

# GO-With My Rowdy- The Shopping Web Site

Malapati Harikrishna & T. Bala Manideep & M. Bharath kumar <sup>#1</sup> and Dr. R. Murugeswari <sup>\*2</sup>

<sup>#</sup> Department of Computer Science Engg., Kalasalingam Academy of Research and Education, Tamilnadu, India

<sup>\*</sup> Department of Computer Science Engg., Kalasalingam Academy of Research and Education, Tamilnadu, India

**Abstract—** This journal is a web based shopping system for an existing shop. The journal objective is to deliver the products using online shopping web application into any platform. In Ecommerce site consumers will directly buy goods or services from a seller in real-time, without an intermediary service, over the Internet. It is a form of electronic commerce. This journal is an attempt to provide the advantages of online shopping to customers of a real shop. It supports buying the products in the shop anywhere through internet by using an android device. Thus the customer will obtain the service of online shopping and home delivery from his favorite shop.

Electronic Commerce is an execution of doing business through computer networks. A person standing on his chair in front of a computer can access all the facilities of the Internet to buy or sell the products.

Unlike traditional commerce that is carried out physically with effort of a person to go & get products, ecommerce has made it easier for human to reduce physical work and to save time.

E-Commerce website which was started from the year 1990's has taken a great leap in the world of computers, but the fact that has hindered the growth of e-commerce is security. Security is the challenge facing

e-commerce today & there is still a numerous advancement made in the field of security. The main advantage of e-commerce over traditional commerce is the user can browse online shops, compare with prices and order merchandise sitting at home on their PC.

**Index Terms—** Online shopping, PHP, Mysql

## I. INTRODUCTION

The important process of the application is to allow the customer to shop virtually using the Internet and allow customers to buy the items and articles of their desire from the store. The information pertaining to the products are stores on an RDBMS(or) Maria DBMS at the server side to store.

The Server operation the customers and the items are shipped to the address submitted by them. The application was described into two modules first is for the customers who wish to buy the articles. Second operation is for the storekeepers who maintains and updates the information pertaining to the articles and those of the customers. The users of this product is a departmental store where the application is hosted on the web and the administrator maintains the database. The main operation of application is stored at the customer database, the details of the items are brought forward from the database for the customer view

based on the selection under the menu and the database of all the products are updated at the end of each transaction. Data entry into the application can be done through various screens designed for various levels of users. Once the authorized personnel store the relevant data into the system, several reports could be generated as per the security.

## II. EXISTING METHODOLOGY

The current system for shopping is to visit the shop manually and from the available product choose the item customer want and buying the item by payment of the price of the item.

### A. DISADVANTAGES OF EXISTING SYSTEM

It is less user-friendly.

User must go to shop and select products.

It is difficult to identify the required product.

Description of the product limited.

It is a time consuming process

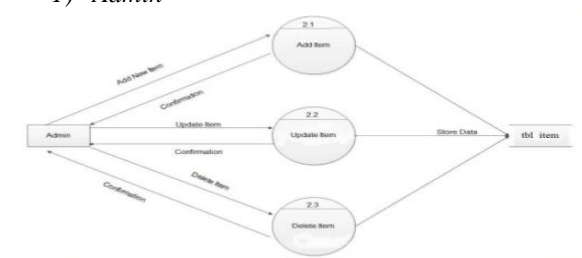
Not in reach of distant users.

## III. PROPOSED SYSTEM

In the proposed system customer need not go to the shop for buying the products. He can order the product he wish to buy through the application in his Smartphone. The shop owner will be admin of the system. Shop owner can appoint moderators who will help owner in managing the customers and product orders. The system also recommends a home delivery system for the purchased products.

### A. BLOCK DIAGRAM

#### 1) Admin



2) User

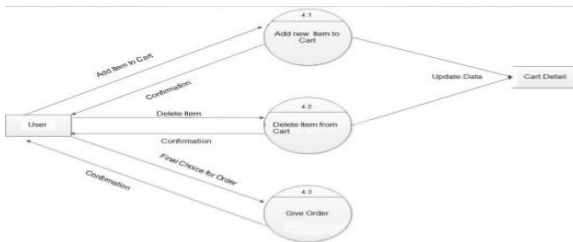


Fig.1. Block Diagram

B. METHODOLOGY

1) WATERFALL MODEL

The *Waterfall Model* was the first Process Model to be introduced. It is very simple to understand and use. In a *Waterfall* model, each phase must be completed before the next phase can begin and there is no overlapping in the phases. *Waterfall* model is the earliest *SDLC* approach that was used for software development.

