iJRASET
International Journal For Research in Applied Science and Engineering Technology

INTERNATIONAL JOURNAL FOR RESEARCH

IN APPLIED SCIENCE & ENGINEERING TECHNOLOGY

Volume: 11 **Issue:** V **Month of publication:** May 2023

DOI: https://doi.org/10.22214/ijraset.2023.52844

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International Journal for Research in Applied Science & Engineering Technology (IJRASET)
ISSN: 2321-9653; IC Value: 45.98; SJ Impact Factor: 7.538
Volume 11 Issue V May 2023- Available at www.ijraset.com

E-Commerce Gym Website

Aditya Kr. Dwivedi[1], Apoorv[2], Ashutosh Singh[3], Deepak Pal[4], Asst Prof. Ms Manisha Rai[5]
[1, 2, 3, 4, 5]*Department of Computer science & Engineering IIMT College of Engineering, Greater Noida-201306, India*

Abstract: ***In order to grow their businesses, organizations need to reach out to a large number of people since E-commerce is growing rapidly. Therefore, they are developing websites that will serve as platforms for both customers and sellers, where their products can be displayed by the customer for purchase, and the website will include a payment gateway where the customer can pay for their purchase. The development of an E-commerce gym website requires an understanding of a number of technologies. In addition to client-side (front-end) techniques such as HTML, CSS, and JavaScript, server-side (back-end) techniques include PHP, NodeJS, ASP.NET, and relational databases. A basic website containing information about gym memberships and all things gym-related is the objective of this project.***
Keywords: Fitness, Authenticity, GYM, Health.

I. INTRODUCTION

The health benefits of regular exercise are well known, and they will assist you in improving your overall health. You will become fit and healthy by exercising regularly in a gym. There is nothing better than working out in a gym. In addition to the equipment, there are trained personnel and people to watch and meet as well. And nowadays there are various websites and apps which provide you with the gym membership and even monitor your routine exercises, which is helpful to the people.

E-commerce is rapidly becoming a mainstream business paradigm. Web sites that facilitate commercial transactions are being implemented by more and more business houses. Online shopping is becoming more and more common. This e-commerce gym website acts as a portal and a platform for small and big gym and sellers to register themselves to provide memberships to customers and also to sell their gym equipment like dumbbells, bench press, treadmill and different gym supplements like protein supplements etc. Our project is an e-commerce gym website portal that helps users to join our fitness gym. We discuss each underlying technology required to create and implement an e-commerce gym website. Members can register on the website, log in, and choose membership packages that suit their needs.

This system aims to digitize and automate processes. The system will handle Maintaining records of payments and other stuff needed to run the gym efficiently, such as adding new gym members, removing gym members, and more. Currently, gyms keep records on paper mentioned by them in a file. Every task of management is done manually. That makes the record keeping system unreliable and confusing. It is hardly necessary to maintain a system like this until a component needs to be changed. Description about members, trainers, and equipment can be obtained in the system easily using the digitization, As opposed to paper documents that require serious reading. Transparency between members is always good in any system. A layer of security will also be added to the administration as a result.

II. LITERATURE SURVEY

E-commerce is the facility to provide goods and services electronically, also known as e-business. The general public has only recently become familiar with e-commerce, which has been around for more than 30 years. Business-to-business and business-to-consumer are the two major types of ecommerce. Electronic networks are used by B2B companies to conduct business with suppliers, distributors, and other partners.[1] Our lives and businesses continue to be impacted by the growth of the Internet. No matter what size or type of organization or firm you are, strategies and operations are being rethought. Businesses increasingly use e-commerce to gain competitive advantage. A vast range of topics must be understood in order to conduct e-commerce, however..[2] When comparing the current gym management system from the proposed system, This is a long way behind. Currently, all work is done on paper manually. Some of the work might be done with a computer, but it doesn't do exactly what it should, so manual labor is reduced.[3] These practices are not reliable as one wrong entry can take a lot of time to detect and correct.

