

E-COMMERCE Site Development for Online Shop

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Approval Certificate

This Project titled ‘E-COMMERCE Site Developmentforonline Shop. Submitted by **Tareq Ahmad Khan, ID: 012131036**, has been accepted as satisfactory for the partial fulfillment of the requirement for the degree of Master of Science in Computer Science & Engineering on February, 2018

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Declaration

This is to certify that the work entitled “E-COMMERCE Site Development for online shop is the outcome of the research carried out by me under the supervision of Dr. Mohammad Nurul Huda, Professor and MSCSE Coordinator.

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In my capacity as supervisor of the Tareq Ahmad Khan project, I certify that the above statements are true to the best of my knowledge.

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Abstract

The main object of the project is to introduce the people of Bangladesh to do business in the electronic way in order to save time, money and space.

Online shop is a website which helps the people to find product place order and pay for the product. A successful shop's main characteristic is display product information quality of product, trust and satisfaction of customer.

Acknowledgement

When I start to prepare this e-commerce site I need many help from my supervisor, academic officer and classmate of our university, beside I need also help from supplier, businessman, end-user and customer. Everybody helped me to give their valuable opinions and information.

So I express my deep dreadful to them. I also apologize for my unwanted error. I am looking any suggestion. Please mail to tareq1973@gmail.com

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Chapter 1

An online store

This is the report for online business. The application has Admin and Customer side. The Admin side is responsible for Creating Username & Password, Input Items, Modify Items, Delete items, Query Sale Data, Query Database's data, and Logout. Customer side is responsible for Select Products, Search Products, Buy Items, Continue Shopping, View Cart, Checkout, and Sign in, Creating an Account, Bill/Ship Information, Confirm, Send Order, and Delete Order.

The main problem of online shop is the trust between two customer and product seller. Product cannot be delivery due time. Sometimes seller fails to ensure the quality of products. Internet connectivity, coverage and network cost is another problem.

The main objectives of the project to support unlimited number of product, customer and transactions. Support multiple language, multiple currencies and stores manage from on interface.

Chapter 2

Background

We have to describe the three types of e-commerce.

- 1) B2C: business to consumer
Here business man shows their product for business, customer can buy product.
Now this type of e-commerce is more use in Bangladesh, this concept come from retail business.
- 2) B2B: business to business
Here a business man to want to do business transaction with other business man.
For example hole sale business.
- 3) C2C: Consumer to Consumer
Here consumer can sell their product to another consumer. This idea is new in Bangladesh. If this e-commerce is developed small entrepreneur will increase and our economy will be rich.

The proposed online shop cover the above three types of e-commerce. I have tried to introduce in brief to the end users, producers.

Chapter 3

E-commerce Site for Online Shop

3.1 Software Architecture

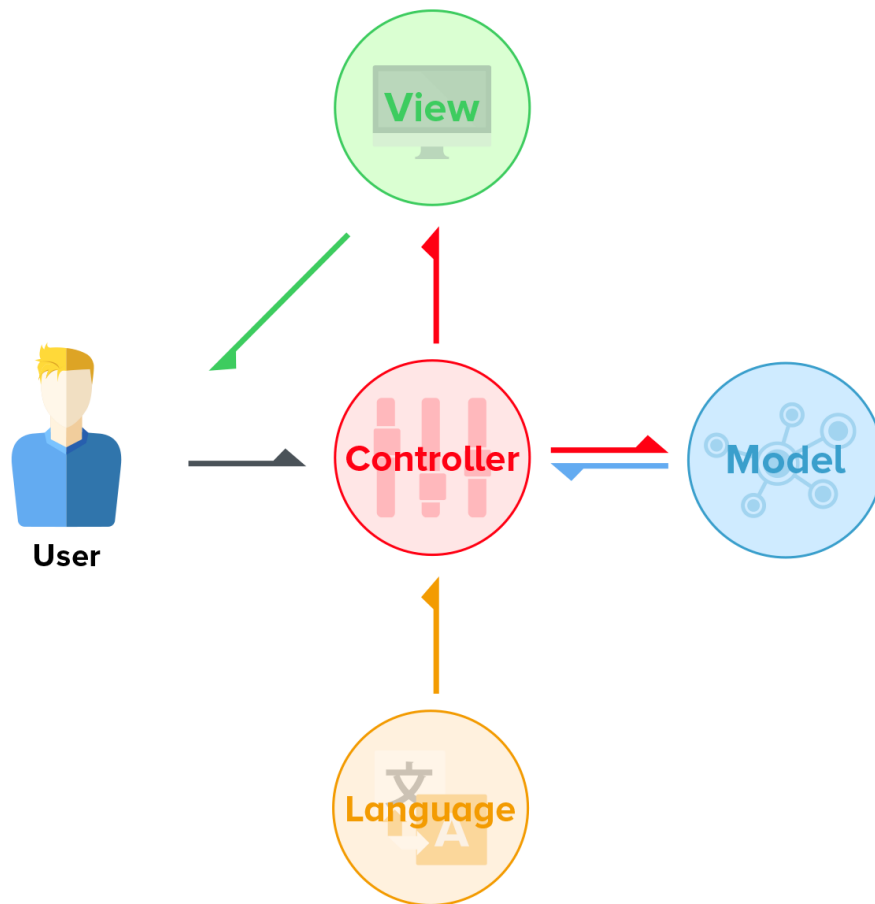


Figure 3.1: MVC Architecture

Figure 3.1 Describes MVC (Model-View-Controller) architecture of Software Engineering. Here, MVC is a structure which is responsible for each single part of the software. If one part is change then rest of the code of the program do not work.

1. Controller
2. Model
3. View
4. Language

- **Controller:** Here identify the existing modules automatically, by reading the admin/controller/module folder of the project. The admin/view/template/module folder, and will have the extension is .tpl
- **Model:** The model file will exist in the admin/model/module folder.
- **View:** The View file is the second required file for module's admin interface. This will be created in the admin/view/module folder, and will have the extension is .tpl
- **Language:** This file will usually create for any module for the language file. Will need one language file per language that module is compatible with. The language file will exist in the admin/language/module folder.

3.2 Hardware/ Software requirements for the project.

The tools require developing the shopping cart:

- Open Cart zip file
- Software
- Xampp Control Panel
- PHP Scripting Language
- MySQL Database Server
- Apache server
- Notepad ++

3.3 System Analysis & Design

At first have to do the system analysis and design for the software development. In this section, data flow diagram, unified modeling language diagram, Use-cases, class diagram, time sequence diagram are described.

