

## **E-SHOP: WEB-BASED ONLINE SHOPPING AND DELIVERY APPLICATION**

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### **ABSTRACT**

The project's objective is to create an online shopping system for an already-existing store. The project's objective is to deliver an online retail application on a Python platform. Giving customers of traditional establishments the advantages of online shopping is the goal of this project. It makes it easier to use an Android phone from anywhere in the world to make purchases from the store online. The customer will thus be able to shop online and obtain home delivery from his favorite business. This technology is accessible to any local company or global brand retailer with a network of retail locations. If shops provide an online portal that makes it easy for customers to shop from anywhere, they won't lose any more customers to well-known e-commerce sites like eBay or Flip Cart. Because it is available on cellphones, the application is always and immediately available.

**Keywords:**E-Shop, Web-Based Online Shopping, Delivery , Python, Smartphone's

### **1 INTRODUCTION**

#### **Project Planning**

Project planning is part of project management, which relates to the use of schedules such as Gantt charts to plan and subsequently report progress within the project environment. Initially, the project scope is defined and the appropriate methods for completing the project are determined. Following this step, the durations for the various tasks necessary to complete the work are listed and grouped into a work breakdown structure. The logical dependencies between tasks are defined using an activity network diagram that enables identification of the critical path. Float or slack time in the schedule can be calculated using project management software. Then the necessary resources can be estimated and costs for each activity can be allocated to each resource, giving the total project cost. At this stage, the project plan may be optimized to achieve the appropriate balance between resource usage and project duration to comply with the project objectives. Once established and agreed, the plan becomes what is known as the baseline. Progress will be measured against the baseline throughout the life of the project.

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### **Purpose**

The project is about to handle all the information of the shop regarding members. Also it manages resources which were managed and handled by manpower previously. The main purpose of the project is to integrate distinct sections of the shop into consistent manner so that complex functions can be handled smoothly. The project aims at the following matters

- Automation of product manipulation.
- Buying products.
- To manage information of different types of items.
- Consistently update information of all the item.
- Managing security by providing authorized email & password. Manages database efficiently.

### **Overview**

The 'Online E-commerce Web application' Services department strives to provide solutions to develop and transfer easy and efficient way in the digital age and to help reduces the human pressure and time. To help support shop collections, the digital initiatives, and external partner institution digital projects, It provide services that include the digitization of analog objects, metadata management, digital preservation, and discovery and access of digital collections. "Shop Management System" is a web application written for all operating systems, designed to help users maintain and organize shop virtually. This software is easy to use for both beginners and advanced users. It features a familiar and well thought- out, an attractive user interface, combined with strong searching Insertion and reporting capabilities. The report generation facility of shop system helps to get a good idea of which are the various items brought by the members, makes users possible to get the product easily.

### **Background Study**

E-commerce is fast gaining ground as an accepted and used business paradigm. More and more business houses are implementing web sites providing functionality for performing commercial transactions over the web. It is reasonable to say that the process of shopping on the web becoming commonplace.

The objective of this project is to develop a general-purpose e-commerce store where any product (such as books, CDs, computers, mobile phones, electronic items, and home appliances) can be bought from the comfort of home through the Internet. However, for implementation purposes, this paper will deal with an online ecommerce store.

An online store is a virtual store on the Internet where customers can browse the catalog and select products of interest. The selected items may be collected in a shopping cart. At checkout time, the items in the shopping cart will be presented as an order. At that time, more information will be needed to complete the transaction.

Usually, the customer will be asked to fill or select a billing address, a shipping address, a Shipping option, and payment information such as a credit card number. An email notification is sent to the customer as soon as the order is placed.

## **.2.LITERATURE SURVEY AND RELATED WORK**

A literature survey of e-commerce or online shopping (e-shop) can encompass various aspects, including its history, trends, impact, and challenges. Here's a brief overview of key points you might consider in such a survey:

**Historical Evolution:** Start with the history of e-commerce, tracing its origins from the early days of the internet to the present. Mention milestones like Amazon's launch in the 1990s.

**Economic Impact:** Discuss the economic impact of e-commerce on traditional brick-and-

mortar businesses, employment, and consumer behavior. Cite studies that analyze its contribution to GDP.

**Technological Advancements:** Explore the role of technology in enabling e-commerce growth, including advancements like mobile commerce (m-commerce), AI, and blockchain.

**Consumer Behavior:** Examine how online shopping has influenced consumer behavior, including factors such as convenience, price comparison, and personalized recommendations.

**Marketplace Models:** Compare different e-commerce models, including B2B, B2C, C2C, and peer-to-peer platforms. Highlight major players in each category.

**Globalization and Cross-border Trade:** Discuss the globalization of e-commerce and the challenges and opportunities it presents for businesses and consumers.

