

## **Web Application for Online Shopping System**

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### **ABSTRACT:**

*The business-to- consumer aspect of an online shopping is the most visible business use of the World Wide Web. The primary goal of an online shopping site is to sell goods and services online. This project deals with developing an e-commerce website for online shopping. It provides the user with a catalogue of different goods and services available for purchase in the store. In order to facilitate online purchase a shopping cart is provided to the user.*

*This is a project with the objective to develop a basic website where a consumer is provided with a shopping cart application and also to know about the technologies used to develop such an application.*

**KEYWORDS:** *Online Shopping, Web Application, QR Code, Consumer Preference, Online Customers.*

### **I. INTRODUCTION**

Online shopping is a form of electronic commerce which allows consumers to directly buy goods or services from a seller over the Internet using a web browser. Consumers find a product of interest by visiting the website of the retailer directly. Nowadays most of the purchasing of the items that are needed for the daily basis can be got through the online mode. There are many shopping websites like Amazon, Flipkart, snapdeal, Jabong, Shop Clues and many more. People without wasting much energy in going to the shops to buy the shopping items that are required can purchase it through the shopping websites.

The Online Shopping System is the application that allows the users to shop online without going to the shops to buy them. This will help in saving the energy, fuel, time needed to do the shopping by going to the shops. Consumers can get full information about the product with its reviews being passed by the existing users. If one wants to buy a product he/she is no longer limited to asking the friends and families because there are many products reviews on the web which gives opinions of the existing users of the product.

### **CONSUMER PREFERENCE**

Consumer preference for a product can make or break a company. If consumers generally like a product, it may stay around for years and sell millions of copies. However if consumer do not like a product, it could disappear very quickly.

### **ONLINE CUSTOMERS:**

Online customer must have access to the internet and a valid method of payment in order to complete a transaction. Generally, higher levels of education and personal income correspond to more favorable perception of shopping online. Increased exposure to technology also increases the probability of developing favorable attitude towards new shopping channels.

## II. SYSTEM DESCRIPTION

Admin panel working:

Login page: By providing username and password we call login into the system.

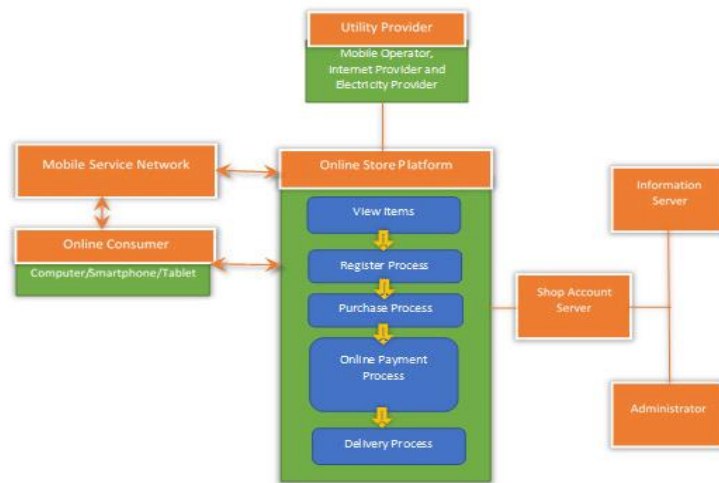
Home page: It shows overall product's which are available.

News and events: New offers are shown at this page.

Product description: it shows product name, product old price, product new price, product brand etc.

QR Code: By using the QR Code customers can make the payment.