In “*The Waterfall*” approach, the whole process of *software development* is divided into separate phases. The outcome of one phase acts as the input for the next phase sequentially. This means that any phase in the development process begins only if the previous phase is complete. The waterfall model is a sequential design process in which progress is seen as flowing steadily downwards (like a waterfall) through the phases of Conception, Initiation, Analysis, Design, Construction, Testing, Production/Implementation and Maintenance.

As the Waterfall Model illustrates the software development process in a linear sequential flow; hence it is also referred to as a Linear-Sequential Life Cycle Model.

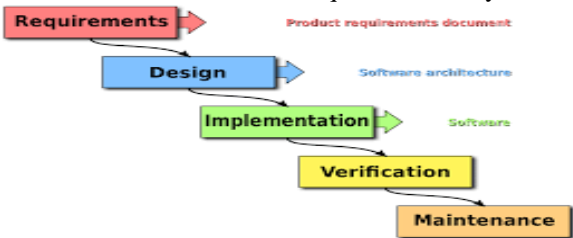


Fig.2. Water Fall Model

2) Sequential Phases

**Requirements:** The first phase involves understanding what needs to design and what is its function, purpose, etc. Here, the specifications of the input and output or the final product are studied and marked.

**System Design:** The requirement specifications from the first phase are studied in this phase and system design is prepared. System Design helps in specifying hardware and system requirements and also helps in defining overall system architecture. The software code to be written in the next stage is created now.

**Implementation:** With inputs from system design, the system is first developed in small programs called units, which are integrated into the next phase. Each unit is developed and tested for its functionality which is referred to as Unit Testing.

**Integration and Testing:** All the units developed in the

implementation phase are integrated into a system after testing of each unit. The software designed, needs to go through constant software testing to find out if there are any flaw or errors. Testing is done so that the client does not face any problem during the installation of the software.

**Deployment of System:** Once the functional and non-functional testing is done, the product is deployed in the customer environment or released into the market.

**Maintenance:** This step occurs after installation, and involves making modifications to the system or an individual component to alter attributes or improve performance. These modifications arise either due to change requests initiated by the customer, or defects uncovered during live use of the system. The client is provided with regular maintenance and support for the developed software.

IV. EXPERIMENTAL EVALUATION

A. Admin Page

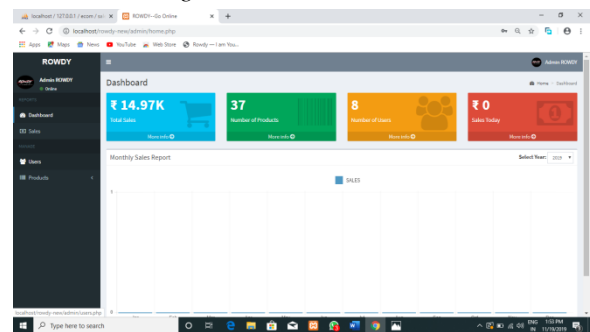


Fig.3. Admin Page

The administrator is the super user of this application. Only admin have access into this admin page. Admin may be the owner of the shop. The administrator has all the information about all the users and about all products.

B. Users List

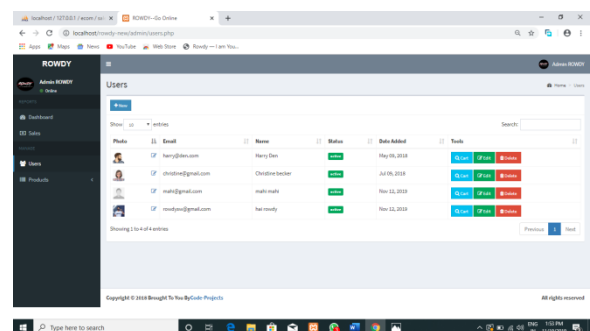


Fig.4. User List

C. View Users

The admin will have a list view of all the users registered in the system.

Admin can view all the details of each user in the list except password.

