Role of E-Commerce In Future

Nitesh Kawale[1]
B.E Scholar, CSE Department, WCEM
Nagpur, India[1]
niteshkawale123.nk@gmail.com

Laxman Yadav[2]
B.E Scholar, CSE Department, WCEM
Nagpur, India[2]
Laxmanyadav547@gmail.com

Prawin Kamble[3]
B.E Scholar, CSE Department, WCEM
Nagpur, India[3]

Prof.Vishal Sathawane[4]
Assistant Professor, CSE Department, WCEM
Nagpur, India[4]

_____*****_____

ABSTRACT:-*The business-to-consumer (B2C) phase of electronics commerce (e_commerce) is the most visible business use of the World Wide Web (WWW).The primary goal of an e-commerce site is to sell goods, buy goods and services online through Internet. The project deals with developing an e-commerce website for online shopping sale and buy. It provides the user with a different catalog   products available for purchase in the store. In the existing system there is no any one website to perform the buying and selling activities. Each application have their different feature like one website sell only NEW products and one website sell OLD products. In order to benefits online purchase a shopping cart is provided to the users. Through this situation we propose a new concept i.e. (DREAMSHOP), Which contain the both new and old products into the single application. Before these there are no any website to perform this activity so we try to develop it to make products new and old into the single catalog. Through this approaches user can easily sell his old products and as well as buy new products from this website. This all the activities control by the admin and here user can upload his products directly to the e-commerce website(DREAMSHOP). Here does not need to vender can do it this activities anyone can perform to sell and by products in website(DREAMSHOP).*

Keywords:- Web E-commerce, Internet, mobile, Computers, merchant e-commerce, Customers.

1. INTRODUCTION

In today's modern world of technology and inventions, the use of Internet and World Wide Web revolutionized the provision of information and the facility for the user to take action on the information obtained and also computers and mobile devices are pretend are lives in more ways than we probably are aware from the latest update. So many business houses are implementing websites providing functionality for performing commercial invoices over the Internet.

The objective of this project is to develop a general purpose e-commerce store where any product (such as Ipads, laptop, computers, mobile phones, electronic items, and home appliances) can be bought and sell from the comfort of home through the Internet. However, for implementation purposes, this paper we are introducing a novel approach regarding e-commerce perspective. Here our aim is to combine the features of various e-commerce sites that are useful in thei autonomous features like OLX which is helpful in selling old products and Snapdeal which is dealing with the new products only. Here we are creating a new environment which can be helpful to combine the features of these two autonomous sites and provide an efficient mechanism to the people also are using both the sites seperatly. Here the features of two sites are combined.

In this project user can able to sell his old product in the website by uploading their details and its will be buy from the different user. Admin perform the all modification and manage all the database, products and details. Here vendors can sell his products by contact to the admin. In this website the two feature are come to save the time of people and perform the more work and make the E-commerce easy to use for the buying and selling products. The website (DreamShop) can be pay of payment of old products but it now the payment of old products handle by the user through calling. This e-commerce website introduce the good concept for the future purpose because of people or user does not have an free time for waste.

So the above information is total based on the concept of New and old products in a single e-commerce website for performing the activity like buying and selling the products over the internet. From these project the product deliver easily and easily can be trace the products details.

2. THE LIMITATIONS OF EXISTING SYSTEM

- ➢ One application only sell the new products.
- ➢ Another application only sell the old products.
- ➢ In existing system there no a single site which can be perform the buying and selling products in single website.

3. PROPOSED WORK

In this project we try to do the two website features into the single e-commerce website (Dreamshop). It can hold the NEW and OLD products in this website which perform the activity like selling and buying products through the internet. Here vendors and user can both take the benefits more and more. There is no need of use two or more application to perform these sell and buy activities. In this project take the features of two websites and them combine into the single website.

We use the technology for this project that are html, css, and php to develop the frontend and for making the connection with database. We use mysql to develop the database easily. The above technologies are easy to implement and easily to do operations.

