

E-Commence Online Shopping Web Application

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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. Our online website based e-commerce on an online platform to make purchase in a secured and efficient manner irrespective of distance between them. It offers daily recommendation of discounts and offers producers based on their category. The online shopping handle all the necessary and minute details easily and proper database security accordingly to their users. The database stores all the transactions that occur in the online shopping. Huge registering system without failure as well as different functions for different kind of user depending on their privilege.

Keywords: Web Application, Security, E-Commerce, Efficient

I. INTRODUCTION

The aim of this project is on the online shopping application. It is developed using HTML5, JAVA script, CSS, JDBC and Servlet. The application is very useful where the buyer can directly buy the products from home via internet on mobile or system. The application reduces lot of work load for customer as well as owner. The transaction of money is completed in real time system. Some of the online shops are EBAY, Amazon and Flip kart. By this online shopping the product is directly delivered to customer home.

Online shopping is the process by which consumers go through to purchase products or Services over the Internet. An online shop, e-shopping, e-store, internet shop, web shop, web store, online store, or virtual store evokes the physical analogy of buying products or services at a bricks-and-mortar retailer or in a mall. The metaphor of an online catalog is also used, by analogy with mail order catalogs.

The term Web shop also refers to a place of business where web development, web hosting and other types of web related activities take place (Web refers to the World Wide Web and "shop" has a colloquial meaning used to describe the place where one's occupation is carried out).

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. 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.

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.

II. LITERATURE SURVEY

Ajzan (2012) concludes that Online shopping features can be either consumers perceptions of functional and utilitarian dimensions, like ease of use and usefulness. It engage in more planning purchasing subsequent shopping behaviors.

Morrison ,Menon (201), in his dissertation entitled "Online consumer behavior, an empirical study based on theory of planned behavior" extended theory of planned behavior by including important antecedents .The individual analyzed are experience e-shopper. It provide a framework for understanding consumers intentions to shop on the internet,

Ashwini M. S., P. Ganesh, Dwarakanath G. V.(2019) describe that web enables the day-day sales function. It includes sophisticated product and customer management modules. Generate report related to the system. It will develop as an company requirements. The system helps the customers to purchase products in high security.

III. EXISTING SYSTEM

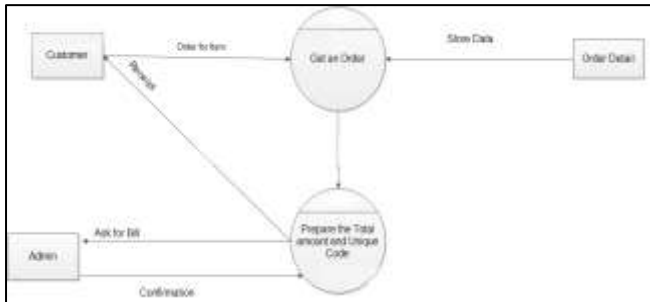
The administrator plays a vital role in the Online shopping system. The administrator controls the entire database. The report of the product is generated by the administrator itself. The main role of the administrator is to safeguard the database and can add/delete the products from the database. The customers can login to the System. He/ She can view his/her product details and buy their product. The customer can just view the information whereas he/she could not make changes in the database.

IV. PROPOSED SYSTEM

The purpose of this document is to define the requirements of Online shopping system. This supplementary specification lists the requirements that are not readily captured in the use case model.

Supplementary specification and the use case model capture a complete set of requirement of the system.

