ISLAMIC UNIVERSITY OF TECHNOLOGY Undergraduate Project



SHOPCOMOROS

Supervisor:

Md. Jubair Ibna Mostafa

Lecturer

Department of Computer Science and Engineering (CSE). A project submitted to the Department of CSE in fulfilment of the requirements For BscTe. in TVE.

Academic Year: 2020-2021

March, 2021

Declaration of Authorship

We hereby declare that the work which is being presented in the project entitled "SHOPCOMOROS" in fulfillment of the requirements for the award of the degree of BscTe submitted in the Department of Technical & Vocational Education, Islamic University of Technology is an authentic record of our own work carried out during the period from August, 2020 to March, 2021 under the supervision and guidance of "Md. Jubair Ibna Mostafa", Lecturer, Islamic University of Technology.

The matter embodied in this project work has not been submitted for the award of any other degree.

Authors:

Head of department:

Ms. Raihan

Dr. Md. Abu Raihan

Supervisor . 24.03.21

Md. Jubair Ibna Mostafa

Acknowledgements

In completing this project, we have been fortunate to have help, support and encouragement from many people. We would like to acknowledge them for their cooperation.

First, we would like to thank Sir: Md. Jubair Ibna Mostafa our project supervisor, for guiding us through each and every step of the process with knowledge and support. Thank you for your advice, guidance and assistance. We would also like to thank Dr. Md. Abu Raihan, Head Technical & Vocational Education (TVE) department of Islamic University of Technology who always shows immense patience and understanding throughout the submission of thesis for whole department. Finally, we would like to dedicate this project to our Teachers and our parents, for their love, encouragement and help throughout the whole life.

Submitted By

190033408 - Muhindo Mubarak



190033409 - Anasse Mohamed Maoulida



190033410 - Hamse Hassan Adnan



Supervisor : Md. Jubair Ibna Mostafa

Mars 2021

ABSTRACT

Shopcomoros is an online shop based in Comoros used to build an online shop which help people to find and buy latest design of commodities with different categories like food, electronics, mobile phones, real estate, jewelry among others.

It is useful in the way that it makes an easier way to buy products online. Today most of the electronics shop is useful for shopping site.

The admin havelots of paper work and they are using desktop, spread sheet like MS Excel application to manage data in soft copy about user record. In this proposed shop System it will run in server and user can handle whole the registration activities.

It has facilities to generate various types of reports (like pdf, excel) which are required by the management during event organizing. This application maintains the centralized database so that any changes done at a location reflects immediately.

This is an online tool so more than one user can login into system and use the tool simultaneously.

The aim of this application is to reduce the manual effort needed to manage transactions and historical data used in various gods owns. Also this application provides an interface to users to view the details about events.

ACKNOWLEDGEMENT

We have taken efforts in this project. However, it would not have been possible without the kind support and help of many Faculties. We would like to extend our sincere thanks to all of them. We highly indebted to

Bikroy.com - Bangladesh

For their guidance and constant supervision as well as for providing necessary information regarding the project & also for their support in completing the project.

We would like to express my gratitude towards my parents & member of KIETfor their kind co-operation and encouragement which help us in completion of this project.

Last but not least, many thanks go to the head of the project, Mr. Deepak Singh whose have invested his full effort in guiding the team in achieving the goal. We have to appreciate the guidance given by other supervisor as well as the panels especially in our project presentation that has improved our presentation skills thanks to their comment and advices.

We would like to express our special gratitude and thanks to all abovementioned people for giving us such attention and time. Our thanks and appreciations alsogo to our colleague in developing the project and people who have willingly helped us out with their abilities.

Table of contents

Project Report	Error! Bookmark not defined.
ABSTRACT	4
ACKNOWLEDGEMENT	5
Chapter 1	9
INTRODUCTION	10
History of e-shopping	11
Historical Timeline	12
Objectives of B2C.COM	12
Current e-commerce sites in Comoros	12
Chapter 2	14
Purpose of project	15
Benefits	15
Scope of the project	15
Phases of Development of project	16
Problem definition	16
Feasibility study	16
Project analysis	16
Project design	17
Project Coding and Testing	17
Chapter 3	18
Tools and techniques those are required	18
Which requirements does the system need?	19
Pert chart	20
CHAPTER 4	22
Technical feasibility	23
Technology Description	24
HTML	24
CSS	25
Bootstrap	26
My COL	27

PHP	28
JavaScript	29
CHAPTER: 4	30
ER DIAGRAM AND DFD	31
ER Diagram	31
ER-DIAGRAM:	32
DFD	33
CHAPTER 5	35
Why to go online?	36
Will the site generate revenue?	36
What's new in our project?	36
Risks and Threats	37
CHAPTER 6	38
Project's features and Screeshots	39
Home Page	39
2. Single Product Page	40
4. Login page	41
4. Registration Page	42
5. users' main dashboard	43
6. chat page	44
7. Profile edit page	45
8. Super admin page	46
9. Category management page	47
10. Cities and Zones page	48
11. language management page	49
Reference	51

Bibliography

Chapter 1

INTRODUCTION

Electronic Commerce or e-commerce is business transactions that take place by communication networks. It is a process of buying and selling products, services, and information over computer network. E-commerce is a set of dynamic technologies, applications and business process that link organizations, customers, suppliers and communities through electronic transactions and the electronic exchange of information products and services

Electronic commerce that is conducted between businesses and consumers, on the other hand, is referred to as business-to-consumer or B2C. This is the type of electronic commerce conducted by companies such as Amazon.com.