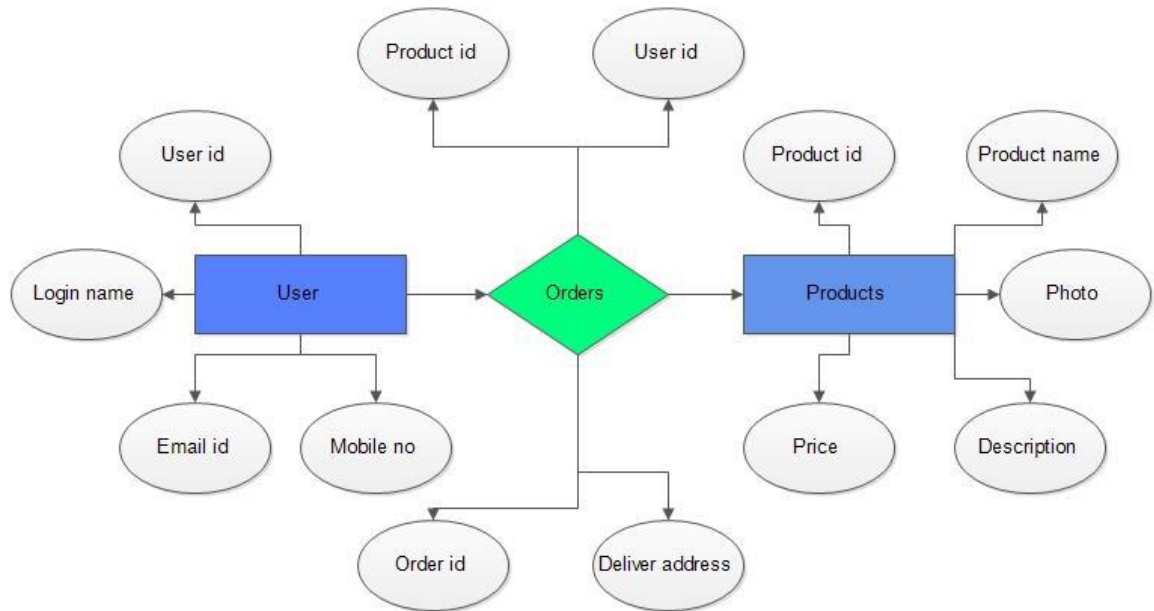


Figure 3.2: ER Diagram for online shopping system

Figure 3.2 describes ER Diagram for the system. Here it describes entity relationship between entities and attributes. User is an entity they have relationship with other entity products is many to many. User id, user name, email id, mobile no are users attributes. On the other hand products are an entity they have relationship with other entity user is many to many. Product id, product name, price, photo and description are products attributes.

3.4 Data Flow Diagram (DFD)

Figure 3.3 describes the data flow diagram. In the diagram, customer place an order to e-commerce site, the system receive the order and send it to the customer's database, the database will verify the customer's credit card by send it to the credit card company if approved then send it to the ship order, here check inventory if ok then confirm and send it to the customer for acknowledgement.

Data Flow Diagram - Online Order System

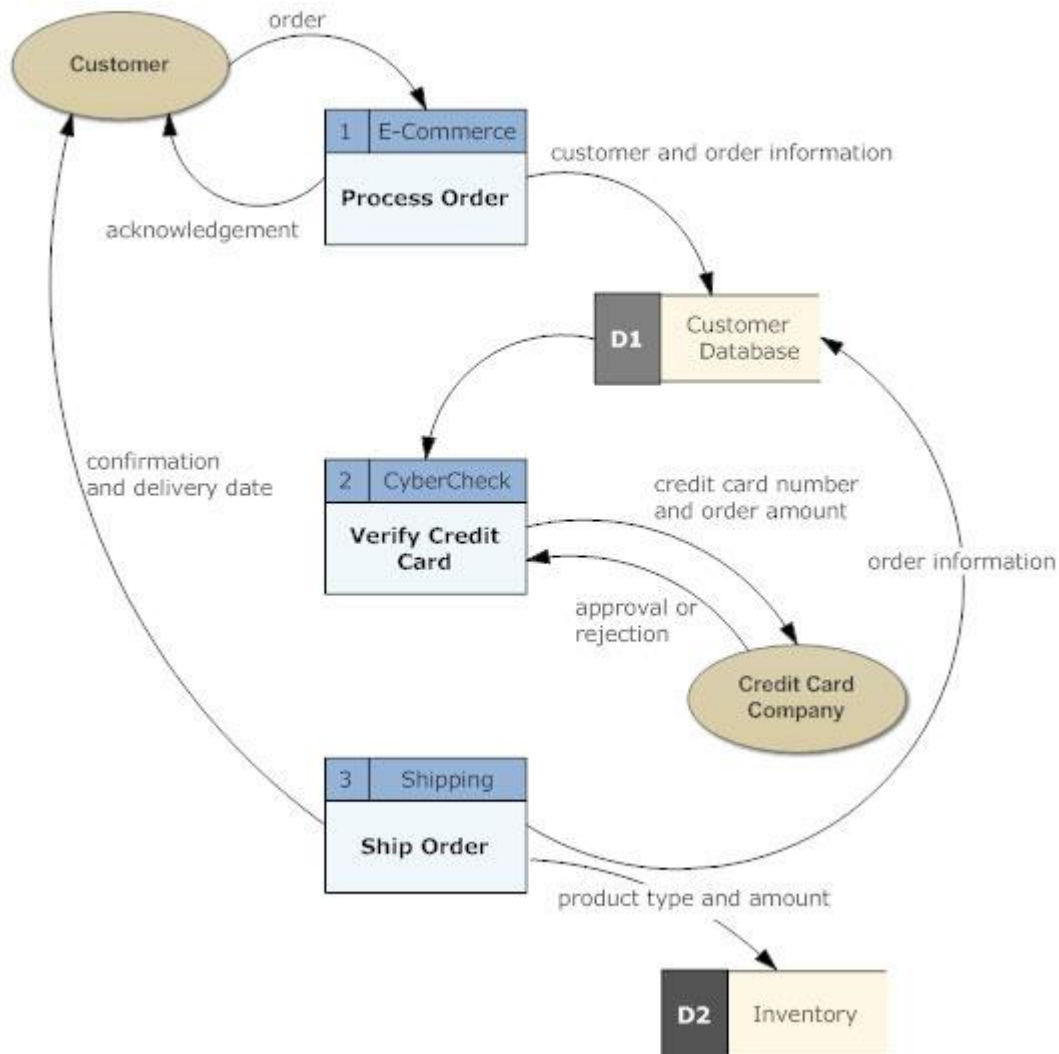


Figure 3.3: Data flow diagram

3.5 Unified Modeling Language (UML) Diagram

Figure 3.4 describes UML diagrams consisting of the following components subsystem:

Manage Cart, Delete item in Cart, Edit item in Cart, Add item to Cart, extend -> View items -> Make purchase Checkout.

Frontend interface: Online Customer <- New user <- Returning user.

Backend interface: Authentication, Identity provider, Credit payment service, PayPal etc.