## III. SYSTEM DESIGN



**Fig. System Architecture**

## IV. RESULT ANALYSIS

### Prototype 1 : Admin Login

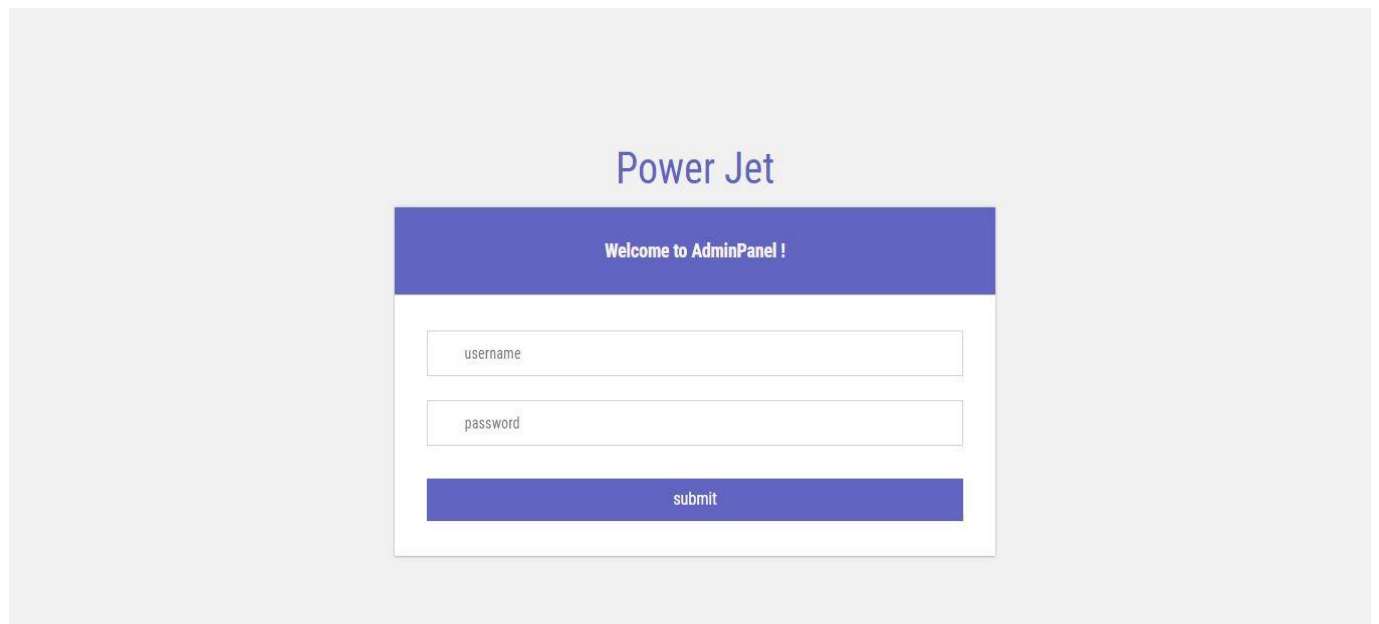


Fig. It shows the Admin Login

### Prototype 2 : Change Password

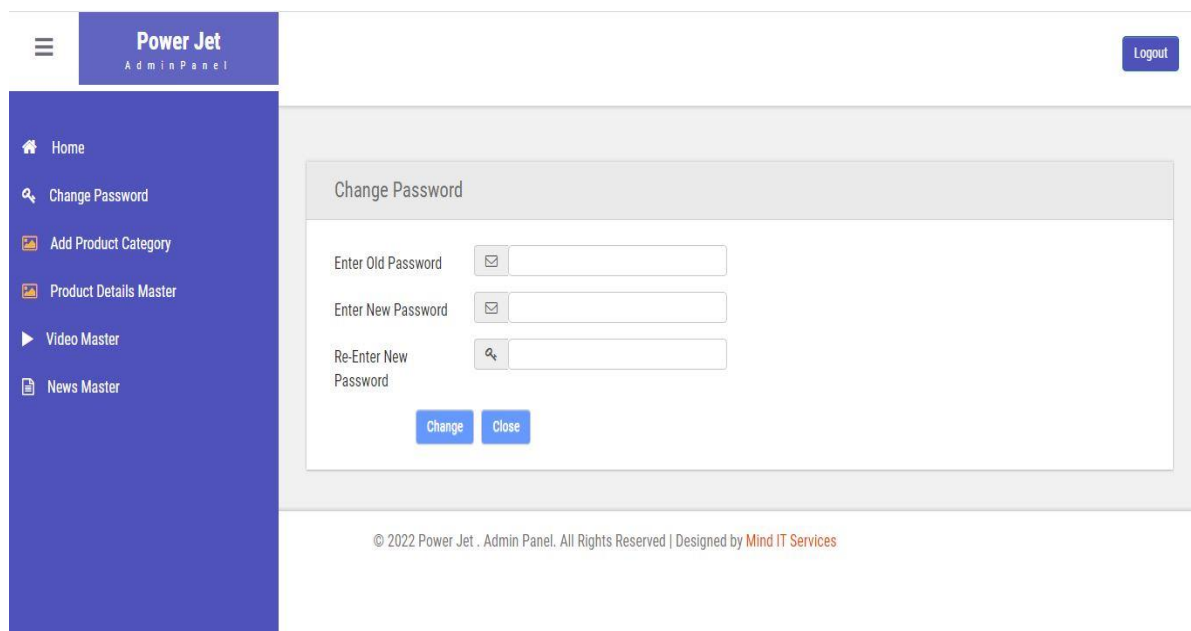
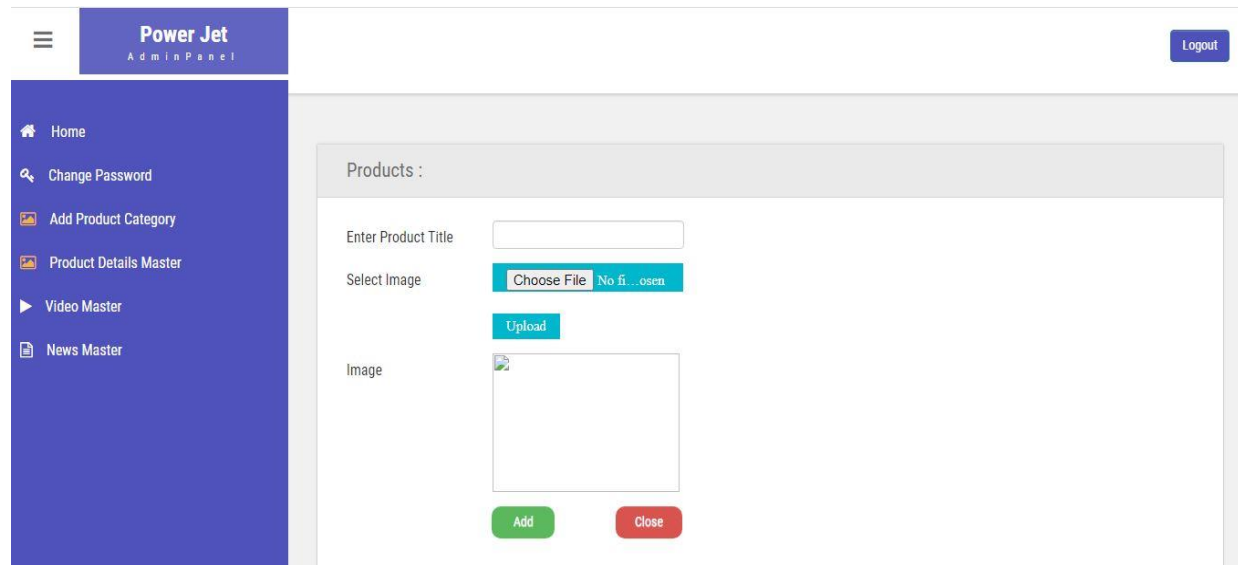