Online shopping is a form of electronic commerce where the buyer is directly online to the seller's computer usually via the internet. There is no intermediary service. The sale and purchase transaction is completed electronically and interactively in real-time such as Amazon.com for **Comoros**. If an intermediary is present, then the sale and purchase transaction is called electronic commerce such as eBay.com.

History of e-shopping

Originally, electronic commerce meant the facilitation of commercial transactions electronically, using technology such as Electronic Data Interchange (EDI) and Electronic Funds Transfer (EFT). These were both introduced in the late 1970s, allowing businesses to send commercial documents like purchase orders or invoices electronically.

Online shopping, a form of electronic commerce, In 1979 Michael Aldrich, an English inventor, connected a modified 26" color domestic television to a real-time transaction processing computer via a domestic telephone line and invented online shopping. The first recorded B2B was Thomson Holidays 1981 the first recorded B2C was Gateshead SIS/Tesco in 1984. The world's first recorded online home shopper was Mrs. Jane Snowball, 72, of Gateshead, England in May 1984. During the 1980s Aldrich sold many systems mainly in the UK including Ford, Peugeot, General Motors and Nissan.

The Nissan system of 1984/5 was revolutionary. It enabled a car buyer on a dealer's lot to both buy and finance the car, including credit check, online. Aldrich invented both the online shopping system and the business rationale for using it. His 1980s systems were as fast as 2010 internet shopping systems. They used dialup and leased telephone lines as broadband was not available From the 1990s onwards, electronic commerce would additionally include enterprise resource planning systems (ERP), data mining and data warehousing.

An early example of many-to-many electronic commerce in physical goods was the Boston Computer Exchange, a marketplace for used computers launched in 1982. An early online information marketplace, including online consulting, was the American Information Exchange, another pre-Internet online system introduced in 1991.

The Internet became popular worldwide around 1994 when the first internet online shopping started; it took about five years to introduce security protocols and DSL allowing continual connection to the Internet. By the end of 2000, many European and American business companies offered their services through the World Wide Web. Since then people began to associate a word "ecommerce" with the ability of purchasing various goods through the Internet using secure protocols and electronic payment services.

Historical Timeline

1979: Michael Aldrich invented online shopping

1981: Thomson Holidays, UK is first B2B online shopping

1985: Nissan UK sells cars and finance with credit checking to customers online from dealers' lots.

Pizza Hut offers online ordering on its Web page in 1992

1995: Jeff Bezos launches Amazon.com

2010: US e-Commerce and Online Retail sales projected to reach \$173 billion, an increase of 7 percent over 2009

Objectives of Shopcomoros

The main objectives of the **Shopcomoros** are given below:

- 1. To provide a platform where businesses and individuals can market their properties.
- 2. To create a direct link between a business and customers through live chat system.
- 3. To collect important data that can help business, customers and government to planning.
- 4. To provide information about various products in different category.
- 5. Customer can pay online, so security is must therefore e-shopping provide secure transactions.
- 6. After sale e-shopping also provide after sales service in which customer problem is solved.
- 7. Data security is maintained to relatively high level by implementing it at Database level, so as to ensure that only authorized users have access to confidential client information

Current e-commerce sites in Comoros

The current e-shopping sites of Comoros are:

- 1. KathmanduMart.com: This site delivers state-of-the-art Online Solutions by bringing technology and people together to resolve a wide range of shopping necessity.
- 2. NetForComoros.com: A site through which you can send gifts to your family & friends in Comoros.
- 3. Thamel.com: For all kinds of occasions, send gifts to Comoros
- 4. Muncha House An e-commerce site to send gifts to loved ones in Comoros

Chapter 2

Purpose of project

We cover a wide variety of topics which are:

- 1. Build a product catalog that can be browsed and searched
- 2. Implement the catalog administration pages that allow;
 - 1. Adding products,
 - 2. Modifying products,
 - 3. Removing products,
 - 4. Removing categories, and departments,
 - 5. And other administrative features
- 3. Create your own shop online with live chat system
- 4. Increase sales by implementing product recommendations and product reviews
- 5. Handle payments using PayPal and other electronic payment.
- 6. Implement a customer accounts system

Benefits

While implementing these features, we'll learn how to

- 1. Design relational databases and write MySQL queries and stored procedures.
- 2. Use the MySQL full-text search feature to implement product searching.
- 3. Use the Smarty templating engine to write structured and extensible PHP code.
- 4. Implement search engine optimization features
- 5. Use AJAX to improve the user experience utilizing
- 6. Integrate external APIs

Scope of the project

1. Increasing the value of the content with accessibility, reusability and durability.

- 2. We will develop the necessary skills to get our business up on the Web and available to a worldwide audience.
- 3. We'll understand the concepts, and we'll have the knowledge.
- 4. Affiliation program helps to generated many visitors and is one of the best marketing strategies.