Humans are prone to errors and tend to make mistakes often unless their computers have built-in error-checking programs. In order to reduce manual work, we introduced the system because the back end of the system syncs and updates the data.By integrating intelligence with e-commerce systems, we can now build e-commerce systems that are more efficient, have lower transaction costs, and have smarter information-processing patterns as cloud computing, big data analytics, and other burgeoning technologies continue to advance..[4]

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III. PROBLEM STATEMENT

1) There is no platform for the small and big fitness centers and sellers to register themselves for the customer which leads to less growth in their business.
2) There is no facility for the customer to do exercise in the gym at different places on the same membership of the fitness center.
3) Lack of proper exercises, videos facilities, diet plan and lack of a system for interaction between fitness trainer and customer.
4) There is no proper system for fitness monitoring.

IV. GOAL

1) The Fitness Club should be free of manual work and paperwork.
2) Interact with customers and administrators through an interactive platform.
3) Create a system that monitors health & fitness.
4) Admin and customer time will be saved.
5) Effortlessly get online plans.
6) Promote fitness in the right way.
7) In order to reduce each user's costs..
8) Friendly to users.

V. OVERALL DESCRIPTION

A. *Description*

1) Any customer can register for membership in the gym and could also check available gym products.
2) Multiple products can only be purchased by registered members regardless of quantity.
3) Admin can be contacted via the ContactUs page.
4) Visitors, Users, and Admins are the three available roles.

a) Visitors can check availability of the products.
b) Users can view and buy products.
c) Admins have some extra privileges, including all visitor and user privileges.

- Add/remove/edit products can be done by the administrator.
- Users can be added, edited, and removed by the administrator.
- A confirmation email can be sent by the admin based on the orders placedl.

VI. TECHNOLOGY

Websites are being created using some technology where as some are used to create the interface which is called as front-end technology and other are the technology which are used to send data to the admin side from the user called as back-end technology. Technology that we used to create this website are mentioned below:-

A. *Front-End*

1) HTML
2) CSS
3) JavaScript
4) Bootstrap

B. *Back-End*

1) PHP
2) AJAX
3) MySQL

The platform where front-end and back-end technology are combine to make this website success is called as IDE here used IDE is:-

C. *IDE*

1) Microsoft Visual Studio Code Editor

VII. PROJECT DETAIL

The Architecture of our website that follows the flow of data in our website that describe how the logic behind the data work and the 3-layer Architecture behind the Online shopping:

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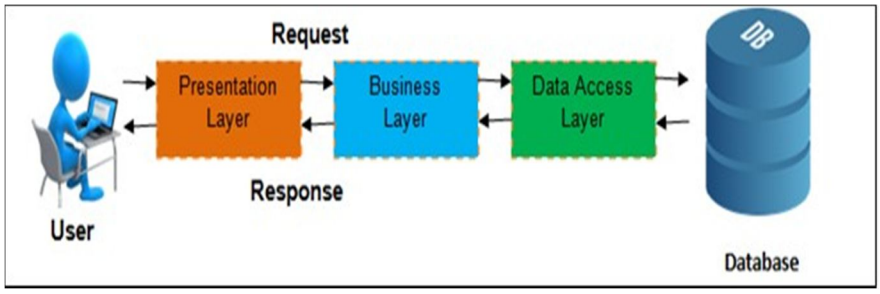

Fig.1. 3-Layer Architecture:Online Shopping

A. Web Page Content Details

1) Home Page : A home page contains connection to the other pages of information.
2) AboutUs Page : It shows company value and who you are.
3) Clothing Page : display category
4) Order Page : The product user wants to purchase can order from here.
5) ContactUs Page : In case of any issue or want to connect with website admin then contact details are provided here.
6) Admin Page : To manage the configuration, setting and product.
7) Login Page : It is the access to the user to use the site and old users can get access.
8) Register Page : New users can get access by this .
9) Track

