



E-Commerce Online Purchasing Based On Comparison

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Abstract

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 an order cutoff 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 cutoff 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 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.

Introduction

This project is a web based shopping system for an existing shop. The project objective is to deliver the online shopping application into android platform. 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. This system can be implemented to any shop in the locality or to multinational branded shops having retail outlet chains. If shops are providing an online portal where their customers can enjoy easy shopping from anywhere, the shops won't be losing any more customers to the trending online shops such as flipcart or ebay. Since the application is available in the Smartphone it is easily accessible and always available.

Electronic Commerce is process of doing business through computer networks. A person sitting on his

chair in front of a computer can access all the facilities of the Internet to buy or sell the products.

Unlike traditional commerce that is carried out physically with effort of a person to go & get products, ecommerce has made it easier for human to reduce physical work and to save time. E-Commerce which was started in early 1990's has taken a great leap in the world of computers, but the fact that has hindered the growth of e-commerce is security. Security is the challenge facing e-commerce today & there is still a lot of advancement made in the field of security.

The main advantage of e-commerce over traditional commerce is the user can browse online shops, compare prices and order merchandise sitting at home on their PC.

For increasing the use of e-commerce in developing countries the B2B e-commerce is implemented for improving access to global markets for firms in developing countries. For a developing country advancement in the field of e-commerce is essential.

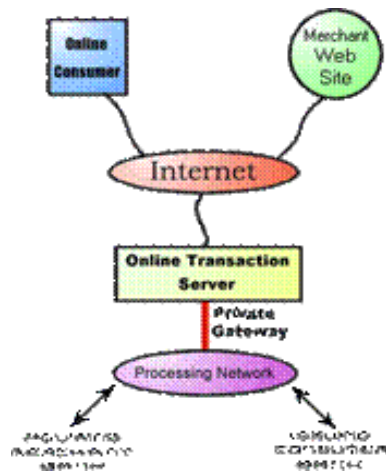
The research strategy shows the importance of the e-commerce in developing countries for business applications.

Definition of E-commerce

Electronic commerce or ecommerce is a term for any type of business, or commercial transaction, that involves the transfer of information across the Internet. It covers a range of different types of businesses, from consumer based retail sites, through auction or music sites, to business exchanges trading goods and services between corporations. It is currently one of the most important aspects of the Internet to emerge.

Working of E-Commerce

The consumer moves through the internet to the merchant's web site. From there, he decides that he wants to purchase something, so he is moved to the online transaction server, where all of the information he gives is encrypted. Once he has placed his order, the information moves through a private gateway to a Processing Network, where the issuing and acquiring banks complete or deny the transaction. This generally takes place in no more than 5-7seconds..



There are many different payment systems available to accommodate the varied processing needs of merchants, from those who have a few orders a day to those who process thousands of transactions daily. With the addition of Secure Layer Technology E-Commerce is also a very safe way to complete transactions.

Need for Online Shopping

Few developments have altered India's lifestyle more quickly and more completely than the Internet. Online access has enabled people from all walks of life to bring entire libraries, entertainment venues, post offices and financial centers to a workplace, to a desktop or to a shirt pocket. The Internet's largest and most meaningful impact may very well be on the way consumers shop for everything from gifts, gadgets and groceries to clothing, cars, and cruises. The ease and selection that the Internet provides to shoppers has changed the face of retailing. More and more, consumers visit a store's Web site to make their choices before traveling to the store itself; and in a rapidly swelling tide, many shoppers are bypassing the store altogether and ordering online directly from the Web sites of their favorite brands and outlets. Companies like Sephora, Sears and Crate & Barrel have increased the range and quantity of products available at their online stores and are sending online coupons and sale announcements via e-mail directly to their customers.

Because online stores are open 24 hours a day, seven days a week, and their inventories are often more complete than those of their brick-and-mortar counterparts, the Internet makes it easy for shoppers to compare products within or between stores, to read product reviews from other customers, to access vendor return policies and to find warranty information.

The central concept of the application is to allow the customer to shop virtually using the Internet and allow customers to buy the items and articles of their desire from the store. The information pertaining to the products are stores on an RDBMS at the server side (store). The Server process the customers and the items are shipped to the address submitted by them. The application was designed into two modules first is for the customers who wish to buy the articles. Second is for the storekeepers who maintains and updates the information pertaining to the articles and those of the customers. The end user of this product is a departmental store where the application is hosted on the web and the

administrator maintains the database. The application which is deployed at the customer database, the details of the items are brought forward from the database for the customer view based on the selection through the menu and the database of all the products are updated at the end of each transaction. Data entry into the application can be done through various screens designed for various levels of users. Once the authorized personnel feed the relevant data into the system, several reports could be generated as per the security.