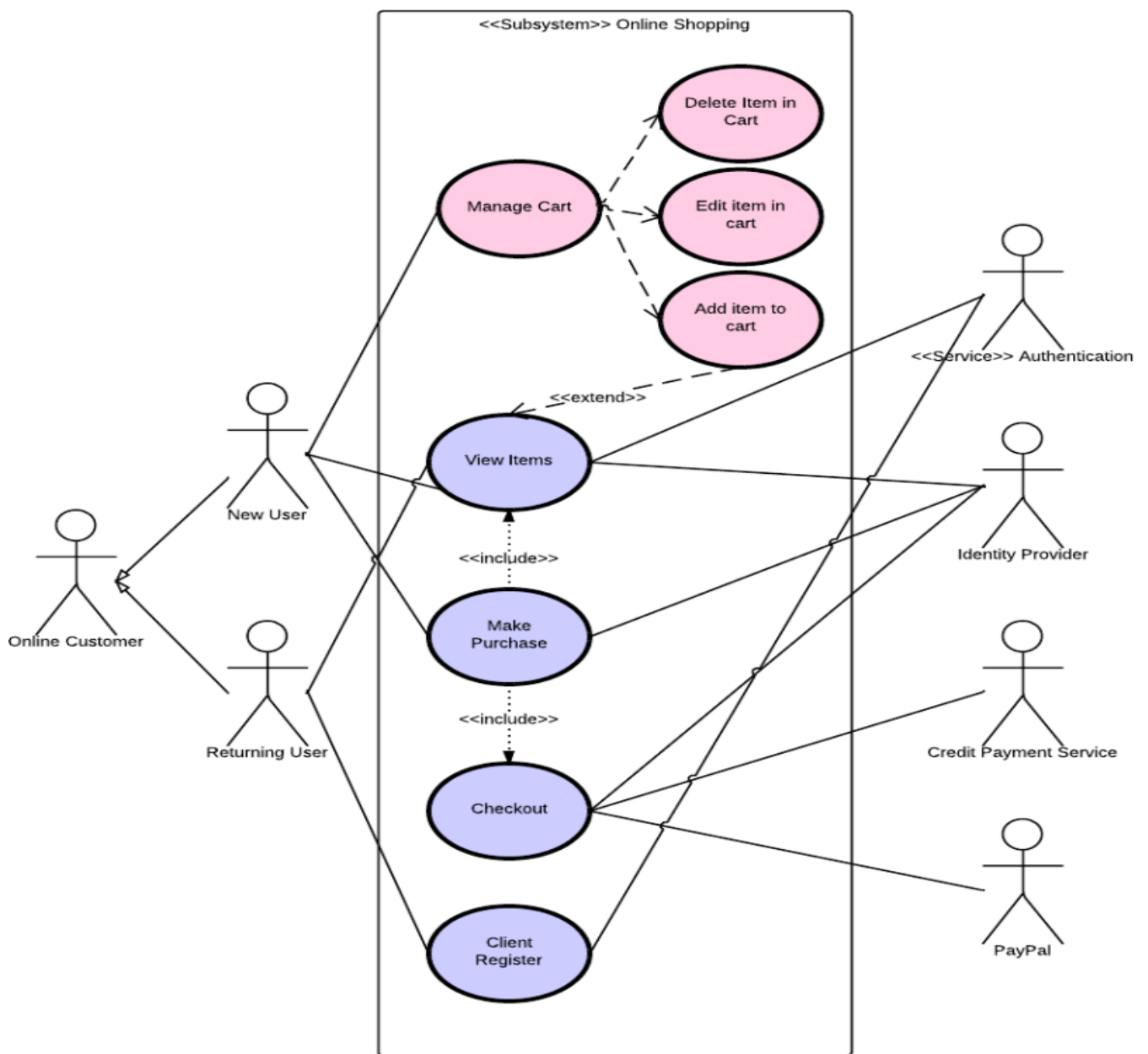


Figure 3.4 UML diagram

3.6 User-case Diagram

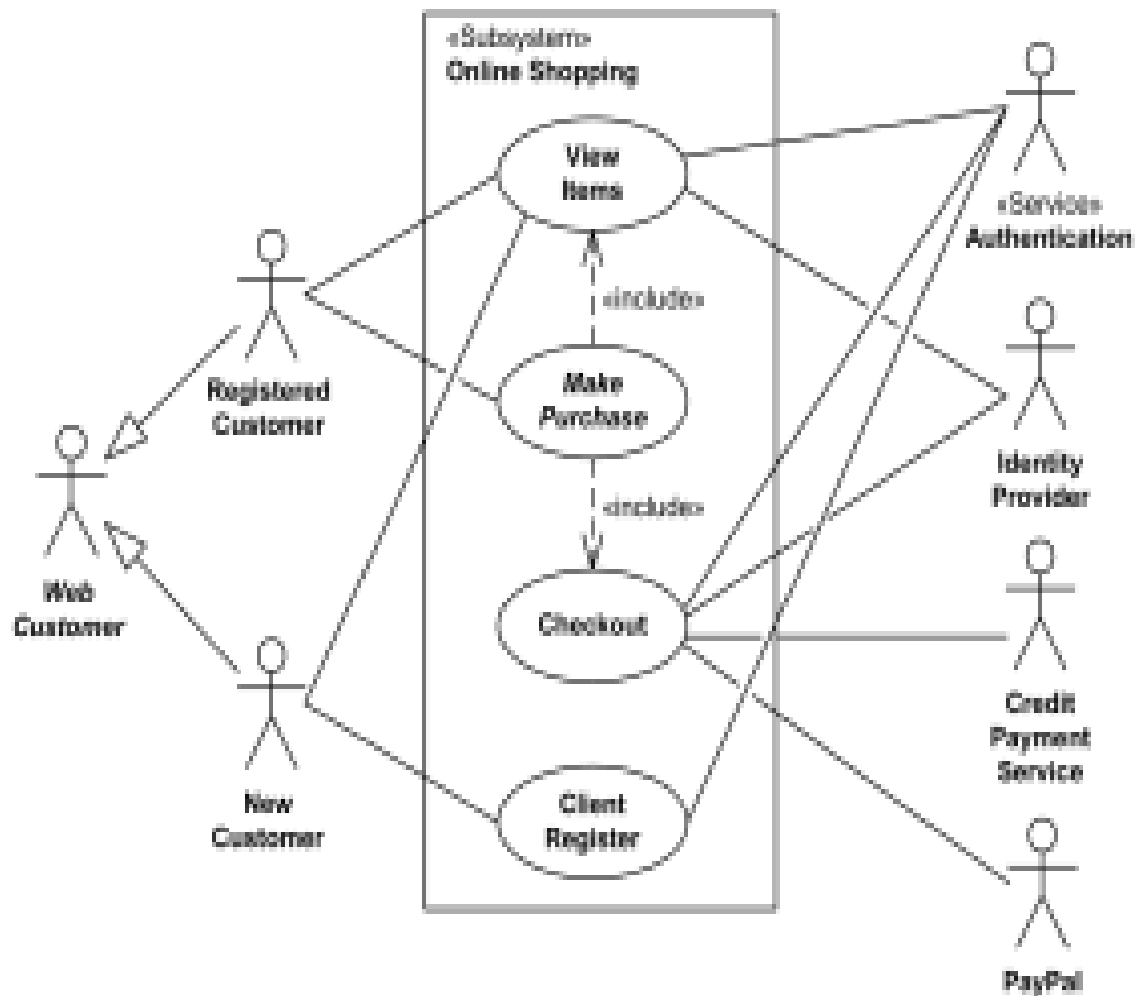


Figure 3.5 use case diagram

Figure 3.5 describes use case is one sort of activities' that specify a unit of practical functionality perform by subject. Use cases apply in cooperation with additional subject and noticeable result that is some important role.

