iJRASET
International Journal For Research in Applied Science and Engineering Technology



INTERNATIONAL JOURNAL FOR RESEARCH

IN APPLIED SCIENCE & ENGINEERING TECHNOLOGY

Volume: 10 **Issue:** V **Month of publication:** May 2022

DOI: https://doi.org/10.22214/ijraset.2022.43466

www.ijraset.com

Call: 08813907089 | E-mail ID: ijraset@gmail.com

International Journal for Research in Applied Science & Engineering Technology (IJRASET)
ISSN: 2321-9653; IC Value: 45.98; SJ Impact Factor: 7.538
Volume 10 Issue V May 2022- Available at www.ijraset.com

E-Gift Shop Application

Senthil Kumar K[1], Sakthi Kumaran M[2]
[1]*Assitant Professor,* [2]*Student, Department of MCA, Karpagam College of Engineering, Coimbatore, India*

Abstract: ***It is a very important feature used in E-commerce to assist people making gift purchasing through online. The business to consumer aspect of electric commerce is the most visible business use of the world wide web. E-commerce site is to sell goods and services online. Shopping project has been developed to allow business grows larger and faster .Customers to view and order products online from any part of the word. The site sells different types of gifts. Under this website many products and services can be ordered. Its Expended permanently through new products and services in order to offer a product corresponding to the market. Private customers can have a payment option through credit card only. In order to use the load writing procedure, the customers registers itself and receives a login for its purchase name. It is an internet application. Login functionality should check the authenticity of the user from the database. This site contains an online catalog for the user.***
Keywords: Event based gifts, Address, Brands, Price

I. INTRODUCTION

The purpose of developing online novelty shop is for purchasers to order gift through online for home delivery or devour from shop .As the internet user are increasing exponentially, the company has introduced online store system for taking orders from the shoppers. This system not only improves customers experience but also eases the workload on the staff of store. The online novelty shop system are computerized so it's less paper work to try to and it'll save both the money and therefore the time. The main idea behind this project is to produce each and everybody people out there to own a fun party at different occasions. The customers can order instantaneously across anywhere round the area, anywhere they require.

The project works with admin, customers, gift shop and gift items with different varieties. The admin is that the main user who will monitor the activity of every user. The admin will have the ability to make new records delete the prevailing records or update the present records. Any variety of customer who wants to be the a part of the system will must register. It is a awfully simple process. They just should provide their profile information. All the data are kept private and confidential. Once the shoppers are matched with the tables stored into the database customers can access the account. When customer choose the most effective item and prepared to order it online, just within the cart the shoppers has complete the ordering process. Customer must provide the address of the gift to be delivered and the payment method -net banking, debit or mastercard.

The management can keep track of the all fianancial activities and their records of the web store system. After getting the order notification form the customer, the shop staff can deliver the gift can deliver the gift item to the addressing given. This project has choice to customize the web gift ordering system as per customer requirement. All the records are inserted within the system and can be kept within the database. MySql is that the database server. The project is developed purely supported client requirement. To validate whether anyone doesn't play with the system and fill the inappropriate information ,there will some validation checks via JavaScript .

II. PROJECT ANALYSIS

A. Objective

Private customers can have a payment option through credit card only. In order to use the load writing procedure ,the customer registers itself and receives a login for its purchase name. Its an internet application. Private customer and business customers can order the selected products of E-gift shop App service online and comfortable with mulitiple addresses.