Phases of Development of project

- 1. Problem definition: pay by customer for product, advertisement, and marketing
- 2. Feasibility study
- 3. Project analysis
- 4. Project design
- 5. Project coding and testing

Problem definition

Viewing the latest e-commerce sites implemented in Comoros, there do not contain direct live chat with sellers, product reviews, marketing for the products and the sites as well as search engine optimization which ultimately drive visitors to the site and increase the chances that visitors will buy from same site and not from the competitor.

The sites are also not implementing latest technology such as google analytics and ajax and are not user friendly.

The sites are also not maintaining CRM (customer relationship management) for their future reference.

Feasibility study

With the problems addressed above we are making the e-shopping site removing the problems and the technological feasibility of this project is that we are using known technologies as well as open source codes like the PHP 7.3 and MySQL and the operational feasibility is that we can be able to do as per the business requirement, and the economic feasibility is that we are preparing the project as per the partial fulfillment of the BCIS so the economic feasibility is fulfilled.

Project analysis

In this stage we gather the information from the different sources for project development. The methods of collecting information are:

- 1. Interviewing
- 2. Observations
- 3. Viewing of documents and manuals from different e-commerce sites

Project design

In this phase, we design the output of project and its format, inputs and procedures etc. In this stage, we design

- 1. PayPal implementation (transactions through PayPal)
- 2. Product creation and recommendations
- 3. Product attributes
- 4. Creating live chat system
- 5. Implementing Ajax features
- 6. Searching the catalog and catalog administration
- 7. Search engine optimization
- 8. Advertisement with affiliation and other media

Project Coding and Testing

In this stage, we convert the system design to final project using programming language. In this stage format error and logic error are eliminated and make complete project without any error.

After completion of coding, the project will be tested to find out that all individual programs perform correctly. The implementation of PayPal, affiliation program and other services are performing correctly or not is tested.

Date July August September Phase Week Feasibility study Project analysis Project Design

Project coding and Testing Documentation

Gantt chart for project

Chapter 3

Tools and techniques those are required

Tools and techniques Name

- Text editor Sublime Text 3
- Programming languages
 - o PHP,
 - o Mysql,
 - o Javascript,
 - o Facebook MarkUp Language,
 - o Paypal Code,
 - o Jquery,
 - o Ajax,
 - o Bootstrap,
 - o HTML,
 - o Style Sheets (CSS)
 - Guidance from Oscommerce, Durpal, Magento and other e-commerce sites

Web Server Apache

Which requirements does the system need?

- 1. Affiliation program creation
- 2. Basic knowledge about SEO and other marketing strategies such as facebook application
- 3. How Paypal Transactions works or the implementation of sandbox.
- 4. Knowledge about the JavaScript, Ajax, Jquery and flash.
- 5. Embedded code generation
- 6. Knowledge about the osCommerce, durpal, magento and other e-commerce sites.

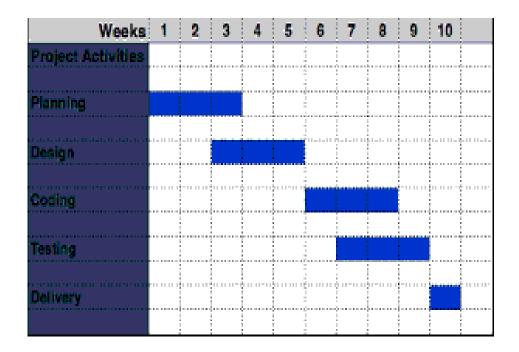


Figure 1.1 Gantt chart

Pert chart

A PERT chart is a project management tool used to schedule, organize and coordinate tasks within a project. PERT stands for Program Evaluation Review Technique, a methodology developed by the U.S. Navy in the 1950s to manage the Polaris submarine missile program. A similar methodology, the Critical Path Method (CPM) was developed for project management in the private sector at about the same time.

A PERT chart presents a graphic illustration of a project as a network diagram consisting of numbered nodes (either circles or rectangles) representing events, or milestones in the project linked by labeled vectors (directional lines) representing tasks in the project. The direction of the arrows on the lines indicates the sequence of tasks. In the diagram, for example, the tasks between nodes 1, 2, 4, 8, and 10 must be completed in sequence. These are called dependent or serial tasks. The tasks between nodes 1 and 2, and nodes 1 and 3 are not dependent on the completion of one to start the other and can be undertaken simultaneously. These tasks are called parallel or concurrent tasks. Tasks that must be completed in sequence but that don't require resources or completion time are considered to have event dependency. These are represented by dotted lines with arrows and are called dummy activities. For example, the dashed arrow linking nodes 6 and 9 indicates that the system files must be converted before the user test can take place, but that the resources and time required to prepare for the user test (writing the user manual and user training) are on another path. Numbers on the opposite sides of the vectors indicate the time allotted for the task.