**Security and Trust:** Address concerns related to online security, data privacy, and the measures taken to build trust among online shoppers.

**Regulatory Frameworks:** Explore the regulatory landscape governing e-commerce, including consumer protection, taxation, and international trade agreements.

**Sustainability:** Discuss the environmental impact of e-commerce, including issues related to packaging, shipping, and sustainable practices.

**Emerging Trends:** Identify emerging trends in e-commerce, such as social commerce, voice commerce, and virtual reality shopping experiences.

**Challenges and Future Outlook:** Highlight the challenges faced by e-commerce, including competition, fraud, and logistical issues. Discuss the future outlook and potential areas of growth and innovation.

### **3 EXISTING SYSTEM**

E-commerce is growing pretty fast, however, there is no standardization for payment system, resulting unreliability of online payment. There is still another problem following setting up an online store with the web site, the problem of marketing may arise. Another issue, to control the trustworthy of the web site, all shop owners have to register their profiles to the web site, thus it will assure that there is no fraud in online trading on the web site. As the result, the web site will retain its reputation in the market. With this strict rule, the web site can control the quality and trust of its customers. This is very important issue for such a large web site.

### **4 PROPOSED WORK AND ALGORITHM**

The web site, designed as an online shopping center, is separated into two parts: back end and front-end parts. This part provides facility for each store owner to edit and modify information in his own store. Providing validation check for member and store identification, the back-end system can securely protect users' proprietary information. In addition, all page views employ session variables to deter manually defined variables by users. Applying user friendly approach, and focusing on web programming inexperience, the user can effortlessly manage his back-end information. Inside the back end, users can control and view all store information. Besides that, using content management design, the back-end part encompasses with these modules: admin panel, home, register, login, product view, cart, checkout, change password, contact us and track order.

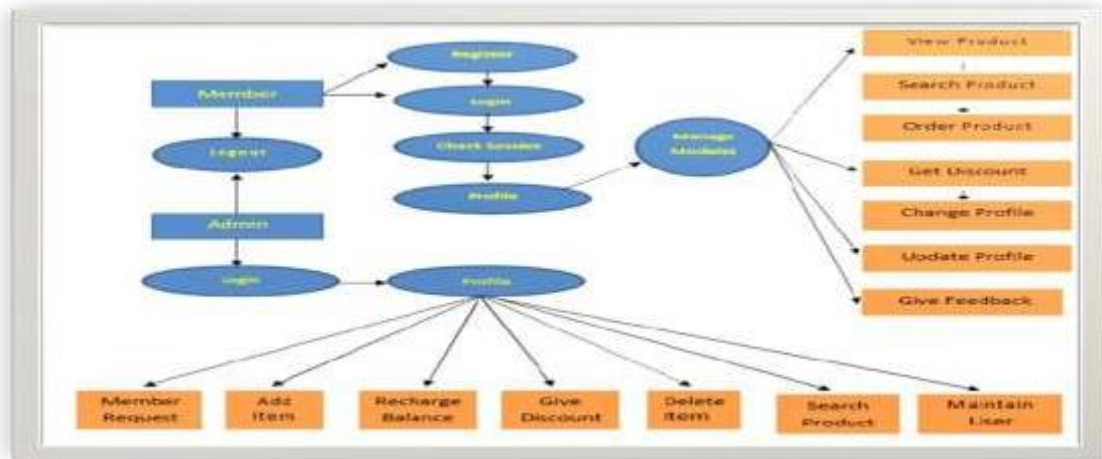


FIG 1: SYSTEM ARCHITECTURE

## 5 METHODOLOGIES

### MODULES

#### 1 MODULES:

##### Designing a module for an e-shop involves several key components:

**User Interface (UI):** Create an intuitive and user-friendly interface for customers to browse products, add items to their cart, and complete transactions.

**Product Catalog:** Develop a database to store product information, including images, descriptions, prices, and availability status.

**Search and Filter:** Implement robust search and filter options to help users quickly find products based on categories, keywords, price ranges, and more.

**Shopping Cart:** Design a module for customers to add and remove items from their cart, view the cart's contents, and proceed to checkout.

**User Accounts:** Allow users to create accounts, manage their profiles, and store shipping and payment information securely.

**Payment Gateway:** Integrate a secure payment gateway to handle transactions, supporting various payment methods like credit cards, PayPal, and others.

**Order Management:** Develop a system to track and manage customer orders, including order history, shipping status, and notifications.

**Security:** Implement robust security measures to protect customer data, secure payment processing, and prevent fraud.

**Reviews and Ratings:** Enable customers to leave reviews and ratings for products, fostering trust and helping others make informed purchasing decisions.

**Recommendation Engine:** Incorporate a recommendation system that suggests products to users based on their browsing and purchase history.

