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Ecommerce Website

Prof Juhi Shrivastav, Rahul Shrivastava, Ram Patidar, Rahul Prajapati, Rammurti Mandloi

Computer Engineering Department, Acropolis Institute of Technology and Research, India

Juhishrivatava@acropolis.in, rahulshrivastava20430@acropolis.in, rammurtimandloi20540@acropolis.in, rahulprajapati20602@acropolis.in,
rampatidar20668@acropolis.in

ABSTRACT

The Online E-commerce System aims to automate the existing manual system using computerized equipment and full-fledged software, allowing for the storage of valuable data and information for longer periods. This system is error-free, secure, reliable, and fast, allowing users to focus on other activities rather than record-keeping. It also helps organizations better utilize resources by maintaining computerized records without redundant entries, ensuring relevant information is easily accessible. The project focuses on managing for good performance and better services for clients, ensuring that valuable data is stored securely and easily accessible.

INTRODUCTION

E-commerce is the practice of conducting transactions over computer networks. Selling products and services online is the primary objective of an e-commerce website. Online stores that sell electronics may fall under the category of "online shopping," when customers connect to the seller's computer directly through the internet. Anyone who is seated in front of a computer can use all the features of the internet to buy or sell goods. By selecting from a website's (ECommerce site) list of available goods, the online shopping system facilitates online purchases of goods, services, and goods. Those who don't have time to travel to the store will benefit most from the go-cart. The use of go-carts in e-commerce may be a crucial element for assisting customers with their purchases. Electronic payment or cash on delivery are both accepted for the buy and sale transaction. When a user logs into an e-commerce website, a go-cart is automatically formed, and when the user selects an item, the cart will grow. The user has the option to remove the selected item from the cart if he decides it is not beneficial for him. Crystal Reports has the ability to generate reports in a variety of formats, including bar graphs, pie charts, and table-style charts, among others. The suggested approach aids in creating an online store where products may be purchased or sold utilizing an internet connection.

PROJECT SCOPE

It could be useful to gather precise management information. It won't take long for the collection to become evident, easy to understand, and rational. It will assist someone in fully and vividly understanding the management of the previous year. Additionally, it supports all ongoing efforts pertaining to online e-commerce systems. Additionally, the management and collection process will be less expensive and run more smoothly.

METHODOLOGY

MVC, also known as Model View Controller, is a software design pattern used in the creation of online applications. The 3 components of a MVC pattern are as follows:

- Model: The pattern's is the lowest level, which is in charge of data maintenance.
- View: This is in charge of showing the user all or some of the data.
- Controller: A piece of software code that manages how the Model and View interact.

Because it allows for the separation of responsibilities and isolates the application logic from the user interface layer, MVC is widely used. In this case, the Controller gets all application requests and collaborates with the Model to prepare any data required by the View. After that, the Controller's data is used by the View to provide a final, visually appealing answer. The following is a graphic representation of the MVC abstraction.

MVC (Model View Controller Flow) Diagram DATA FLOW DIAGRAMS Tools/Platform. Hardware and Software Model Requirement specifications: Encapsulates application state Responds to state queries · Exposes application functionality Notifies views of changes Software State Change State Query Notification Change View Controller **View Selection** Renders the models Defines application behavior Requests updates from models Maps user actions to model updates · Sends user gestures to controller · Selects view for response **User Gestures** Allows controller to select view · Uses one for each functionality

IMPLEMENTATION

Many frameworks and technologies are available for use in the development of e-commerce websites. The following are a few of the most chosen choices:

Content management systems (CMS): A CMS is a software application that helps users create and manage content for a website. Some popular CMS platforms for e-commerce include Magento, WooCommerce, and Shopify.

E-commerce platforms: An e-commerce platform is a software application that provides all of the features and functionality needed to run an online store. Some popular e-commerce platforms include BigCommerce, Salesforce Commerce Cloud, and Oracle Commerce Cloud.

Custom development: E-commerce websites can also be developed from scratch using a variety of programming languages and frameworks. This approach is typically more expensive and time-consuming, but it gives businesses more control over the look and feel of their website and the features that are offered.

FEATURES

E-commerce websites typically offer a variety of features, including:

Product catalog: A product catalog is a list of all of the products that are available for purchase on the website. The product catalog should be well-organized and easy to navigate, and it should include detailed information about each product, such as images, descriptions, and specifications.

Shopping cart: A shopping cart allows customers to add products to their cart and then proceed to checkout. The shopping cart should be easy to use and should allow customers to review their order and make changes before completing their purchase.

Payment processing: E-commerce websites need to be able to process payments from customers. This can be done through a variety of payment gateways, such as PayPal, Stripe, and Amazon Pay.

FUTURE OF E-COMMERCE WEBSITES

E-commerce websites have a promising future. In the upcoming years, the industry is predicted to continue expanding quickly. E-commerce companies will have the best chance of success if they can keep up with the most recent developments in technology and trends.

The following are some of the major themes that should influence how e-commerce websites develop in the future:

Artificial intelligence (AI): E-commerce companies currently utilize artificial intelligence (AI) for a variety of purposes, including fraud detection, customer support, and product recommendations. In the future, AI is anticipated to have an even bigger impact on e-commerce.

Virtual reality (VR) and augmented reality (AR): VR and AR Augmented reality are immersive technologies that can be used to give customers a more enjoyable shopping experience. Although VR and AR are still in their infancy, they have the power to completely transform the e-commerce sector.

Voice commerce: Using voice assistants to shop for goods and services, like Google Assistant and Amazon Alexa, is known as voice commerce. With the increasing number of people utilizing voice assistants in their daily lives, voice commerce is growing in popularity.

Future success is assured for e-commerce enterprises that can adopt these trends and technology.

LIMITATION

The following list contains some of the project's limitations:

- Due to certain criticality, an Excel export for the item category Selling Clothes has not been established.
- Since the transactions are carried out in an offline mode, it is not possible to acquire or modify customer or shopping cart data online.
- · Since batch mode execution prevents offline reports from being generated for clothes, orders, and shopping carts.
- •Availability of internet.

CONCLUSION

E-commerce websites offer a number of benefits to both consumers and businesses. The e-commerce industry is growing rapidly, and a number of trends are emerging in the industry. E-commerce businesses that can adapt to these trends will be well-positioned to succeed in the future. Our initiative is simply a modest attempt to meet their needs for project management. There have also been other user-friendly coding adoptions. This bundle will show to be quite effective in meeting all of the school's requirements. When a software project first starts, the goal of software planning is to give the manager a framework that allows them to create realistic estimations in a constrained amount of time. This framework should be updated on a regular basis as the project moves forward.

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