3.7 Class Diagram

Online Order : : Class Diagram

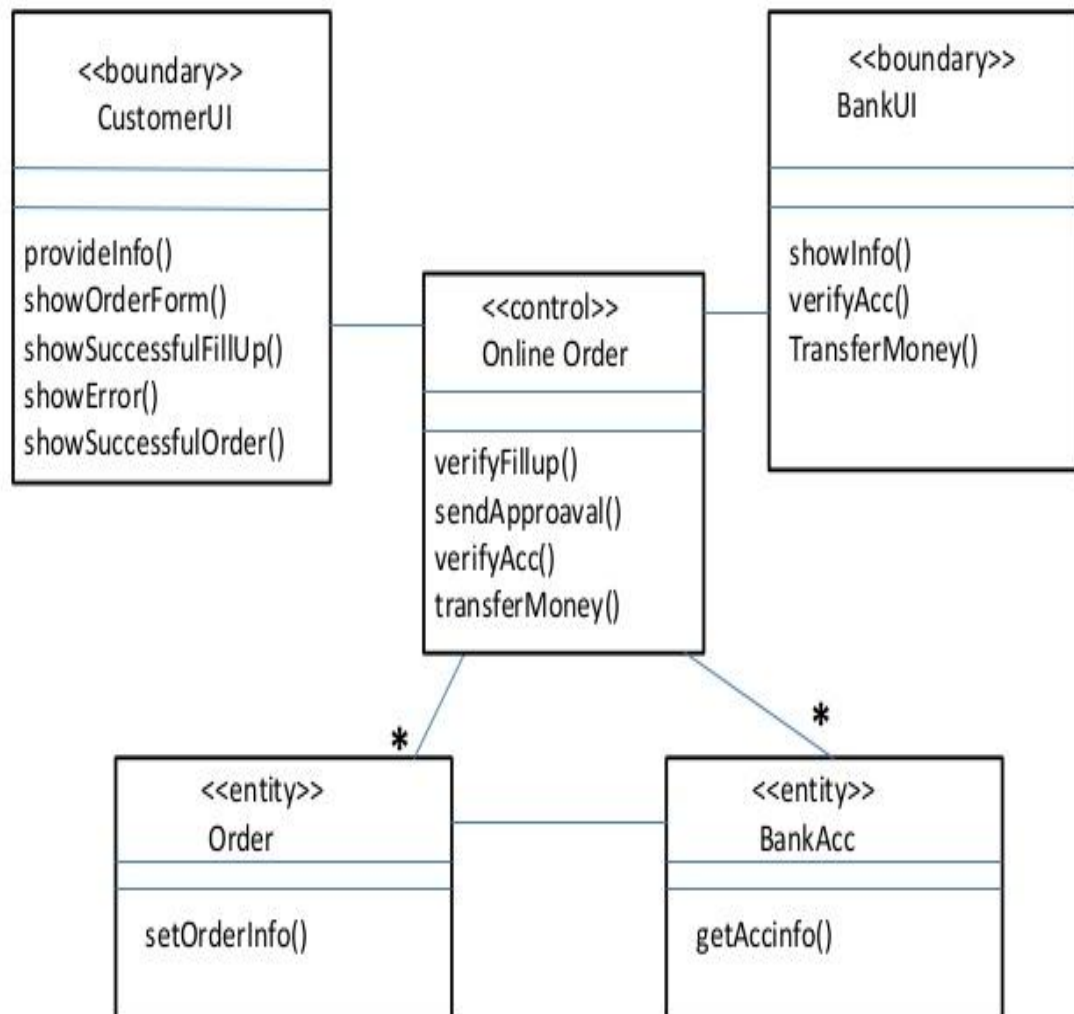


Figure 3.6 Class diagram

Figure 3.6 Shows some common elements of class diagram are given below:

- 1) Interface
- 2) Use dependency
- 3) Generalization
- 4) Constructor
- 5) Interface realization
- 6) Delivered operation
- 7) Aggregation
- 8) Class Attributes
- 9) Generalization

3.8 Time Sequence Diagram

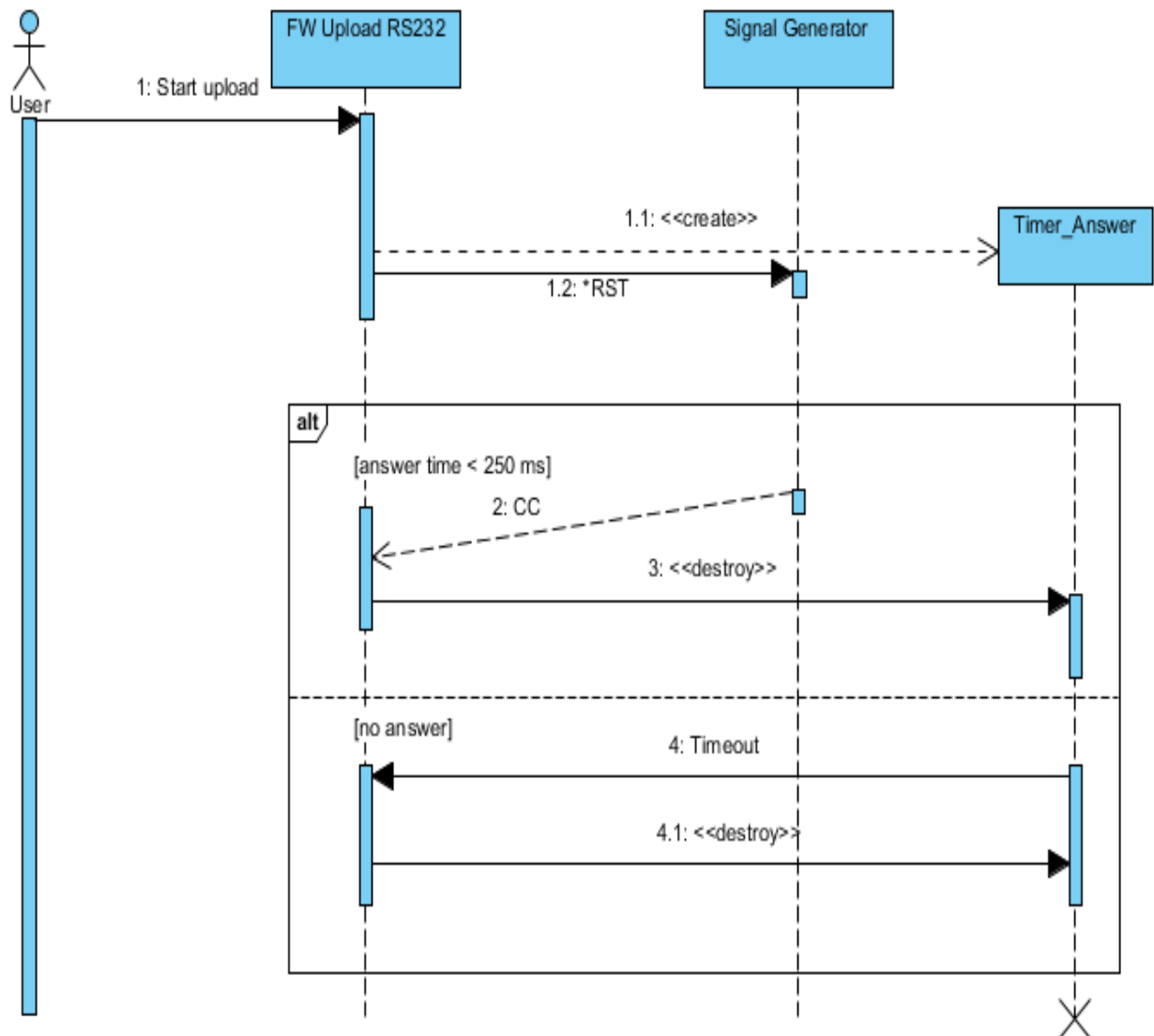


Figure 3.7 Time sequence diagram

Figure 3.7 Time Sequence diagram describe classes of communication in excess of time. It is good for view run time scenarios and can help to invent how a system will act and to invent farm duties of class and process of modeling a new system.

