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E-commerce for Artisans

Varun Kumar Gogada[1], Sri Sai Thota[2], S. Varun Deep[3], Dr. Lavanya Poluboyina[4]
[1, 2, 3]*Student,* [4]*Assistant Professor, Sreenidhi Institute of Science and Technology (SNIST), Affiliated toJNTUH, ECE Dept, Hyderabad*

Abstract: ***Millions of people in India have traditional skills and knowledge in the production and production of handicrafts. The Indian handicrafts industry is decentralized and highly labor- intensive. After textiles and agriculture, it offers the most employment opportunities. The industry has contributed significantly to the country's economy, but it has not yet received the recognition it deserves. Craftsman's are exclusively reliant upon center individual for the selling of the items. This results in a one- dimensional strategy that fails to showcase the proud artisans' skills and reduces profits. Internet marketing has the potential to effectively address the issue facing artisans to our advantage.***

"E-COMMERCE FOR ARTISANS" is a website that allows craftspeople and artisans to sell and retail their products online. By cutting out the middleman and offering their goods to a wider audience, artisans stand to gain by increasing their margins of profit. Individual artisans' skilled goods will be readily available to those in need if the approach is taken correctly. There was a common theme of capitalism throughout the various existing platforms, which was the potential for minimal profits. On the website,sellers can register and provide information about their various products. Their products will be readily available on the portal as soon as their authenticity isconfirmed.

The front end of the portal, which will be accessible to users, and the backend, where data will be processed and maintained, can be separated. The hearty gateway will provide comfort of requesting talented workmanship items at the accommodation of a PC framework associated with the web. Artists can register as sellers and complete a form with relevant information. The portal will display the data after it is entered into the databases. Artisans will be kept informed to ensure product availability and alleviate online shopping issue.

I. INTRODUCTION

The web-based portal Online Handicrafts Store was developed with the dedication and labor of individual artisans and craftsmen in mind. The goal is to incorporate cutting-edge technology so that artisans can show off their craftsmanship andreach a wider audience. The cost of acquiring a middleman is reduced through this strategy, and sellers can also increase their profit margin. Sellers can easily sign up for the portal and show the world their expertise. Users can purchase a variety of handcrafted goods made to their specifications by skilled artisans and independent manufacturers through the portal, whichfunctions as a digital store. In accordance with the requirements of a modern customer, the website is trendy and highly functional. The head claims the directly over the information showed on the entry. Artisans sign up to be sellersand send information about their products to the administrator at the backend, who manages the data.

II. PROBLEM STATEMENT

Most talented specialists come up short on stage to sell their items and grandstandtheir ability. Local artisans use a middleman to sell their products to a wider audience, which further reduces their profit margin. The authenticity of a product or design that has not been registered is one more issue. Low demand is automatically a result of low publicity. Due to their vastly superior market presence, low-quality manufacturers are gaining ground on skilled artisans. These issues can be addressed with the help of an online web application for selling handmade goods online.

III. LITERATURE SURVEY AND PROPOSED WORK

The development of a web application to assist individual artisans in selling their unique handicrafts online via our platform is the goal of our project, which is called "E- COMMERCE FOR ARTISANS." E-COMMERCE FOR ARTISANS" will be a website that works with sellers and shoppers to provide high-quality online services thatmaximize user satisfaction. Customers can now buy authentic, high-quality handicrafts from local artisans through the application. Users can register, sell their handmade goods, or order products from the existing selection.

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Year	Paper Name	Author	Key Findings
Dec 2019	Inspiring Digitalization of Handicraft Market:An empirical	Indrajit Ghosal, Bikram Prasad	This system highly focuses on the development of handicraft/ handloommarket in terms of offline and online market providingmore profits to the artisans.
Feb 2017	Online Shopping ManagementSystem with Customer Multi-Language Supported Query handlingAIML Chatbot	Shahriar e Satu, Niamat Ullah Akhund , Mohammad Abu Yousuf	The project has an interactive chatbotsystem for the users to enquire about the products andalso for the regular customer service.