B. Existing System

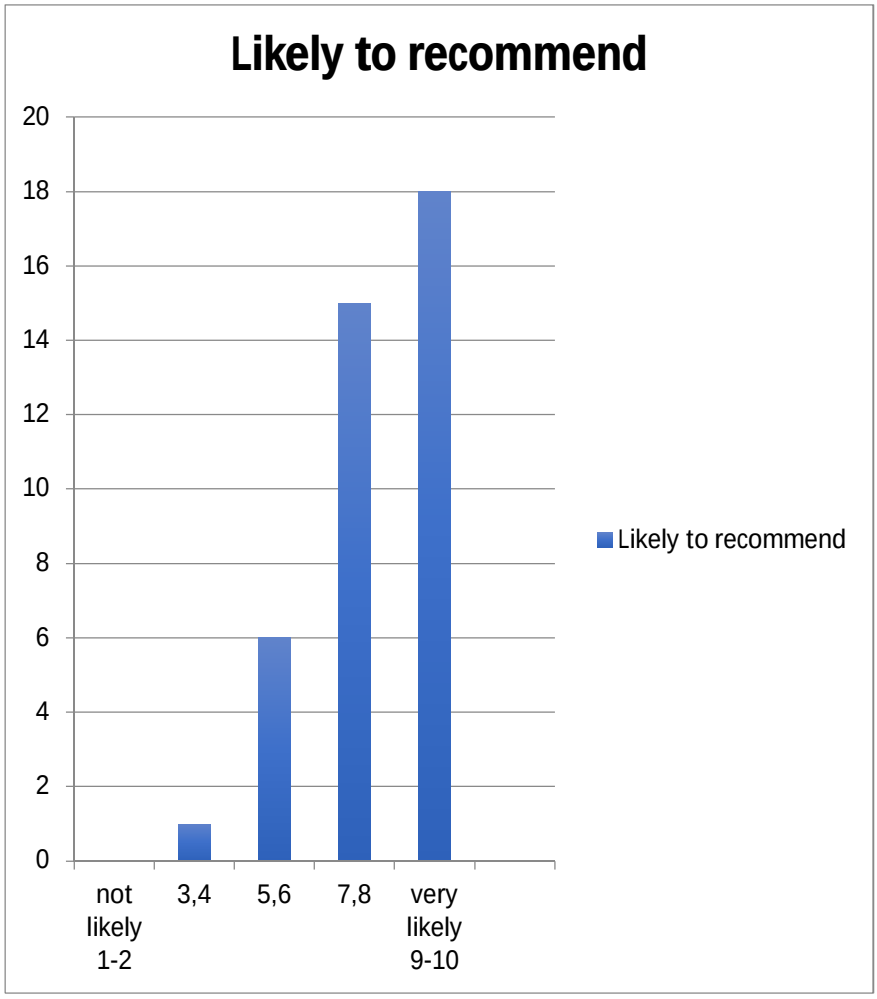
The Existing system is intended using various technology like visual studio .net-2008,user interface Asp.net with ajax.Mostly the rendering of the web site performance is no bit low.The customer filtering option is extremely poor then they redirect only 1 address at a time.Order placing time and Loacte the present location has an excessive amount of rendering the complete application.They use database Microsoft SQL server -2005.RDBMS storage method which increases the memory usage.It increase the time for retrieval of knowledge. novelty shop presented a chance for youngsters from diverse and disadvantaged backgrounds to interact within the making of creative objects and thru this medium, the forum to think, feel and discuss what was important in their lives.

©IJRASET: All Rights are Reserved

The creative sessions with the adolescents provided the place and space to explore how art is a conduit for positive emotional expression and also manifest the identity and character of these who participated. . It also enabled them to demonstrate a pride in what they produced and to consider the items they liked doing in their local area. the method combined the familiar and cozy - talking and socialising with friends – with the new and weird - the sensory feeling of using hands and minds to form something personal, new, different and saleable.

C. Proposed System

The proposed System utilize the features of HTML5, CSS, PHP and JSON. Provide better backend support with the help of MYSQL to efficiently store or retrieve data from the dataserver. More fast preloading page compare with the already existing system . The system makes the overall project management much easier and flexible.



It provides high level of security with different level of authentication. New system will process accurate results and their oders. Friendly is provided in the application with various controls. Accurate resulting process. Through coming together in groups, making high quality creative items and subsequently in visiting the caravan and participating in selling and buying the goods, the young people demonstrated.

III. METHODOLOGY

At this stage an analysis of the Gift shop Application based sales service system is carried out some of the things stage include the needs of hardware and software so that system can work and function as expected. Data that will be used in making the design and building of the Application.

International Journal for Research in Applied Science & Engineering Technology (IJRASET)
ISSN: 2321-9653; IC Value: 45.98; SJ Impact Factor: 7.538
Volume 10 Issue V May 2022- Available at www.ijraset.com

IV. GIFT SHOP APPLICATION

A. Data Flow Diagram (Admin)

Data flow diagram is a special case of DFD(part of dfd which function to map environmental models),which represents by a single circle representing the whole system.

