



College Buddy – An E-Commerce Website

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ABSTRACT-

This e-commerce platform is designed to simplify the procurement of college stationery by offering students, faculty, and institutions a one-stop solution for all their academic needs. The website provides a comprehensive selection of high-quality products, including notebooks, pens, calculators, art supplies, and digital tools, tailored to the diverse requirements of college life.

Key features include an intuitive user interface, personalized recommendations, and reliable delivery services. A dedicated section promotes eco-friendly and budget-friendly products, aligning with sustainability goals and student affordability.

By streamlining access to essential supplies, this e-commerce website empowers students to focus on their academic pursuits while fostering a seamless shopping experience.

Index Terms- e-commerce, user interface, one-stop solution, high-quality, budget-friendly.

I.INTRODUCTION

The growing demand for convenient access to academic resources has made e-commerce an essential tool for students and educators. A dedicated e-commerce platform for college stationery addresses this need by providing a streamlined shopping experience tailored to the unique requirements of college life. From basic essentials like notebooks and pens to specialized tools such as calculators and art supplies, this platform offers a wide variety of products in one convenient location.

This initiative seeks to redefine how college students access stationery by leveraging technology to make the process seamless, reliable, and user-friendly, empowering them to focus more on their academic goals..

A. Objective

The primary objective of this ecommerce platform is to provide a comprehensive, user-friendly, and efficient solution for college students, faculty, and institutions to access essential stationery.

B. Motivation

The motivation behind developing this e-commerce platform stems from the growing challenges faced by college students and educators in accessing quality stationery and academic supplies conveniently and affordably.

C. Scope

The scope of this e-commerce platform encompasses a wide range of functionalities and features tailored to meet the needs of college students, educators, and institutions. The platform will provide an extensive catalog of academic supplies, including basic stationery, specialized tools, art materials, and digital accessories. It aims to cater to individual purchases as well as bulk orders, making it suitable for students, faculty, and administrative departments.

D. Problem Definition

The challenge is to develop an e-commerce platform that addresses these issues by providing a comprehensive, affordable, and sustainable solution tailored to the specific needs of college users, enabling them to access essential supplies conveniently and efficiently.

E. Overview of Project

Scalability will be a core consideration, enabling the platform to expand its offerings and accommodate a growing user base over time.

This project seeks to redefine how academic supplies are accessed, providing a solution that combines convenience, affordability, and sustainability to empower the academic community and streamline the process of obtaining essential stationery.

F. Project Impact

The college stationery e-commerce platform is expected to have a significant and positive impact on the academic community by addressing several key challenges and enhancing the overall educational experience.

G. Project Outcome

The project outcome will result in a more efficient, affordable, and sustainable solution for accessing college stationery, making a meaningful impact on the academic community by supporting students and educators in their educational pursuits.

The project helps students to get stationery.

II. SYSTEM SPECIFICATION

A. Hardware requirements Laptop

- ✓ Monitor display

B. Software requirement

- ✓ Front end: Visual Studio
- ✓ Database: MongoDB
- ✓ Coding Language: HTML, CSS, JavaScript, Express.

Features of the e-commerce website

The following is the desired functionality of the new system. The proposed project would cover:

- Customer can view/search products without login.
- Customer can also add/remove product to cart without login (if customer try to add same product in cart. It will add only one)
- When customer try to purchase product, then he/she must login to system.
- After creating account and login to system, he/she can place order.
- If customer click on pay button, then their payment will be successful and their order will be placed. • Customer can check their ordered details by clicking on orders button.
- Customer can see the order status (Pending, Confirmed, Delivered) for each order Customer can Download their order invoice for each order Customer can send feedback to admin (without login).

SHOP PRODUCTS MODULE

This module starts when the user visits the home page or when a user searches for a product by entering a search term. This part of the application includes displaying all the products that are available or the products that match the search term entered by the user.

The user can then filter these products based on various parameters like manufacturer, product type, operating system supported or a price range. The user browse through the products and each product would be displayed with an image and its features like operating system supported, number of user licenses and if it is a full version or an upgrade version.

A user can add a product to the cart either by dragging the product and dropping it in the cart or by clicking a button. The user would be able to see the shopping cart summary.

SHOPPING CART MODULE

This module starts when the user views the shopping cart. All the products that have been added to the shopping cart by the user are listed along with their price and the quantity. The total price of all the products added to cart is displayed.

A user can edit the quantity of each product or remove the product from the shopping cart. A user can remove the product from the cart by clicking a button or by dragging the product and dropping it outside the cart. The total price changes accordingly when a user edits the quantity of a product or when a product is removed from the cart.

III.SYSTEM DESIGN

A. System Architecture

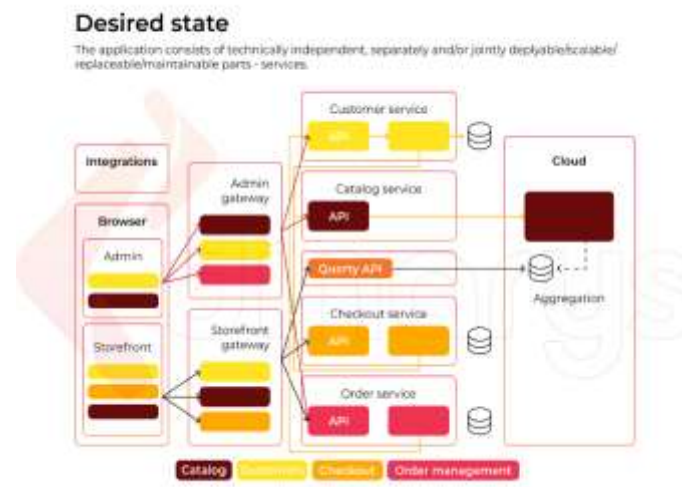


Figure 3.1 architecture

B. Input design

Input design is the process of converting admin-originated inputs to a computer-based format. Input design is one of the most expensive phases of the operation of computerized system and is often the major problem of a system. The input design requirements are user friendliness and consistent format in the project, the input design is made as an software with buttons for “admin” to maintain and view the details.