3.9 Admin and Customer

3.9.1 Admin Interface

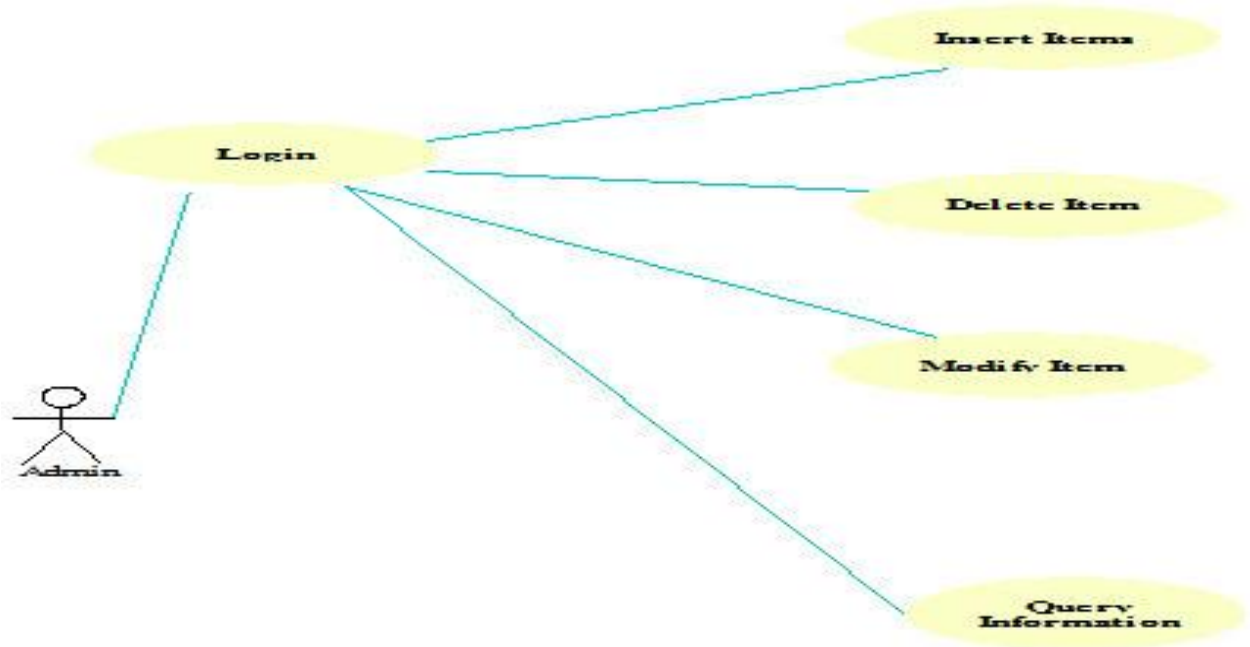


Figure 3.8 Admin Interface

Figure 3.8 describes Admin can login then insert item, delete item modify item and query information's.

3.9.2 Customer Interface

Figure 3.9 describes the customer interface do work three components are front end, back end and DB when customer select a product, the back end query product from DB, DB will display product then customer press buy button then reply show cart then after change/remove/update then customer view cart after that back end display cart details. Customer continues shopping and checkout. The back end display from, sign in then DB check validity then back end show bill/ship details after fill up billing information the back end sent it to DB check validity if ok back end send confirm mail.

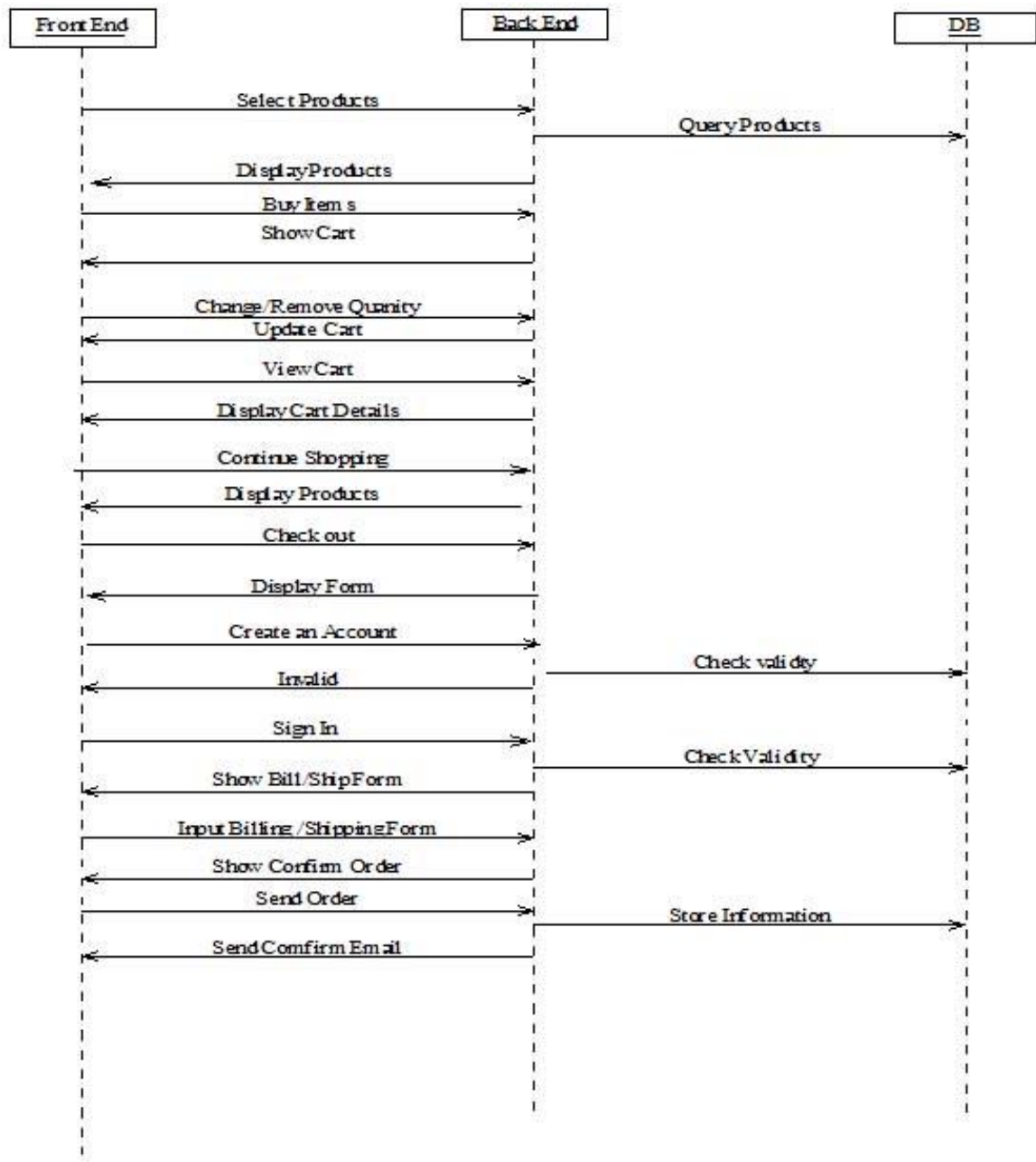


Figure 3.9 Customer Interface

3.9.3 Webpage Diagrams

Figure 3.10 describes search, category, buy, add to cart, continue shopping/checkout, sign in, create account, billing, check information, confirmation.