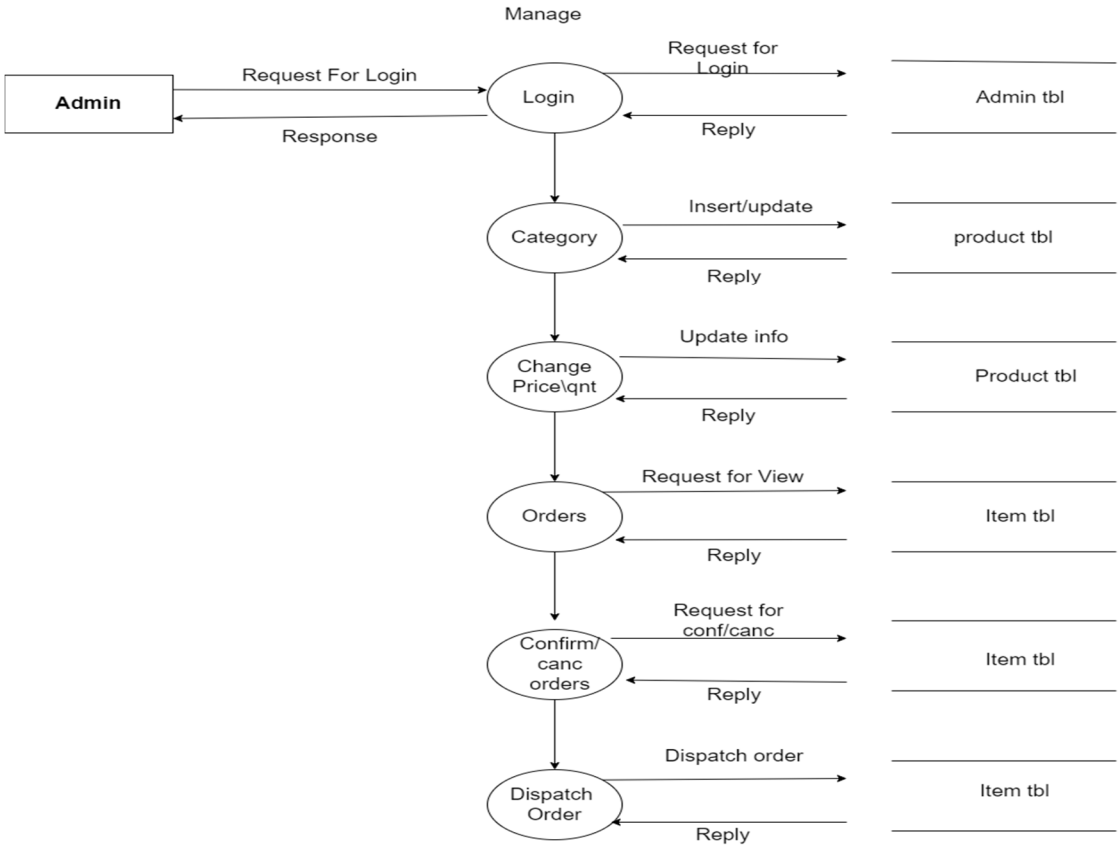
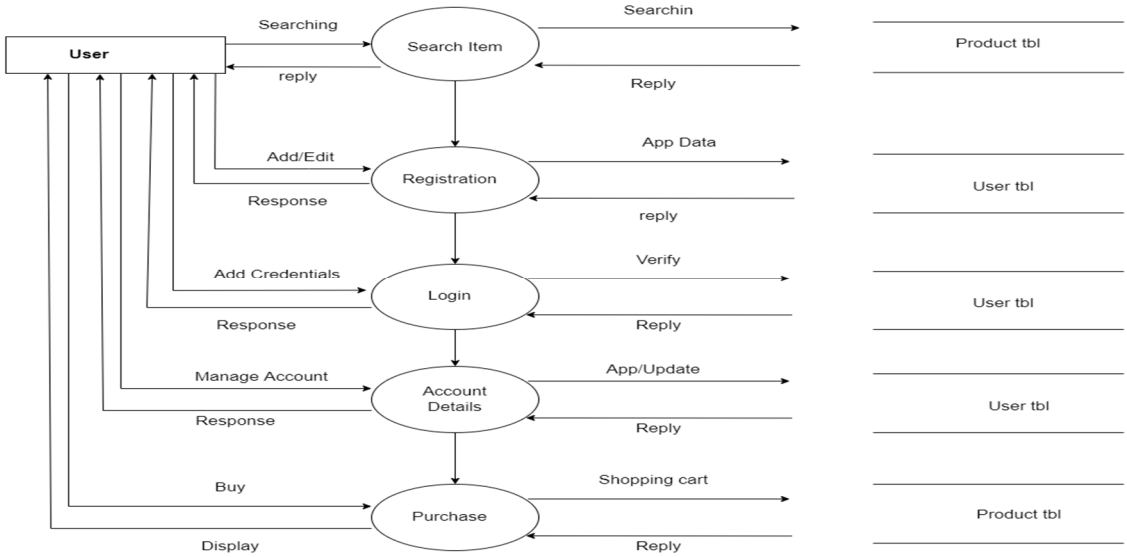


