

System to Promote Vocal for Local Shopping

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Abstract: *An online shopping system that permits a customer to submit online orders for items and/or services from a store that serves both walk-in customers and online customers. The online shopping system presents an online display of an order cut off time and an associated delivery window for items selected by the customer. The system accepts the customer's submission of a purchase order for the item in response to a time of submission being before the order cut off time. The online shopping system does not settle with a credit supplier of the customer until the item selected by the customer is picked from inventory but before it is delivered. Therefore, the customer can go online and make changes to the order. In addition, available service windows are presented to the customer as a function of customer selected order and service types and further, the order picking is assigned in accordance with a picker's preference. When ordering goods, many shopping systems provide a virtual shopping cart for holding items selected for purchase. Successive items selected for purchase are placed into the virtual shopping cart until a customer completes their shopping trip. Virtual shopping carts may be examined at any time, and their contents can be edited or deleted at the option of the customer. Once the customer decides to submit a purchase order, the customer may print the contents of the virtual shopping basket in order to obtain a hard copy record of the transaction.*

Keywords: Internet, Customer, Delivery, Online Shopping, Virtual Shopping, etc

I. INTRODUCTION

It is known globally that, in today's market, it is extremely difficult to start a new small-scale business and livethrough the competition from the well-established and settled owners. Online stationary products shopping system helps in buying of goods, products and services online by choosing the listed products from website (E-Commerce site). The proposed system helps in building a website to buy, sell products or goods online using internet connection. Purchasing of computer goods online, user can choose different products based on categories, online payments, delivery services and hence covering the disadvantages of the existing system and making the buying easier and helping the vendors to reach wider market. In day to day life, we will need to buy lots of computer goods or products from a shop. It may be stationary items, electronic items, house hold items etc. etc. Now days, it is really hard to get some time to go out and get them by ourselves due to busy life style or lots of works. In order to solve this, B2C E Commerce websites have been started. Using these websites, we can buy goods or products online just by visiting the website and ordering the item online by making payments online.

1.1 Objectives

- To provide user-friendly web application for online stationary product ordering.
- To provide access to user for place online order.
- To provide various features options to the admin, like add update, delete the stationary product items.

1.2 Motivation

Vocal for local gives unequivocal importance to the domestic industries and the small-scale kirana stores. In a time where we are struggling to maintain liquidity and regular cash flow, the vocal for local movement can also be seen as an impetus to reawaken demand and hence, to throw a lifeline to the small and margined domestic industries which are struggling to survive in the wake of the pandemic. If demand shifts in favour of domestic companies, then the advantage is three-fold. First it will reduce dependence on foreign products, and hence, cut down on the import pressure.

1.3 Scope

This system can be used as online stationary product ordering web application. The motivation for designing this application came because my family is involved in the fast stationary product business and I personally do not like waiting for long in the store or to have to call store to place an order especially during the peak lunch or dinner hours.

II. LITERATURE SURVEY

2.1 Background History

Online shopping was invented by an English inventor called Michael Aldrich. In 1979, he invented the earliest form of e-commerce which allowed online transaction processing between business and customers, as well as between business and business. The invention of the first ever web browser, i.e. the World Wide Web in 1990 is the second major proponent of online shopping. Without an interconnected internet, there would be no online marketplace at all. We owe this marvelous invention called the 'WWW' to Tim Berners Lee. That man is the major reason why millions of people have access to the internet which hosts numerous e-commerce platforms. After the establishment of these two very important platforms, the expansion of online shopping was only imminent. In 1994, Netscape developed an encryption-based internet security protocol called SSL (Secure Sockets Layer). Just ask any ecommerce owner how important an SSL certificate is for business. It is break down here. You see, an SSL makes it difficult or impossible for the exchange of information on the internet to be intercepted. When buying something online, you are required to send sensitive details directly to the online shop. This means that you're sending private information like credit card details routers to servers. SSL ensures your data isn't stored by any crooked servers on transmission. Because of its security, SSL is always required for basically all financial transactions online. 1995 welcomed the biggest transformation of online shopping. The first online marketplaces were established. First came Amazon.com, arguably the biggest online marketplace launched by Jeff Bezos yup, the richest man in the world as of 2019 with an estimated net worth of \$115 billion can't be a monopoly, so eBay.com joined the party. At the time eBay was called Auction Web good thing they changed the name. All these online marketplaces with no reliable payment gateway. It is 1998, PayPal gets a full swing at the online payment system niche; quickly becomes a success.

2.2 Related work

This system is a way of boosting demanding local products. And therefore for domestic industries. When the consumption goes up these industries can scale up gradually and become less reliant on external funding, and eventually, make India the center of manufacturing for the world

2.3 Project Summary

In this project we can share place the order for stationary product. The order and transaction data will be secure and safe. The user can easily access all the order and placed it; admin can easily access and complete the order of the user.

III. DESIGN AND IMPLEMENTATION

3.1 Proposed System

The Proposed system is a computerized system but which is maintained at centralized databases i.e. in automated forms it's very fast process. And maintaining all the records in online system database which makes it very easy to access and retrieve data from the database. If they want any record they can easily search all the records. It provide multiple user accessibility and also different user privileges. So the system is accessible for all the students of the organization.

3.2 System Architecture

- The Data Flow Diagram (DFD) is also called as bubble chart. It is a simple graphical formalism that can be used to represent a system in terms of input data to the system, various processing carried out on this data, and the output data is generated by this system.
- The data flow diagram (DFD) is one of the most important modeling tools. It is used to model the system components. These components are the system process, the data used by the process, an external entity that interacts with the system and the information flows in the system.