Fig. To change admin login password

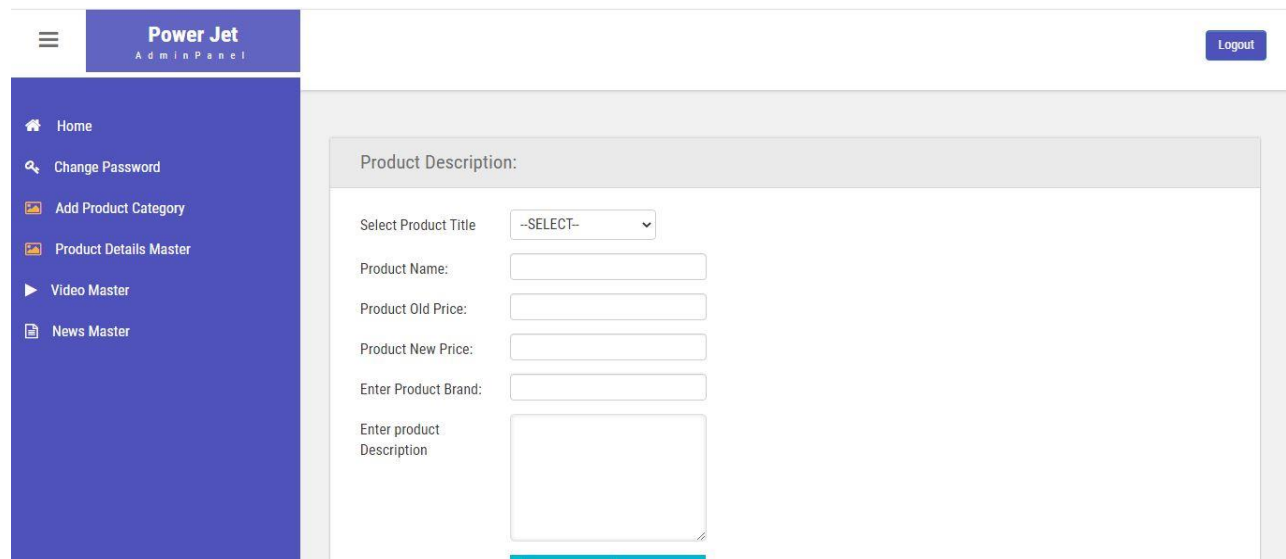
### Prototype 3: Product Details



The screenshot shows the 'Power Jet Admin Panel' interface. On the left is a blue sidebar with navigation options: Home, Change Password, Add Product Category, Product Details Master, Video Master, and News Master. The main content area is titled 'Products :'. It contains a form with the following fields and controls: 'Enter Product Title' (text input), 'Select Image' (file selection button labeled 'Choose File' with 'No file chosen' text), an 'Upload' button, an 'Image' preview area, and 'Add' and 'Close' buttons at the bottom.