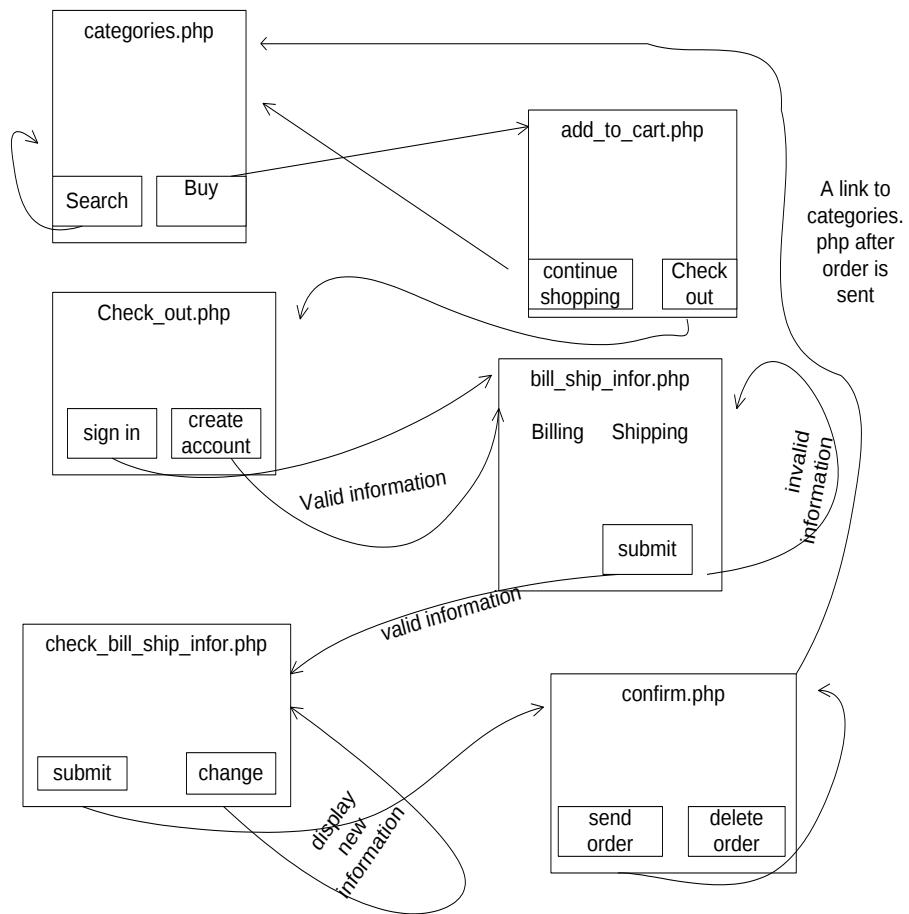


Figure 3.10 Webpage diagram

Chapter 4

Screen shots

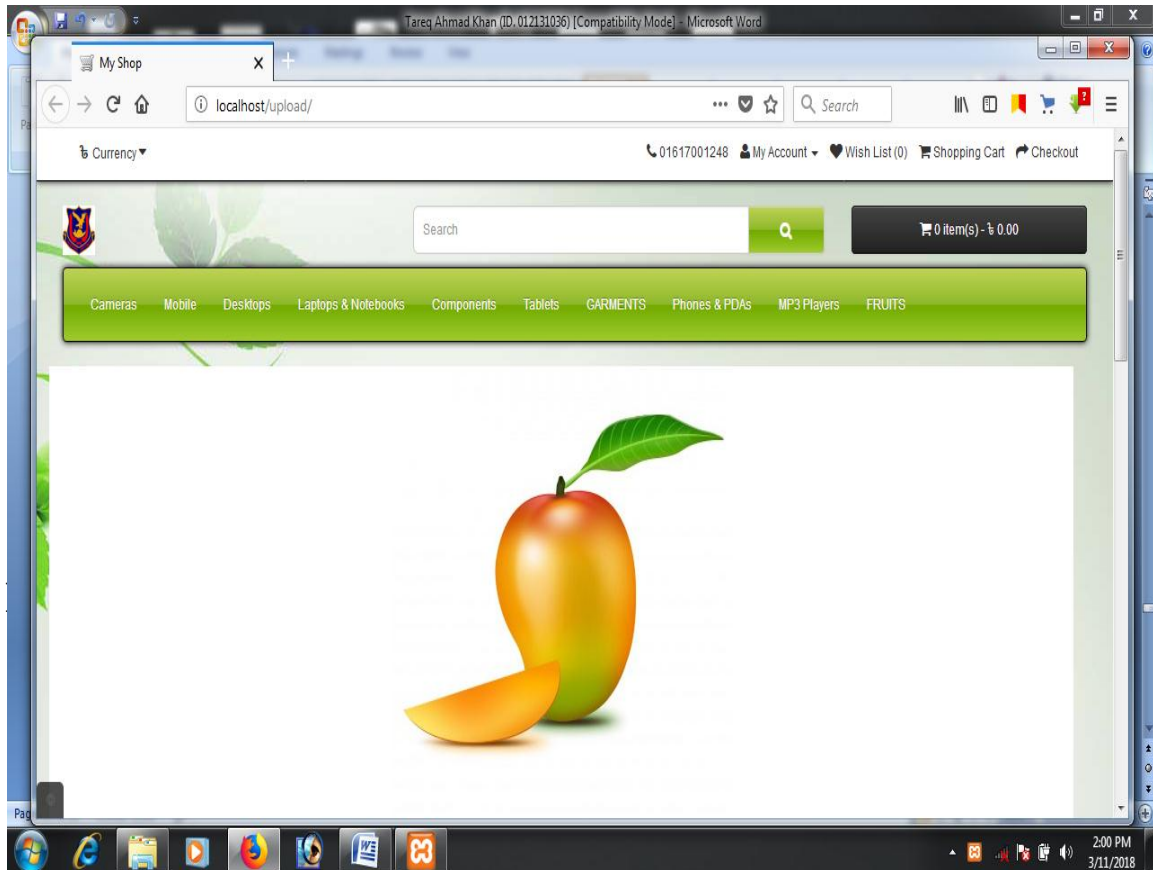


Figure 4.1 Main page of online shop

Figure 4.1 is the home page of the proposed shop. Here shows the category of product customer will press their prospective category and cart. And also show the similar category and their price. Customer has to select their currency from the top menu. New customer can find their product from the search box.

