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E-Marketplace

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ABSTRACT

This project is an attempt to provide the real time experience to consumer and buyer. It helps to buy the products from local market through internet. Thus the customer will get new experience which will provide fast and efficient service. This system can be implementing to any shop from the district. this website is for buyer and seller both to sell and buy the products online nearby. Website will have new features like blogs, which will make it unique..

The system allows the reacquiring installations but also the streamlining installations to the authorized persons in the corresponding institutes. Java was used to produce the frontal end for the system and SQL Garçon was used for the aft end. The graphical stoner interface of the frontal end use HTML CSS JAVASCRIPT Interfaces and access the aft end SQL Garçon Database using bedded SQL Queries for the reclamation and update. The frontal end and back- end is connected using a SQL Garçon The agrarian information system can be maintained by the four institutes in Sri Lanka, videlicet Rubber exploration institute Agalawatta, Tea exploration institute Thalawakale, Coconut exploration institute Lunuwila, Rice exploration institute Gannoruwa. They will be suitable to use the this via Internet. Druggies will be given logon name and pass word so that they can log-in to the database Netscape Communicator interpretation 4.0, Explorer 4 or Ho Java can be used to browse the information

Keywords: E-marketplace.

1. INTRODUCTION

This project is a web based shopping system for a local shop. The project objective is to provide a platform for small vendors to sell their products and expand their small business over the district via internet.

Online shopping is the process whereby consumers directly buy products 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 favorite shop. As well as it also provide a platform for small businesses.

2. PROBLEM STATEMENT

The existing system of buying products has several disadvantages. It requires lots of time to travel to the particular shop to buy the product. Since everyone is leading busy life now a days, time means a lot to everyone. Also there are expenses for travelling from house to shop. In order to overcome these, we have e-marketplace solution, i.e one place where we can get all required products online. The proposed system helps in building a website to buy or sell products online using internet connection. The proposed system also help the vendors to expand their small business.

3.SCOPE

The system can different buyers and suppliers can work in collaboration to reap larger benefits from each other. It alerts and real time reporting through emails (to both vendors as well as buyers). Good/trusted tension free delivery services products brought online will be delivered to the foot steps of the buyers free of cost.

The cost of the customer is reduced significantly as they can access the information above various alternative and choose the base that suits their needs.

4.LITERATURE SURVEY

To make the Ecommerce process truly easy and competent wireless and web technologies are used. The E marketplace the possibility of secure, easy and safe way to buy and sell products.

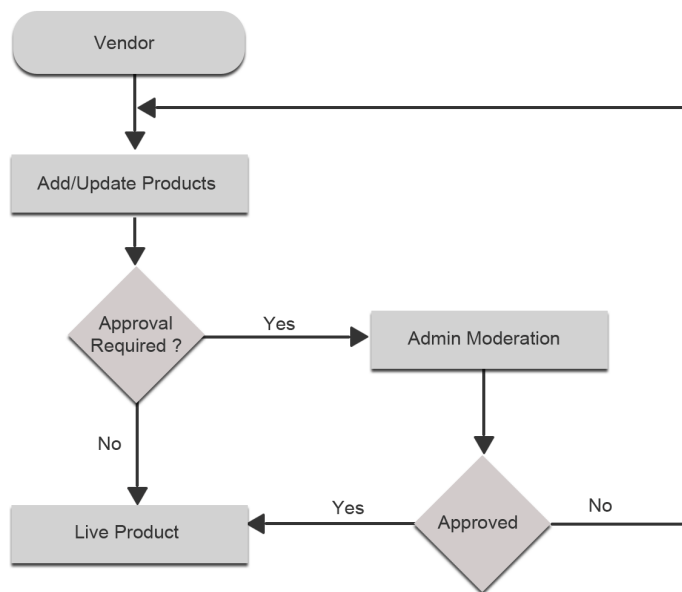
Product Perspective This system is developed using HTML CSS JAVASCRIPT. Though product is stand- alone. It requires 000webhost garçon. **Product Functions** The user interface at the garçon's end enables creating the account on behalf of the stoners. The user must login with name and city then he can buy or sell any farming product in profitable price.

5.METHODOLOGY OF IMPLEMENTATION

The main objective of the project is to develop a website that will provide an online portal which make easy for user to sell or buy the products anytime from anywhere.

Specific Objectives:

1. Establish Deeper Business Relationships
2. Improve Customer Loyalty
3. Provide a Unique Customer Experience
4. To provide a online shopping web site for the same shop
5. The system helps in buying and selling of products online by choosing the listed products from website (E-Commerce site).



6. TECHNOLOGY USED

Frontend :, HTML, CSS, Java Script

Database : My SQL Server

Backend : Php

7. CONCLUSION

The E- marketplace has open so many opportunities for doing online shopping. E- marketplace not only require low investment, it actually is a type of business that does not require a full-time commitment , especially if you are selling a number of products. You just make an online presence and promote the business here and there using both free and paid methods.

Feedback as important possible. client to view the contents of their runner and to be suitable to modernize information in their interface. The features are designed for the client to make them more comfortable. The structure of the design has given us the idea and a precise knowledge about how the operation can be developed, how it connects to the database and how the data and web runners are modified as needed. every possible way and give them a stable platform where they can perform every sale with ease.

8. FUTURE SCOPE

The website would help each and every person to find any product and get it at home it will save their time. It will provide huge collection of products of all fields. We will also provide wide range of alternative for similar products. We will be providing some special discount on product. Website involve back stories of vendors. Website also involve blogs by users.

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