Fig 4.1 Admin side Order management

B. Data Flow Diagram(User)

DFD can be used to represent a system at several levels of information or functions in more details.DFD provides a mechanism for functional modelling or information flow modeling .Therefore ,DFD is more suitable to used to model software functions that will be implemented using structured programming Applicatons.



ISSN: 2321-9653; IC Value: 45.98; SJ Impact Factor: 7.538
Volume 10 Issue V May 2022- Available at www.ijraset.com

V. RESULTS AND DISCUSSION

A. Home Page

Home page of the application will be display the list of caterigories of gift products and brands the price varients .We also have filter to separate the products prices and brands then event based like Chritmas ,Wedding, Birthday etc…,it shows All kind of products until you can filter the products.

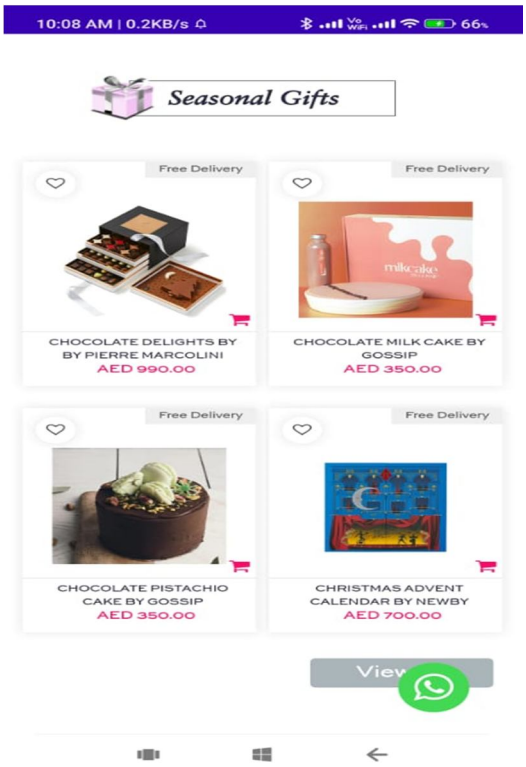


Fig. 1 HOME PAGE

B. Signup/Login Page

To access the product as home into add cart page only your logined user otherwise it first redirect into the Signup page.
Admin having individual login portel for add products and then maintain the user and check the product delivery products.
The report are generated form the process of purchasing products between customers and the company Applicaions.