Followings are the main factors as follows:-
Customer (user):- Here Customer performs the important role like it can be buy the products or sell the products. User performs both the activities sequentially at a time. Through this system user does not need to use two or more website for selling product and buying products. User can upload his OLD products into the website by itself.
Vendors:- Here Venders also perform the important role like it contact to admin and sell his products in the website. To earn money and get the more benefits easily. Its provide and opportunities for the vendors to directly sell their products through this website. Vendors contact to admin and update his products for selling into the websites.
Admin:- Here Admin also perform the important role like it modify all the data. It perform the activities like edit products, delete products, view products, view customer details, view vendors details and delete the customer etc. Admin manage all the database to store the data and easily retrieve of data. Admin maintain the hole database and manage properly and it provide the security to the website from the attackers.

Database:- Database is use to store all the data like customer profile information, cart information, payment information , products information and venders profile information etc. It store the information for performing the operation sequentially, and easily allocate the information to the admin without any problems. It store the data which is error free for performing the operation fast.

Internet:- Internet is the global system of interconnected of computer networks that use the internet protocol suite(TCP/IP). Internet is a major component from which the above project is possible. In e-commerce all the activities conducted through the internet so the user can access or perform the operation from anywhere. Internet provide a global system to access anything which are in the network, such that over project also access from the anywhere.

4. SYSTEM DESIGN

System Architecture alludes to the "the overall structure of the website" and the way which that structure provides conceptual honesty for a system. In its simplest form, system architecture is the hierarchical structure of program components, the modus in which these components interact and structure of data that are used by the components. One of the goal of system design is to derive an architectural rendering of a system. These rendering serves as a framework from which more detailed design activities are conducted.

The overall System Architecture defines, how the user buy and sell products from the E-commerce website and all the data store in the database. It also show the all the activities conducted over the Internet. In the System Architecture it show the operation how its perform over the internet like customer buy products, admin manage the database, database is used to store all the data in the form of tables.
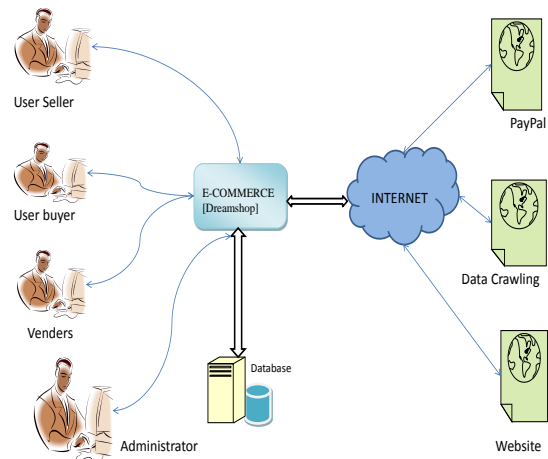

Fig. System Architecture

5. APPLICATIONS

Retails and Wholesale:-E-commerce has a number of applications in retail and wholesale to get benefits from the application. On-line retailing or E-retailing is the selling of goods from Business-to-Consumer(B2C) through electronic stores that are designed using the electronic shopping cart and catalog model. Dreamshop is a single Website that offers different services and products at one Internet location. It attracts the seller and the customer into one virtual space through a Web browser for selling the products.

Marketing:-Data collection about customer behavior, preferences, needs and buying patterns is possible through Web and E-commerce websites. This helps marketing activities such as negotiation, price fixation, product feature enhancement and relationship with the customer to improve the marketing.

Finance:-Financial companies are using E-commerce to a large range in the world. Customers can check the balances of their savings and loan accounts, transfer money to their other account and pay their bill through E-banking or on-line banking for buying the products. Another application of E-commerce is on-line stock trading. Many Websites provide access to charts, news, information about company profile and analystrating on the stocks.

