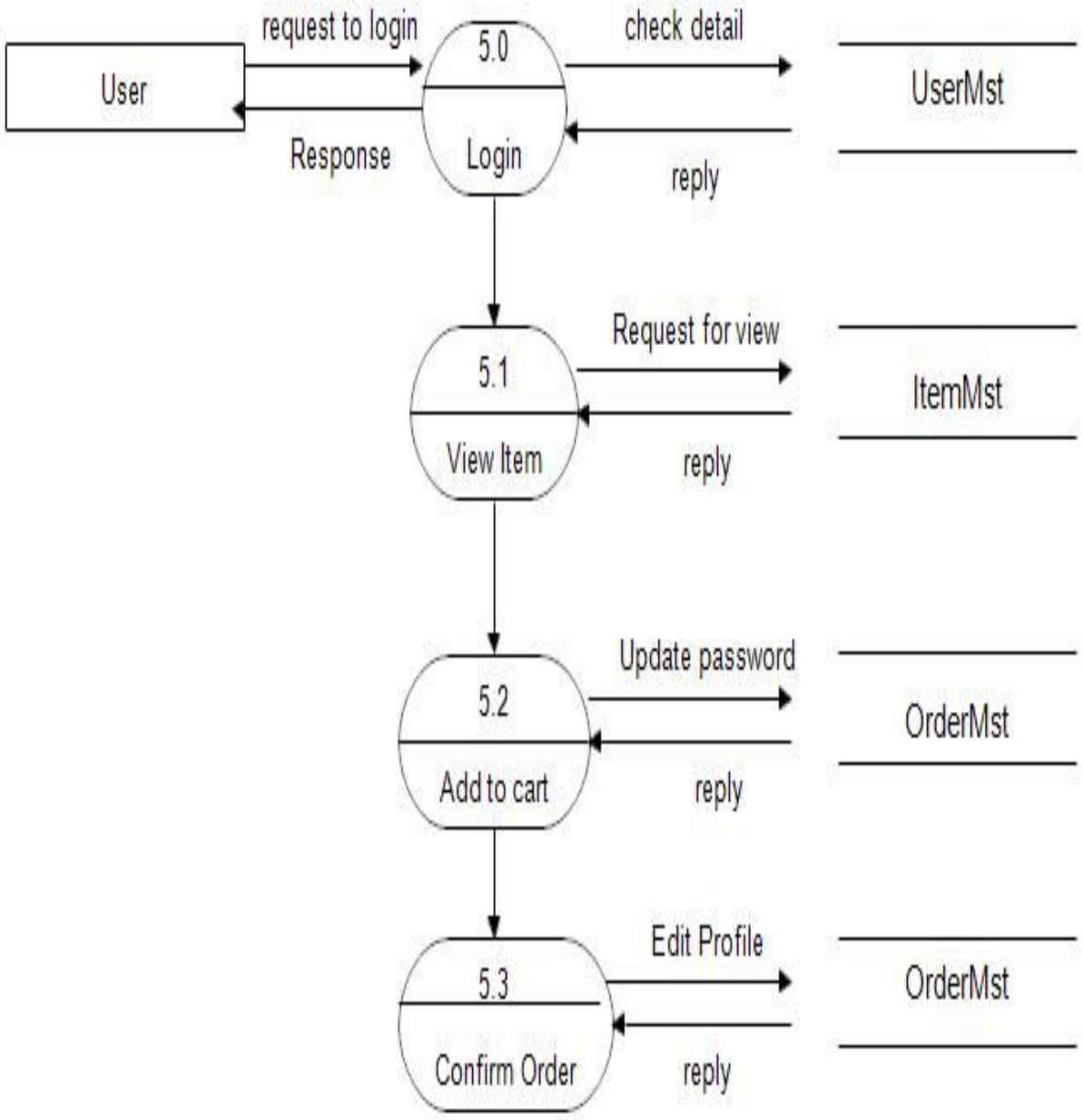
USER SIDE DATA FLOW DIAGRAM



Second Level Data Flow Diagram for Customer

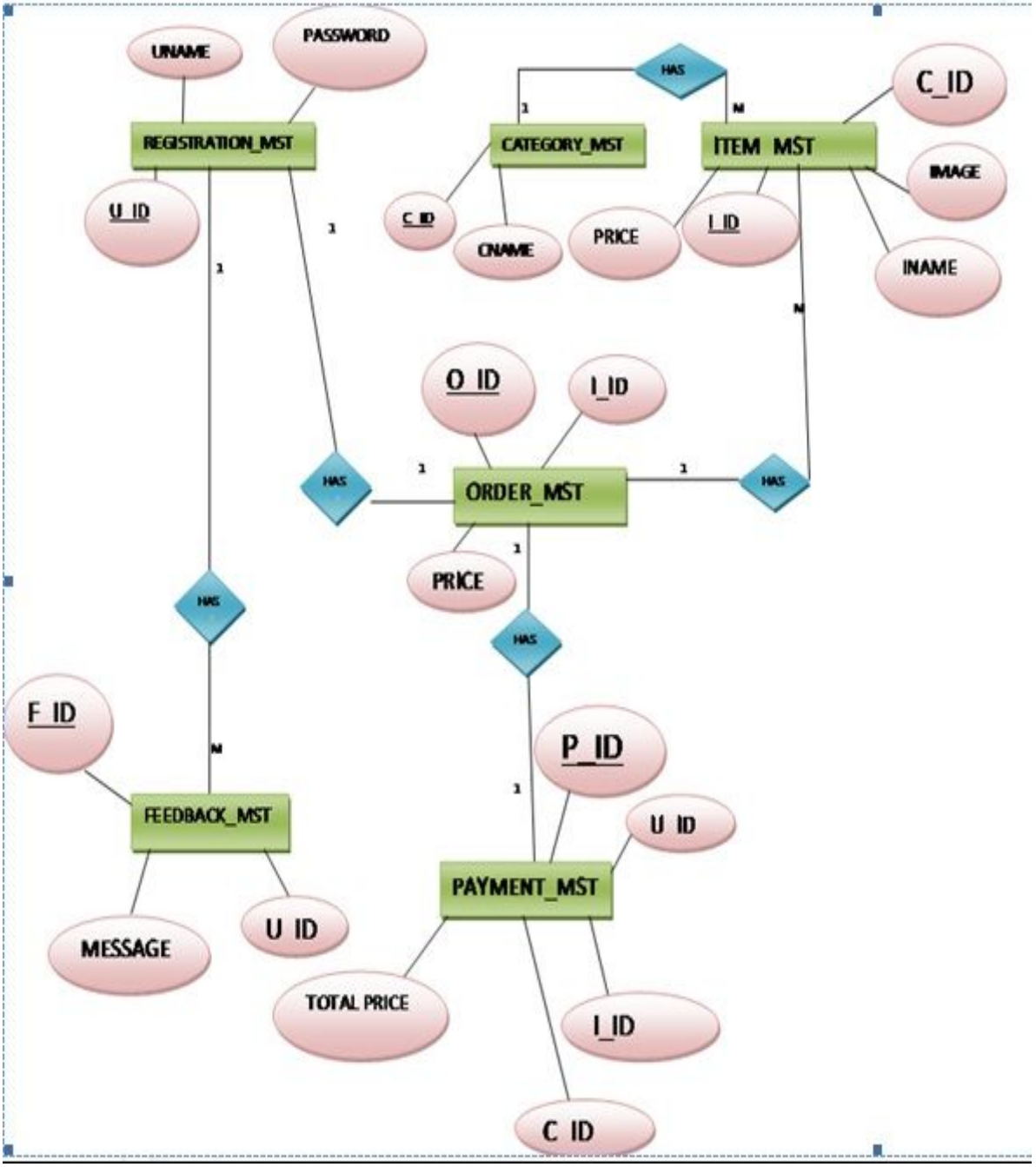


2st Level User DFD - (5.0)



ER DIAGRAM

Customer and Admin



IMPLEMENTATION:

Using the code:

1. Attach the database in your "SQL Server Management Studio Express".
2. Run the application on Microsoft Visual Studio as a web site.
3. Locate the database.

