

ISLAMIC UNIVERSITY OF TECHNOLOGY (IUT)

Star General Shopping Store (SGS Store)

SUBMITTED

In partial fulfilment of the requirements for the degree of BSc Technical Education Specilization in Computer Science and Engineering

BY

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DECLARATION

This is to certify that the work presented in this Project Report is the outcome of the analysis and implementation carried out under the supervision of Tanjila Alam Sathi Lecturer at the Islamic University of Technology (IUT) in Dhaka, Bangladesh, in the Department of Computer Science and Engineering (CSE). It is further claimed that neither this thesis nor any part of this thesis has been submitted for any degree or certificate elsewhere.

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In my Capacity as supervisor of the project, I certify that the above statements are true to the best of my knowledge.

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We are extremely grateful to our project supervisor **Tanjila Alam Sathi** for the support and continuous guidance throughout the course of this work. She created an environment for which we were able to explore many ideas without constraint. We have gained a wealth of knowledge and experience in science and engineering through her direction that is beyond value to our future endeavors.

And last but not the least we are thankful to our family, friends and well-wishers for their support and inspiration. Without them it would never have been possible for us to make it this far.

ABSTRACT

Online Buying is a Business to Consumer online E-commerce application that aims to provide customers with a smart online shopping experience. Consumers will like the many options available on this buying site. PHP, HTML, CSS, and JavaScript were used to create the system. It mostly assists customers who wish to purchase their required items in a convenient manner. Customers may simply access the system, select items from any category, register for an order, connect to their accounts, and then pay for their purchases. Customers can make changes to their order list before it is confirmed. It offers assistance around the clock. Customers may inquire about any product or service and place orders from any location, at any time. The website sells a variety of technological and clothing things. This document will discuss each of the primary technologies to create and implement on Star general shopping store website

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CHAPTER 1

INTRODUCTION

E-commerce is quickly becoming a worldly recognized and used business model. Most of the businesses are creating websites that let them to conduct marketable transactions over the internet. It is fair to state that internet shopping is becoming more popular this project's objective is to develop a broad purpose e-commerce site where people may buy for garments. Electronics, and furniture from the easy of their homes using the Internet.

Star General Shopping Store is the shopping store where all types of categories products are available in a single place for the comfort of the customers so that they can buy the products in a good manner from a single place instead of looking for different items in different categories store. As we have seen many shopping websites where looking for the desired product are bit complex because their system is so unfriendly with the customers, Star General Shopping Store have the user friendly User interface which is easy to use and to look for the products customers wants to buy.

E-commerce businesses have become a part of our everyday lives. Thanks to technology improvements, people may now shop online from the comfort of their own homes rather than visiting to a physical store.

MODULES OF THE SYSTEM

Star General Shopping Store is divided in two modules-

- Admin
- Customer/User

Admin Features

- Admin Dashboard
- Admin can add/update/delete users
- Admin can add/update/ delete categories
- Admin can add/update/delete products
- Admin can register new users and also edit info of the user
- Admin can change own password

User Features

- User login system.
- Users can View Products without registering
- Users can contact admin through contact us page.

PROBLEM STATEMENT

E-commerce platforms make it simple to sell items to a large audience. However, e-commerce websites are very competitive. When users visit your e-commerce site, they want to discover what they're looking for quickly and easily. People are sometimes unclear about which brands or things they want to buy. They have a broad idea of what they would want to get. Many buyers are increasingly searching for items on Google rather than visiting specialist ecommerce sites. They want Google to send people to e-commerce sites where they can buy their products. The purpose of every e-commerce website is to help customers narrow down their broad ideas and complete their transactions.

On the most recent e-commerce sites implemented in Pakistan, there are no product evaluations, marketing for the products and sites, or search engine optimization, all of which drive traffic to the site and increase the likelihood that visitors would buy from the same site rather than a competitor.

BACKGROUND AND MOTIVATION

Consumers are increasingly doing their shopping on the internet. This new shopping revolution offers potential clients not only a great number and diversity of items, but also different business options and a large market. Social media is increasingly recognized as a platform for individuals to showcase themselves on the internet as well as a platform for selling goods to clients, referred to as an online store. Because of the numerous advantages and benefits, more people are stating that they prefer online shopping over traditional shopping these days.

The most popular goods to buy are usually:

- Clothing (45%)
- Electronics (30%)
- Furniture (25%)

The figures above show that online shopping is growing in popularity. With the rise in popularity of online shopping, many experts are curious as to what motivates consumers to do so.

CHAPTER 2

LITERATURE REVIEW

Electronic Commerce (e-commerce) programs enable communication among parties engaged in a business transaction through the internet, as well as data management.

A study conducted by experts at Georgia Institute of Technology's GVU (Graphics, Visualization, and Usability) Center demonstrates the relevance of e-commerce. "E-commerce is taking off both in terms of the number of individuals shopping as well as the overall amount of money spent via Internet-based transactions," the researchers write.

Over three-quarters of the 10,000 respondents indicated they had purchased something on the internet. The most prevalent purpose for utilizing the internet for private purchases was convenience (65%), followed by vendor information (60%), minimal sales pressure (55%), and time savings (55%).