A. Phase 1

1) *Planning:* Arranging will include how to plan the application in a productive manner as well ashow to make the framework easy to understand. A comprehensive set of project plansis part of planning. These plans will outline a clear path forward for the project. Each module of the proposed System will be broken down. The project timeline will be prepared in accordance withthe plans for each module. The resources needed to build the proposed system will be found, or requirements will be gathered.
2) *Analysis:* Establishing a baseline and a method for tracking requirements through out the life cycle will be specifically addressed in this phase. The proposed system's software and hardware dependencies were looked at.
3) *Design & Implementation:* After gathering the requirements, the blueprint for the application will be designed. Designing of the website will be done using HTML, CSS and JS which are freelyavailableon the internet.

B. Phase 2

1) *Coding:* This will include the actual implementation, which will include building a website. JavaScript, HTML, and CSS will be utilized in the frontend design. The React editorand JavaScript will be used to create the middleware.
2) *Testing:* In terms of the user interface, the responsive web design's correctness and browser compatibility will be tested first. It will be checked on a regular basis to see if valuesare being updatedand whether the server is connected to the hosted Database.
3) *Deployment:* Once the testing is done, the system is now ready for deployment. Deployment activitieswill include the release, activation, adaptation, updates, versiontracking of the system etc.

IV. METHODOLOGY USED

This is the AGILE model because it is necessary to divide the process into several phases:It Involves the constant collaboration between customers and users.

1) The Method in this is Planning, Executing and Evaluating.
2) It is a cycle in which every stage gets repeated again and again.
3) It has a benefit such as multiple phases can run simultaneously.

A. Lifecycle Methods

Lifecycle methods for class-based components use a form of hooking that allows the execution of code at set points during a component's lifetime.

1) *Should Component Update:* allows the developer to prevent unnecessary re-renderingof acomponent by returning false if a render is not required.
2) *Component did Mount:* Is called once the component has "mounted" (the component has been created in the user interface, often by associating it with a DOM node). Thisis commonly used to trigger data loading from a remote source via an API.
3) *Component Will Unmount:* Is called immediately before the component is torn down or 3.Unmounted- This is commonly used to clear resource-demanding dependencies tothe component that will not simply be removed with the unmounting of the component (e.g., removing any instances that are related to the component, or an "event Listener" set on the "document" because of the presence of the component).render is the most important lifecycle method and the only required one in any component. It is usually called every time the component's state is updated, which should be reflected in the user interface.

V. REQUIREMENTS

A. Hardware

1) 4GB RAM
2) Hard drive with at least 10GB of ROM Windows 7above 32 bits / 64-bit OS A server
3) Computer with I3 or above processor, or with I5 processor with Hard at least 100GBofRAM.

B. Software

1) Browser (Google Chromerecommended).
2) Fire base for backend.
3) Any Text Editor like Visual Studio Code
4) Browsery

VI. ALGORITHM AND FRAMEWORK

The algorithmic procedure for making the website is as follows: For the implementation section we have divided the complete designing process into two algorithms first part for developing client-side and second for administration both the algorithms are presented as follow:

A. Client-side

At client-side visitor and customer both can be users Customer need to register visitors can visit the products and price details Customer will have toinput details and get customer id.