The PERT chart is sometimes preferred over the Gantt chart, another popular project management charting method, because it clearly illustrates task dependencies. On the other hand, the PERT chart can be much more difficult to interpret, especially on complex projects. Frequently, project managers use both techniques.

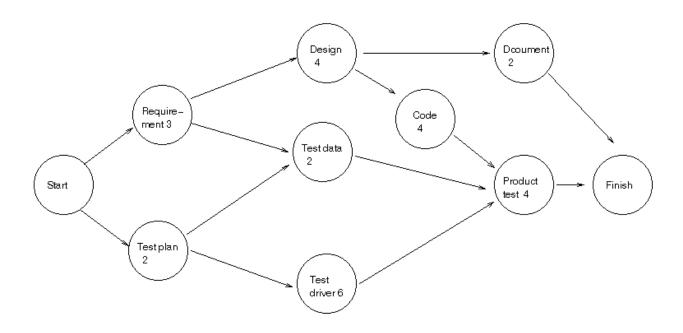


Fig.1.2 Pert Chart

CHAPTER 4

TECHNICAL FEASIBILITY

Technical feasibility

Technical feasibility is one of the first studies that must be conducted after the

project has been identified. In large engineering projects consulting agencies that have large

staffs of engineers and technicians conduct technical studies dealing with the projects. In

individual agricultural projects financed by local agricultural credit corporations, the

technical staff composed of specialized agricultural engineers, irrigation and construction

engineers, and other technicians are responsible for conducting such feasibility studies.

The first step in the feasibility stage, Technical Feasibility, involves development

of a working model of the product or service. It is not necessary that the initial materials and

components of the working model represent those that actually will be used in the finished

product or service. The purpose of the working model is to demonstrate, to your own

satisfaction, that the product or service is functional and producible. It also provides a visual

means to share your concept with others. The concept of a mechanical working model is

easier to grasp and understand than software, ecommerce or service-related products. E-

commerce models require verification of the ability to integrate the computers, servers,

software and programming needed to support the operational concept. Services, packaged as

a set of value-added activities, should deliver observable benefits.

Definition: The process of proving that the concept is technically possible.

Objective: The objective of the technical feasibility step is to confirm that the product will

perform and to verify that there are no production barriers.

Product: The product of this activity is a working model.

Technology Description

HTML

HTML stands for HYPER TEXT MARKUP LANGUAGE, which is most widely used language on web to develop web pages. HTML refers to the way in which Web pages (HTML documents) are linked together. Thus, the link available on a web page is called Hypertext.

HTML was created by Berners-Lee in late 1991 but "HTML 2.0" was the first standard HTML specification which was published in 1995. HTML 4.01 was a major version of HTML and it was published in late 1999. Though HTML 4.01 version is widely used but currently we are having HTML-5 version which is an extension to HTML 4.01, and this version was published in 2012.

As its name suggests, HTML is a Mark-up Language which means you use HTML to simply "mark-up" a text document with tags that tells a web browser how to structure it to display.

Originally, HTML was develop with the intent of defining the structure of documents like heading, paragraph, lists, and so forth to facilitate the sharing of scientific information between researchers. Now, HTML is being widely used to format web pages with the help of different tags available in HTML.

Cascading Style Sheet is a style sheet language used for describing the presentation of a document written in a markup language Although most often used to set the visual style of web page and user interfaces written in HTML and XHTML, the language can be applied to any XML document, including plain XML, SVG and XUL, and is applicable to rendering in speech, or on other media. Along with HTML and JavaScript, CSS is a cornerstone technology used by most websites to create visually engaging webpages, user interfaces for web applications, and user interfaces for many mobile applications.

CSS is designed primarily to enable the separation of document content from document presentation, including aspects such as the layout, colors, and fonts. This separation can improve content accessibility, provide more flexibility and control in the specification of presentation characteristics, enable multiple HTML pages to share formatting by specifying the relevant CSS in a separate .css file, and reduce complexity and repetition in the structural content.

The CSS specifications are maintained by the World Wide Web Consortium (W3C). Internet media type (MIME type) text/css is registered for use with CSS by RFC 2318 (March 1998). The W3C operates a free CSS validation service for CSS documents

CSS has a simple syntax and uses a number of English keywords to specify the names of various style properties .A style sheet consists of a list of *rules*. Each rule or rule-set consists of one or more *selectors*, and a *declaration block*.

Bootstrap

Bootstrap is a free and open-source, front-endweb framework for designing websites and web applications. It contains HTML- and CSS-based design templates for typography, forms, buttons, navigation and other interface components, as well as optional JavaScript extensions. Unlike many web frameworks, it concerns itself with frontend development only.

Bootstrap is modular and consists of a series of less stylesheets that implement the various components of the toolkit. These stylesheets are generally compiled into a bundle and included in web pages, but individual components can be included or removed. Bootstrap provides a number of configuration variables that control things such as color and padding of various components.

Since Bootstrap 2, the Bootstrap documentation has included a customization wizard which generates a customized version of Bootstrap based on the requested components and various settings.

As of Bootstrap 4, Sass is used instead of less for the stylesheets. Each Bootstrap component consists of an HTML structure, CSS declarations, and in some cases accompanying JavaScript code.

