LIFESTYLE STORE

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***Abstract*— In this era of internet, e-commerce is growing by leaps and bounds keeping the growth of brick-and-mortar businesses in the dust. People in the developed world and a growing number of people in the developing world now use ecommerce websites on a daily basis to make their everyday purchases. This paper outlines different aspects of developing an ecommerce website and the optimum solution to the challenges involved in developing one. It consists of the planning process, which starts with determining the use case, domain modeling and architectural pattern of the web application. The entire development process is primarily divided into two parts: the front-end development and the back end development. The database design is also discussed with an emphasis on its relational connectivity .**

***Keywords*— domain modeling; e-commerce; model view controller; online shop**

I. INTRODUCTION

Electronic commerce or e-commerce refers to a wide range of online business activities for products and services. It is usually associated with online buying and selling over the internet or conducting any transaction involving the transfer of ownership or rights to use goods or services through a computer mediated network. In our eyes we see it as a new dimension to the varied use of the internet and our purpose is to make it trendy in our country where its use is particularly very low. Because of the high context culture it is very important to develop trust among the people interested in a transaction. E-commerce in Bangladesh actually started in the year of 1999 based in USA with some non-resident Bangladeshis. Our motto is to develop an enriched ecommerce website in our country that should be largely accepted by the customers.

II. LITERATURE REVIEW

[1]Hirschman and Holbrook ,(1982) , suggest that "Motivations of Consumers to engage in online shopping include both utilitarian and hedonic dimension. Whereas some Internet shoppers can be described as "problem solvers" others can be termed seeking for 'fun, fantasy, arousal, sensory stimulation and enjoyment'."

[2]Babinetal., (1994) suggest that, "The problem solvers merely shop online in order to acquire a specific product or service, in which case shopping is considered to be 'an errand' or 'work'.

[3]Holbrook (1994) says that, "Their main concern is to purchase products in an efficient and timely manner to achieve their goals with a minimum of irritation of irritation. In contrast the second category sees online shopping as 'enjoyment' and seeks for the potential entertainment resulting from the fun and play arising from the Internet shopping experience for its own sake apart from any other consequence ".

[4]Mathwicketal., (2002) , "If online shopping meets this ideal by enabling the consumer to accomplish the shopping task he or she has set out to perform , then consumers will judge the Internet shopping performance positively."

Childers et al.,(2001) found " 'enjoyment' to be a consistent and strong predictor of attitude towards online shopping. If consumers enjoy their online shopping experience, they have a more likely to adopt the Internet as a shopping medium".

III. PROBLEM STATEMENT

Most shops are experienced some draw back in their operation due to the current shopping system (manual shopping) which are:

[1]Lack of accuracy in customer's record

[2]Slow in processing customer's records

[3] Lack of proper accountability

[4] It does not give a customer the incredible convenience to shop at any time of the day due to the limited working hours.

There is a need to change from manual way of shopping to a computerized way, where customers can browse through the Internet and the system administrator to approve requests shoppers can buy products anywhere and a database that will maintain the products detail information.

IV. PROPOSED SYSTEM

In the proposed system customer need not go to the shop for buying the products. He can order the product he wish to buy through his Smartphone. The owner will be admin of the system. owner can appoint moderators who will help owner in managing the customers and product orders. The system also recommends a home delivery system for the purchased products.

[1]Online Shopping System is incredible convenience.

[2]It is always easy when it comes to accessing of customers review

[3]The choice of Online Shopping is infinite.

[4]It price is always comparison

V. METHODOLOGY

Our goal was to develop a web application that would be attractive enough, have a professional look and user friendly. So that people of all age groups would be its end users. Our job started with subdividing the entire task and setting milestones. The milestones would be a marker of percentage of the work actually accomplished and success story. The entire planning process took the following steps.

• How to Login- In this module, the user will enter his username and password to view and buy latest products. There will be 2 types of users Administrator/Customer

• How to be a member of this application- In this site, the candidate can join this application , if he is not a member yet by pressing sign up link .User should provide some details that are asked to join.

• How to view the model details -Any Product can be searched by selecting the model no which the user wish to view or buy.

• How to give order- First the user has to login,and then he will visit the view products page. There he will select the cloth he wants to buy and then he will click on show products detail .There he can purchase that cloth.