B. Use case diagram

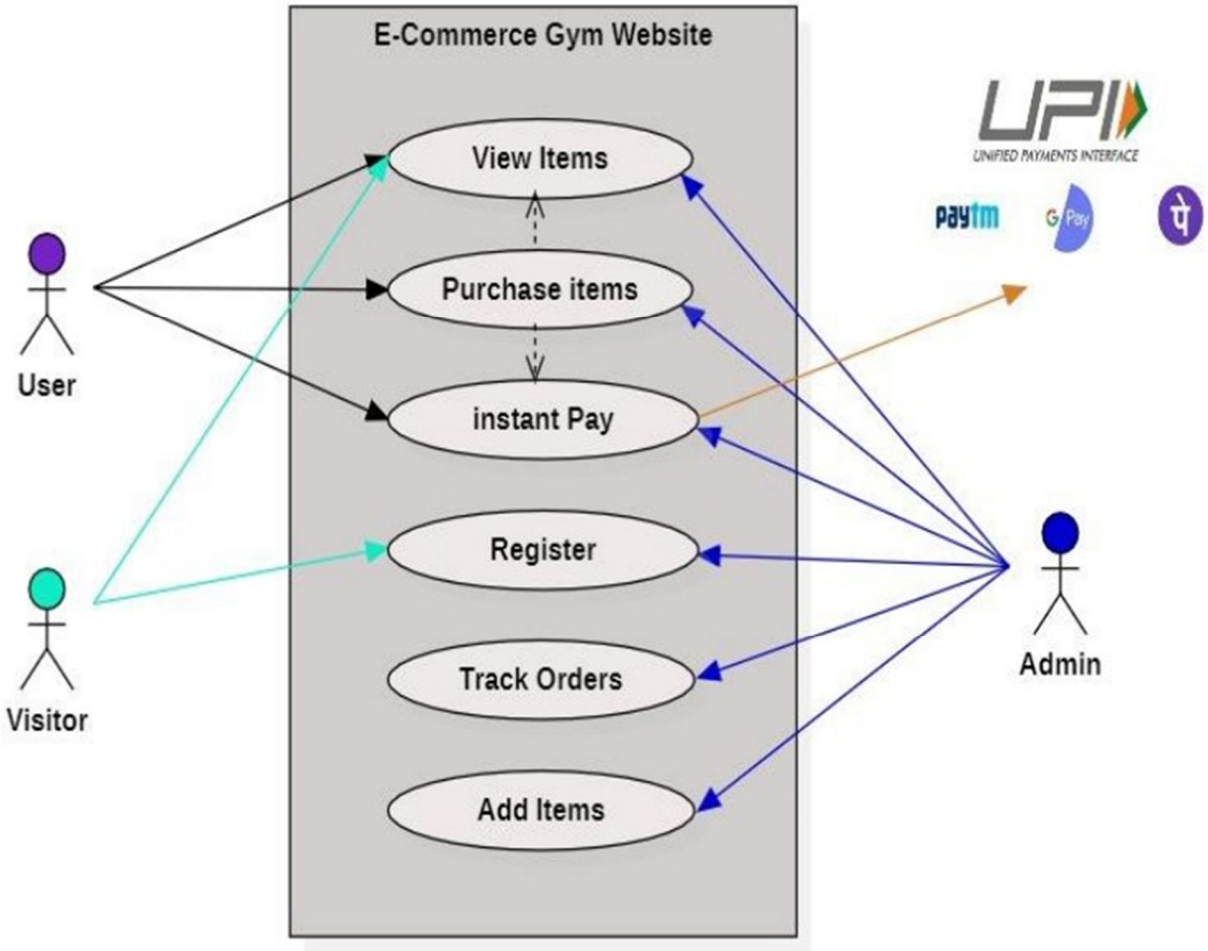

Fig.2. Data flow and working flow of the website.

VIII. SYSTEM DESIGN

It is the diagrammatic representation of the entity-relation which shows the connection between the entities and how they are connected.