My SQL

MySQL is an open source RDBMS that relies on SQL for processing the data in database. MySQL provides APIs for the languages like C, C++, Eiffel, JAVA, Perl, PHP and Python. MySQL is most commonly used for web applications and for embedded applications and has become a popular alternative to proprietary database system because of its speed and reliability. MySQL can run on UNIX, Windows and Mac OS.

MySQL is an essential part of almost every open source PHP application. Good examples for PHP/MySQL-based scripts are phpBB, os Cmmerce and Joomla. One of the most important things about using MySQL is to have a MySQL specialized host.

MySQL is the most popular Open Source Relational SQL database management system. MySQL is one of the best RDBMS being used for developing web based software applications.

MySQL is an open source relational database management system (RDBMS) based on Structured Query Language (SQL). MySQL runs on virtually all platforms, including Linux, UNIX, and Windows. Although it can be used in a wide range of applications, MySQL is most often associated with web-based applications and online publishing and is an important component of an enterprise stack called LAMP. LAMP is a Web development platform that uses Linux as the operating system, Apache as the Web server, MySQL as the relational database management system and PHP as the object oriented scripting language. (Sometimes Perl or Python is used instead of PHP.)

PHP

The PHP Hypertext Preprocessor (PHP) is a programming language that allows web developers to create dynamic content that interacts with databases. PHP is basically used for developing web based software applications. This tutorial helps you to build your base with PHP. PHP started out as a small open source project that evolved as more and more people found out how useful it was. Rasmus Lerdorf unleashed the first version of PHP way back in 1994.

- PHP is a recursive acronym for "PHP: Hypertext Preprocessor".
- PHP is a server side scripting language that is embedded in HTML. It is used to manage dynamic content, databases, session tracking, even build entire ecommerce sites.
- It is integrated with a number of popular databases, including MySQL, Postgre SQL, Oracle, Sybase, Informix, and Microsoft SQL Server.
- PHP is pleasingly zippy in its execution, especially when compiled as an Apache module on the Unix side. The MySQL server, once started, executes even very complex queries with huge result sets in record-setting time.
- PHP supports a large number of major protocols such as POP3, IMAP, and LDAP.
 - PHP4 added support for Java and distributed object architectures (COM and CORBA), making n-tier development a possibility for the first time.
- PHP is forgiving: PHP language tries to be as forgiving as possible.
- PHP Syntax is C-Like.

JavaScript

JavaScript is a lightweight, interpreted programming language. It is designed for creating network-centric applications. It is complimentary to and integrated with Java. JavaScript is very easy to implement because it is integrated with HTML. It is open and cross-platform.

JavaScript is a high-level, dynamic, untyped, and interpreted programming language. It has been standardized in the ECMA Script language specification. Alongside HTML and CSS, it is one of the three core technologies of World Wide Web content production; the majority of websites employ it and it is supported by all modern Web browsers without plugins. JavaScript is prototype-based with first-class functions, making it a multi-paradigm language, supporting object-oriented, imperative, and functional programming styles. It has an API for working with text, arrays, dates and regular expressions, but does not include any I/O, such as networking, storage, or graphics facilities, relying for these upon the host environment in which it is embedded.

Despite some naming, syntactic, and standard library similarities, JavaScript and Java are otherwise unrelated and have very different semantics. The syntax of JavaScript is actually derived from C, while the semantics and design are influenced by the Self and Scheme programming languages.

JavaScript is also used in environments that are not Web-based, such as PDF documents, site-specific browsers, and desktop widgets. Newer and faster JavaScript virtual machines (VMs) and platforms built upon them have also increased the popularity of JavaScript for server-side Web applications. On the client side, JavaScript has been traditionally implemented as an interpreted language, but more recent browsers perform just-in-time compilation. It is also used in game development, the creation of desktop and mobile applications, and server-side network programming with runtime environments such as Node.js.

CHAPTER: 4

ER DIAGRAM AND DFD

ER Diagram

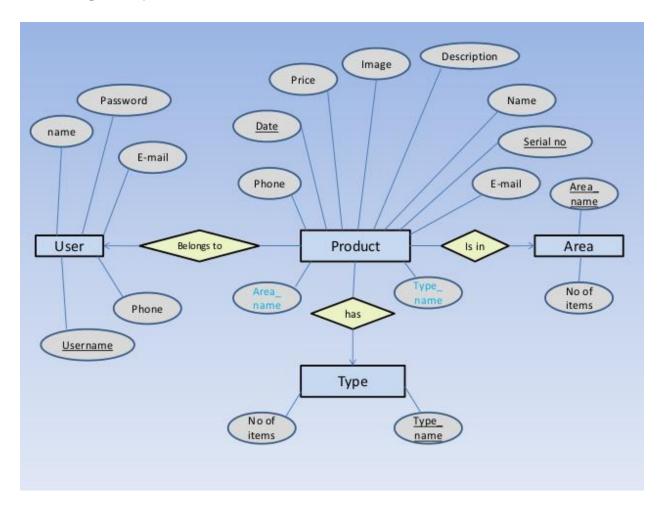
The Entity-Relationship Data Model (ERD) perceives the real world as consisting of basic objects, called entity & relationship among these objects.