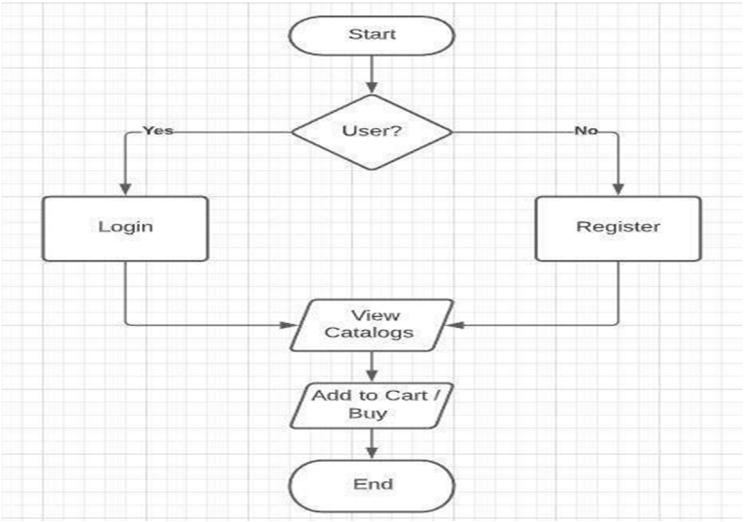


FIG 1-flow Chart

B. Administration-Side

1) Admin will try to login.
2) Input ID and customer ID.
3) Add item.
4) Add price and sales.
5) Check and collect payment.
6) Manage order and shipping.
7) Update data. Thesc arc somc of thc algorithms that wc might usc in our projcct implcmcntation tomakcthc system more interesting:
8) Product Recommendation Algorithm
9) Sorting Algorithm.

VII. CONSTRUCTION AND WORKFLOW

Firstly, you need to search REACT JS in the google chrome and create a react file. Create is a comfortable environment for learning React, and is the best way to start building a new single-page application in React. It sets up your development environment so that you can use the latest JavaScript features, provides a nice developer experience, and optimizes your app for production. You will need to have Node >= 14.0.0 and npm >= 5.6 on your machine. To create a project, run. By typing the above credentials, we can open a frame work of react to create a website. Nowwith the creation of the website we can start with the header design like how many photos of items, cart, sign in and sign out box are designed in it. The initial things that we get are only index.js and app.js. From the index.js we get default react set for importing the contents of html and CSS. Construction of header file, order file, payment file as per the design you wanted to make your website. It generates a function in the page and the everything that we want to make are written by us.

There is no backend for this as we use Fire base as database to save time. It is best feature of this project.