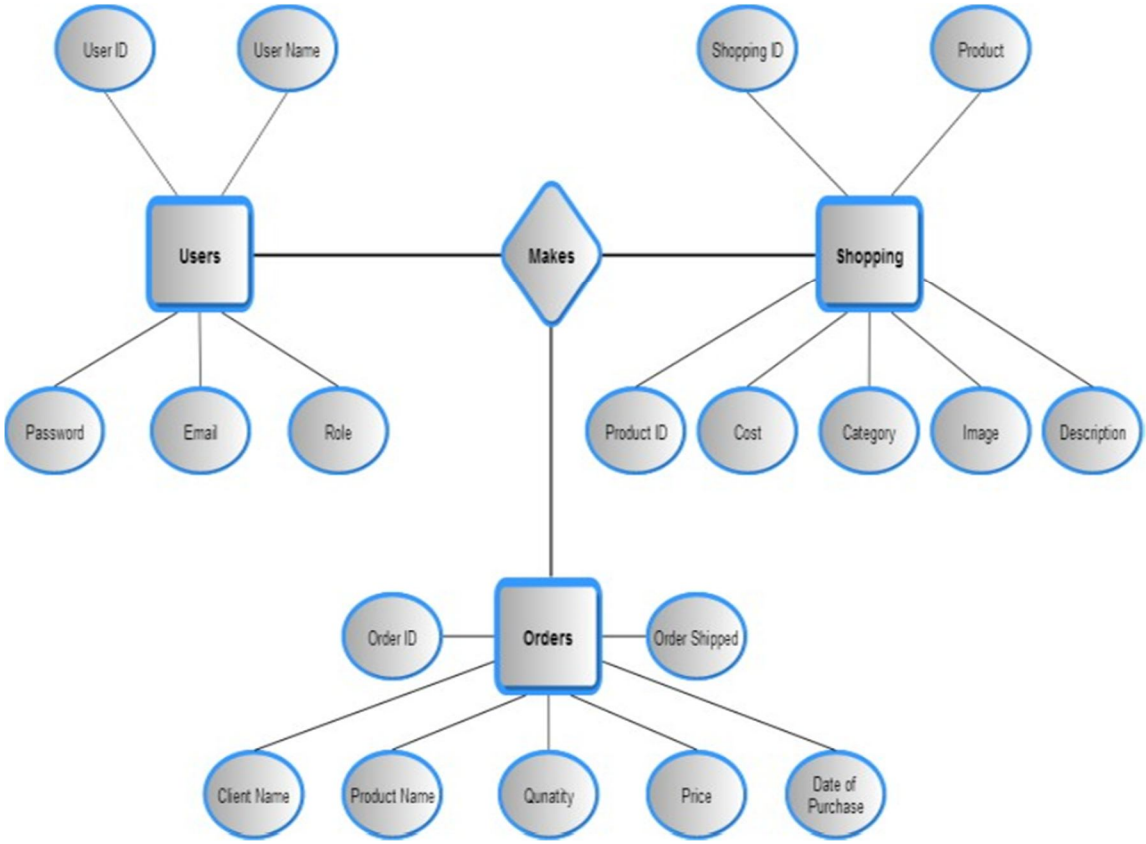

Fig.3. Entity-Relationship diagram of the E-Commerce GYM website

IX. RESULT

As the problem described before we have made a website to overcome or solve the problem and mentioning below the images of the website that created to solve the problem