Though security is still a major cause why more people aren't buying products online, the GVA survey reveals that consumer confidence in ecommerce security is increasing. More customers are expected to make more frequent transactions as their confidence in existing encryption systems grows.

Feedback is another key aspect of e-commerce site design. The user-website interaction cycle isn't complete until the website responds to a user command. "Feedback," according to Norman, "is a well-known idea in the science of control and information theory—sending back to the user information about what action has really been done, what outcome has been achieved."

Imagine there would be no feedback if you tried to converse with somebody when you couldn't get your own voice or drew with a pencil that didn't leave a mark.

METHODOLOGY

Unified Modeling Language (UML) diagrams for class diagram description and Entity-Relationship Diagrams (ERD) for database table structure design are the tools used for physical and database design. The logical and database structural designs, as well as database normalization, are all covered in this explanation. The complete web-based software is written in object-oriented programming, mostly using PHP scripts on the server side.

The application is created in the form of a website with a frontend and a database backend. The choice to construct the application as a website was based on the fact that different sorts of data would need to be stored, and that a website approach would be more suited owing to the advantages of the website system over alternative forms. A database management system enables firms to swiftly and easily create databases. To interact with and alter the database, PHP, a programming language, will be utilized. PHP's key features include object-oriented programming and cross-platform compatibility. The word "cross platform" refers to a program's ability to run on many systems.

We have used JavaScript for making dynamic web pages, HTML for the structure of the website, CSS for the styling of the website and Bootstrap for making the website responsive to various devices screen sizes.

METHOD OF DATA COLLECTION

Data collection is divided into primary studies and secondary studies, in which the primary data includes quantitative and qualitative methods.

Quantitative

We decided to begin our primary data collection by developing and distributing an online questionnaire for people with an online shopping experience to determine their attitudes and opinions regarding general purpose shopping website. A questionnaire is a simple and quick approach to collect data, and it can be standardized and scaled. Questionnaires might also be used to collect data on a variety of topics. 2007 (Sukamolson).

We will construct suitable surveys and employ both structured and unstructured questions to achieve a full picture of customers' experiences on shopping websites with all categories and to collect statistically meaningful comments from questioned consumers.

Qualitative

To make our study more useful, we decided to conduct a sufficient number of in-depth interviews based on the results of the questionnaire survey in order to better understand consumer attitudes and the reasons for their pleasure or discontent. We decided that interviewing customers of various ages would provide a more thorough knowledge of the variances in consumer purchase intentions. The goal of these interviews is to learn more about the motivations behind general purpose shopping sites and what appeals to them especially. The major traits that attract customers are discovered by evaluating and analyzing the transcripts of many interviewers.

CHAPTER 3

PROPOSED SYSTEM

OBJECTIVE

The main motive of this System to develop a general purpose shopping website where information about different products in a different category should be available. Customers may buy things via the company's website. Customers may log in and view a wealth of product information before making a decision based on price and quality comparisons. E-commerce must provide for secure transactions since clients may pay for goods and services online. By implementing data security at the database level, only authorized individuals have access to private client data, data security is preserved at a suitable level.

Catalog administration pages were implemented, allowing for add, alter, and deletion of commodities, categories, and departments, with other administrative activities. We built a shopping cart and checkout system in PHP.

SCOPE

E-commerce has risen in popularity throughout time and is currently one of the internet's fastest-growing categories. Though end-user adoption took some time, we are now at a point where the majority of customers prefer to shop online. There were many concerns when online shopping first began, but over time, individuals have learned to trust E-commerce for all of their purchasing needs.

The project's goal is to improve the content's value by making it more accessible, reusable, and durable. Users may establish accounts and save things to wish lists using the existing system, which can be expanded. Only the shopping cart procedure is covered by the existing system. It may be enhanced to provide a simple check-out process. Multiple shipping and billing addresses can be saved by users. They may pick shipping and payment details using the drag and drop functionality during checkout.

OUR SYSTEM

Customers who want to get their essentials in a convenient way can go to Star General Shopping Store. Customers may quickly explore the system and choose things from any category, place orders, link to their accounts, and pay for their purchases. Before their order is verified, customers can make modifications to their order list. It provides aid at all times. Customers may ask about any product or service at any moment and place purchases. The modern shopping website provides a diverse selection of technical equipment, apparel for all ages, home appliances, and other requirements that consumers require on a regular basis. This online Ecommerce system may provide a consumer with a comprehensive, secure, and user-friendly solution.

Features of the system

- Any member will be able to register
- Products can only be purchased by registered members.
- Contact us page is there to contact Admin for queries.
- Visitor can only view available products.
- User can browse and buy things.
- An Admin has extra privileges, plus all visitor and user privileges.
- The administrator can add products, change product details, and add/remove goods.
- The administrator has the ability to add, modify, and delete users.
- The admin can ship the order to the user by sending a confirmation email.

SYSTEM ENVIRONMENT

Hardware Configuration

- 1. Pentium IV Processor or higher
- 2.512 MB RAM or higher
- 3.40GB HDD or more
- 4. 1024 X 768 Resolution Color Monitor or more

Software Configuration

- 1. OS: Windows XP, Linux
- 2. PHP (PHP5.6, MySQL, Apache, and PHPMyAdmin, code editor (sublime text)
- 3. Browser: Chrome or any

DESIGN

Design is the initial stage in any methods and concepts used to describe a device, a procedure, or a system in sufficient depth to permit physical implementation are in this phase.