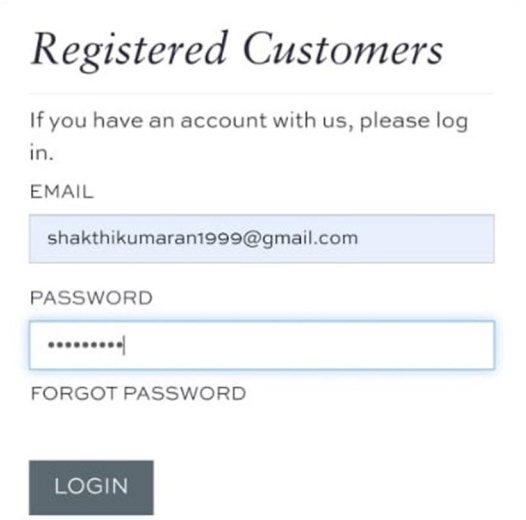


Fig. 2 LOGIN PAGE

©IJRASET: All Rights are Reserved

C. Add To Cart

The data displayed is in the form of categories ,product names ,prices ,remaining stocks, description and customers can enter the quantity of goods ordered in quantity. The amount ordered by the customer cannot exceed the capacity of the remaining stock because the system will display a failed message if the customer does so products ordered will be accommodate on the Cart page.

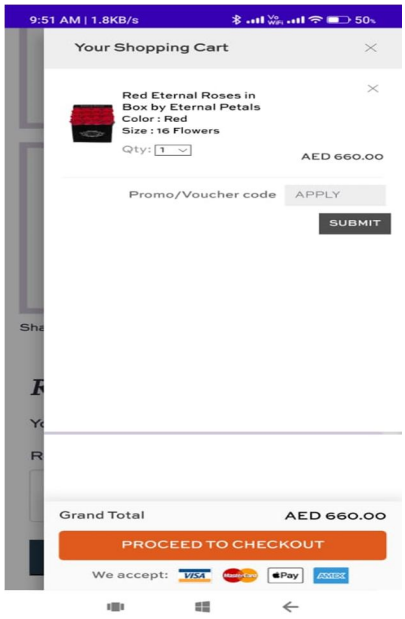


Fig 3 Add to cart

VI. CONCLUSION

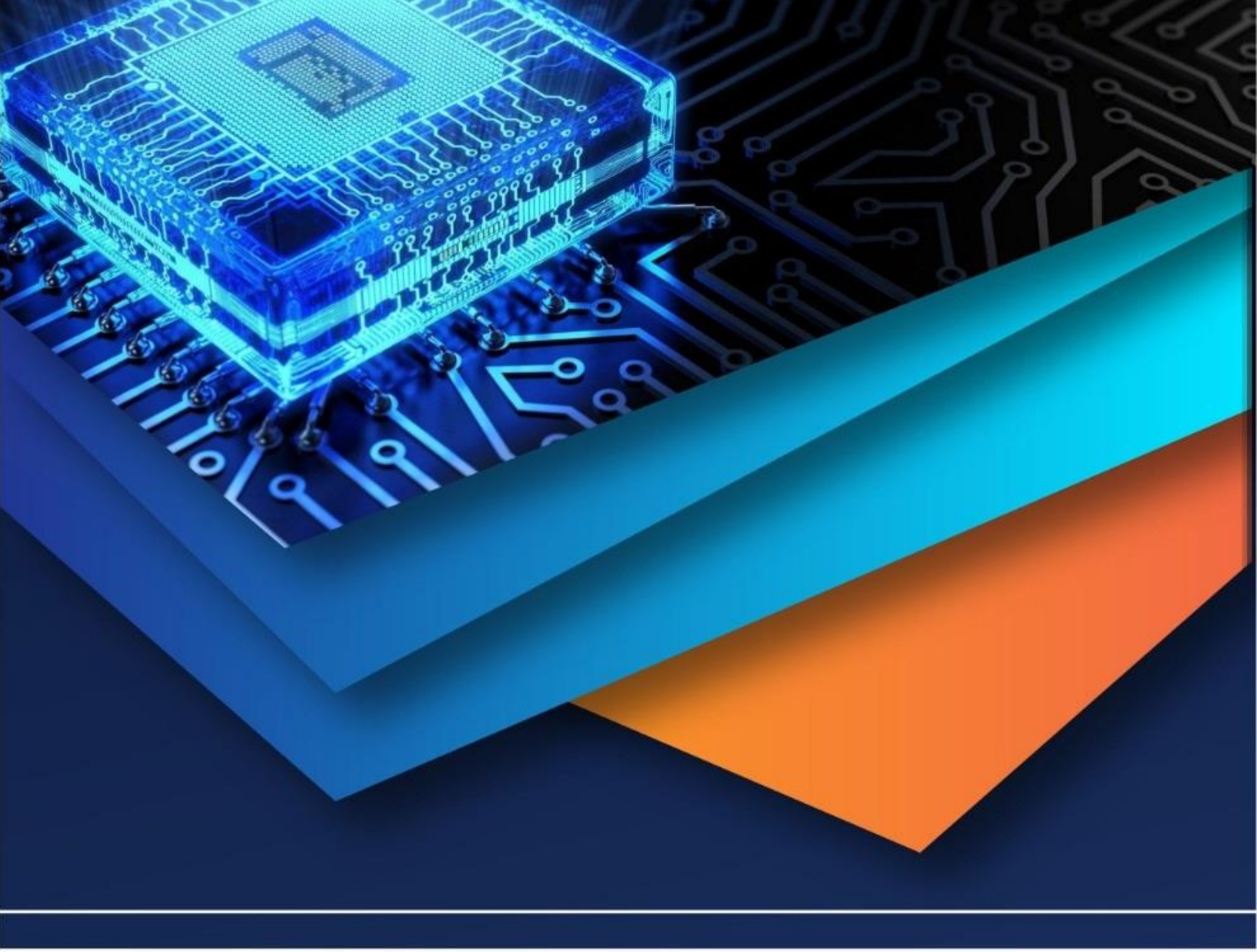
The project was developed using PHP and xampp is based on the requirement specification of the user and the analysis of the existing system, the flexibility for the future enhancement. The expanded functionality of today's software requires an appropriate approach towards software development. This E-Gift shop application is designed for the people who wanted to manage various Shopping gifts.Furthermore, Gift Shop was an innovative, non-threatening, enjoyable, sociable opportunity for children and young people to learn new skills with others in a unique setting where their contributions to the project could be recognised and appreciated. Through engaging in this project, they were able, for a short period, to gain new horizons and to contribute in a small, but significant way to their own community.

