Online Buying and Selling Platform Using JSP and Servlet

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Abstract— Online Buying and Selling Platform provide a platform for people with skills to sell their work online. This project provides a way for people like carpenters who make wooden craft and others who must have faced problems finding their financial stability during this period of pandemic. Local shopkeepers or business owners who have faced lack of business during pandemic situation can also sell their project online. Customers can buy various products according to their need. There are various products which are offered, some of them are, Art and Craft products, Home accessories, Clothes, Electronics and many more. This project is based on Java technology. JSP and Servlet are used in this project. JSP(Java Server Pages) and Servlet are technologies involved in advance java.

Keywords: JSP (Java Server Pages), Servlet

I. INTRODUCTION

Customers can sell their own products on this website. Anyone can sell their products and find economic stability. This store provides a platform for people to sell their stuff on internet. A buyer or a customer can buy product of their liking as well as sell their own product. The main aim of this website is to sell any product online as well as manage the products added by the customer. During this period of pandemic, many people have lost their livelihood. Many people have faced job recession or financial problems. This project provides them an opportunity where people can sell any product or establish their own business anywhere, anytime. This website seems promising for established as well as inexperienced peoples. When the buyer wants to buy a product, a request is sent to the admin and the owner of the product. When they accept the request of buyer, they get the response to buy the product. Thus, a product is not sold without the owner's permission. This platform benefits both the buyer and the customer. It also provides customized facility, under which a user can upload a picture, what they want and its category and the product will be created just for the customer.

A. Purpose of this website

1) This website can allow user to buy artworks from all around the world.
2) User can buy any type of artworks; it may be wooden craft, traditional art, paintings and many more.
3) This website allows users to sell their artworks online.
4) People want to have specialized products, which is made just for them. They can request for such specialized products to gift their family or friends. These customized products can be anything specialized. It can be a portrait of someone or other craft products.

   This website is a business platform for in-house manufacturing. A wide range of products are available at user's disposal. Users are provided with a large range of categories to choose from. These categories include home decoration products, wooden craft, sketches, paintings and many more. This is a web based shopping system. This website is useful for established as well as local artists. People with skill and uniqueness in their work can also sell their stuff and earn as well. Buyers are also collectors who look for unique and extraordinary products online. They can choose from variety of products and consider what or what not to buy. Rural communities from remote areas can also use this website. Some communities specialize in making certain products, but they can't find market to sell their products. They depend on the traditional ways to sell their products. This website provides a platform for such communities. They can now sell their stuff around the areas which was impossible to reach with their traditional ways. Communities can sell their stuff to proper appreciators of art. They can get paid the prices they deserve rather than selling for cheap just to sell. This website is beneficial for the community.

II. MOTIVATION

This paper focuses on the project Online Buying and Selling Platform. Every project has a motivation. The motive behind this project is to showcase the products and sell it online. Motivation behind the project:

- During this period of pandemic, many people have lost their livelihood. Many people have faced job recession or financial problems. This project provides them an opportunity where people can sell any product or establish their own business anywhere, anytime.
- There are various people with skills, local shopkeepers and businessman; they don't get to showcase their work. This website provides them a platform to buy as well as sell the artwork.
- People have skills in their work or those who are devoted to their art but they are unable to show their work world wide because of lack of advertisement and platform.
- People who got an eye for appreciation of art gets to see new form of artwork world wide and get to buy it at reasonable rates.
- There are many individuals who want to gift customized products to family or want an artwork specially made for them. This is also possible in our project.

   Buyers get various products online, they can choose from them. The products are shipped to the buyers.

III. OBJECTIVES

An objective of this paper is to present the idea and working of the project Online Buying and Selling Platform. Objectives of the project:

- Buying artworks and crafts at reasonable rates.
- To provide a right platform for peoples who have skills and uniqueness to sell their works.
- To provide an online store to sell and buy products anywhere, anytime.
- A platform to get anyone's own customized products like a specialized portrait, a wooden carving, a sketch, a

painting or requesting any other product to be created as per customer taste.

To provide a right platform for peoples who have skills and uniqueness in their work but they are unable to put their works in front of the world due to the lack of money for the advertisement. And on other hand it will be a platform for the buyers who are located in remote areas to buy needed products.

IV. APPLICATIONS OF THIS PROJECT

Applications are the uses and specialization of the project.
- The online store is accessible anytime, anywhere on any device which can access internet.
- The facility to provide home delivery makes customer happy.
- Products from all over the world are available to customer with one single click.
- User can buy or sell according to need.
- Customers or users can request customized products.

V. METHODOLOGY

Software development methodology is a process or series of processes used in software development. Again, quite broad but that it is things like a design phase, a development phase. It is ways of thinking about things like waterfall being a non iterative kind of process. Generally it takes the form of defined phases. It is designed to describe the how of the life cycle of a piece of software. It is also a codified communication.