It was developed to facilitate database design by allowing specification of an enterprise schema, which represents overall logical structure of a database. The ERD model is very useful in mapping the meaning & interactions of the outside world enterprises onto a conceptual schema.

The ERD model consists of the following major components

- ELLIPSE which represents attributes.
- RECTANGLES which represents entity-sets.
- DIAMONDS which represents the relationship sets.
- LINES which link attributes to entity sets to relationship sets.

ER-DIAGRAM:-



DFD

A data flow diagram is graphical tool used to describe and analyze movement of data through a system. These are the central tool and the basis from which the other components are developed. The transformation of data from input to output, through processed, may be described logically and independently of physical components associated with the system.

These are known as the logical data flow diagrams. The physical data flow diagrams show the actual implements and movement of data between people, departments and workstations.

A full description of a system actually consists of a set of data flow diagrams. Using two familiar notations Yourdon, Gane and Sarson notation develops the data flow diagrams. Each component in a DFD is labeled with a descriptive name. Process is further identified with a number that will be used for identification purpose.

The development of DFD'S is done in several levels. Each process in lower level diagrams can be broken down into a more detailed DFD in the next level. The lop-level diagram is often called context diagram.

It consists single process bit, which plays vital role in studying the current system. The process in the context level diagram is exploded into other process at the first level DFD.

The idea behind the explosion of a process into more process is that understanding at one level of detail is exploded into greater detail at the next level. This is done until further explosion is necessary and an adequate amount of detail is described for analyst to understand the process.

DFD SYMBOLS:

In the DFD, there are four symbols:

- A square defines a source(originator) or destination of system data
- An arrow identifies data flow. It is the pipeline through which the information flows
- A circle or a bubble represents a process that transforms incoming data flow into outgoing data flows.
- An open rectangle is a data store, data at rest or a temporary repository of data

Process that tra Process that transforms data flow.

CHAPTER 5

Why to go online?

- 1. Get more customers
- 2. Recognize worldwide
- 3. Reduce the costs of fulfilling demands or orders.
- 4. Increasing Business revenue
- 5. Increasing the operational value
- 6. Increase flexibility

Will the site generate revenue?

Of course yes, there are so many ways to generate revenue and draw customers to E-shopping sites. Most commonly uses are:

- a) Selling Data to right people
- b) Google Adsense
- c) Referral Programs
- d) Local Advertisements
- e) Newspaper and Media
- f) Customer Relation Management.

What's new in our project?

Basically, e-commerce is new concept and many projects have already been made and is emerging in new eras and covers many techniques.

In our project E-shopping with affiliation program the product in our site can be advertise to the other sites and the affiliated account holder can earn money.

The strategy can be PPC (Pay Per Click) means the affiliated account holder can earn money as per the clicks in our product.

Make money with affiliate program that pays the account holder for every click Affiliated account holder gets paid for every visitor that clicks on an advertisement. Our goal is to enable you to make as much as possible from your advertising space, by letting advertisers bid on your ad space. We pay monthly, either by check, or instantly through PayPal with a minimum of only \$50. They can also promote our site with the banners available and other promotional texts and click providers.

Risks and Threats

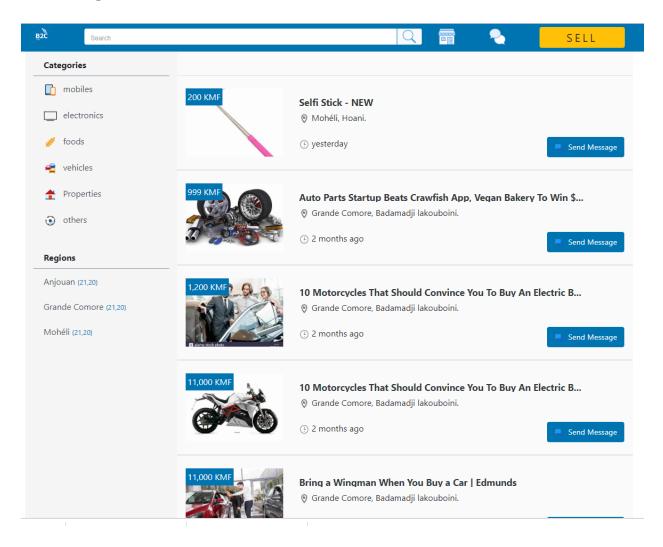
All this might make it sound as if your e-commerce business can't possibly fail. Some risks are particularly relevant to e-commerce companies, such as:

- 1. Hacking
- 2. Credit card scams
- 3. Hardware failures
- 4. Unreliable shipping services
- 5. Software errors
- 6. Changing laws Reference