V. BLOCK DIAGRAM

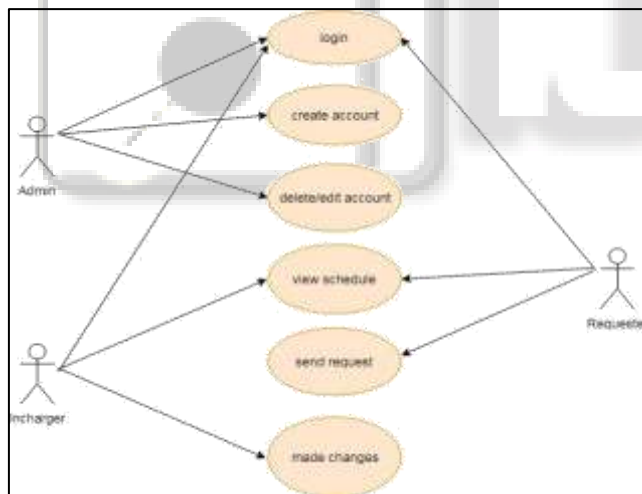


VI. SYSTEM DESIGN

A. Input Design

The input design is the process of entering data to the system. The input design goal is to enter to the computer as accurate as possible. Here inputs are designed effectively so that errors made by the operations are minimized. The inputs to the system have been designed in such a way that manual forms and the inputs are coordinated where the data elements are common to the source document and to the input. The input is acceptable and understandable by the users who are using it. Input design is the process of converting user-originated inputs to a computer-based format input data are collected and organized into group of similar data. Once identified, appropriate input media are selected for processing.

B. Output Design

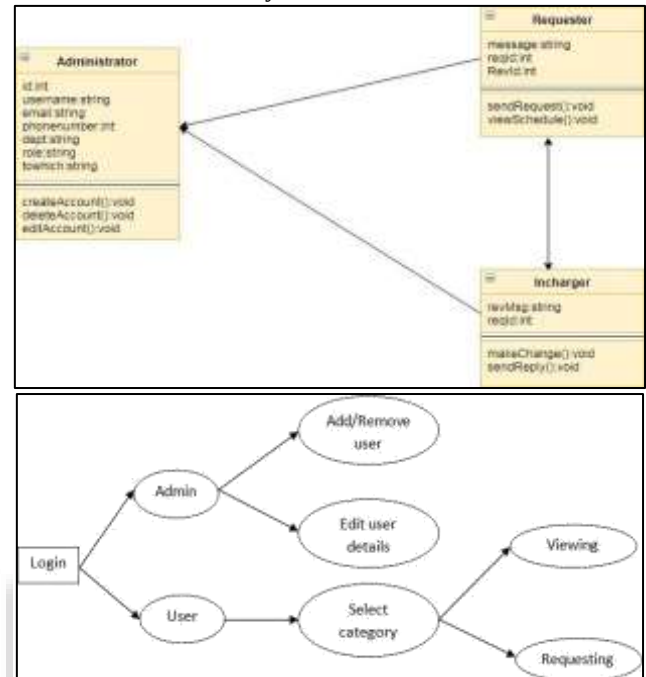


Output design is the process of converting computer data into hard copy that is understood by all. The various outputs have been designed in such a way that they represent the same format that the office and management used to. Computer output is the most important and direct source of information to the user, Efficient, intelligible output design should improve the systems relationships with the user and help in decision making. A major form of output is the hardcopy from the printer. Output requirements are designed during system analysis. A good starting point for the output design is the Data Flow Diagram (DFD)

C. DATA FLOW DIAGRAM

The DFD is also called as bubble chart. It is a simple graphical formalism that can be used to represent a system

in terms of input data to the system, various processing carried out on this data, and the output data is generated by this system. The data flow diagram is one of the most important modeling tools. It is used to model the system components. These components are the system process, the data used by the process, an external entity that interacts with the system and the information flows in the system. DFD shows how the information moves through the system and how it is modified by a series of transformations.