**Analytics:** Integrate analytics tools to monitor user behavior, track sales, and gain insights into customer preferences.

**Mobile Responsiveness:** Ensure the e-shop is responsive and accessible on various devices, including smartphones and tablets.

**Content Management:** Implement a content management system (CMS) for easy product updates, promotions, and marketing campaigns.

**Shipping and Logistics:** Integrate with shipping carriers to provide real-time shipping rates, tracking, and delivery options.

**Customer Support:** Offer customer support features like live chat, email support, and a comprehensive FAQ section.

**Legal Compliance:** Ensure compliance with data protection regulations, such as GDPR, and include clear terms and conditions, privacy policies, and return policies.

**Testing and Quality Assurance:** Thoroughly test the e-shop for functionality, performance, and security to provide a seamless and reliable user experience.

## 6 RESULTS AND DISCUSSION



Figure 1: HOME SCREEN

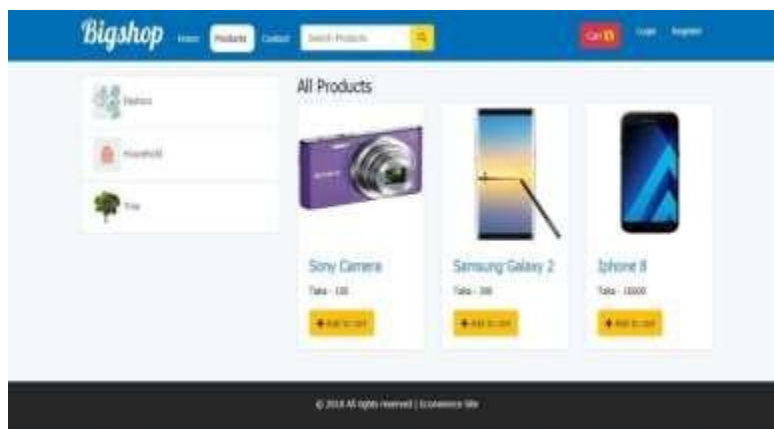


FIG 2 : SHOP PAGE



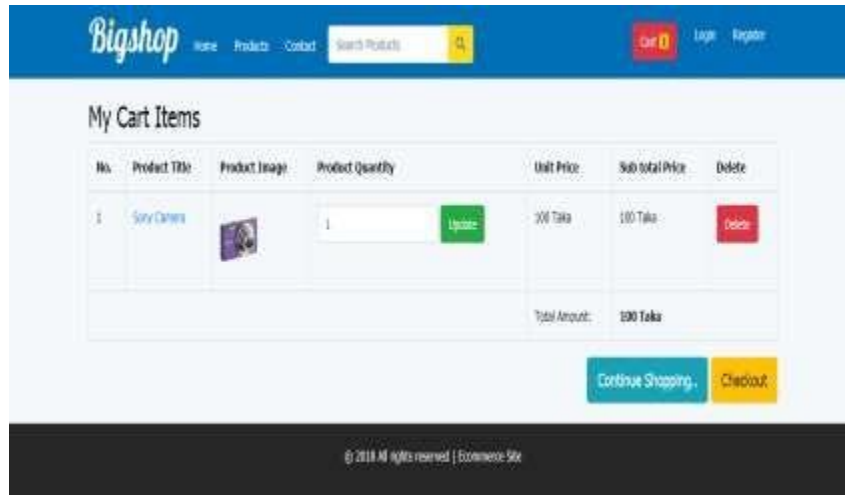


FIG 3. Single product

FIG 4 CART



FIG 10 BRAND LIST PAGE



FIG 12 CATEGORY LIST PA

## 7. CONCLUSION

This project is only a humble venture to satisfy the needs in a shop. Several user friendly coding have also adopted. This package shall prove to be a powerful package in satisfying

all the requirements of the organization. The objective of software planning is to provide a frame work that enables the manger to make reasonable estimates made within a limited time frame at the beginning of the software project and should be updated regularly as the project progresses.

This website provides a computerized version of shop manipulate system which will benefit the users as well as the visitor of the shop. It makes entire process online where users can search product, and buy various product. It also has a facility for common user by login into the system where user can login and can see status of ordered item as well request for items or give some suggestions. It provide the facility of admin's login where admins can add various item, review users activity and also give occasional discount and also add info about different events for the customer

## 6.2 Future Scope

The project has a very vast scope in future. The project can be implemented on intranet in future. Project can be updated in near future as and when requirement for the same arises, as it is very flexible in terms of expansion. With the proposed software of database Space Manager ready and fully functional the client is now able to manage and hence run the entire work in a much better, accurate and error free manner.

The following are the future scope for the project.

- Should be added payment gateway
- Can be added inventory management system
- Can be added multiple branches
- Can be added multilingual to this site
- And many features can be added this project to make it more robust.

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