

E-COMMERCE APPLICATIONS

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ABSTRACT

The design entitled “E-commerce Application” the main purpose of this design is to create or produce an ecommerce app for shops, Then the user can share or partake their products through this application or to other app users. This ecommerce operation is created to provide all the detail about Customer, product, order and sales etc. We can fix the required delivery date for the product. Online shopping feature allows online shopping customers to place the product in the cart. The online shopping is very important feature used in e-commerce to assist people to making purchase their products online. The Online shopping app has been developed to allow business grows larger and faster. The online shopping is expanded permanently through new products and services in order to offer a product corresponding to the market. The user and Admin can use the chat box in this website. The project E-commerce app is developed using android app, the Front End of this app is java Language and the Back end is SQL.

Keywords: Android Studio, MY-SQL, JAVA, Mobile Application.

INTRODUCTION

The project entitled “E-Commerce Application” is developed using ANDROID as front end and SQL as back end. Online Shopping is used to give the list of orders available and its status to the Users. The administrator Maintain the Products. The Administrator needs to verify each record for small information also. This package gives all the information regarding the transaction of Products & other details. Online Shopping is all kind of Products are available. Online Shopping is a web based application. This package also provides facility for searching the details of a transaction of share details. User Can share the picture’s to the user which you like through this app the user share the Product through this app only But the other user don’t want to install this app, they Can use other apps also. User wants to share the pictures to the friends this app allow the user to share pictures in this app. The user can fix the required delivery date for the product. If the user wants to get the product in particular date user can fix the delivery date in this app. This app is allows the user to return the products in easy way. If user don’t like the product or the product is damage user can return the product in easy way. This app is also have’s easy cash back option.

LITERATURE REVIEW

This chapter will mainly discuss on the study that are done by previous research of other authors in the similar area of the present study. Throughout this chapter, there will be comprehensive discussion on theoretical and practical views of previous studies done in online shopping and offline shopping for apparels. It includes the price attractiveness, time saving, perceived risk, enjoyment and excitement, tangibility and high interactivity. All of these factors will contribute to the study of customer's purchasing intention for apparels on both stores which includes online shopping.

- I. Blackwell and Miniard (1990), that defines purchasing intention as a psychological process of decision-making. According to Pan (2007), "purchasing decision process" is when the relevant information is searched by the consumers that are motivated by the fulfillment of demands according to personal experience and the external environment; then after accumulating a certain amount of information.
- II. Parasuraman, Zeithaml and Berry (1988), perceived quality and price are thought if as a cue to assume a product's value. Xia and Monroe (2009) viewed that at a certain point, perception of lower quality of the product will evoked when there is a price reduction or there will be questions on the retailer's intention to reduce the price. Price will be a primary factor when consumers search product in a web and this would show that customer behavioral intention are related to the price cues that are more readily accessible from memory (Jiang and Rosenbloom, 2009).
- III. Liu, He, Gao and Xie (2008), it is important for e-tailers to provide varied types of merchandise and preferential price because customer satisfaction is still based on product price and product variety. According to Jin and Kim (2003), diverse consumer groups with various motivations and economic conditions can be satisfied through discount stores that are available in Korea.

METHODOLOGY EXISTING SYSTEM

In existing system we can view product pictures only. If we want to share the pictures of the product the user wants to copy the link and share through other apps only or share the pictures in other apps. The delivery time will be fixed we won't able to change the delivery time. This app the user can't return the product easily.

DRAWBACKS

- We can't share the pictures through this app.
- Delivery time is fixed can't able to change.
- Return process is very difficult.

PROPOSED SYSTEM

In this system we can view product pictures, and it can be shared through this app, and other kind of app also. User can share the product to their friends through this application alone. The user also can fix the product delivery date and delivery time. If the user wants to get the product

in particular date the user can fix the delivery date in this application. and If the user is not satisfied with the product they can return it easily within short term of days.

FEATURES OF PROPOSED SYSTEM

- We can share the product image through this app and other app also.
- We can fix the required delivery date for the product.
- Return process is very easy and immediate cash back option.

MODULES

The project entitled “E-COMMERCE” has been developed for the app to shop and order the products.

- Administrator Module
- User Module

ADMINISTRATOR MODULE

In Administrator module the admin will maintains all the details of this App. Admin can only access to enter information to this admin page. Admin had all privilege to give authenticate to the user and gives privilege that which portion they can access. The administrator has all the information about the user and about all products. Different sub-modules are:

1. Manage category
2. Manage products
3. Manage users
4. Manage order history
5. Reviews

USERS MODULE

User can login into the app and view the products, order the products, chat with friends, review the products and apps.