A. Output of Home Page

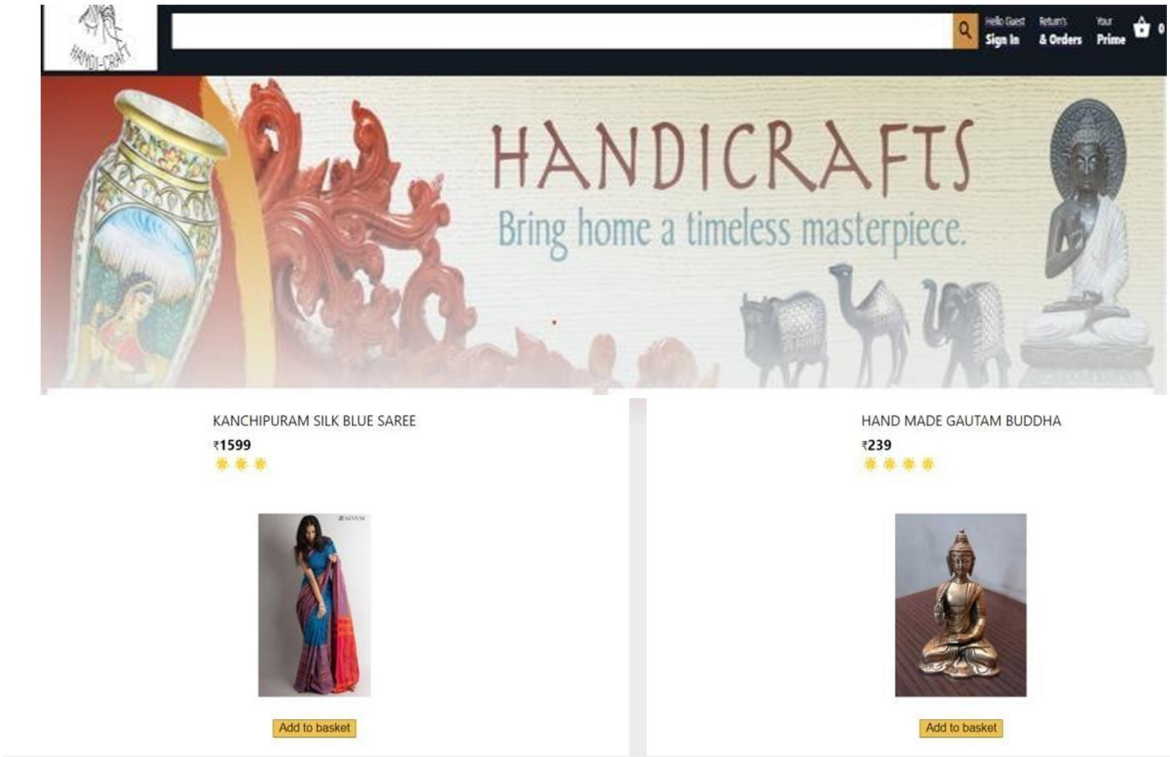


Fig 2- HOMEPAGE

B. Output of Cart page and Sign in page

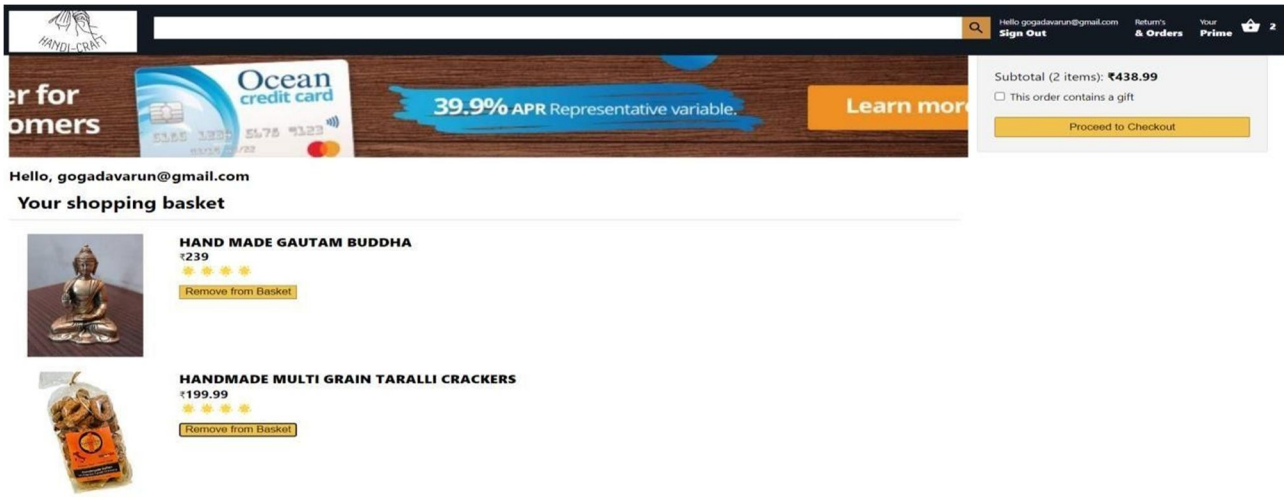


FIG 3-Cart Page

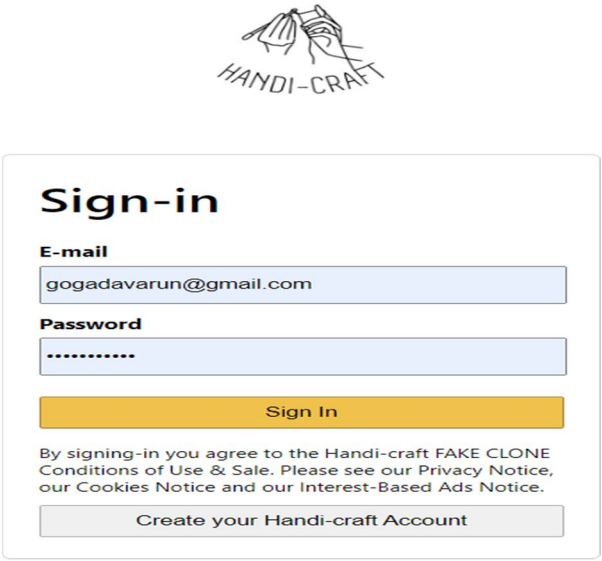


FIG 4- SIGN PAGE

VIII. CONCLUSION

E-commerce for artisans will make it simple for everyone, including customers and artisans, to get their goods. It is extremely risky to go anywhere due to the pandemic, but thanks to this e- commerce website, individuals can admire and purchase the high-quality work of local artisans fromthe comfort of their own homes. It will assist the local artisans in reaching a broader audience of art enthusiasts. They will be able to reach out to people who value the art but live far away and are unable to travel to shop for it.