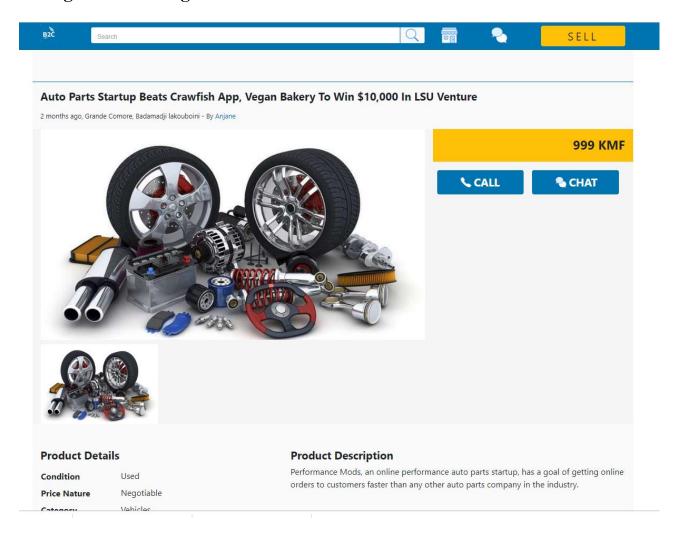
CHAPTER 6

Project's features and Screeshots

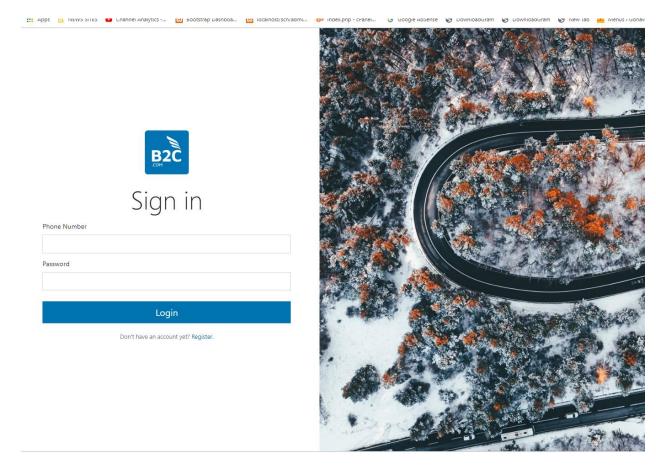
Home Page



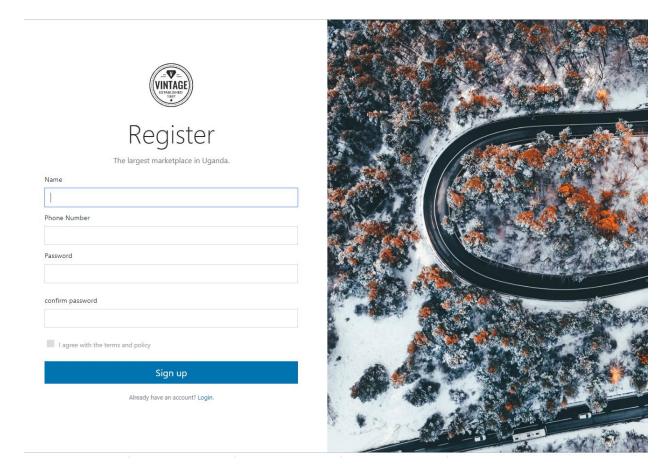
2. Single Product Page



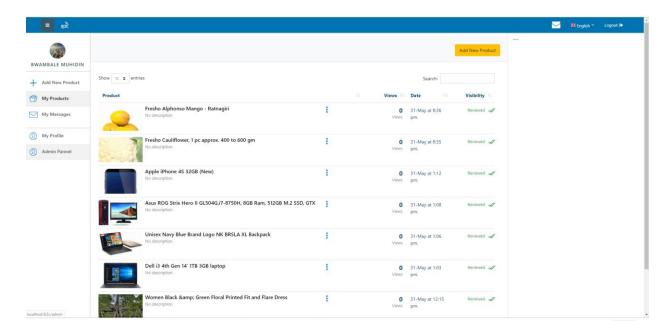
4. Login page



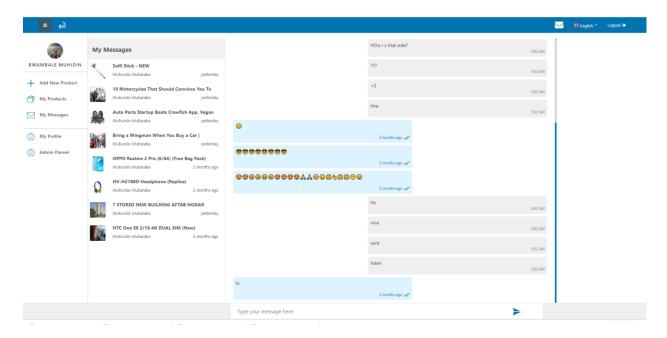
4. Registration Page



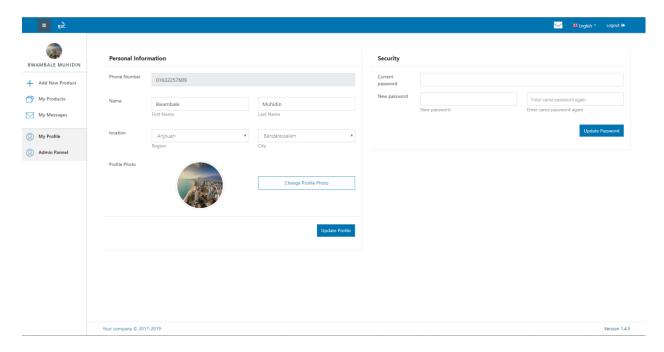
5. users' main dashboard



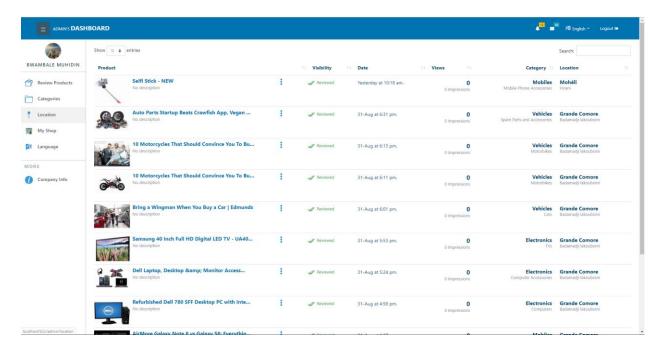
6. chat page



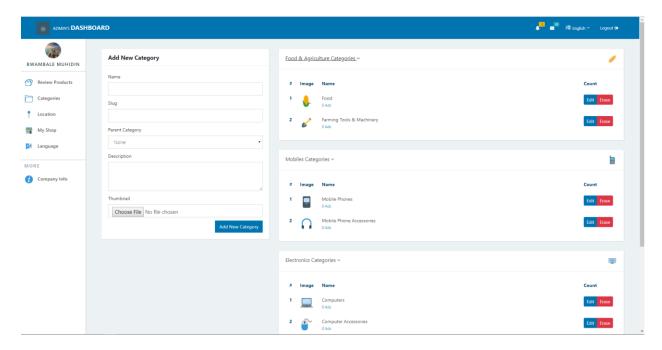
7. Profile edit page



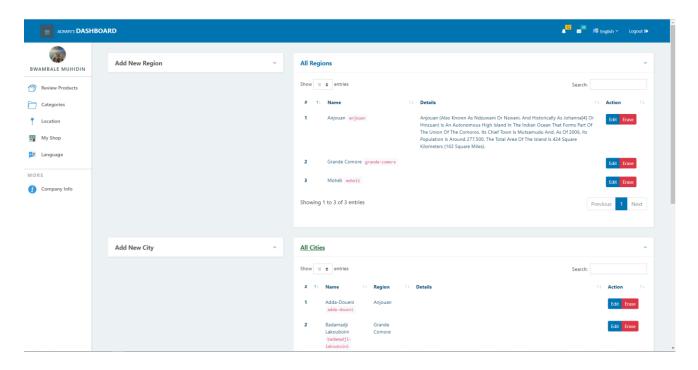
8. Super admin page



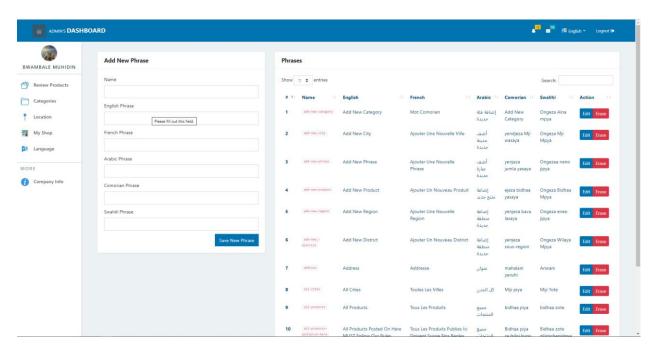
9. Category management page



