

FURNITURE SHOP AS AN E-COMMERCE WEBSITE

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ABSTRACT

An E-shop system is web based application which enables the users to buy furniture products online .This is a e-commerce website .In proposed system we do not have to maintain everything manually. Through this system if any enquiry occurs it is corresponding entries is done automatically because database management system gives facility of having relationship between the tables. This paper focuses on developing a website that is useful for people who want to buy and sell goods on the Internet, even if they live in a small town.

1. INTRODUCTION

An E-shop system is web based application which enables the users to buy furniture products online. This is an e-commerce website .In proposed system we do not have to maintain everything manually. Through this system if any enquiry occurs it is corresponding entries is done automatically because database management system gives facility of having relationship between the tables. This paper focuses on developing a website that is useful for people who want to buy and sell goods on the Internet, even if they live in a small town.

Motivation: Even today in the world of online business and marketing, the seller does not have any facility to sell whatever local things which are available on there shop. They do not get the right price and those people do not reach the things made by them to the country and abroad, then So to solve this problem we are making website “E-SHOP”.

Proposed System: The proposed system does not require the customer to go to the store to purchase the product. You can order the products you want to buy from the smart phone application. The shop owner becomes the administrator of the system. Store owners can appoint moderators to help manage customer and product orders. An E-SHOP System allows users to check various furniture products available at the online store and purchase online. The project consists list of furniture products displayed in various categories. The user may browse through these items as per categories. If the user likes a product he/she may add it to his/her cart. Once user wishes to checkout he/she must register on the site first. He/she can then login using same id password next time. Now he/she may make payment on cash on delivery. Once the user makes a successful transaction he/she gets a copy of the shopping receipt on his email id. Here we use user friendly interface to make the entire frontend. It is an easy to use interface developed in HTML, CSS as the frontend and Python with Sqlite as the backend to store the details. It is secure, easy to use and reliable software system. It also provides a good level of security as there is an admin who can only edit and update details.

2. OBJECTIVES

- The project is basically targeted at those people who would like online shopping and have an internet access.
- Finally buyers curious in comparing the prices of various products according to our budget.
- To make a database that is consistent, reliable and secure.
- To provide correct, complete and ongoing information.
- To develop a well-organized information storage system.
- To make good documentation so as to facilitate possible future enhancements.

3. METHODOLOGY

Comprehensive Review of Methods:

Software Development Life Cycle Model: Software life cycle model (also termed process model) is a pictorial and diagrammatic representation of the software life cycle. A life cycle model represents all the methods required to make a software product transit through its life cycle stages. It also captures the structure in which these methods are to be undertaken.

Need of SDLC: Software life cycle model (also termed process model) is a pictorial and diagrammatic representation of the software life cycle. A life cycle model represents all the methods required to make a software product transit through its life cycle stages. It also captures the structure in which these methods are to be undertaken.

System Analysis: An E-shop website is a form of e-commerce that allows consumers to purchase furniture or shopping over the Internet. Most shopping sites focus on Electronics, big furniture etc., but none specifically focus on small wood products. This paper focuses on developing a website that is useful for people who live in small

towns or villages but want to buy goods on the Internet. System Analysis

4. SPECIFIC REQUIREMENT

Software Requirements: Any Version of browser after Mozilla "firefox 4.0, Internet Explorer 6.0 & Adobe Flash Player 10.0

Hardware Requirements:

Any processor after Pentium 4 & Any version of Windows XP or later

Functional Requirement: Since this project uses database and control, it needs the retrieval of information from the database. It needs access to Database from a frontend, as ASP .net is a Microsoft Family product, it provides easy linking to the database, along with the flexibility required to develop a user-friendly front end.

Non-functional requirements: **Usability:** The Interface should use terms and concepts, which are drawn from the experience of the people who will make most of the system **Efficiency:** The system must provide easy and fast access.

Reliability: User should never be surprised by the behavior of the system and it's easy to use to store data and easy to use to transfer voice data (only .wav files)

5. DESIGN MODEL

Incremental Model: Incremental Model is a process of software development where requirements are divided into multiple standalone modules of the software development cycle. In this model, each module goes through the requirements, design, implementation and testing phases. Every subsequent release of the module adds function to the previous release. The process continues until the complete system is achieved.

various phases of incremental model are as follows:

1. Requirement analysis: In the first phase of the incremental model, the product analysis expertise identifies the requirements. And the system functional requirements are understood by the requirement analysis team. To develop the software under the incremental model, this phase performs a crucial role.

2. Design & Development: In this phase of the Incremental model of SDLC, the design of the system functionality and the development method are finished with success. When software develops new practicality, the incremental model uses style and development phase.

3. Testing: In the incremental model, the testing phase checks the performance of each existing function as well as additional functionality. In the testing phase, the various methods are used to test the behavior of each task.

4. Implementation: Implementation phase enables the coding phase of the development system. It involves the final coding that design in the designing and development phase and tests the functionality in the testing phase. After completion of this phase, the number of the product working is enhanced and upgraded up to the final system product.

6. IMPLEMENTATION

Software Requirement:

System : Windows 8 Pro, Windows 7 or other.

Editor : Notepad++, Sublime, Notepad or other.

Browser : Google Chrome / Mozilla / Firefox / Internet Explorer or other.

Database Server : Xamp Server / Wamp server.

Front End: HTML, CSS, JAVASCRIPT, BOOTSTRAP.

Back End : MYSQLI.

Technology : Python

Hardware Requirement:

Processor : Intel (R), Pentium (R) CPU B960@2.20GHz

Installed Memory (RAM) : 512 GB or above.

Hard Disk : 10 GB or above.

System Type : 64-Bit/32-Bit Operating System, X-64/x-32 Based Processor.

Summary of the Outcomes:

An E-shop system allows users to check various furniture products available at the online store and purchase online. The project consists of a list of furniture products displayed in various categories. The user may browse through these items as per categories.

✓ **Home page:** In website the home page will show the introduction website E-Shop.

- ✓ **Registration page:** User can Registration on home page also .In our website we have made the registration form for user.
- ✓ **Our Products:** this page is use for show the product available in E-Shop.
- **Contact Us:** The User can contact us by sending E-mail in the E-SHOP or Newsletter. A contact us page in website that allows users to communicate with the us . And using this module user can get all information about the new furniture.

7. CONCLUSION

This website is accessible to users anywhere. It is designed to ease the shopping process for users by bringing everything at the tip of their fingers. This website is directed to provide user with wide variety of options to select from. Selling option can also be provided to enable the user to not just buy but also sell their products. An online payment gateway can be added. Deliveries and return can be managed using a third party. Product reviews can be added to provide insight of the product.

The salient features of this website are: User selects preferred courier service. The simplicity and relevance of this website make it user-friendly. Product availability. Quick view of products by price range.

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