MasterPage details:

OnlineShopping Master Page (Similar MasterPage for Visitor, User and Admin)

1. Web Pages details:
2. Homepage
3. AboutUs Page
4. Clothing Page
5. OrderUs Page
6. ContactUs Page
7. Admin Page
8. Login Page
9. Register Page
10. Track

Project Activity

The methodology chosen to develop this system is waterfall model approach. I opted for this method because I found that it is the best for my project where the stages involved can assist my level of progress. Many developers prefer waterfall model and widely use it as a development

. Table Name: Signup

Description- To store the customer Details

Sr. No.	Name	DataType	Constraints	Description
1.	Name	Varchar(32)	Primary key	Store Customer name
2.	Email	Varchar(32)	Not null	Store Email
3.	pass	Varchar(32)	Not null	Store Password
4.	Phone	Varchar(50)	Not null	Store Phone no.
5.	Address	Varchar(100)	Not null	Store Address
6.	gender	Varchar(100)	Not null	Store gender

4.2 Table Name: admin

Description- To store the admin Details

Sr. No.	Name	DataType	Constraints	Description
1.	Name	Varchar(32)	Primary key	Store Name
2.	Email	Varchar(32)	Not null	Store Email
3.	pass	Varchar(32)	Not null	Store Pass
4.	Phone	Varchar(50)	Not null	Store Phone
5.	Address	Varchar(100)	Not null	Store address

4.3 Table Name: booking

Description- To store the booking Details

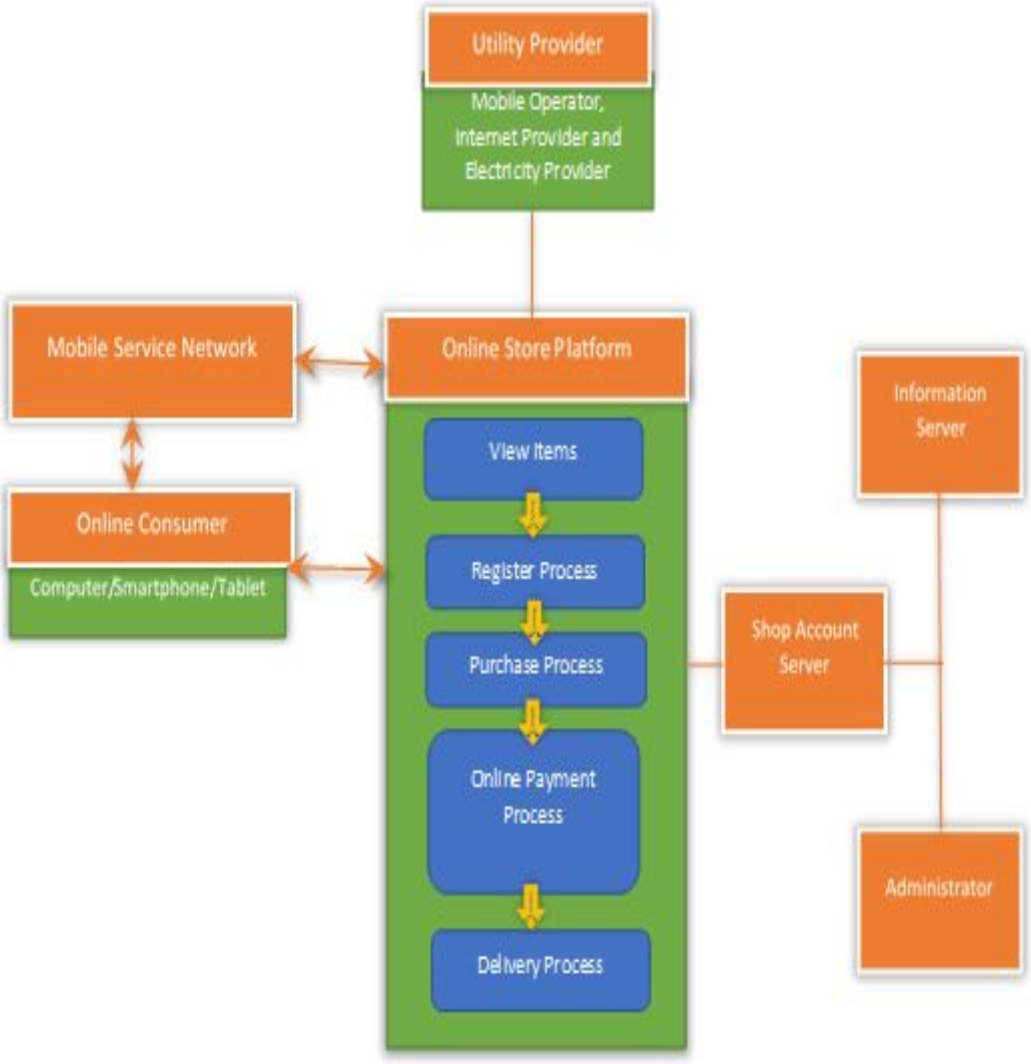
Sr. No.	Name	DataType	Constraints	Description
1.	Name	Varchar(32)	Primary key	Store Name
2.	family	Varchar(32)	Not null	Store Family Detail
3.	Cost	Varchar(32)	Not null	Store cost Detail
4.	Package	Varchar(50)	Not null	Store package detail
5.	Contact	Varchar(100)	Not null	Store contact detail
6.	Address	Varchar(100)	Not Null	Store address