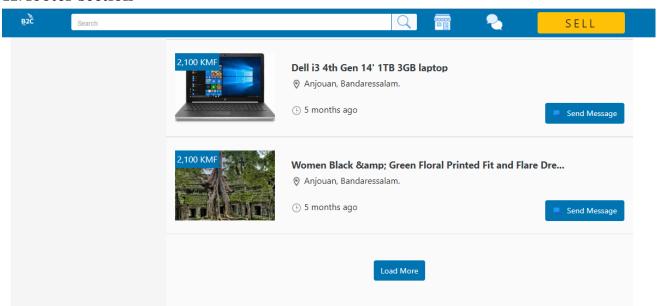
10. Cities and Zones page



11. language management page



12. footer section



Sell it fast	FAQ	Blog	About Us
Buy Now	Stay safe	Facebook	Jobs
Membership	Contact Us	Instagram	Terms and Conditions
Promotions		Twitter	Privacy policy
			Sitemap
roy © 2018 - 2019			Version 1.4.

Reference

http://en.wikipedia.org/wiki/Electronic_commerce

http://www.ecommerce-blog.org

http://www.phpwebcommerce.com/

https://developer.paypal.com/

http://www.webopedia.com/DidYouKnow/Internet/2007/Affiliate_Marketing.asp

http://www.webopedia.com/TERM/E/electronic_commerce.html

http://www.amazon.com