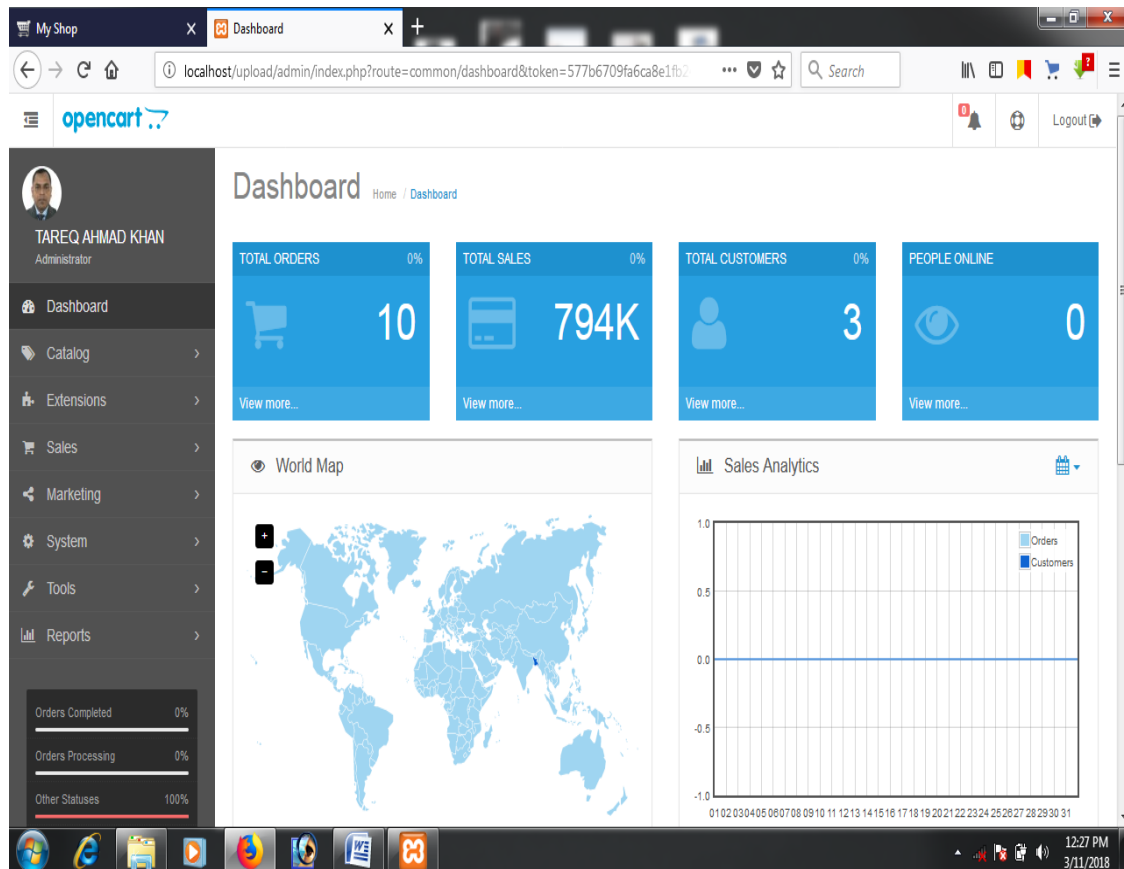


Figure 4.2 Dashboard

Figure 4.2 describes admin panel, administrator can control everything here. Administrator can view summary of order, sales report, analysis of sales etc. Administrator also customizes the site with the dashboard.

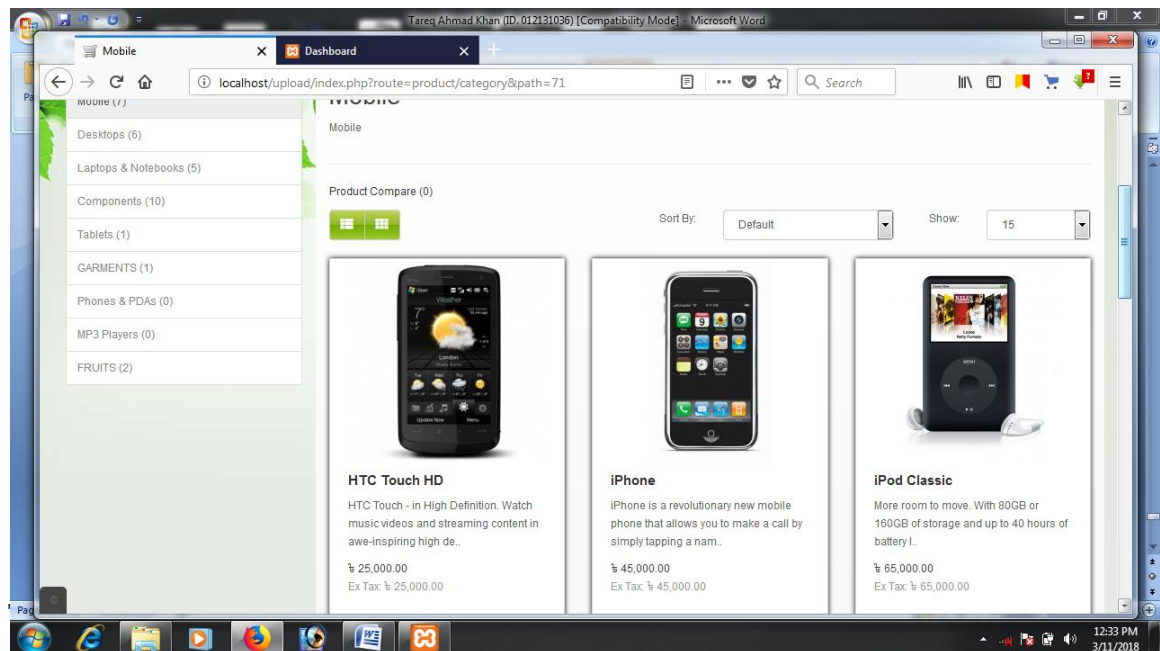


Figure 4.3 Product page

Figure 4.3 Customers see many products as per category. And chose their category and press cart button one by one. Under the category theirs have sub category.