Following the study and definition of software requirements, software design includes three technical activities: design, coding, implementation, and testing, which are all required to construct and verify the program. The design activities are crucial in this phase since they are where decisions are made that will ultimately affect the software's success and simplicity of maintenance. These choices have the greatest influence on the system's reliability and upkeep. The customer's requirements can only be accurately turned into finished software or a system through design. Excellence is encouraged through growth via design. The process of translating requirements into a visual representation of software is known as software design. Software development is divided into two stages. Preliminary design is concerned with converting needs into data. We create the project's output, including its format, inputs, and methods.

In this stage we design

- Credit card function (dealings by cards)
- Product conception and Suggestions
- Product qualities
- Generating personal shopping cart
- Applying Ajax features
- Searching the product and product management
- Search engine optimization

PROJECT CODING AND TESTING

We have used programming languages to transform the system design into a completed project Errors and logic errors are avoided in this stage level format, resulting in a project that is faultfree.

After the code part is finished, the system will be tested to certify that all of the separate applications work properly. Credit/debit card transactions and other services are examined to see if they are working properly.

CHAPTER 4

SYSTEM ANALYSIS AND DESIGN

REQUIREMENT ANALYSIS

Because the goal of the application is to be simple to use and interesting, extensive research was done to learn about the needs and habits of various users. For the end user, the application's operation is made easy and uncomplicated.

Users are classified into two categories based on how well they grasp the things that best suit their needs. They may be separated into two groups: those who know what product will suit their needs and those who must determine which goods will meet their wishes. Users who are already acquainted with the product should be able to find it with a single click. Such folks can locate the merchandise by using the product name as a search keyword. Users that need to find a product that fulfills their requirements can enter a search phrase to get a list of things, and then filter the results by product category, manufacturer, and price.

Users should be able to see the entire product specification as well as multiple photos at various zoom settings. The user should be able to see the customer reviews and ratings for the product. They should be able to compose their own material.

To make the shopping cart more user-friendly, the user should be able to drag and drop products into the basket. The contents of a shopping cart should be editable by the user. They should be able to change the amounts of things in the cart as well as delete items from the cart. By dragging and dropping the product outside the shopping cart, the user should be able to remove it from the cart.

SYSTEM FEASIBILITY

Economic Feasibility

Because all that is necessary is a computer that fulfills the aforementioned basic standards, the project is cost-effective. Users will just have to pay for Internet connection to utilize the service.

Behavioral Feasibility

The system does not require any specific technological knowledge, and all of the views accessible are self-explanatory. For all activities made, the users are effectively led by caution and failure warnings.

Technical Feasibility

The following are the sole technical requirements for deploying the application: Win 2000/XP Platform Operating Environment Xampp Server, .NET Framework

PROCESS REQUIREMENT

For the system, the following process requirements have been identified.

- A valid login is required to purchasing any product
- Administrator can edit user information in database
- Administrator can edit products for particular categories
- Administrator can add/update/delete whole system features.

SYSTEM ANALYSIS

By the end of the study process, we obtained three significant diagrams after thoroughly analyzing the web application's needs and functioning. The ER diagram and data flow diagram served as the foundation for determining entities and their relationships, as well as the flow of information.

Data Flow Diagram 0

SDS Store DFD Level 0 introduces the basic concept that will serve as the foundation for the subsequent levels. A single process with the core process, users, and data represents the basic notion.

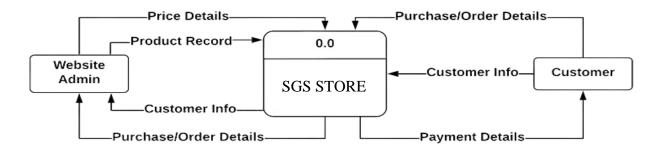


Figure 1

Data Flow Diagram 1

All of the processes that make up the complete system are listed here. It refers to a broader set of processes that are descended from the primary process. There were other numbers to observe that were all part of the same SDS Store DFD Level 0 procedure.

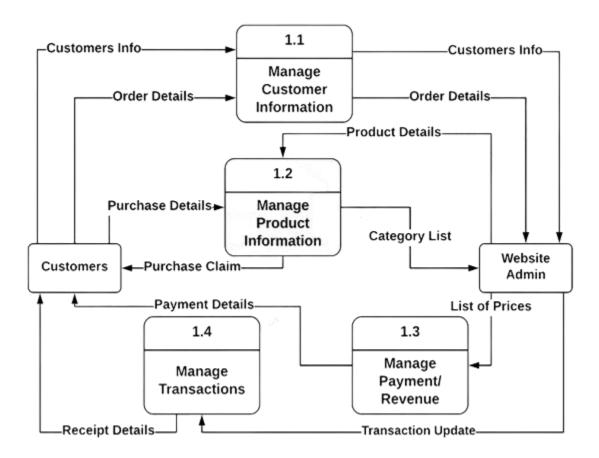


Figure 2

Data Flow Diagram 2

Following the SDS Store DFD levels 0 and 1, level 2 is shown. SDS Store Website Data Flow Diagram Level 2 was considered the maximum abstraction. The comprehensive and detailed depiction of the project is anticipated at this stage.