Literature Survery

The history of ecommerce shopping carts began immediately after the World Wide Web, or WWW, became a major medium to communicate information around the world. Ecommerce shopping-cart applications allow consumers to buy goods or services directly over the internet using a web browser. This online shopping evokes the business-to-consumer (B2C) process where a consumer buys directly from the business. The process where a business buys from another business is called a business-to-business (B2B) process. The best examples of shopping-cart applications using B2B process are eBay and Amazon, both of which were launched in 1995. At present, most users of these online shopping-cart applications are people who have higher levels of education, have exposure to technological advancements, and are in a better income group. Such users develop a positive attitude towards these convenient shopping techniques. According to a study in December 2011, Equation Research surveyed 1,500 online shoppers and found that 87% of tablet owners made online transactions during the early Christmas shopping season.

Building a new successful shopping cart is simple because of high competition in the market, and the designer of a shopping-cart application must consider the information load, complexity, and novelty. Complexity refers to the number of features available on the shopping cart and the levels of marketing, whereas novelty involves the unexpected

or unfamiliar aspects of the site. A designer must also consider the consumers' needs and expectations. A user-friendly design is very critical to the success of any shopping-cart application because, unlike physical stores, consumers at online stores come from all ages, genders, and cultures. Logistics clearly says that, to have a successful and profitable online shopping application, businesses have to spend a significant amount of time and money for designing, developing, testing, and maintaining the application. Apart from the high-class design and user interface, a good practice needs to be done to provide quality customer service.

A typical shopping cart should contain certain features such as adding items to the cart and checking out those items using the available payment methods. Most shopping-cart applications are implemented using HTTP cookies or query strings, and an HTML setup is required to install the shopping cart on the servers that ultimately hosts the site on the internet. Most of these server-based applications require data related to the items added in the shopping cart to be kept in a session object which can be accessed later and manipulated dynamically because the users can add or remove one or more items from the cart. Most simple shopping-cart applications do not allow checkout to be done before any items are added to the cart. Data are often stored in an external database or application-based databases which can be accessed in real time by the application administrator.

There are many examples of online shopping applications developed in different languages. Choosing a development platform and language depends on policies set by the company for which the application is being designed. It also depends on several other factors which are very important when considering the platform to design an application, for example, how portable the application will be after being built or if the application is open sourced. Java is chosen for this application because various reasons: it is a simple, robust, and cross-platform language. Applications written in Java can be transported and run on any environment, be it

MAC or Linux, because Java programs are compiled into platform-independent byte codes. Because of the robustness of Java, it is a very safe language, as they provide exception handling and a layer method to communicate with the database, which prevents the system from crashing easily. Another very important factor from the development point of view is that the Java language is object oriented where everything is treated as an object and where class methods are implemented instead of functions or procedures, which makes it very simple to understand the code.

Several Java shopping-cart applications were examined, and implementation details were compared with the proposed design for this application to build an even simpler architecture was developed which is very easy to understand from the learning perspective. Some online shopping applications are as follows:

- SoftSlate Commerce
- Commerce4j
- Cs.Cart
- Apache Ofbiz

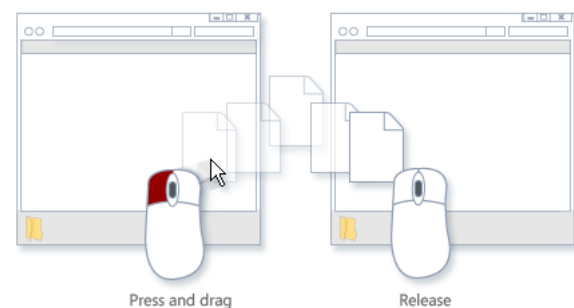
These applications are designed for industrial purposes to generate revenue by providing these applications to customers looking to launch a website for their respective businesses. The application proposed in this paper is more focused on developing a simple, yet complete, application specifically designed for computer science students to learn the basics about application design and development. This application performs all the basic functions that the above-mentioned applications do, such as selecting an item and adding it to the shopping cart, user login or registering, checkout of the item, etc. Other functions that can be added to this applications are proposed in the future work, and they would be necessary under a more complete and complex design. The final application is expected to teach students enough to start them on a course to implement more complex functionalities, as mentioned in the Future Work.

Implementation

Drag and Drop

The most common way to copy and move files and folders is by using the drag-and-drop method, which means that you select one or more files and drag them to another location. For example, you can drag a file to the Recycle Bin to delete the file, or drag a file to a folder to copy or move it to that location.

When you drag a file or folder, exactly what happens depends upon what you drag and where you drag it. Pop-up windows containing information appear when you drag a file over a destination-pay attention to these to find out what will happen when you release the mouse button.



The drag-and-drop operation has three main stages: initiation, dragging, and dropping:

Initiation:- A user initiates a drag-and-drop operation by using the mouse to select a Flex component, or an item in a Flex component, and then moving the component or item while holding down the mouse button. For example, a user selects an item in a List control with the mouse and, while holding down the mouse button, moves the mouse several pixels. The selected component, the List control in this example, is the *drag initiator*.

Dragging:- While still holding down the mouse button, the user moves the mouse around the Flex application. Flex displays an image during the drag, called the *drag proxy*. A *drag source* object (an object of type DragSource) contains the data being dragged.