#### D. Add Users

Admin has privileges to add a user directly by providing the details.

#### E. Product List

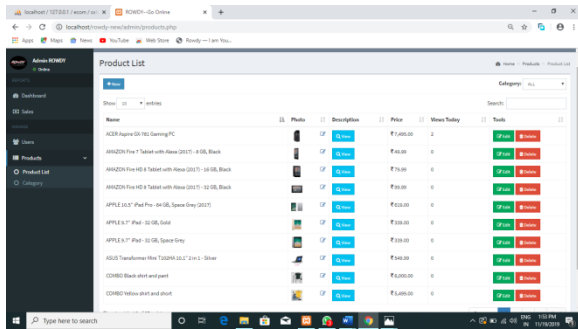


Fig.5. Product List

#### F. Delete Products

Administrator can delete the products based on the stock of that particular product.

#### G. Search Products

Admin will have a list view of all the existing products. He can also search for a particular product by name.

#### H. Category List

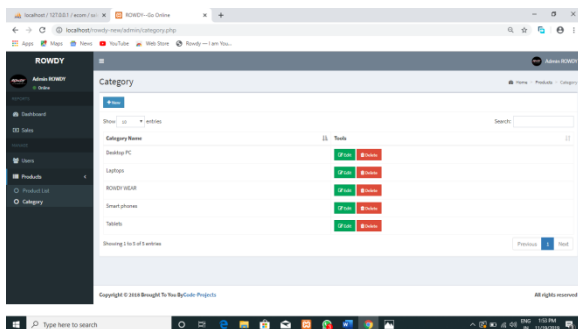


Fig.6. Category List

#### I. Add Products

The shopping cart journal contains different kind of products. The products can be classified into different categories by name. Admin can add new products into the existing system with all its details including an image.

#### J. View Products

User can view the list of products based on their names after successful login. A detailed description of a particular product with product name, products details, product image, price can be viewed by users.

#### K. Search products

Users can search for a particular product in the list by name.

#### V. CONCLUSION

The system has been developed with much care and free of errors and at the same time it is efficient and less time consuming. The purpose of this journal was to develop a web application and an android application for purchasing items from a shop. This journal helped us in gaining valuable information and practical knowledge on several topics like designing web pages using html &css, usage of responsive templates, designed for web applications, and management of database using mysql. The entire system is secured. Also the journal helped us understanding about the development phases of a journal and software development life cycle. We learned how to test different features of a journal.

This journal has given us great satisfaction in having designed an application which can be implemented to any nearby shops or branded shops selling various kinds of products by simple modifications.

There is a scope for further development in our journal to a great extend. A number of features can be added to this system in future like providing moderator more control over products so that each moderator can maintain their own products. Another feature we wished to implement was providing classes for customers so that different offers can be given to each class. System may keep track of history of purchases of each customer and provide suggestions based on their history. These features could have implemented unless the time did not limited us.

#### REFERENCES

- [1] A. Rangaswamy and G.H. Van Bruggen (2005); —Opportunities and challenges in multichannel marketing: An introduction to the special issue, *Journal of Interactive Marketing*, 19) p.:5-11
- [2] Ahuja, M. K., Gupta, B., & Raman, P. (2003): An Empirical Investigation of Online Consumer Purchasing Behavior [Electronic version]. *Communications of the ACM*, 46(12ve), pp. 145-151. Retrieved 18 April 2005 from <http://portal.acm.org/cacm/ve120>
- [3] Alba J, Lynch J, Weitz B, Janiszewski C, Lutz R, Sawyer A and Wood,S(1997) — Interactive Home shopping: Consumer Retailer and Manufacturer incentive to participate in Electronic Market places, "*Journal of Marketing*,61(3),pp38-54
- [4] A. Ansari, C.F. Mela, and S.A. Neslin (2008); —Customer channel migration; *Journal of Marketing Research*; XLV: pp.:60-76
- [5] Aladwani, Adel M., & Prashant C. Palvia, (2002), "Developing and Validating and Instrument for measuring User-Perceived Web Quality", *Information and Management*, 39, pp.:467-476
- [6] Ankur Kumar Rastogi(2010): A study of Indian online consumers and their buying behavior, *International Research Journal Vol 1 Issue 10* pp.:80