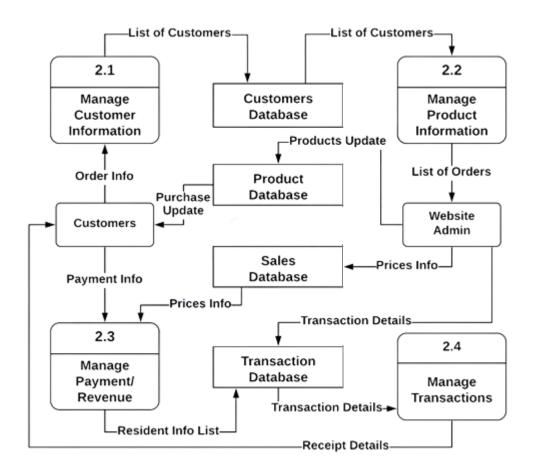


Figure 3

For storing, organizing, and retrieving data, databases are essential. They're also required for the creation of an e-commerce system like SDS Store. SDS Store is powered by and manages all of the system's interactions using a well-structured database.

Entity Relationship

The Entity Relationship depicts the relationship between element sets stored in a database. In database engineering, the ER ensures that high-quality database designs are produced for use in database construction, management, and maintenance. An item, or a piece of information, is a setting element. An element set is a collection of similar items. These items can have attributes that define their qualities.

Here is the Entity Relationship of this proposed system

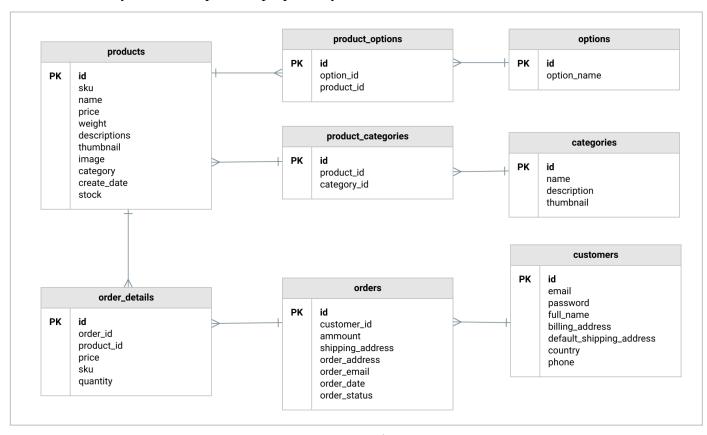


Figure 4

Star General Shopping Store (SDS Store) contains 11 MySQL tables:

Admin: This tables stores admin login details.

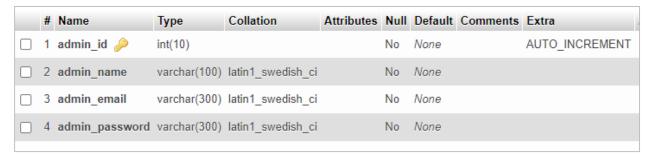


Table 1 admin

Brand: This table stores brand information.

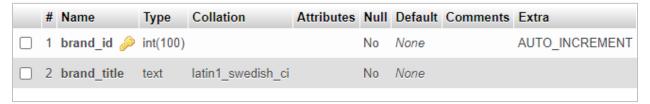


Table 2 brand

Cart: This table store cart details.

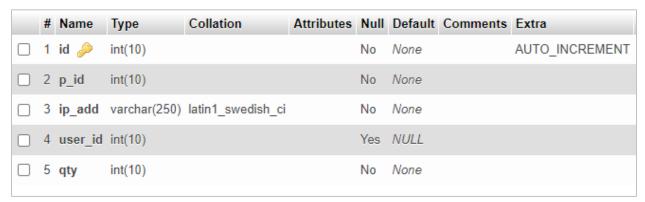


Table 3 Cart

Categories: This Table stores categories details.

☐ 1 cat_id int(100) No None AUTO_INCRE		Extra	ments	Co	Default	Null	Attributes	Collation	Туре	Name	#	
	MENT	AUTO_INCREME			None	No			int(100)	cat_id 🔑	1	
2 cat_title text latin1_swedish_ci No None					None	No		latin1_swedish_ci	text	cat_title	2	

Table 4 Categories

Order: This table stores order details.

#	Name	Туре	Collation	Attributes	Null	Default	Comments	Extra
1	order_id 🔑	int(11)			No	None		AUTO_INCREMENT
2	user_id	int(11)			No	None		
3	product_id	int(11)			No	None		
4	qty	int(11)			No	None		
5	trx_id	varchar(255)	latin1_swedish_ci		No	None		
6	p_status	varchar(20)	latin1_swedish_ci		No	None		

Table 5 Order

Products: This stores the products details.

#	Name	Туре	Collation	Attributes	Null	Default	Comments	Extra
1	product_id 🔑	int(100)			No	None		AUTO_INCREMENT
2	product_cat	int(100)			No	None		
3	product_brand	int(100)			No	None		
4	product_title	varchar(255)	latin1_swedish_ci		No	None		
5	product_price	int(100)			No	None		
6	product_desc	text	latin1_swedish_ci		No	None		
7	product_image	text	latin1_swedish_ci		No	None		
8	product_keywords	text	latin1_swedish_ci		No	None		

Table 6 Products

Order_info: This stores the order information details.