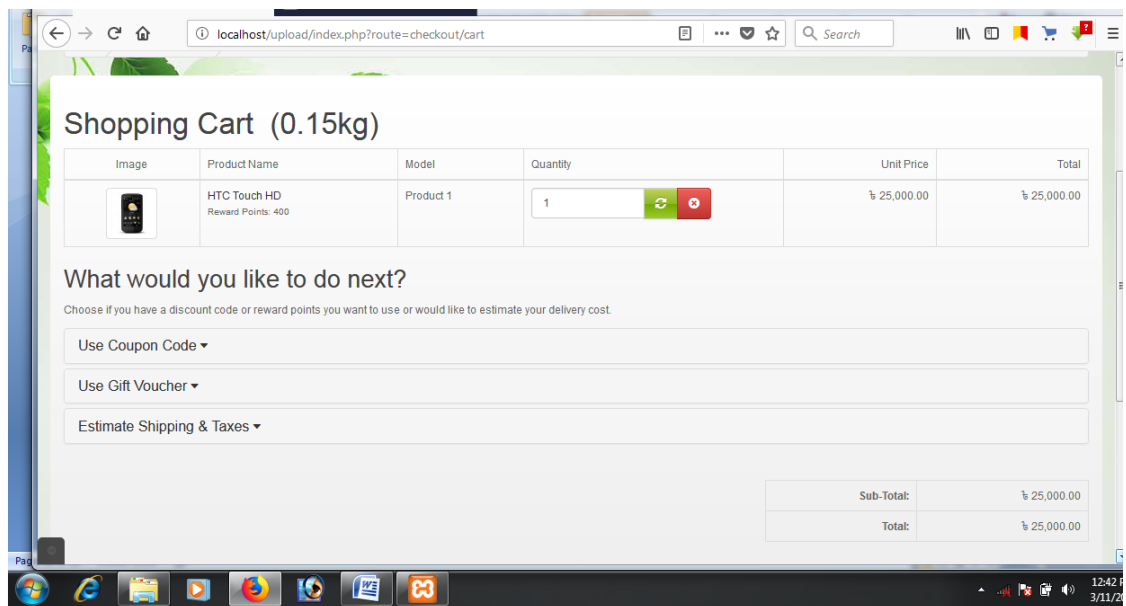


Figure 4.4 shopping cart

Figure 4.4 Shows the bill and system want to know for next cart. If customer don't like to another cart billing page will appear, after fill up this page shipment information will appear, after fill up this information, confirmation button have to press to finish the procedure.

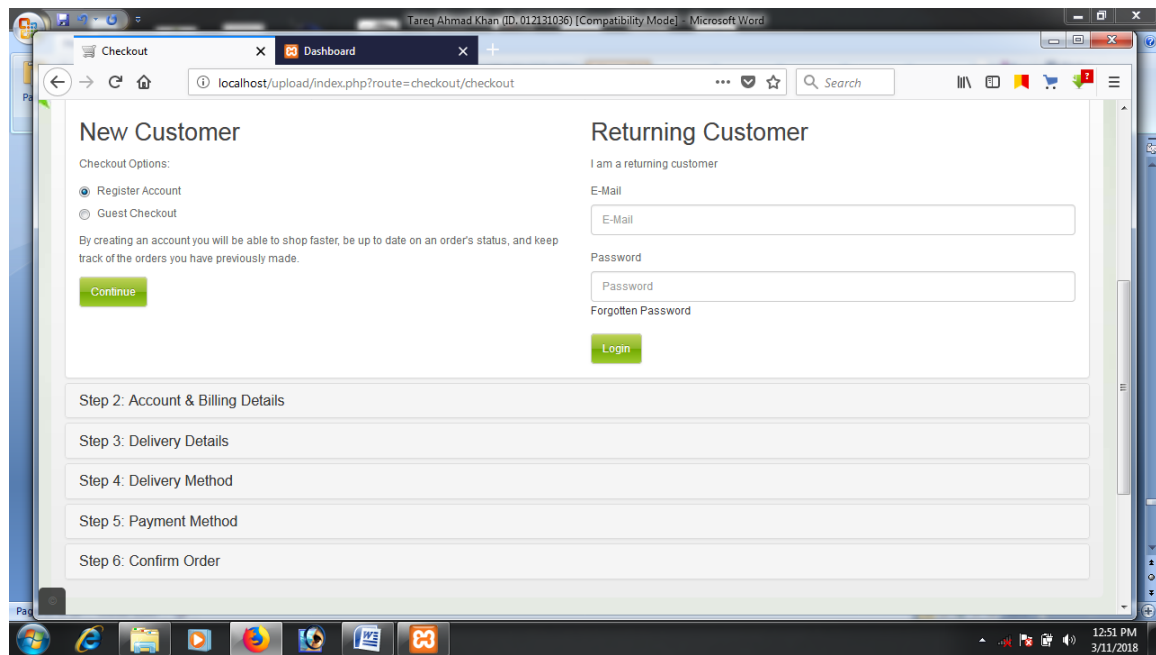


Figure 4.5 User Registration

Figure 4.5 shows customer registration page after checkout. A new customer must have to fill up the registration page. The main advantage the open cart several cart can be possible at a time login.

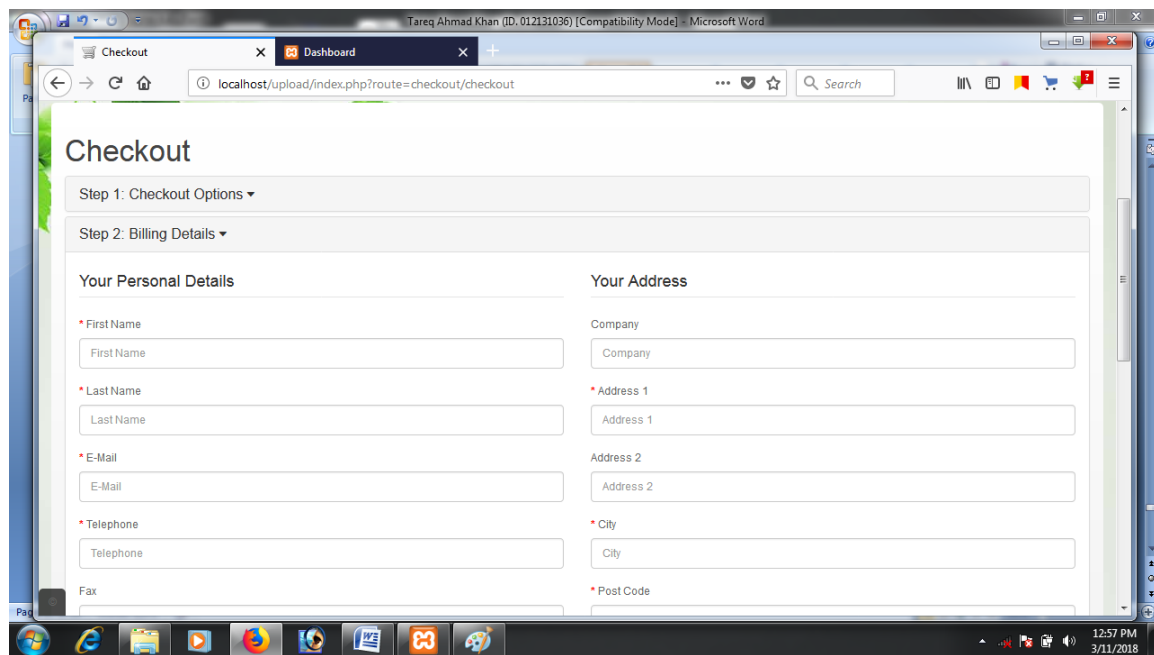


Figure 4.6 Checkout page

Figure 4.6 shows the checkout page. Customer will get billing information page after completing this step. The billing address should put and mode of payment terms of condition should checked by the customer.

Chapter 5

Conclusion

The e-commerce is a progression now days. By using the internet, we get new components, new market, more rapidly business, and further sophisticated technology to make actions between customers and producers livelier. The users are responsible to keep e-commerce strong and safe so that e-business can be additional dependable in imminent. The present situation of Bangladesh is population density is very high; the traffic jam is more than the other developing countries. So it is very difficult for the people go to the market to buy their product. In this situation our company intends to build an e-commerce site for reach the product to the customer.

References

- i) E-commerce book: Business Technology Society *by* Laudon, Traver
- ii) E-commerce open source site: <http://docs.opencart.com>