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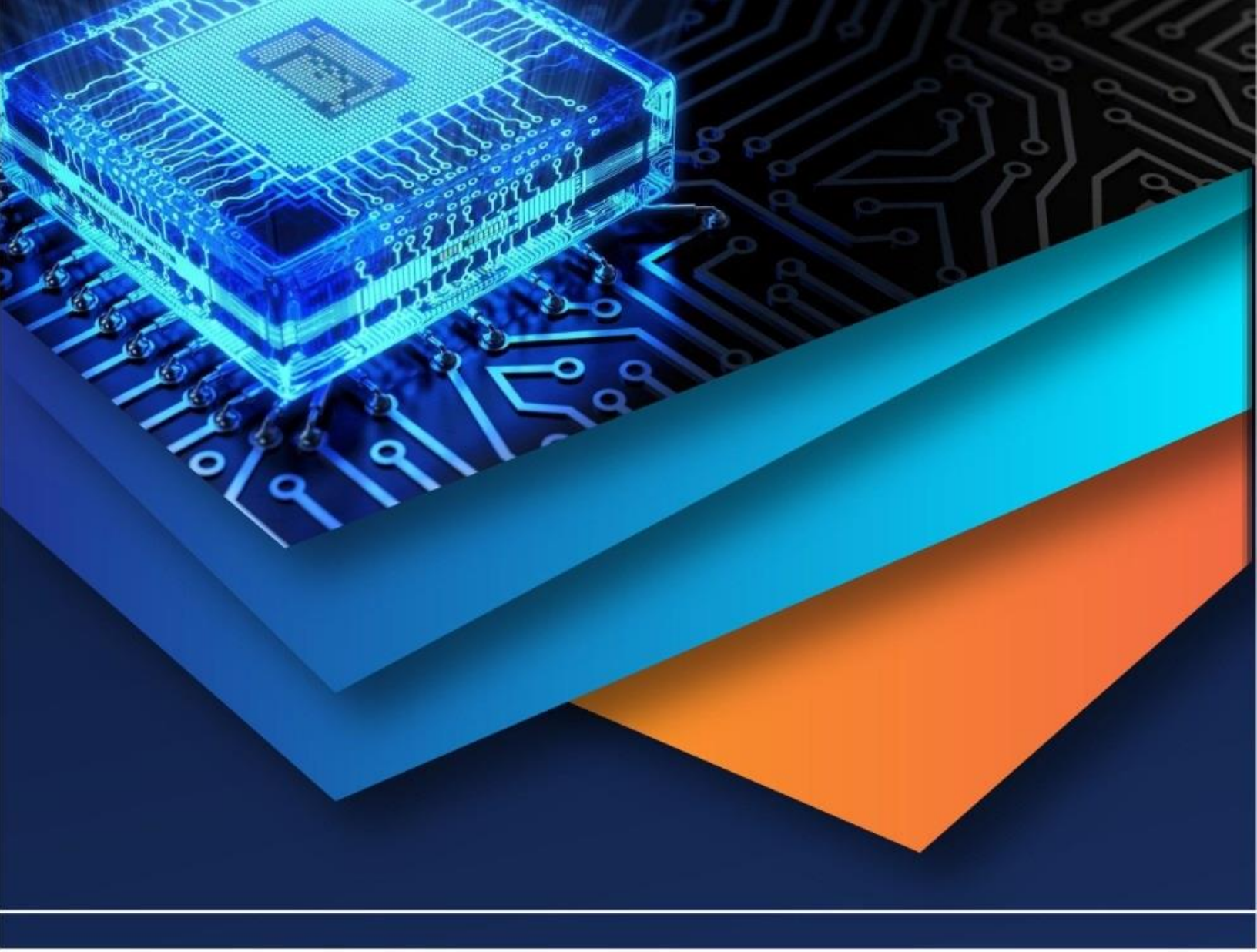
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GROUP MEMBERS

G. Varun Kumar,19311A04AG
T. Sri Sai, 19311A04BB
S. Varun deep, 19311A04AD

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