#	Name	Туре	Collation	Attributes	Null	Default	Comments	Extra
1	order_id 🔑	int(10)			No	None		AUTO_INCREMENT
2	user_id 🔊	int(11)			No	None		
3	f_name	varchar(255)	latin1_swedish_ci		No	None		
4	email	varchar(255)	latin1_swedish_ci		No	None		
5	address	varchar(255)	latin1_swedish_ci		No	None		
6	city	varchar(255)	latin1_swedish_ci		No	None		
7	state	varchar(255)	latin1_swedish_ci		No	None		
8	zip	int(10)			No	None		
9	cardname	varchar(255)	latin1_swedish_ci		No	None		
10	cardnumber	varchar(20)	latin1_swedish_ci		No	None		
11	expdate	varchar(255)	latin1_swedish_ci		No	None		
12	prod_count	int(15)			Yes	NULL		
13	total_amt	int(15)			Yes	NULL		
14	cvv	int(5)			No	None		

Table 7 Order_info

${\bf Order_products:}\ {\bf This}\ stores\ the\ ordered\ products\ details.$

#	Name	Type	Collation	Attributes	Null	Default	Comments	Extra
1	order_pro_id 🔑	int(10)			No	None		AUTO_INCREMENT
2	order_id 🔑	int(11)			No	None		
3	product_id 🔊	int(11)			No	None		
4	qty	int(15)			Yes	NULL		
5	amt	int(15)			Yes	NULL		

Table 8 Order_products

User_info: This stores the User details.

#	Name	Туре	Collation	Attributes	Null	Default	Comments	Extra
1	user_id 🔑	int(10)			No	None		AUTO_INCREMENT
2	first_name	varchar(100)	latin1_swedish_ci		No	None		
3	last_name	varchar(100)	latin1_swedish_ci		No	None		
4	email	varchar(300)	latin1_swedish_ci		No	None		
5	password	varchar(300)	latin1_swedish_ci		No	None		
6	mobile	varchar(10)	latin1_swedish_ci		No	None		
7	address1	varchar(300)	latin1_swedish_ci		No	None		
8	address2	varchar(11)	latin1_swedish_ci		No	None		

Table 9 User_info

Entity Relationship Diagram (ERD)

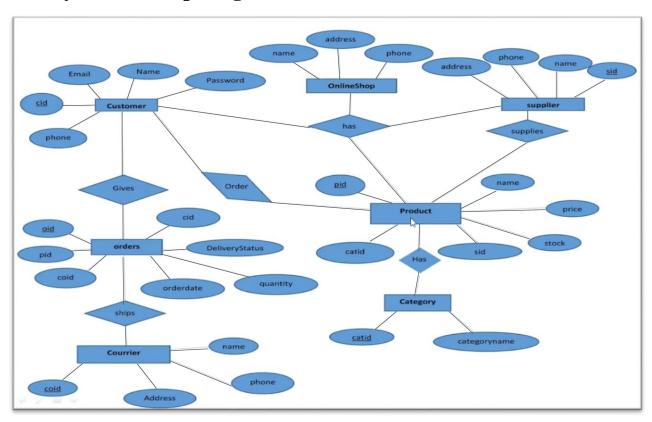


Figure 5

User Case Diagram

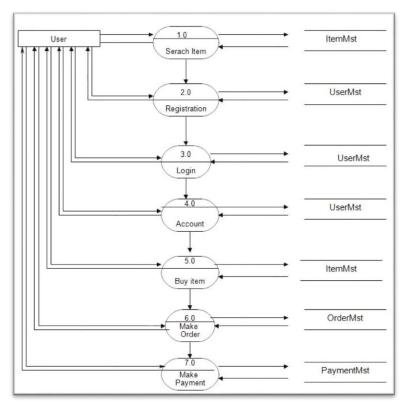


Figure 6

Admin Case Diagram

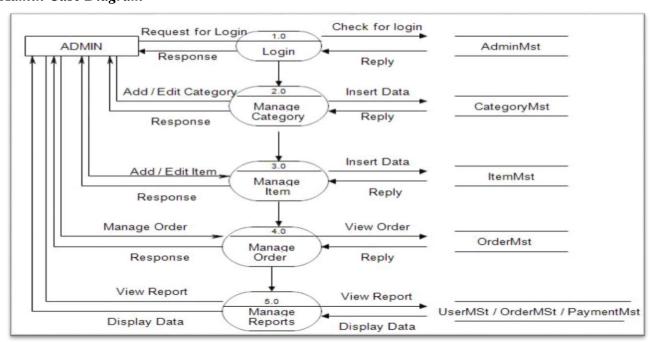


Figure 7

CHAPTER 5

IMPLEMENTATION

INTRODUCTION

To supplement and develop this system, many open source tools, programming languages/scripting languages, and databases were employed.

- Sublime text and code editor
- XAMPP cross-platform web server
- MySQL as web server Database

DATABASE

MySQL is an open-source relational database management system used for storing data, we have used MySQL database for our project for managing system data.