4.4 Table Name: feedback

Description- To store the feedback Details

Sr. No.	Name	DataType	Constraints	Description
1.	Email	Varchar(100)	Primary key	Store Email
2.	Con	Varchar(15)	Null	Store contact
3.	feed	Varchar(200)	Not null	Store Feedback

4.2 ARCHITECTURE:



CHAPTER: 5

INPUTS /OUTPUTS/SCREENSORT:

1. OUTPUT DESIGN:

2. Computers are the most important source of information to the user. Inputs are fed into computers to acquire the required outputs.The Computer Can Provide Valuable Information in the form of well-documented outputs for various values. The major form of output is a hardcopy (reports) from the printer. Reports are around the output requirements of the user.

3 Software Design Specification online shopping system project section provides an overview of the entire design document.This online shopping system project document describes all data, architectural, interface and component-level design for the software.

SUCCESS

4. Is the existing Record updated into a database?

BookName/Author Name/Edition etc

Records should be updated and should be displayed on the view page

Record is updated and displayed on the view page.

SUCCESS

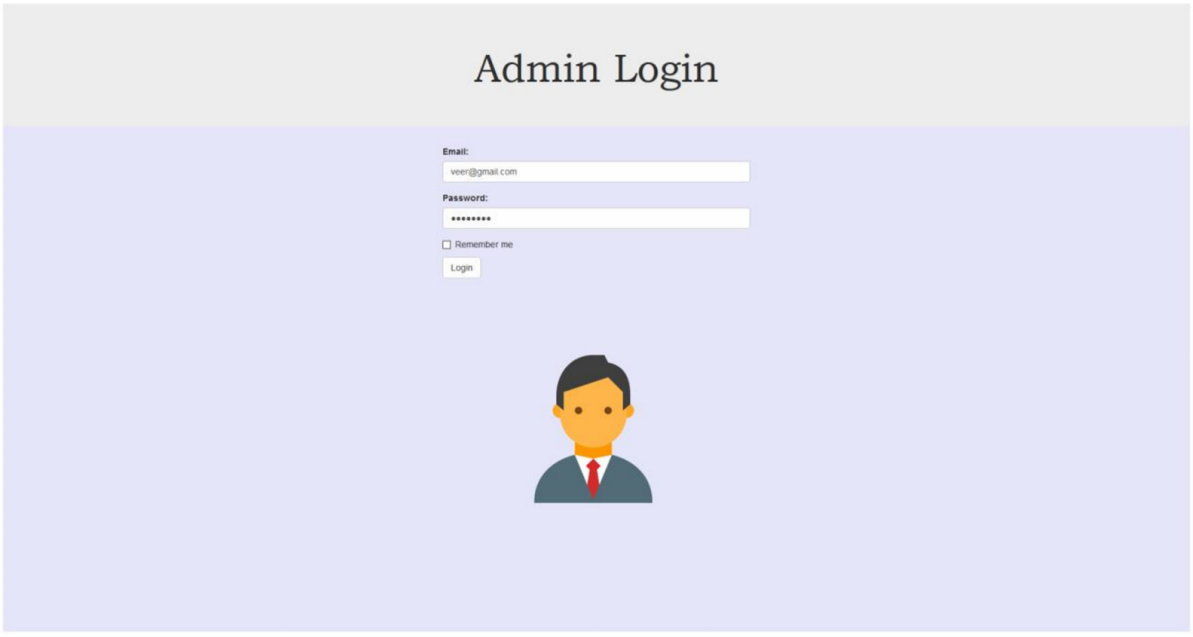
5 On search Criteria names should be correct.