D. Use Case Diagram

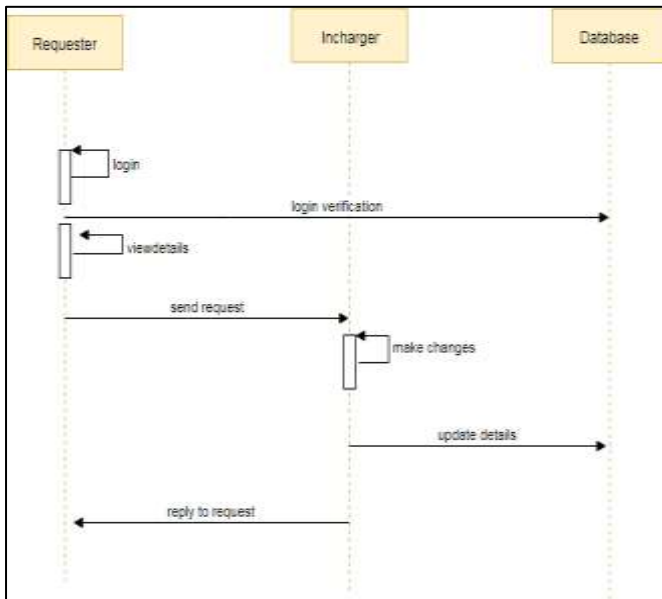
The use case diagram provides various notations to illustrate the different activities carried by users such as registration select their interested categories, post their queries they want to found response from other users or getting link from the web. There are N number of users interact through this application.

E. Class Diagram

The UML include the class diagram, is used to illustrate and their association. They are used for static object modeling. In software engineering, a class diagram in the Unified Modeling Language (UML) is a type of static structure diagram that describes the structure of a system by showing the system's classes, their attributes, operations (or methods), and the relationships among the classes.

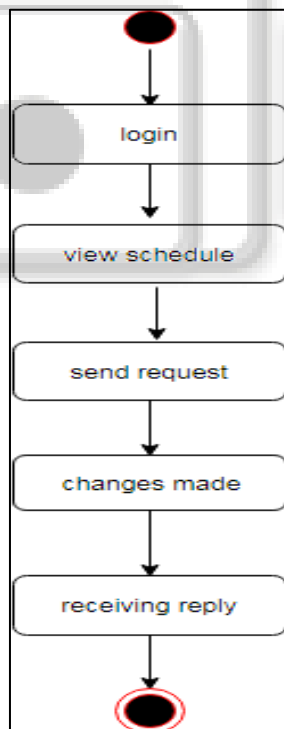
F. Sequential Diagram

A sequence diagram illustrates in a kind of format in which each user interact via messages. It is generalization between two or more specification diagram. Sequence diagram is an interaction over view diagram and it includes web, smart phone and users. It provides a big picture over view of now a set of interaction is related in terms of logic and process flow. The following figure represents sequence diagram for our application.



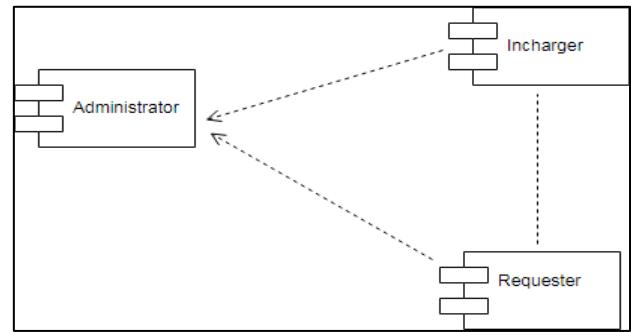
G. Activity Diagram

Activity diagram shows sequential and parallel activities in a process. They are useful for modeling business, workflows, the data flows and complex algorithm. A UML activity diagram in figure offers rich notation to flows a sequential of activities. It may be including parallel activities.



H. Component Diagram

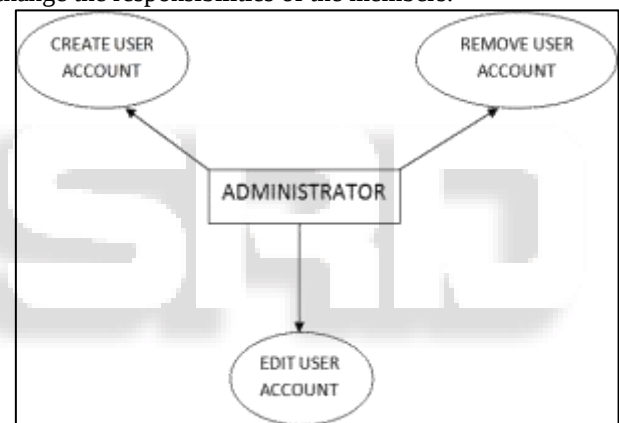
It illustrates that object interaction in a graph or network format in which object can be placed anywhere on the diagram, and it is show below in figure. In component diagram the relationship between users and service provider. The user must fill the registration form and the details are forwarded to public timeline. They process the solution and then issue the related solution to user based on the particular category.