In this system the input designs are

- Login page
- Registration page

Figure 3.2: Login Page

Figure 3.3: Registration Page

C. OUTPUT DESIGN

The website will be tested on various parameters:

- **Usability Testing:** Students will test the website for ease of use.
- **Load Testing:** The website will be tested for performance under heavy traffic.
- **Security Testing:** Ensure secure handling of sensitive information like payment details.

Results:

- A responsive, user-friendly interface was achieved with an average load time of under 3 seconds.
- Successful integration of payment gateways for purchasing reference books and projects.
- Positive user feedback from beta testing with students.



Figure 3.4: Main Home Page

IV. SYSTEM IMPLEMENTATION

The system implementation phase involves translating the project design into a fully functional e-commerce platform for college stationery. This phase includes setting up the necessary hardware and software, integrating features, and ensuring the system operates efficiently.

Server Deployment: Set up web and database servers (on-premises or cloud-based). Install and configure server operating systems, web servers (e.g., Apache, Nginx), and database management systems.

Domain and Hosting: Register a domain name and configure DNS settings to point to the web server.

V. SCREEN SHOTS

Add New Product

Product Name
Drafter

Product Image
Choose File drafter.jpg

Product Price (₹)
500

Product Rating (1-5)
4

Add Product

Back to Products

Figure 5.1: Add Products Page

All Products

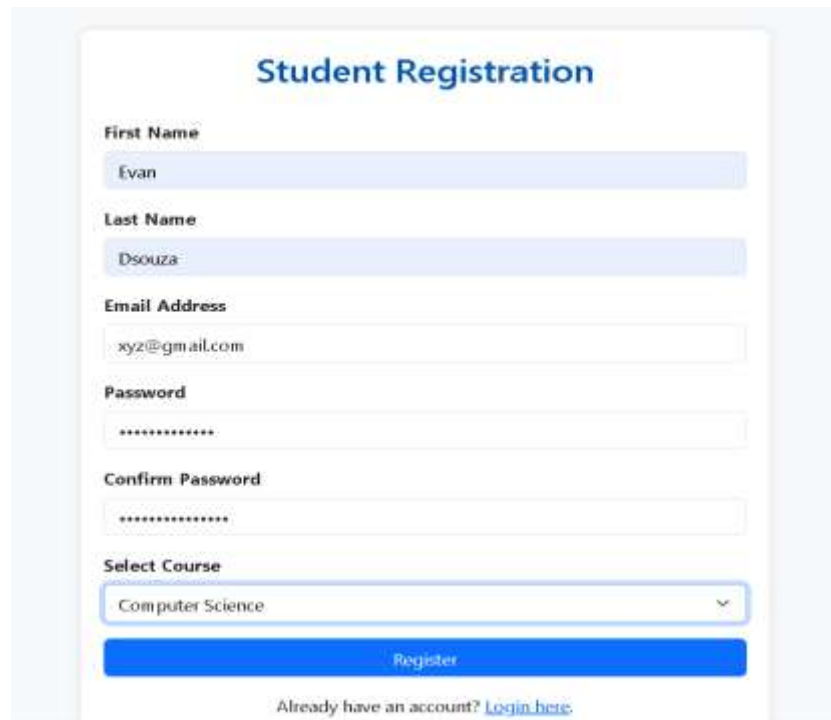


Figure 5.2: View Products Page

Customer's Review

<p>Their Service Is Marked By Efficiency And Punctuality</p> <p>Aarav Sharma ★★★★★</p>	<p>Working With Them Has Streamlined Our Processes And Boosted Productivity. I Was Impressed By Their Commitment To Going The Extra Mile.</p> <p>Anika Mehta ★★★★★</p>	<p>"I Was So Impressed With The Customer Service I Received At This Company. The Team Was Very Friendly And Helpful".</p> <p>Kunal Rao ★★★★★</p>	<p>"This Is The Best Product I Have Ever Used! It Is So Easy To Use, And It Works Perfectly".</p> <p>Kavya Nair ★★★★★</p>
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Figure 5.3: Customer Review Page



Student Registration

First Name
Evan

Last Name
Dsouza

Email Address
xyz@gmail.com

Password

Confirm Password

Select Course
Computer Science

Register

Already have an account? [Login here.](#)

Figure 5.4: Student Registration Page

VI. CONCLUSION

The proposed system successfully provides a student-friendly platform to browse and purchase engineering projects and reference materials. The project achieved its goal of simplifying the purchasing process for students.

The college stationery e-commerce platform is designed to address the unique challenges faced by students, faculty, and institutions in accessing essential academic supplies. By leveraging technology to provide a centralized, efficient, and user-friendly solution, the platform simplifies procurement, enhances convenience, and promotes affordability.

VII. ACKNOWLEDGMENT

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VIII. FUTURE ENHANCEMENTS

1. Chatbots: We will integrate a chatbot to help the customers search the products or find the prices of the products or ask FAQs.
2. Secure Transactions: We want to make sure our customers have a safe and secure way of making transactions so we will implement a safe online payment method.
3. Voice activated shopping: Since AI is being used a lot in today's world we want to implement a system where the customers are able to search items with their voice only.
4. Integration of social media: Since social media is also a great way of gaining attention to our website, we would like to add different accounts in social media apps such as Instagram, Facebook, Telegram, etc. so that students get to know about our services.

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