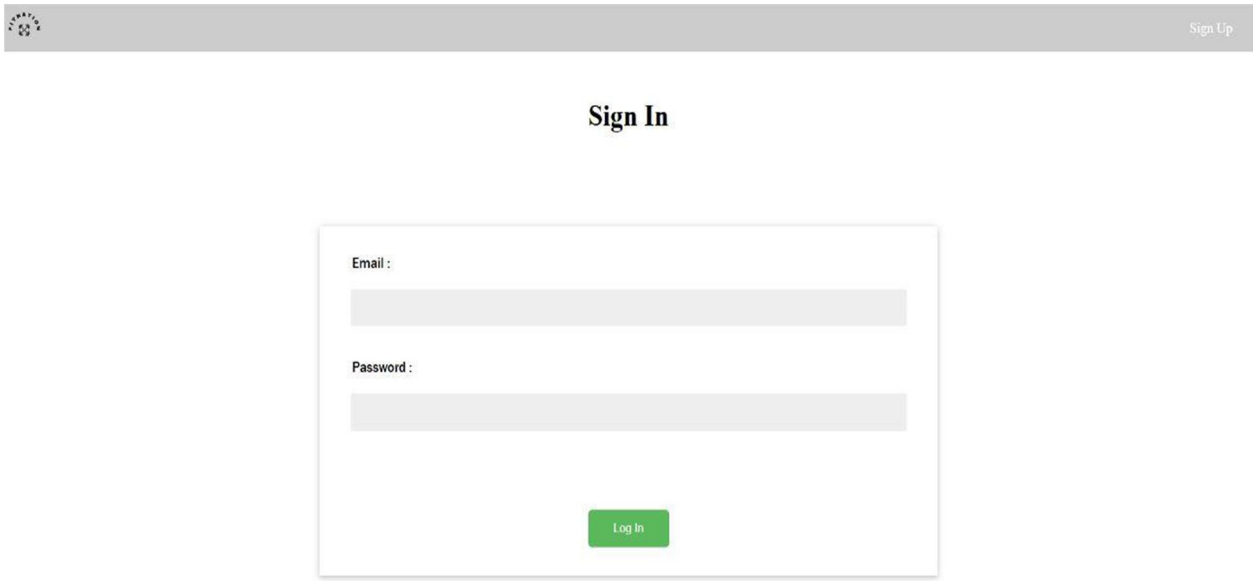

Fig.4. Sign In page for the existing users

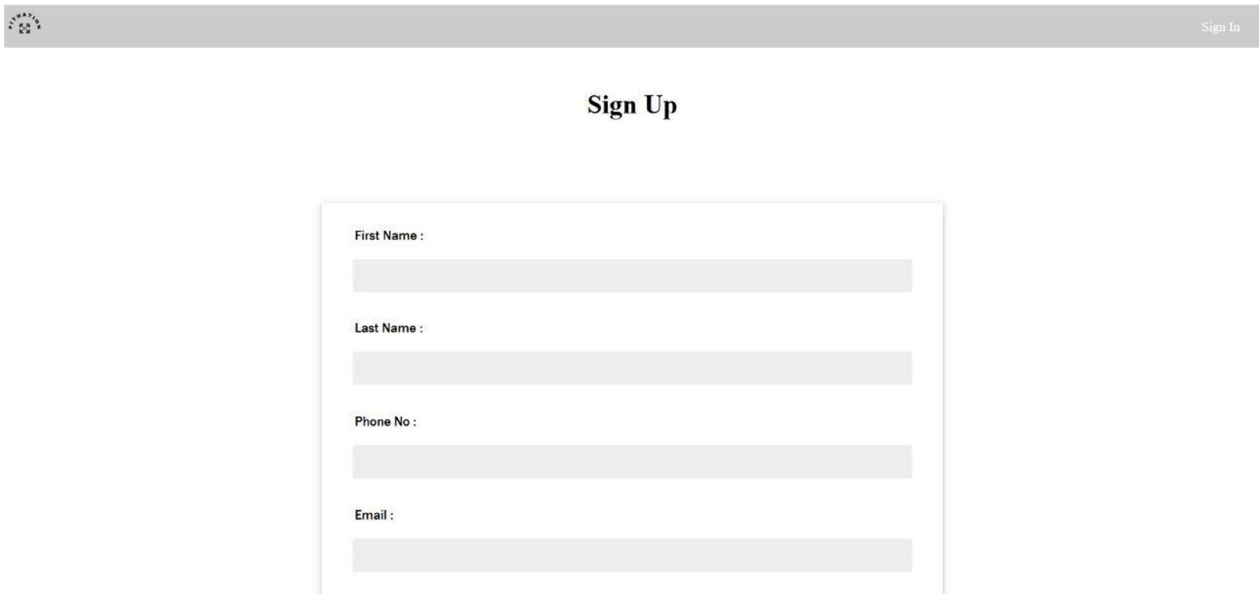

Fig.5. Sign up page for the new User

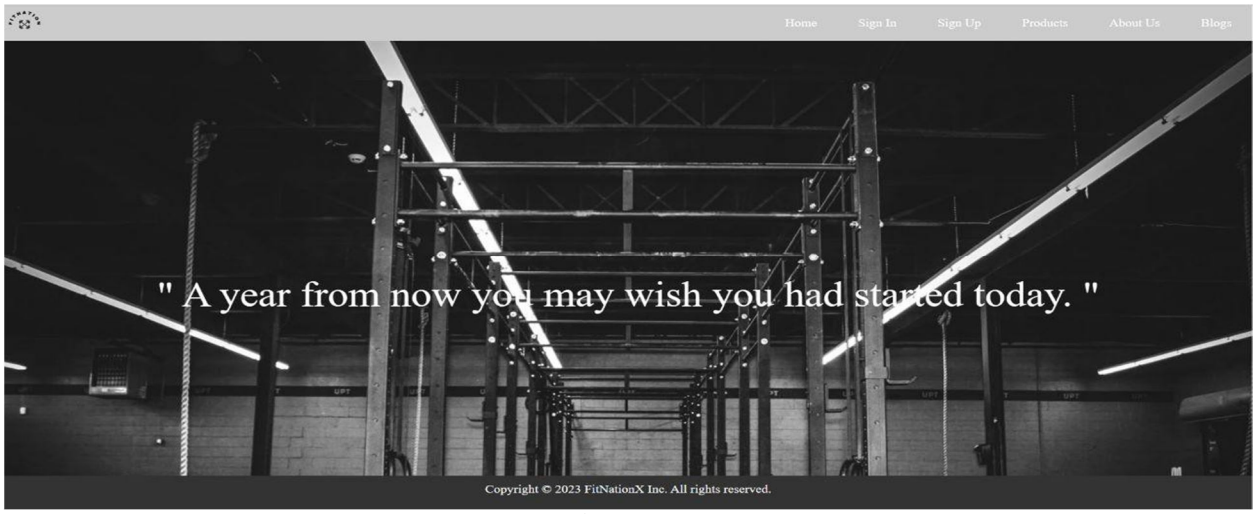

Fig.6. Home page

