

Online Shopping

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Abstract: Now a days the lifestyle of the people is diff. People feel uncomfortable and time consuming for going crowded markets. So, E Shopping is a boon as it saves lot of time. Online shopping is a process whereby consumers directly buy goods, services etc. from a seller without an intermediary service over the Internet. Shoppers can visit web stores from the comfort of their house and shop as by sitting in front of the computer. Online stores are usually available 24 hours a day and many consumers have internet access both at work and at home. So it is very convenient for them to shop Online. One of the most enticing factors about online shopping, particularly during holiday season is, it alleviates the need to wait in long lines or search from a store for a particular item. Variety of goods are available in online. So, the researcher want to know the preference of the consumers. So, fifty respondents were met and data were collected regarding their preference towards shopping online.

Keywords: Online Shopping

I. INTRODUCTION

This document is the design report for a web-based Super Market. This is mainly about 'how to do' and also will help provide an insight to the whole system design and implementation of the online Shopping (provision Products). This software has the following three main components:

1. Implement the different types of user – Administrator, Customer and Clerk.
2. Implement shopping cart for checkout and payment procedures.
3. Management of products and orders.

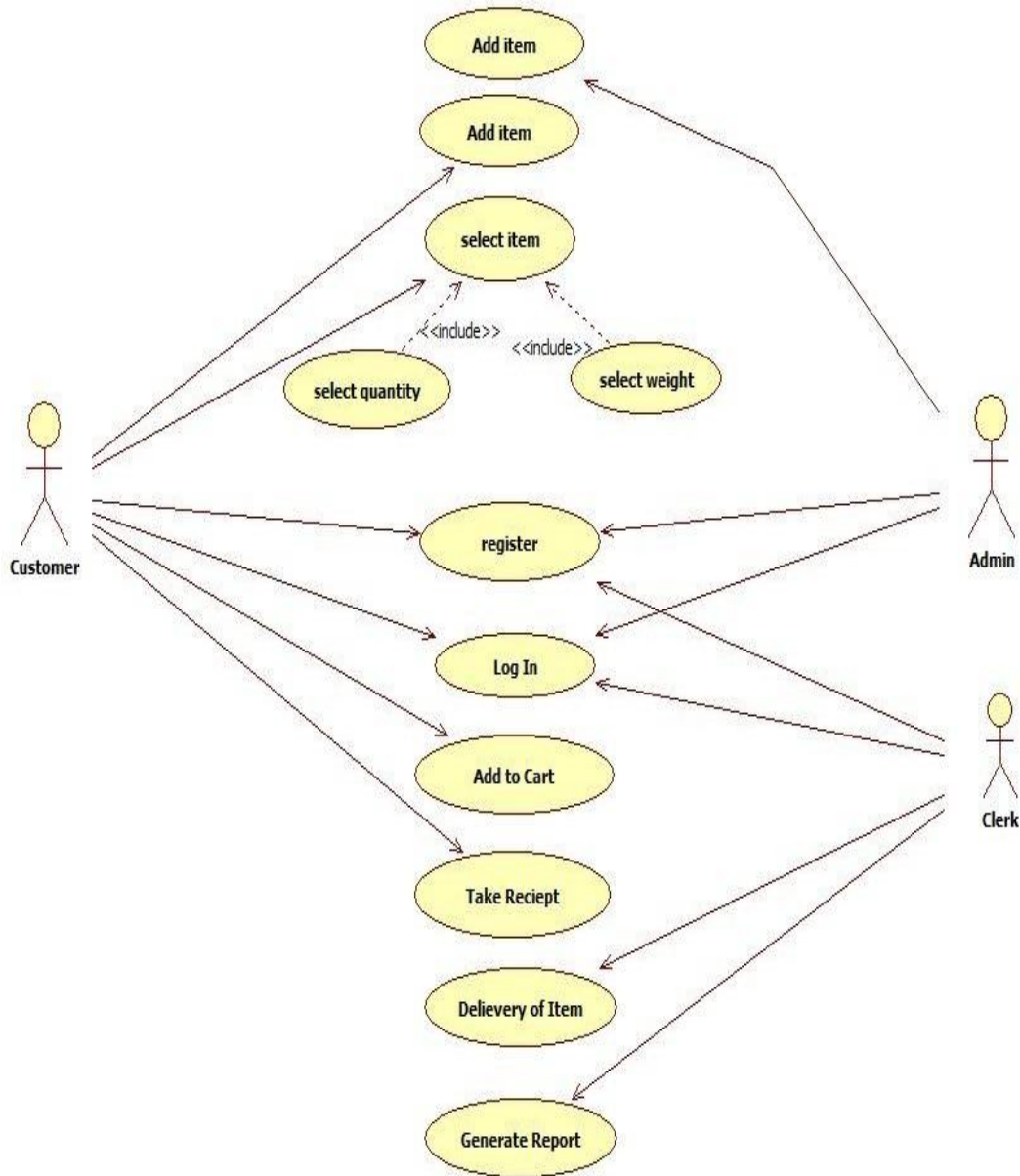
This design document mainly consists of State Machine/ Activity Flow Diagrams, Class Design, design. The main purposes of this design document are listed below.

1. Precise understanding of the requirements and constraints related with the programming language, and User Interface.
2. System decomposition into manageable units or modules
3. Abstraction of the system implementation with the help of classes
4. Provide a basic outline of the User Interface of the online Super Market.

This report is the result of the design phase. The class diagrams And activity provide a schematic representation of the various classes Used and design flow respectively. The diagrams were prepared using Star Uml. The Consolidated Activity diagram provides a model to visualize the flow in the system as a whole. The Class diagrams also hold the data structures that would be used and

Also their data types. The system implemented using ASP.NET as the programming Language. MySQL database will be used to store vital user, product and order information.

II. UML DIAGRAM



III. CONCLUSION

1. This system is specific, measurable, user friendly, and Relevant to the actual information.
2. This system assists the Admin for viewing various reports and Simplified registration.
3. System makes management able to decide future goals

IV. ACKNOWLEDGMENT

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