A. Activity Diagram

The activity diagram is a graphical representation of representing the flow of interaction within specific scenarios. It is similar to a flowchart in which various activities that can be performed in the system are represented.
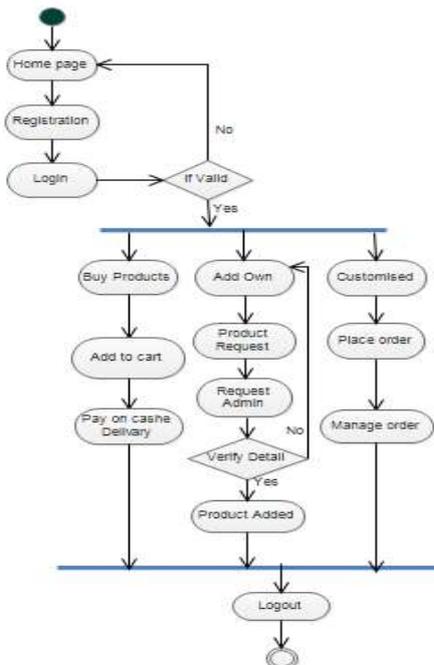

Fig. 1: Activity Diagram

B. Flow Chart

A flowchart is simply a graphical representation of steps. It shows steps in sequential order and is widely used in presenting the flow of algorithms, workflow or processes. Typically, a flowchart shows the steps as boxes of various kinds, and their order by connecting them with arrows.
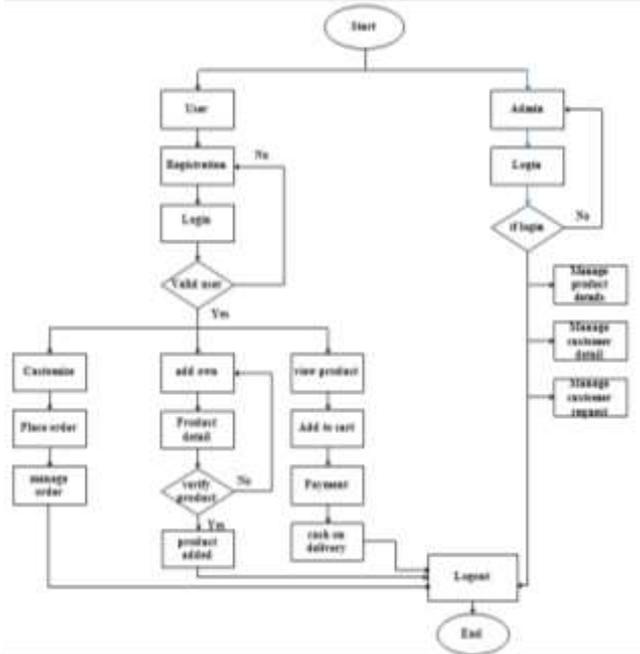

Fig. 2: Flow Chart

C. Working

Admin will login to the website and upload their products description and set a delivery location for the products for the customer. The customer will register and login to the website then he will find whatever items he likes and then select it and add to a cart and order those products. On the other side customer/user can upload their products by sending request to the admin. In this website customize option is also available where customer can order the thing of his choice. The possible nearest result of the manufacturer will be shown for the login users. Customer can leave a message or call to the manufacturer for more quantities or any changes in the products, admin account will supervise all the process and maintenance of the accounts. Products will be delivered to customer's doorstep.

VI. CONCLUSION

Buying and selling platform is efficient and less time consuming. The purpose of this project was to develop a web application. A java application for purchasing items from a store. The entire system is secure. This project can be implemented to any nearby shops of Clothing, Accessories, Electronics shop, Furniture or Art and Craft store. It will maintain or increase the customer satisfaction. This website provides a market for any type of products.

The main aim of the project is to sell products like cloths, Electronic items, Accessories, Furniture, kitchen storage and organization products online and manage the products added by the customer. The objective of software planning is to provide a frame work that enables the manager to make reasonable estimates made within a limited time

frame at the beginning of the software project and should be updated regularly as the project progresses. The central concept of the application is to allow the customer to shop virtually using the Internet and allow customers to buy the items of their desire from the store. The information pertaining to the products are stored in an RDBMS at the server side (store). The Server process the customers and the items are shipped to the address submitted by them. This web application will help us those people who are shopkeepers, artist and skilled worker they can upload their product in our website with their description so they can enhance their business and earn money this web application will give the right platform the small town people to earn the money. Our project is only a humble venture to satisfy the needs to manage their project Work. The main objective of the online art and craft store is to manage the details of products, payment, cash, bill, stock. The second objective is to maintain or increase the customer satisfaction with the use of mobile application. The purpose of the project is to build an application program to reduce the manual work for managing the shopping and products.

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