VII. MODULES

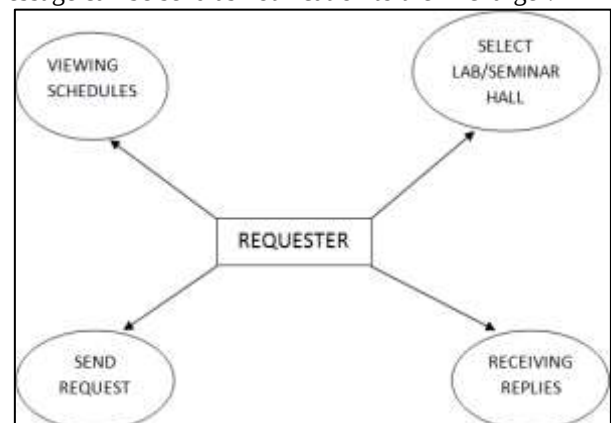
A. Administrator Module

This module is for administrator of the application. Administrator has a separate login which is to manage the user accounts of the application. Without the knowledge of administrator no other person can be added as the member of this application. The work of administrator is to create and remove the user account. While creating the account, he also enters the responsibility of the user whether the user is in charge or only user. Also at any time, administrator can change the responsibilities of the members.

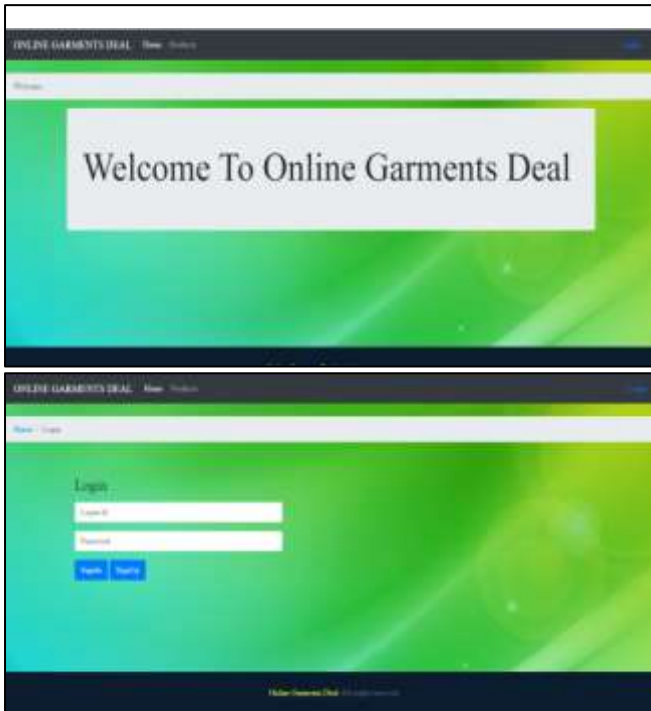


B. User Module

This module is user module which is to send request to the concern laboratory or seminar hall in charge to make changes or to allocate schedule. Initially, the user selects the laboratory which is going to be view and based on the date chosen, the schedule can be viewed. If the user wants to change the schedule, he can send request message to the in charge of particular laboratory or seminar hall. This message can be send as notification to the in charge.



VIII. SYSTEM IMPLEMENTATION



IX. CONCLUSION

This smart phone application has become a platform for information exchange and user interaction besides information dissemination. Many Web applications are also be extended in this fashion. In accessing the outcome of this research work, we have come to the final conclusion that online shopping system is more convenient than manual shopping. The administrator of Frankfit International Limited will have the full control of the online shopping system in which a module for recording products, ordering and payment will have done online.

X. FUTURE SCOPE

There are several ways of promoting online shopping being used by people who are running their businesses. These ways include websites, mobile apps, social media marketing, and many others. They all are helpful reaching the customers in their respective ways. People who like to do online shopping, are aware of these ways and are used to them.

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