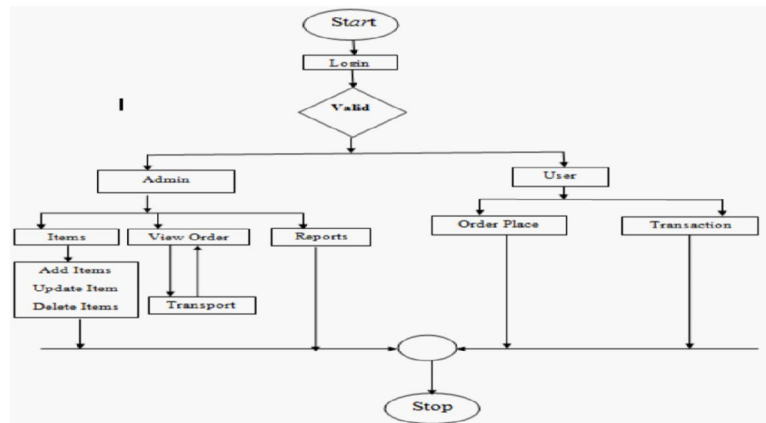


Fig 1 System Flowchart

Fig.1 shows that the working of system is as follows:

- **Start:** Firstly we will start our system.
- **Login:** After starting the system we will find login option then log on.

There are two types of modules admin and user login

- **Admin:** In the admin module vendor can register their selves first after registering we will get successfully message. Then we will get the options like items view order & report.
- **User:** In the user module we have to register ourselves first after registering we will get successfully message. In this module we get the options like order place and transaction.
- **Items:** In the admin module we will find items and in the item there are different types of list such as add item, update item and delete item.
- **View order:** view order is under admin module in the view order we will find our order and the vendor or admin are able to transport there order.
- **Order place:** In the user module if one person can order their product then he or she are able to find there order in order place option
- **Transaction:** In the transaction section we will see our transaction after ordering.
- **Stop:** stop the process or we able to log out.

3.3 Use Case Diagram

Diagrams of this type represent a list of operations performed by the system. Such diagrams are also called functional diagrams, as the list of the system's functions is created based on them, in accordance with the specified requirements. Use case diagrams are used to describe business processes in automated applications and to define requirement for software to be developed. They depict objects from the system and application domain as well as the tasks performed by them Use case diagram is one of the UML diagrams which specify actors and their roles in the system. There are the two use cases diagrams, first use case diagram for admin and second use case diagram for user such as,

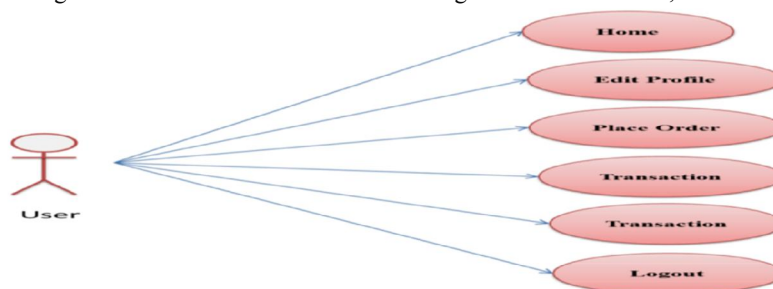


Fig 2: use case Diagram for user

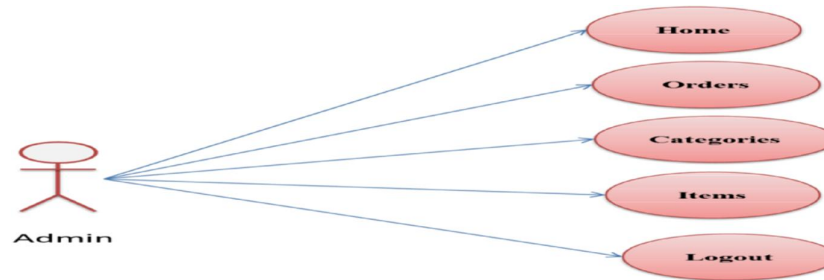


Fig3: use case Diagram for admin

Fig 3 shows the use case diagram for admin. This contain home, order, categories, items and logout.

IV. ADVANTAGES AND DISADVANTAGES

4.1 Advantages

1. It will increase the earning of small companies, industries and MSMEs unit.
2. It will increase the job of Indian worker.
3. It will increase self-employment and also employment.
4. It will increase export and decrease import.
5. It will stop villagers to move in cities for employment.
6. It will promote traditional products and make them a brand.
7. It will increase agriculture business.
8. Then finally it will contribute to make Self Reliant India (Atmanirbhar Bharat).

4.2 Disadvantages

1. Not every shop owner can afford to employ ten delivery boys and bear all the transport and remuneration expenditure, so they choose to contract with the delivery service providers through these apps.
2. However, despite automation in place, one can't control everything through an automated system, and conflicts occur between the shop owner and delivery providers regarding the payments.
3. We use to get most if the foreign made items at cheap rate as where they were made labour charges were low and government also allowed low rate of excise duty. But when they are made in India the prices will be more and the availability will be delayed.
4. In this system, notification is not generated if someone sends order request to admin person.

V. CONCLUSION AND FUTURE SCOPE

5.1 Conclusion

So the Online Stationary product Ordering System is mainly used to place online stationary product order and that useful for everyone. The application is also serving as a useful site to know what is going on in online stationary product application and can also know about the various offers of the application. The application can be further expanded by following the future Enhancements mentioned in future scope.

5.2 Future Scope

It is not possible to develop a system that makes all the requirements of the user. User requirements keep changing as the system is being used. Some of the future enhancements that can be done to this system are:

- As the technology emerges, it is possible to upgrade the system and can be adaptable to desired environment.
- Because it is based on object-oriented design, any further changes can be easily adaptable. Based on the future security issues, security can be improved using emerging technologies

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