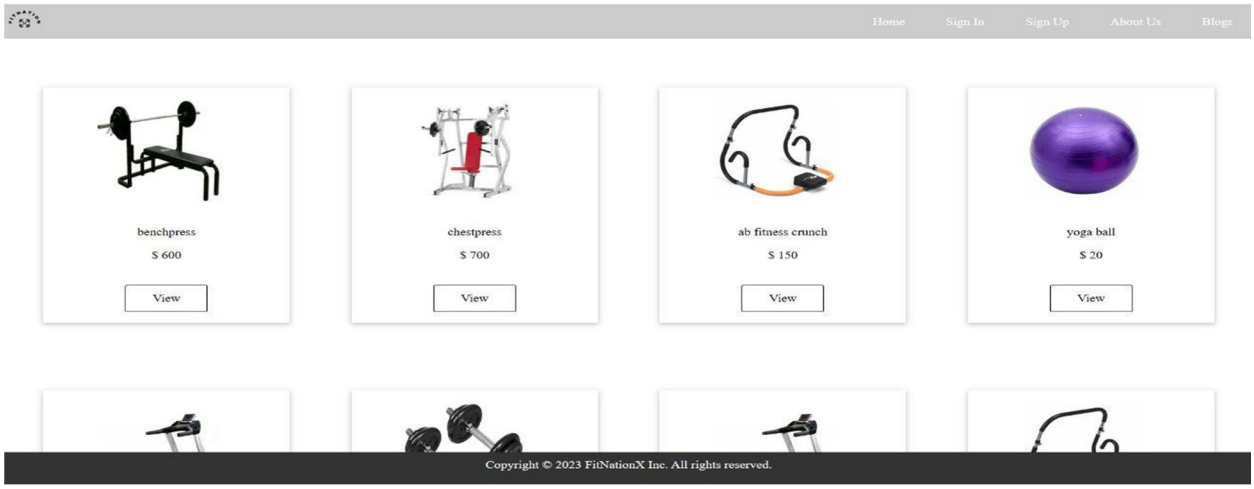

Fig.7 Product cart that user can buy from website

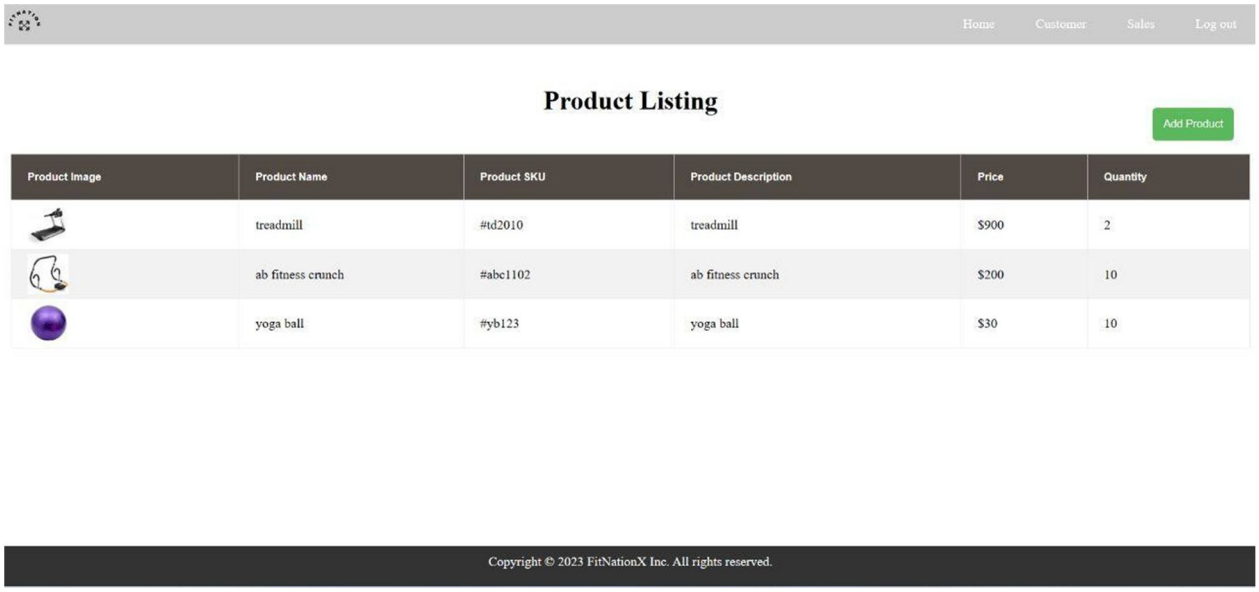

Fig.8. Cart view when user add product to the cart which they want to buy

X. CONCLUSION

In this website users can buy the GYM equipment and other things at one place to get easy access and easily purchase the GYM products and provide a platform to gain access to multiple GYM at one membership.