BookName/Author Name/Edition etc

should be displayed on the view page

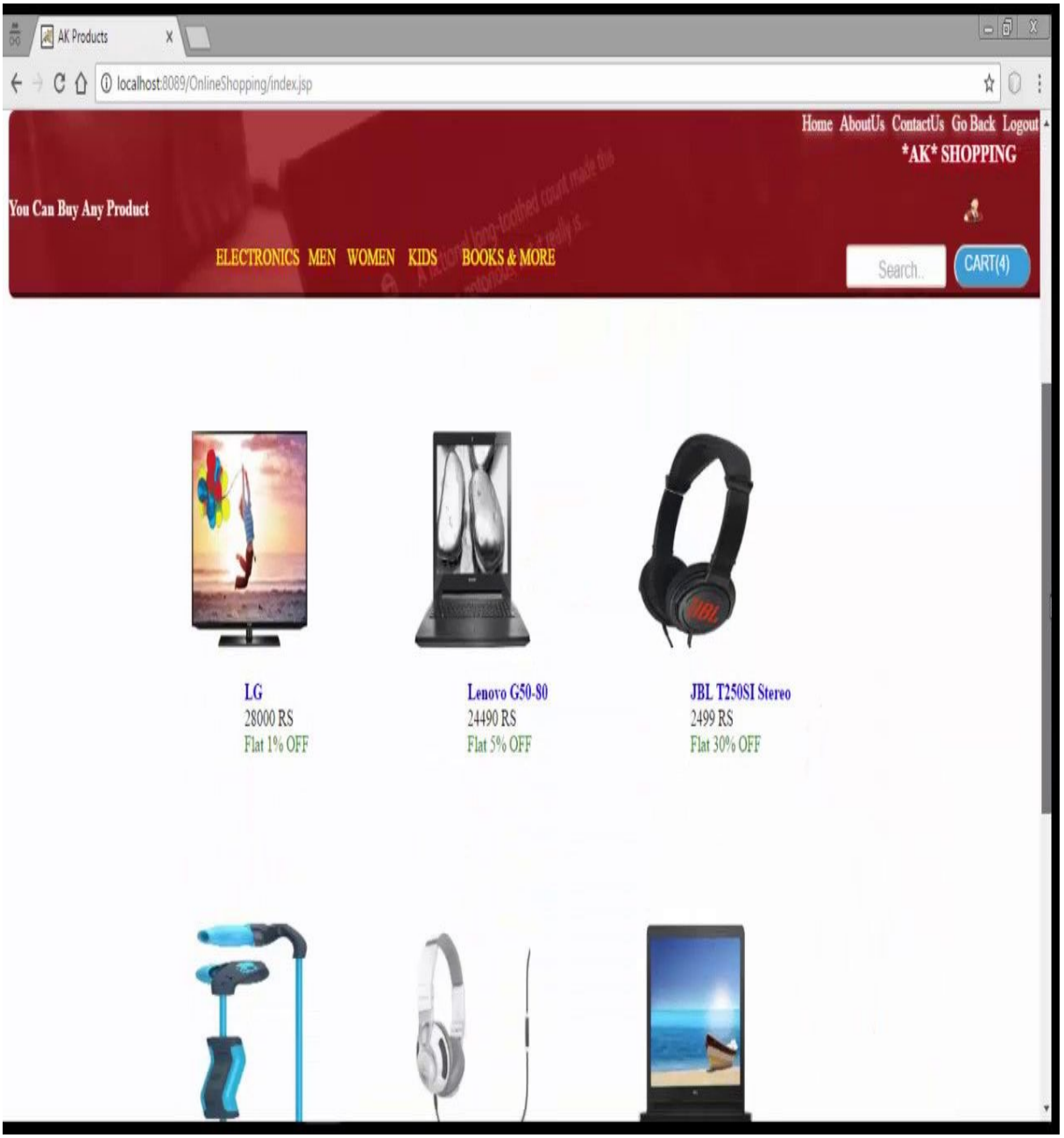
Record found & display on the view page

SUCCESS



5.2cust.aspx

5.3 adminpage.as


AK Products
localhost:8089/OnlineShopping/index.jsp
Home AboutUs ContactUs Go Back Logout
AK SHOPPING
You Can Buy Any Product
ELECTRONICS MEN WOMEN KIDS BOOKS & MORE
Search..
CART(4)
LG
28000 RS
Flat 1% OFF
Lenovo G50-80
24490 RS
Flat 5% OFF
JBL T250SI Stereo
2499 RS
Flat 30% OFF

CHAPTER:

FUTURE ENHANCEMENT/ CONCLUSION:

FUTURE ENHANCEMENT:

The basic needs of every person in the world need to be fulfilled at any cost. These needs include food, shelter and clothes. If we have all of these three boxes checked, we can survive in the world.But it's not just about surviving, we need to live in the world.To Live,our needs expand to a certain level. This level of expanding our need may vary for different people.The hemorewe Earn,the higher the level of our needs go. Similarly, the people who sell the products to fulfill our needs have different sources of selling. They range between a low level to high level of selling depending upon the quality of product stob sold out.Some products are sold out in small shops ,evenonroads while others are sold out in big shopping malls. Sometimes the same product is sold on both levels at the same price, but people prefer buying from big shopping malls. Most of these shopping malls have got more advanced in today's world and have developed the process of online shopping. This trend of online shopping has a great future ahead.

Online shopping includes a few steps.

The customer does the web research about the product he needs and finds the product listed on the sites of different markets or stores. He can check the specifications of the product and other features like it's quality and price. If he likes the product ,he simply adds the product to the cart and looks for another product if he needs. The customer can pay online using different kinds of sources, listed on the website, or can pay on delivery. The product(s) are delivered to the customer's given address by a delivery person who mostly isa employee of the market.

Website Building:

Building a website is something that requires a little bit of investment. People purchase a domain with the name of their business and buy a web hosting plan. Then they put their products on their website with the help of experts. These products are given brief descriptions, specification and most importantly, images. The information about all the products on the home page is always brief sowh ebuyer is the website and find shis required product list edonther website,clicks on it to get detailed information of the product. If he wants to buy it, he simply clicks the button, fills in the required fields,and then makes the payment.The Product is delivered to this given address after a certain amount of time.

Mobile Applications:

Mobile apps do the same process, but they are a lot easier to use. All it needs is to install the application in an Android phone and start shopping. In addition, the user gets information about the special discounts and offers in the notification box.

Social Media Marketing:

Social media involves different portals like Facebook, Instagram, Twitter, YouTube, etc. Social media marketing is basically not a tool to sell products. It is used to advertise the products. A Brief information about promotions and discount offers is displayed on social media and a link is given for details. When people click the link, they move to the website or blog, where the details of theoffer are given. Here, they can buy the product they are interested in.

Online Stores:

Another way used for online shopping is online store. Sometimes people who don't have a proper shop or shopping mall, purchase different products and keep the mind their home.Then they make an online store on one of many available portals like

Amazon,eBay,Daraz,Shopify,etc.They List Their products the same way as it is done in a website. These portals take the responsibility of delivering the products at a certain cost. Products can be delivered both at national and international level. There are millions of people in the world doing this business. Online shopping is benefiting both the

CHAPTER 6

CONCLUSION:

Due to rapid growth of technology, business organizations have switched over from the traditional method of selling goods.Business Organizations Us Internetas a main vehicle to conduct commercial transactions. online shopping help in these areas

(1)Saves time and efforts.

(2)Convenience of Shopping at home.

(3)Wide variety / range of products are available.

(4)Good discounts / lower prices.

(5)Get detailed information about the product.

(6)We can compare various models / brands.

CHAPTER: 7

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