Manufacturing:-E-commerce is also used in the supply chain operations of a company for products to sell. Some companies form an electronic exchange by providing together sell and buy goods, trade market information and run back office information such as inventory control. This speeds up the flow of raw finished goods and material between the members of the business community. Various issues related to the competitive and strategic issues limit the implementation of the business models. Companies may not trust their competitors and may fear that they will lose trade secrets or hidden information if they participate in mass electronic exchanges.

Auctions:-Customer-to-Customer (C2C) E-commerce is direct selling of goods and services among customers. It also includes electronic auctions that involve bidding. Bidding is a special type of auction that allows prospective buyers or customers to bid for an item. For example, airline companies give the customer an opportunity to quote the price for a seat on a specific route on the specified time and date.

6. ADVANTAGES

➢ Faster buying and selling procedure, as well as easy to find products on the website.

➢ Better quality of product services and Low operational cost.

➢ No need of physical company set-ups for buying products.

➢ Easy to start and manage a business.

➢ Customers can easily select products from various providers without moving around physically.

➢ No need to change the multiple applications, because of the many single application performs selling and buying activity.

➢ It can help increase profits; it can increase sales and decrease costs.

➢ It can help organizations do business 7 days a week and 24 hours a day i.e. anytime and anywhere.

➢ It can help organizations have customers all around the globe and not be specific limited to a specific region.

➢ It helps organizations bring higher return on advertisements, if managed properly it will be produce good result.

➢ It helps organizations identify new partners, suppliers and customers.

➢ It increases flexibility and ease of shopping for the customer or user.

➢ It can provide personalized product and customer customization.

➢ Shoppers are given a broader range of products to choose from online at any time.

7. CONCLUSION

The Internet has become a major resource in modern business, thus electronic shopping (e-commerce) has gained significance not only from the businessman but also from the customer's point of view. For the businessman, electronic shopping (e-commerce) generates new business opportunities and for the customer, it makes comparative shopping possible with the websites. As per a survey, most consumers of online stores are conductive and usually make a decision to stay on a site within the first few seconds to find their products pattern. "Website design is like a shop internal. If the shop looks poor or like hundreds of other shops the customer is most likely to skip to the other site"[16] thought the design. Hence we have designed the project to provide the user with easy navigation, necessary feedback and retrieval of data as much as possible. Through this we create a project on combine of two website features into the single website. So the customer can be easily performing their operation such as buying or selling products. Due to this user can save their lots of time which waste on the changing different application or websites. All the database manage by the admin for performing the important operations.

10. ACKNOWLEDGMENT

9. REFERENCES

[1]. *Bansal, Rashmi, Growth of the Electronic Commerce in China and India: A Comparative Study Dubey Rahul, E-Commerce poised for a leap in 2012*

[2]. *Emmanuel Lallana, Rudy Quimbo, Zorayda Ruth Andam, ePrimer: An Introduction to eCommerce, 2000), 2*

[3]. *Ernest A. Capozzoli, Thomas K. Pritchett, E Commerce: A Conceptual framework, Journal of Asia-Pacific Business*

[4]. *Kaur Pradeep, Dr. Joshi Mukesh, E-Commerce in India: A Review, IJCST Vo l. 3, issue 1, 2012*

[5]. *Kaur, Ramneet, E-Commerce in India, Asian journal of research in business economics and management, vol. 2, issue 6, 2012*

[6]. *MK, Euro Info Correspondence Centre (Belgrade, Serbia), "E-commerce-Factor of Economic Growth."*

[7]. *Rosen, Anita, The E-commerce Question and Answer Book (USA: American Management Association, 2000), 5.*

[8]. *Sharma Shweta, Mittal,Sugandha,"Prospects of E-Commerce in India".*

[9]. *Power, Michael 'Mike' (19 April 2013). "Online highs are old as the net: the first e-commerce was a drugs deal". The Guardian. London. Retrieved 17 June 2013.*