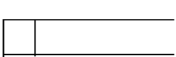
This module have following sub-modules:

1. View product
2. Select order product
3. Generate order product
4. View shopping cart
5. Billing
6. Chatting
7. Registration
8. Fix the date and time

DATA FLOW DIAGRAM

A data flow diagram (DFD) is a graphical representation of data through informative system. It differs from the flowchart as it shows the dataflow instead of the control flow of the program. All programs for a program define by DFD. The moment of data through a system from entry to designation.

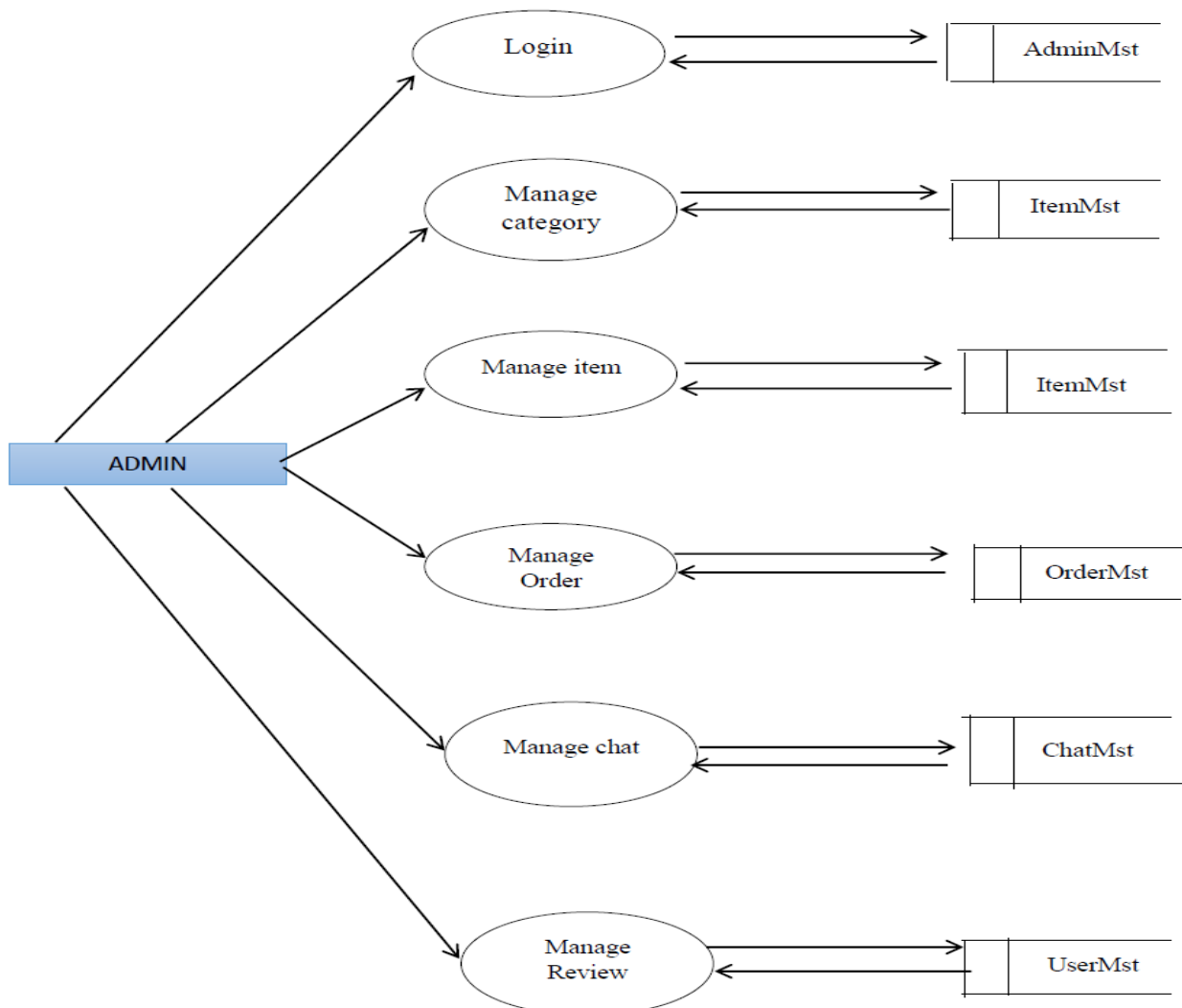
DATA FLOW DIAGRAM SYMBOL

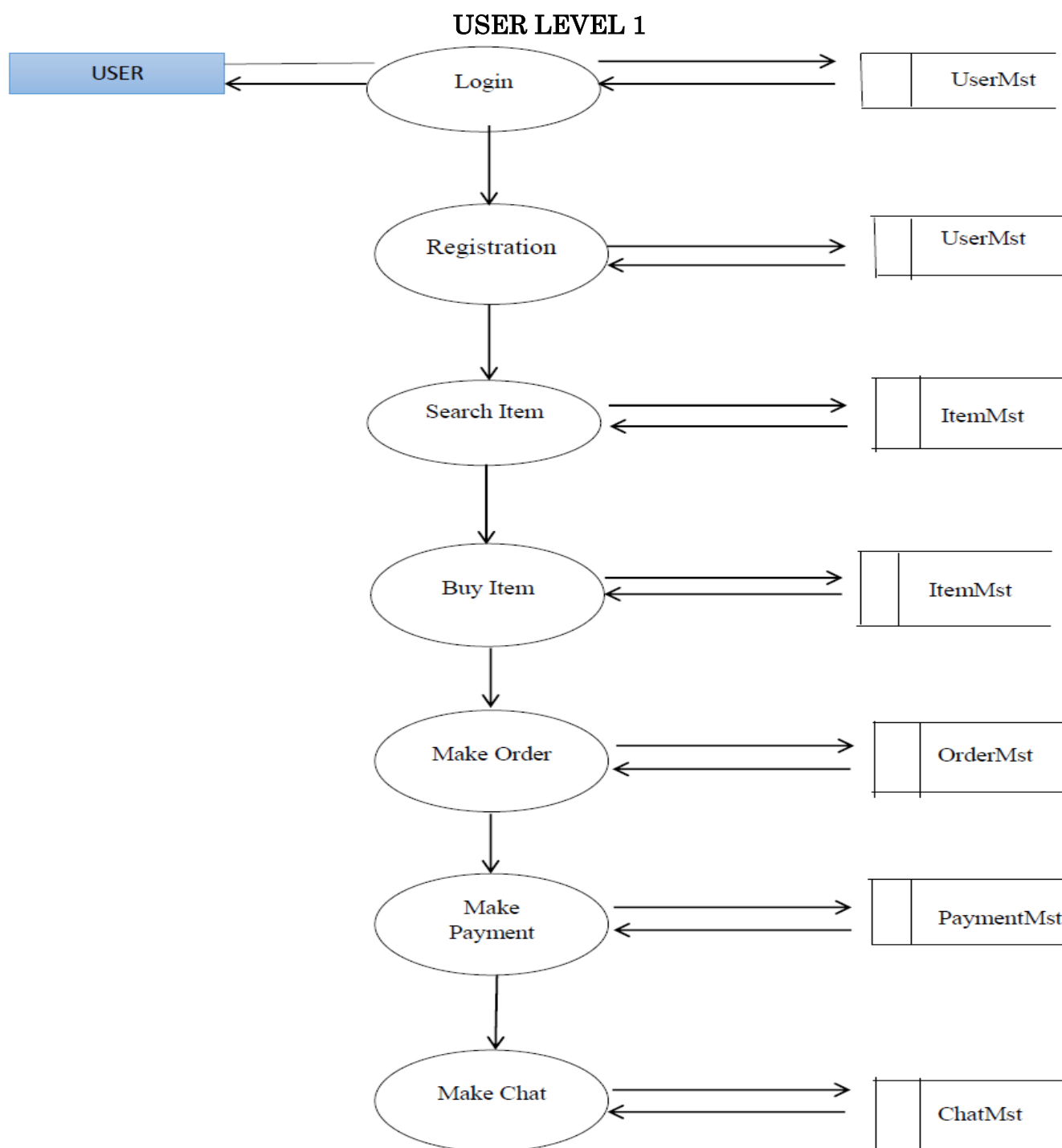
SYMBOL	DESCRIPTION
	Data Flow – Data flow are pipelines through the packets of information flow.
	Process: A Process or task performed by the system.
	Entity: Entity is object of the system. A source or destination data of a system.
	Data Store: A place where data to be stored.

LEVEL 0



ADMIN LEVEL 1





CONCLUSION

The “E-Commerce” has been developed to satisfy all the existing requirements. The process is maintained more fast and easy. The system is highly user friendly. The system has been tested under all criteria. The system minimizes the problem arising in the existing manual system and it eliminates the human errors to zero level. All phases of development were conceived using methodologies. User with little training can get the required report. The software executes successfully by fulfilling the objectives of the project. Further extensions to this system can be made required with minor modifications.

FUTURE ENHANCEMENT

Enhancements are a way to make things better or have a better approach towards the proposed system than the current system. The present project can be made a lot better by bringing in the following enhancements:

- The admin can give advance software for Online ChatApplication including more facilities.
- Admin can use various payment options. Like Google pay, Samsung pay and phone pay.
- Voice search and voice commerce is the fastest growing sales channel in other country, so in future we also add voice search and voice commerce.
- In future admin can add the image search in the ecommerce app. Image search is very useful to search fast.

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