Fig. It Shows Product Details

#### Prototype 4: Product Description



The screenshot shows the 'Power Jet Admin Panel' interface for the 'Product Description' form. The sidebar is identical to the previous screenshot. The main content area is titled 'Product Description:'. It contains a form with the following fields and controls: 'Select Product Title' (dropdown menu with '--SELECT--'), 'Product Name:' (text input), 'Product Old Price:' (text input), 'Product New Price:' (text input), 'Enter Product Brand:' (text input), and 'Enter product Description' (text area).

Fig. It Shows the Product Description

#### Prototype 5: News And Events

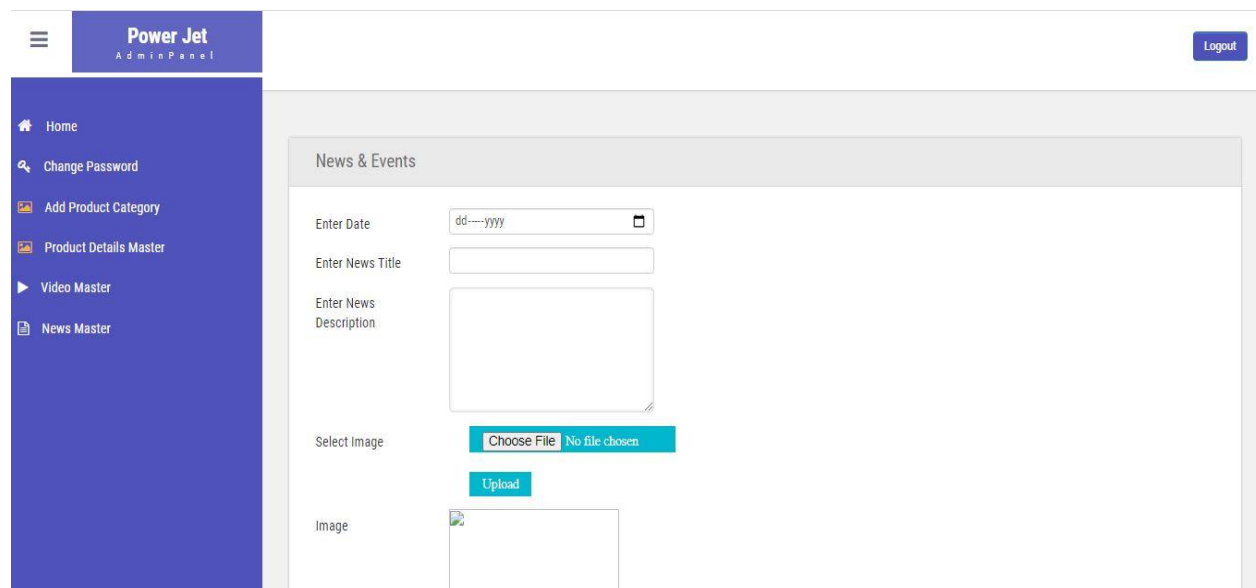


Fig. It shows the news and events

## V. CONCLUSION

Online shopping is a different experience and you can make the shopping creative over the internet as you get used to it. We have used the QR Code system for the project. It is actually cost effective and as per customer requirement. Overall it becomes easy to use process.

Technology has made significant progress over the years to provide consumers a better online shopping experience and will continue to do so for years to come. With the rapid growth of products and brands, people have speculated that online shopping will overtake in-store shopping. While this has been the case in some areas, there is still demand for brick and mortar stores in market areas where the consumer feels more comfortable seeing and touching the product being bought. However, the availability of online shopping has produced a more educated consumer that can shop around with relative ease without having to spend a large amount of time. In exchange, online shopping has opened up doors to many small retailers that would never be in business if they had to incur the high cost of owning a brick and mortar store. At the end, it has been a win-win situation for both consumer and sellers.

## VI. ACKNOWLEDGEMENT

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