• How to pay money- The user can pay through debit or credit cards

VI. IMPLEMENTATION

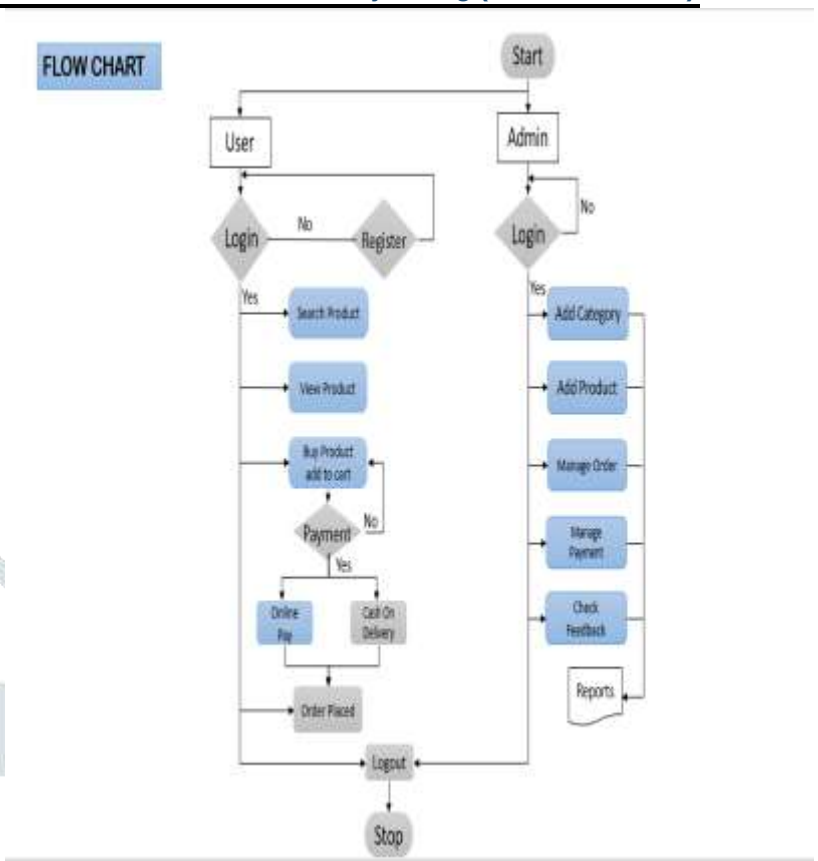
The implementation involves installing approved applications into production environments. Primary tasks include announcing the implementation schedule, training end users, and installing the product. Additionally, organizations should input and verify data, configure and test system and security parameters, and conduct post-implementation reviews. Management should circulate implementation schedules to all affected parties and should notify users of any implementation responsibilities. After organizations install a product, pre-existing data is manually input or electronically transferred to a new system. Verifying the accuracy of the input data and security configurations is a critical part of the implementation process. Organizations often run a new system in parallel with an old system until they verify the accuracy and reliability of the new system. Employees should document any programming, procedural, or configuration changes made during the verification process.

For implementation of the website project:

1. The website can be installed on a computer or a server which has PHP and MYSQL installed in it.

2. The owners of the website are to be properly trained to use all the features of the website, giving details of each features of the website.

3. To show the accuracy of the website and conformance of the website to the requirements of the owners or users of the website.



A. Front End

• The front end was initially raw coded using JavaScript. JavaScript is a client side scripting language which is a dedicated language for web development. JavaScript code was simply mixed with the Hypertext Mark-up Language (HTML) code.

• Hypertext mark-up language is the language used to design the web pages of an application. A static page is an HTML document that is stored on the web server and does not change.

• This was performed by Cascading Style Sheet (CSS). CSS is a style sheet language used for describing the look and formatting a document written in a mark-up language.

• These CSS files are linked with the class files with .php extensions to put the panels in order, the text with correct font, size and colour.

• We introduced JavaScript in our application. JavaScript is a client side scripting language most commonly used as part of web browsers and its implementations allow client side scripts to interact with the user, control the browser, communicate asynchronously and alter the document content that is displayed.

B. Back End

The for the back end. The database management system is essentially software where we can create the database, add, drop, alter and update tables. The tables can hold different types of data for example: integer, variable characters etc. in our application we have chosen the MySQL DBMS to hold the database. MySQL is a relational database management system.

VII. CONCLUSION AND FUTURE SCOPE

• The project entitled Online shopping system was completed successfully. 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 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, 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.

• The project made here is just to ensure that this product could be valid in today real challenging world. Here all the facilities are made and tested. Currently the system works for limited number of administrators to work. We implement vendor dashboard in this, so that every product seller can add their products by direct login to the dashboard and add, delete and modify the products. In near future, it will be extended for many types of insurance policies so that efficiency can be improved

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