PROGRAMMING / MARK UP LANGUAGES

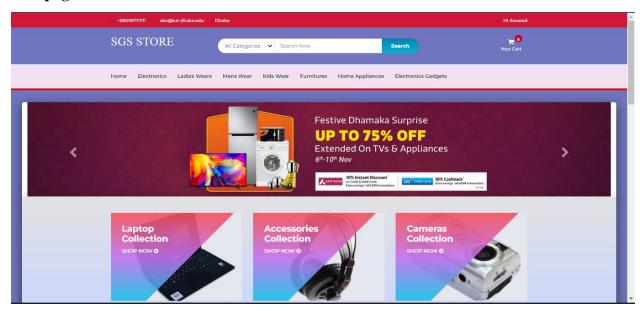
- PHP, hypertext preprocessor is used for backend development of the project.
- JavaScript, Used for dynamic pages, login authentication and session management.
- CSS is a style sheet language for specifying the display of a page authored in a markup language like HTML.
- HTML (Hypertext Markup Language) is a markup language for texts that are intended to be viewed on a web browser.
- Bootstrap offers design templates for typography, forms, buttons, navigation, and other interface components that are based on CSS and JavaScript.
- Some online 3rd party resources are used to get the job done.

USER INTERFACE

The user interface is anything into a data information with which a person may collaborate in data innovation. Presentation screens, peripheral devices, and the look of a work environment are all examples of this. It's also the method through which a user interacts with a program or website.

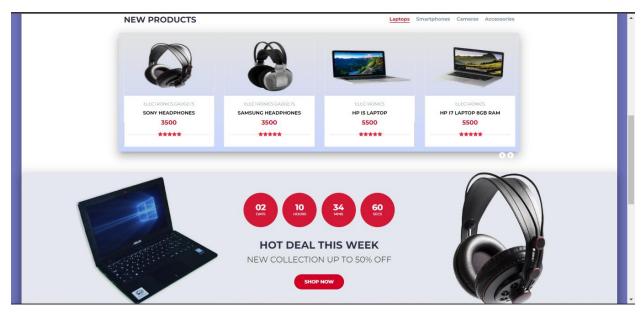
In sense of Electronic Commerce the UI's goal is to make end-user interaction easy and efficient. Intuitive interfaces and compelling designs are critical when creating ecommerce websites. They can have a direct impact on a website's performance, resulting in higher or lower sales.

Hompage 01



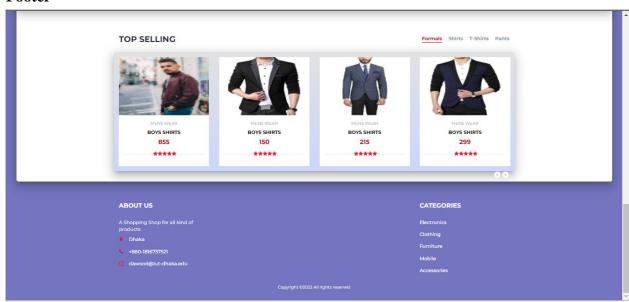
Screen 1

Homepage 02



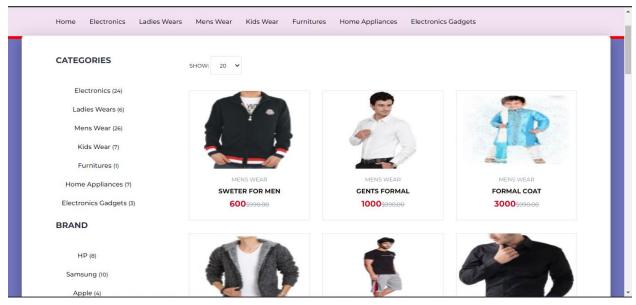
Screen 2

Footer



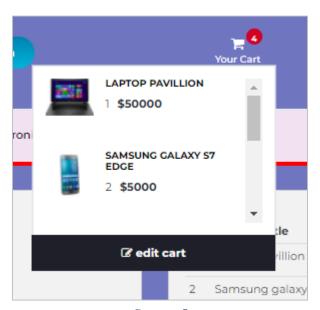
Screen 3

Categories (Mens Items)