Dropping:- When the user moves the drag proxy over another Flex component, that component becomes a possible *drop target*. The drop target inspects the drag source object to determine whether the data is in a format that the target accepts and, if so, allows the user drop the data onto it. If the drop target determines that the data is not in an

acceptable format, the drop target disallows the drop. A drag-and-drop operation either copies or moves data from the drag initiator to the drop target. Upon a successful drop, Flex adds the data to the drop target and, optionally, deletes it from the drag initiator in the case of a move. The following figure shows one List control functioning as the drag initiator and a second List control functioning as the drop target. In this example, you use drag and drop to move the 'Television' list item from the drag initiator to the drop target.

Table Method

The other way to selecting items is by using the Table Method. Which means that you select one or more items from the Table Method. The Table display the futures of the items. So we can easily compare two or more items

List Method

A shopping list (i.e. list of selected products) allows users to track the items they want to purchase. A shopping cart image is generally used to show what items the shopper has selected for purchase. In order for the shopping cart to function properly the user's computer must be set to allow "cookies".

Wishlist System

Once you are logged in you can see detailed view of all products with there Image, Product Serial Code, Product Name, Product Model Name, Company Name and Product Price. One can enter the desired quantity he want to purchase. If the quantity entered is available in the database the product will be added to your wishlist else a message will be displayed of inconvenience in adding to the wishlist. After adding to the wishlist one can view his wish list by clicking on the view my wishlist button .A new page will be open showing your wish list, if one wants some more items to be added he can click on add more items button or do his billing by clicking on billing button.

Billing System

A Tab Container is used which contains three tabs : shipping Address Tab

2.Billing Tab

3.Confirm Order Tab.






In shipping address the customer or buyer has to fill all the details demanded in that particular page then after filling that form the customer can view it's bill by simply clicking on billing tab. After that the customer should click on confirm order tab where a grid view shows all the detailed information about his product he bought and also the total bill amount. After confirming the order the customer has to select the payment mode from the available options. There the customer has to submit its payment details. After this customer will be redirected to bill receipt page where he can download and print the receipt.

Administrator System






An administrator account is a user account that lets you make changes that will affect other users. Administrator has got a particular login name and password to which he has the only right to access. No other user can have access to it. The Admin maintains and manages all the database including the user information, product information, cart information, shipping address information and bill receipt information. Only the administrator has access to go to the page which contains data entry, data modification, employee entry, employee modification and to process order. The administrator has to manage all the entries and modification that has to be made in the website.


Results

Drag and Drop Method

Id	Name	Price	Photo
1	Product 1	1000	
2	Product 2	200	
3	Product 3	500	
4	Product 4	500	
5	Product 5	520	



Id	Name	Price	Photo
1	Product 1	1000	
2	Product 2	200	
3	Product 3	500	
4	Product 4	500	
5	Product 5	520	



Id: 1
Name: Product 1
Quantity: 1
Sub Total: 1000
[Delete](#)

Totals: 1000

Following
Today
Deals
[Mobile & Accessories](#)
Laptops






Top Categories


- Mobiles
- Mobiles Accessories
- Imported Mobiles

More Categories


- Sony Mobiles
- Apple iPhones
- Nokia Mobiles
- Micromax Mobiles
- Samsung Mobiles

Table Method:


Id	Name	Price	Photo
1	Product 1	1000	
2	Product 2	200	
3	Product 3	500	
4	Product 4	500	
5	Product 5	520	



Id: 1
Name: Product 1
Quantity: 1
Sub Total: 1000
[Delete](#)



Id: 2
Name: Product 2
Quantity: 2
Sub Total: 400
[Delete](#)



Id: 3
Name: Product 3
Quantity: 1
Sub Total: 500
[Delete](#)

Totals: 1900

Xiaomi Redmi Note 4G
Rs. 7,999



Meizu M2 Note 16GB
Rs. 7,790



BlackBerry Bold 9790
Rs. 4,999



Apple iPhone 4S 16GB
Rs. 8,500



Conclusion

The system has been developed with much care and free of errors and at the same time it is efficient and less time consuming. The purpose of this project was to develop a web application and an android application for purchasing items from a shop. This project helped us in gaining valuable information and practical knowledge on several topics like

designing web pages using html & css, usage of responsive templates, designing of android applications, and management of database using mysql . The entire system is secured. Also the project helped us understanding about the development phases of a project and software development life cycle. We learned how to test different features of a project. This project has given us great satisfaction in having designed an application which can be implemented to any nearby shops or branded shops selling various kinds of products by simple modifications. There is a scope for further development in our project to a great extent. A number of features can be added to this system in future like providing moderator more control over products so that each moderator can maintain their own products. Another feature we wished to implement was providing classes for customers so that different offers can be given to each class. System may keep track of history of purchases of each customer and provide suggestions based on their history. These features could have implemented unless the time did not limited us.

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