

Smart Cloth Shop

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Abstract

Mobile computing involves mobile communication, mobile hardware, and mobile software. Every one want to access each an every application on mobile nowadays. Our goal is to develop a web application and mobile application that would be attractive enough, have a professional look and user friendly. Such that people of all age groups would be its end users. We are developing an E-commerce site so that our User can access his/her ecommerce product, purchase it. The system provide facilities to each and every Shopkeeper to add his own product with image, product id, cost of product by category.

Keywords: *E-commerce, Mobile Computing, Internet, Socio-economic, Mobile application, Web application*

I. Introduction

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 is becoming commonplace. Electronic commerce, commonly known as e-commerce, is the use of the Internet to facilitate transactions for the sale and payment of goods and services. E-commerce is a card-not-present (CNP) payment channel.

Electronic commerce or e-commerce refers to a wide range of online business activities for products and services. It is usually associated with online buying and selling over the internet or conducting any transaction involving the transfer of ownership or rights to use goods or services through a computer mediated network. Our motto is to develop an enriched e-commerce Mobile Application in our country that should be largely accepted by the customers. One of the most important and challenging task is the database design. The information passed by the customer while registering in the website is stored in the database. The products with their identification. The system has admin login to add shopkeepers so that shopkeeper can add his product and decide his own sale rate. Here user can view all product on his mobile and purchase favorite product by different price. This mobile app is helpful to shopkeeper and also public user.

II. Literature Survey

2.1 History:

History of ecommerce dates back to the invention of the very old notion of "sell and buy", electricity, cables, computers, modems, and the Internet. Ecommerce became possible in 1991 when the Internet was opened to commercial use. Since that date thousands of businesses have taken up residence at web sites. At first, the term ecommerce meant the process of execution of commercial transactions electronically with the help of the leading technologies such as Electronic Data Interchange (EDI) [2] and Electronic Funds Transfer (EFT) [3] which gave an opportunity for users to exchange business information and do electronic transactions. The ability to use these technologies appeared in the late 1970s and allowed business companies and organizations to send commercial documentation electronically.

This literature survey will provide us with detail description of already existing apps and their disadvantages based on e-shopping. There are many such system based applications already present but each one of them have some pros and cons therefore there is chance of new creation.

Traditional Methods:

2.1.1 Amazon:

Amazon is an American electronic commerce and cloud computing company based in Seattle, Washington Founder: Jeff Bezos on July 5, 1994. Amazon was incorporated in 1994 in Washington State. In July 1995, the company began service and sold its first book

on Amazon.com: Douglas Hofstadter's Fluid Concepts and Creative Analogies: Computer Models of the Fundamental Mechanisms of Thought. In October 1995, the company announced itself to the public. In 1996, it was reincorporated in Delaware. Amazon issued its initial public offering of stock on May 15, 1997, trading under the NASDAQ stock exchange symbol AMZN, at a price of US\$18.00 per share (1.50 after three stock splits in the late 1990s).

Cons:

- i. Consumers are unable to touch, feel, hear, taste and smell the product before they buy.
- ii. With the option Shipping via Amazon shipping costs have to be included in the sale price
- iii. It takes time to get your items normally 4-5 days or in some cases 10-15 days to receive your bought item

2.1.2 Flipkart:

Flipkart is an electronic commerce company headquartered in Bangalore, Karnataka. Flipkart

was founded on 2007 by Sachin Bansal and Binny Bansal, both alumni of the Indian Institute of Technology Delhi. They worked for Amazon.com, and left to create their new company incorporated in October 2007 as Flipkart Online Services Pvt. Ltd. The first product they sold was the book *Leaving Microsoft To Change The World* to a customer from Hyderabad. Flipkart now employs more than 33,000 people. In October and November 2011, Flipkart acquired the websites *Mime360.com* and *Chakpak.com*. Later, in February 2012, the company revealed its new *Flyte Digital Music Store*. *Flyte*, a legal music download service in the vein of *iTunes* and *Amazon.com*, offered DRM-free MP3 downloads. But it was shut down on 17 June 2013 as paid song downloads did not get popular in India due to the advent of free music streaming sites.

Cons:

- i. The service is not upto the mark in villages when compared to the urban areas
- ii. One of the major complaints I have been hearing recently is their service. Sometimes, the products are delivered but the packages are empty making the customers stunned.
- iii. The minimum order for free home delivery is increased to 500/- recently

2.1.3 Myntra:

Myntra is an Indian fashion e-commerce marketplace company headquartered in Bengaluru, Karnataka, India. The company was founded in 2007 with a focus on personalization of gift items. By 2010, Myntra shifted its focus to the online retailing of branded apparel. In May 2014, *Myntra.com* merged with Flipkart to compete against Amazon which entered the

Indian market in June 2013 and other established offline retailers like Future Group, Aditya Birla Group and Reliance Retail.

III. Working

Fig.1 explains the architecture of our system. Firstly user have to registered themselves on app. After that when they log in with username and password they have many option of different shop on mobile screen. After selecting shop user can view various product from that they can book the product. At the time of booking they get product id and simultaneously shopkeeper get to know about booking.

When product is booked, count is reduced from database. On second side after admin login, admin can add or update shopkeeper. After that shopkeeper can add, modify or delete product and related information from database.

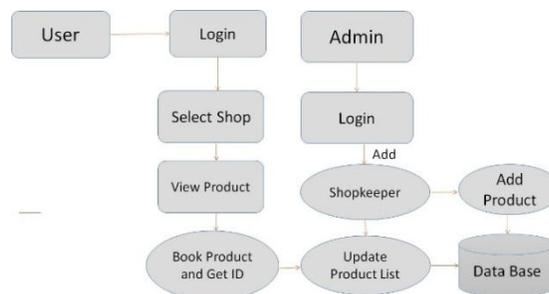


Fig:1 System Architecture

IV. Algorithm

System have following module

For user:

Sign Up

1. Start
2. Enter Full Name
3. Enter Username
4. Enter Mobile Number
5. Enter Full Address
6. Enter Password
7. Confirm Password
8. If username is already exist
Give message "Username Already Exist" else
"Sign up Successfully"
9. End

Sign In

1. Start
2. Enter username and password
3. Check if user name and password is valid
4. if mobile number or username or password is empty
Give message "Fill all Credential"
5. If username and password is valid
"Sign In Successfully"
else
"Enter Correct Details"
6. End

View Product

1. Start
2. Search Product
3. If search product == Product name or product code
Display Product
else
Give message "Product Not Available"
4. End

For Shopkeeper:

Log In

1. Start
2. Enter Shopkeeper Username and Password
3. If username and password is valid
"Login Successfully"
else
"Invalid username or password"
4. End

