



# **iJRASET**

International Journal For Research in  
Applied Science and Engineering Technology



---

# **INTERNATIONAL JOURNAL FOR RESEARCH**

IN APPLIED SCIENCE & ENGINEERING TECHNOLOGY

---

**Volume: 9      Issue: VI      Month of publication: June 2021**

**DOI: <https://doi.org/10.22214/ijraset.2021.35628>**

**[www.ijraset.com](http://www.ijraset.com)**

**Call:  08813907089**

**E-mail ID: [ijraset@gmail.com](mailto:ijraset@gmail.com)**

# Development of Ecommerce Web Application: Pick & Buy

Mukul singh Nathawat<sup>1</sup>, Lakshay Joshi<sup>2</sup>, Naveen Goyal<sup>3</sup>

<sup>1, 2, 3</sup>Students, Computer Science and Engineering, Global Institute of Technology, Jaipur

**Abstract:** *Electronic commerce is a process of performing business through online modes using computer networks. Now-a-days Ecommerce is seen as an important part of many businesses and business plan. It is beneficial in terms of cost reduction, fast buying, affordable advertisements and marketing, flexibility for buyers, product and price comparison and last but not the least time- saving. Using Ecommerce websites for shopping is not only easy and effortless but also less time consuming. Ecommerce is useful for feedbacks and helps the business owners to build a more efficient and secure business environment for customers.*

## I. INTRODUCTION

Ecommerce is the online buying and selling of products and services using computer networks. Ecommerce is often describing as sale of physical products but it can also be define any kind of transaction that is facilitated through internet. At all started when the first ever online sale: on August 11, 1994 a man sold a CD by the band sting to his friend using a website known as NetMarket, an American marketing website. Since then, ecommerce is evolved so much. Now we can easily discover products and purchase them using online channels.

Ecommerce is a term that enables business or commercial transactions which consist of the transferring information over the internet. Ecommerce made possible for the consumer to exchange goods and services electronically without limitations of time or distance. So Ecommerce is the use of information system, technologies and internet to execute transactions in order to create business value. A website that contains an online store is generally known as an Ecommerce website.

## II. SYSTEM DESIGNING

### A. Home Page

A home page is where customer can browse the products that are available on the website. The home page of pick&buy contains product advertisements, offers, and large variety of products. Homepage also contains options like add to cart and search options.

### B. Registration

Using registration user can register in the website once register user can then login in the website and can browse for product.

### C. Login

User cannot add product to cart or buy it before login in the website. This process contains of a username and a password used by user while registration.

### D. Forgot Password

If user forgot the password, it can be reset using Gmail. User only has to give Email-id and the options for resetting will be mailed to user Email id.

### E. ADD To Cart

If user is not buying the product right now than it can add product to cart for future buying.

### F. Payment

Payment can be done by cash on delivery or by credit card. The total amount including price of product and delivery charges will be shown to user and then the user can proceed.

### III. SYSTEM MODULES

#### A. Maintenance

This module contains information about products and services. Maintenance has following 2 sub modules-

- 1) *Product Master*: this includes the information about particular product, such as name, item, category, images of product, description, constraints of product. All these will be filled to the database through product master or seller and made available in the website.
- 2) *Price Master*: this deals with the product's cost, Discount (if available) for the products that are available for the customers

#### B. Transaction

This module deals with the management of the shopping cart. All the bought items will be added to the shopping cart, where all the items that are to be purchased can be review by the customer. Payment method can be either online or cash on delivery.

#### C. Reports

This module deals with all reports. Whenever an item is sold, or customer orders a product, its seller should be sent an alert via email immediately so that he or she can ship the item. This module has 3 sub modules-

- 1) Stock reports will produce reports the product status and its quantity present in the stocks.
- 2) Order report will have list of product ordered and the customer details who ordered them, that are to deliver.
- 3) Delivery report generates product lists that are delivered to the customers.

#### D. Coding Languages

A website is made by scripting languages. These languages make websites more effective and user friendly for shopping and browsing websites. These make websites look more creative and smart.

- 1) *Javascript*: Javascript is an interpreted language design to create network-centric applications. It is easy to use because it is integrated with java language and HTML. It contains various framework libraries like Angular, React, jQuery, etc.
- 2) *HTML*: It stands for Hyper Text Markup Language and most widely used on web to develop web pages. Its latest version is HTML 4 and it supports more scripting languages, multimedia options, better printing facilities, and style sheets.
- 3) *CSS*: CSS stands for Cascading Style Sheet. CSS is used for controlling the style of a web document or a web page in an easy way. It saves time, helps to load pages faster, easy to maintain and up to global web standards.

### IV. ADVANTAGES OF E-COMMERCE WEB APPLICATION

- A. E-commerce made product and services available to customer 24\*7 throughout a year.
- B. It increases the exposure of business and help to reach out to authentic and possible customer.
- C. It Help to look up and buy a desired product anytime from anywhere.
- D. It increases the number of transactions involves online payments using credit and debit cards.
- E. You can save items in your "wishlist" if you like to buy it in future or also add to cart them to buy multiple items at ones.
- F. You can easily return the product if you don't want to use it. Cash on delivery authenticates the delivery of right product.
- G. People can answer and recommend about a certain product in the comment section. This is a great way to increase product sales for genuine good product.

### V. CONCLUSION

E-commerce websites will lead the electronic business world with great popularity in upcoming years. It gives customers many benefits like convenience, satisfaction, variety, etc. customer can place an order and buy products from anywhere as long as he or she has internet connection. This gives convenience to the customer and thus increases customer satisfaction. E-commerce is changing the face of marketing all around the world. It helps customer to buy products of good quality at an effective price. Not only it creates a safe business environment but also increase sales revenue. Websites like Amazon and Flipkart is now preferred for shopping all around the world. These websites evolved to become boundless organizations that provide customer satisfaction to its customer by providing services. E-commerce websites are facing some challenges right now but it cannot be denied that it has more advantages than downfalls.



## REFERENCES

- [1] Wikipedia
- [2] Abdul Gaffer Khan (2016), Electronic commerce: A study on Benefits and Challenges in Emerging Economy, Global journal of management and business research. Online ISSN: 22449-4588.
- [3] Aaftab Alam, Shivansh Mishra, Satyam Sharma, Richa Gupta (2020, may), Study & Development of E-commerce Website, IRJET volume: 07, e-ISSN: 2395-0056.
- [4] Retrieved from <https://www.w3schools.com/bootstrap/>
- [5] Retrieved from <https://www.tutorialspoint.com/javascript/index.htm>
- [6] Retrieved from [https://www.tutorialspoint.com/e\\_commerce/e\\_commerce\\_business\\_models.htm](https://www.tutorialspoint.com/e_commerce/e_commerce_business_models.htm)
- [7] Nisha Chandra and Sangeeta Goele "future of E-commerce in India", international journal of computing and business research, 2012.





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)