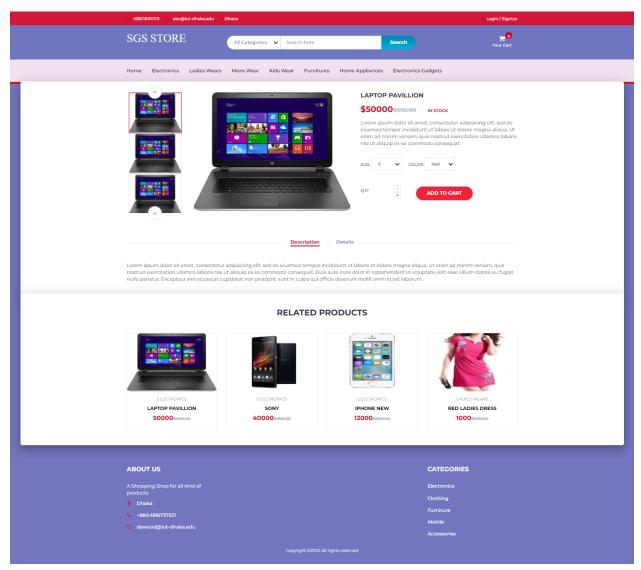
Screen 4

Cart Pop up



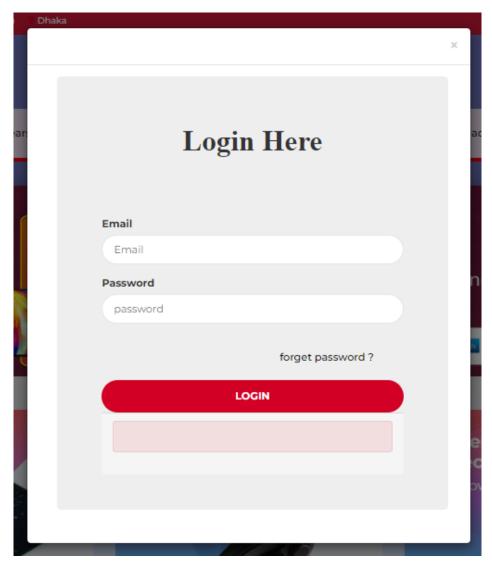
Screen 5

Product Detail



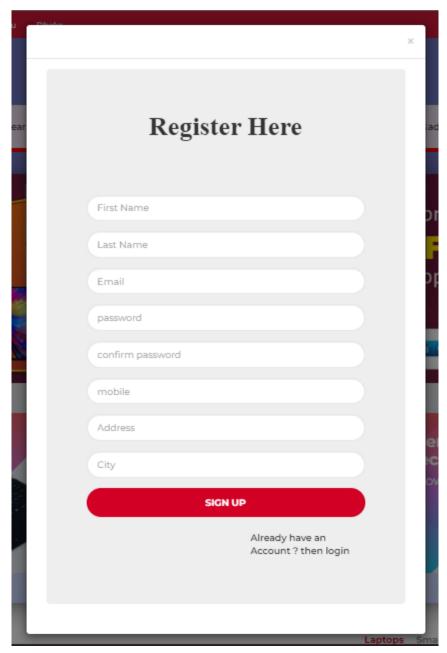
Screen 6

User Login



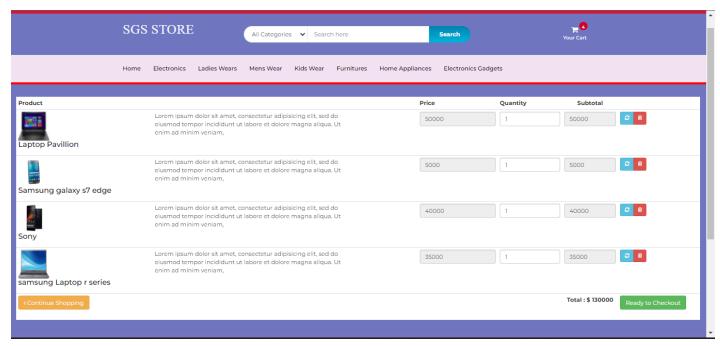
Screen 7

User Register



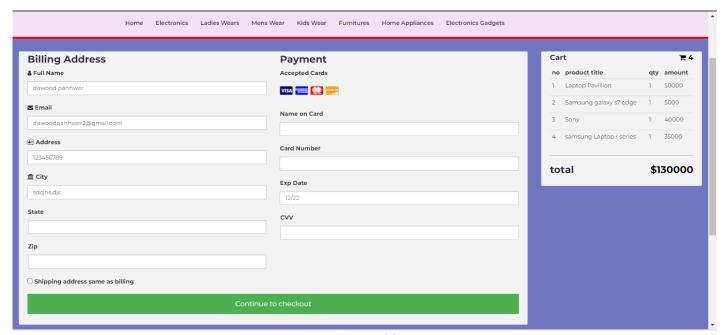
Screen 8

Cart



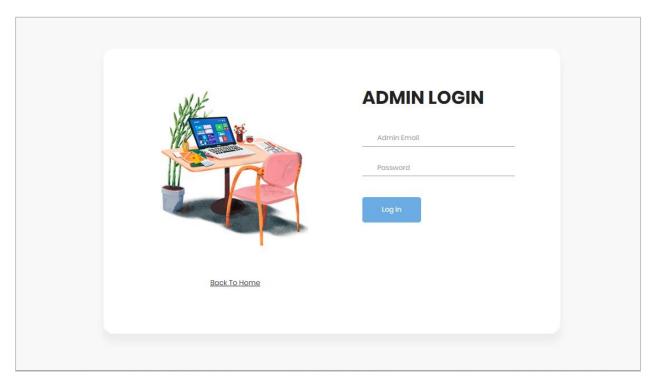
Screen 9

Checkout



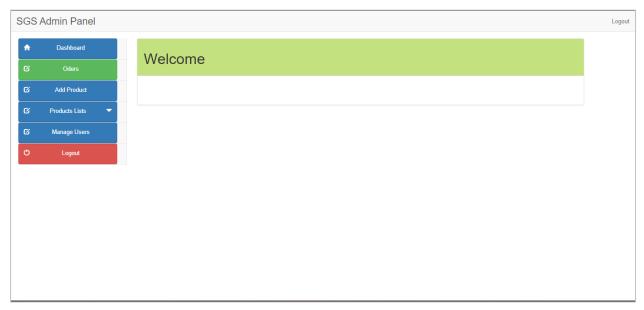
Screen 10

Admin Login



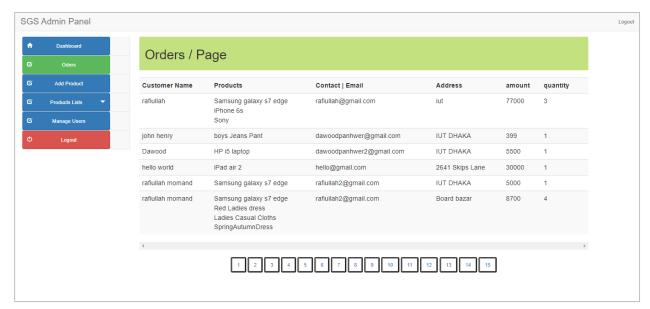
Screen 11

Admin Dashboard



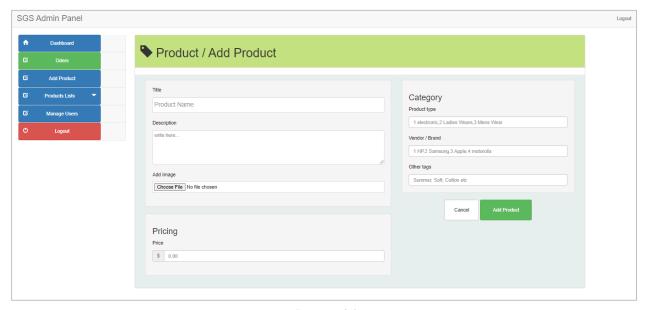
Screen 12

Orders



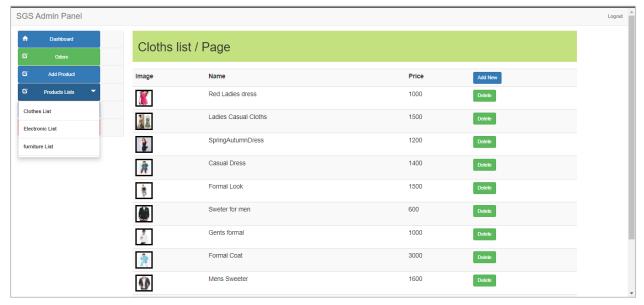
screen 13

Add Product



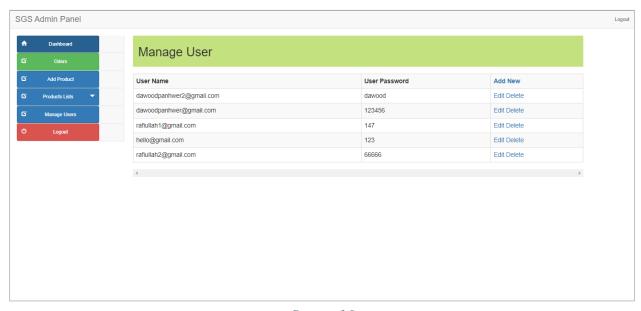
Screen 14

Product List



screen 15

Manage Users



Screen 16

TESTING

We verified the dependability of all of the functionalities to ensure that the SDS store assessments were done at different phases of the work. The test's foundations are the customer/user and management units. The customer test showed that an account could be created, a login set up, a basket loaded with items could be filled, and the user could check out after they were through shopping. After creating an account, the administrator can log in. The shop's content may now be managed by the administrator.

SECURITY

The pages of the website must be viewed in the order in which they were created. Included files must not be accessible outside of their parent file. Administrators can only perform administrative operations on pages for which they have been granted access. Customers will not be able to access the administration sections.

EFFICIENCY AND MAINTAINABILITY

Page loads should be returned and produced quickly depending on the request. Order forms, product descriptions, pricing lists, and the website will all be accessible to administrators.