VII. ACKNOWLEDGMENT

This Research Article was supported by Department of MCA, Karpagam College of Engineering, Coimbatore. I have great satisfaction in presenting this article on "E-GIFT SHOP APPLICATION". I take this opportunity to express my sincere thanks to my guide, Prof Mr.SENTHIL KUMAR MCA.,Ph.D., for providing the technical guidelines and suggestions regarding the line of this work. I want to convey my gratitude for his constant encouragement, support and guidance throughout the project's development. I am grateful to Dr. K.Anuradha (Director In-Charge, Department of MCA); my project would not have shaped up without their support. I wish to express my deep gratitude toward all my Professor at Karpagam College of Engineering, Coimbatore, for their encouragement.

REFERENCES

[1] Wahana Komputer. (2006). Apa & Bagaimana E-Commerce. Yogyakarta: Andi.
[2] Paryudi. (2006). Basis Data. Yogyakarta: Andi.
[3] Iskandar. (1997). Pengantar Perancangan sistem. Bandung: Erlangga.
[4] Shalahuddin. (2011). Rekayasa Perangkat Lunak. Bandung: modula.
[5] Agustina. (2010). Mendesain Web dinamis dan menarik. Semarang: Andi.
[6] Barnes, dkk. http://www.webqual.co.uk. Pengenalan Tentang Webqual., diakses pada tanggal 27 Juni 2013.
[7] http://www.ipaymu.com. Cara Daftar iPaymu., diakses pada tahun 2014 (ONLINE)
[8] Ramadhan. (2005). Pemrograman Web dengan PHP database MySql. Jakarta: Elex Media.
[9] Jogiyanto. (2005). Sistem Teknologi Informasi. Yogyakarta: Andi.
[10] Raharjo. (2011). Belajar Pemrograman Web. Bandung: Modula.



10.22214/IJRASET

45.98

IMPACT FACTOR: 7.129

IMPACT FACTOR: 7.429

INTERNATIONAL JOURNAL FOR RESEARCH

IN APPLIED SCIENCE & ENGINEERING TECHNOLOGY

Call : 08813907089 (24*7 Support on Whatsapp)