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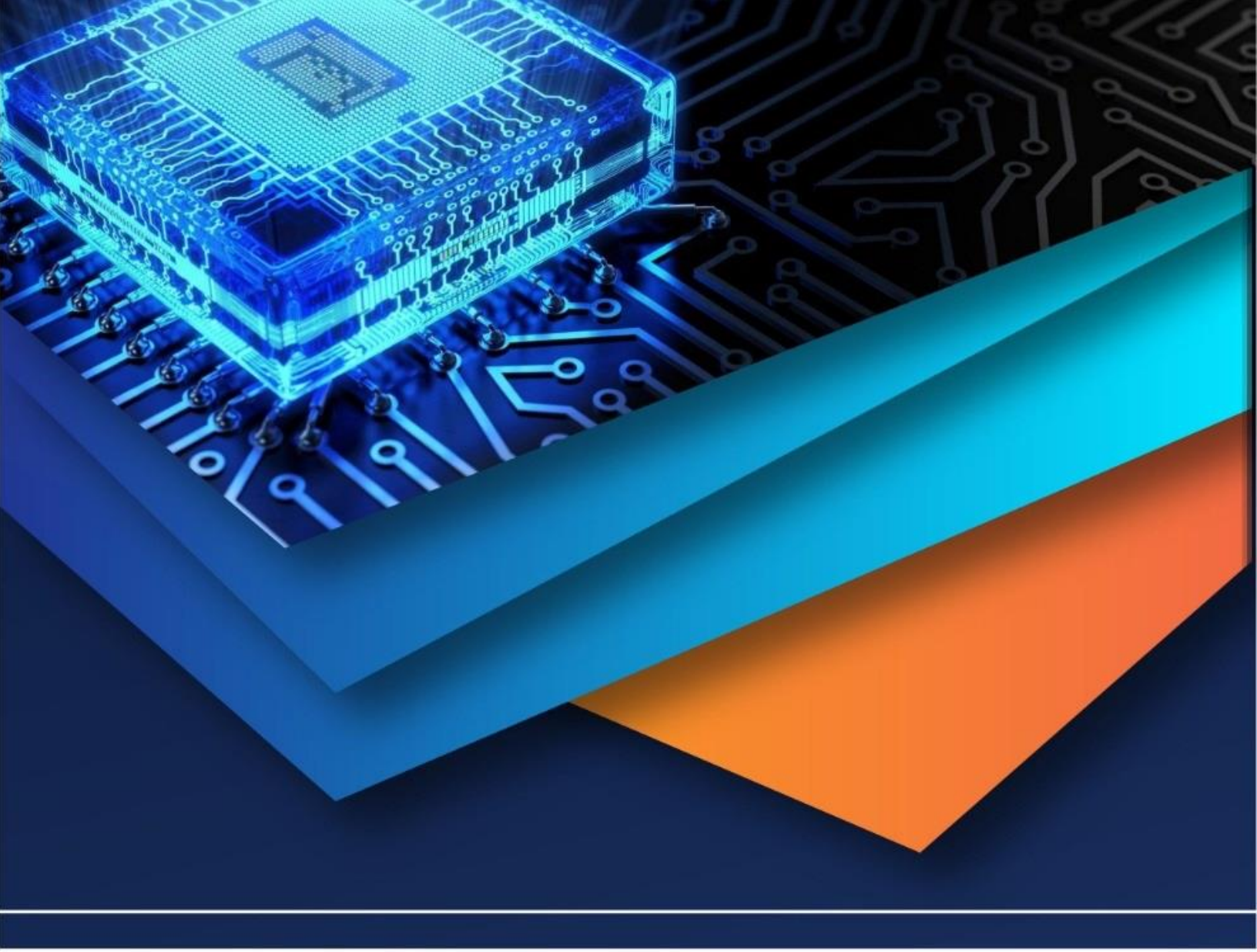
[5] Fig.1. https://www.google.com/url?sa=i&url=https%3A%2F%2Fwww.techopedia.com%2F2%2F 32100%2Fsoftware%2Fa-detailed-look-at-3-tier-software-architecture&psig=AOvVaw3GW6_ka3o6MePsFsFBackD&ust=1682949101281000&sourc e=images&cd=v fe&ved=0C BEQjRxqFwoTC ND_jo3g0f4CFQAAAAAdAAAAABAE
[6] Fig.2. Aditya Kr. Dwivedi 757x605.
[7] Fig.3. Aditya Kr. Dwivedi 656x693.
[8] Fig.4. Aditya Kr. Dwivedi 1280x593.
[9] Fig.5. Aditya Kr. Dwivedi 1280x601.
[10] Fig.6. Aditya Kr. Dwivedi 1280x600.
[11] Fig.7. Aditya Kr. Dwivedi 1280x602.
[12] Fig.8. Aditya Kr. Dwivedi 1280x595.



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