CHAPTER 6

CONCLUSION

As the Internet has become an indispensable tool in modern business Electronic shopping gives entrepreneurs new business opportunities and allows shoppers to compare costs. as the Internet has become an indispensable tool in modern business Electronic shopping gives entrepreneurs new business opportunities and allows shoppers to compare costs.

Customers want their goods, services, and other offerings to be better, faster, and less expensive, therefore today's businesses must strive to produce the next best thing. In today's age of new technology, businesses must adapt to new types of client requirements and trends in order to succeed and survive. As technology progresses, e-commerce is developing and becoming increasingly important to businesses, and it is something that should be taken advantage of and embraced. Since the arrival of the Internet and e-commerce, the prospects for both businesses and customers have multiplied tremendously. More profit and growth opportunities for businesses, as well as more customer choices.

The following functionalities will be updated and enhanced throughout the project in the future:

- Improving the design, implementation, and documentation in such a way that it attracts more users.
- The Web page can be made lighter so that it can be viewed even if the internet connection is slow.
- The present system should be improved to allow users to set up accounts and store items to wish lists.
- Multiple shipping and billing addresses can be saved by users. They may pick shipping and payment details using the drag and drop functionality during checkout.
- Email Verification Functionality will be included in the project.
- Tracking of the orders Features will be included.

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