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Development of Ecommerce Application Using Java

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ABSTRACT: The following plan is to create a virtual shopping experience for an already existing store. Major purpose of this project is to make virtual shopping available on windows platform. Boons of virtual shopping of an existing store are the objective of following plan. Users can shop desired products directly from Logic Air. This will benefit the store owner too as it might attract more customers to them. Also virtual shopping will allow users to purchase anything available in the store from any other location. Option of home delivery is user friendly. This idea can be used by any brand or store and it will definitely benefit them by attracting more consumers. It can easily be approachable for consumers as they can access this anytime from anywhere.

KEYWORDS: Ecommerce, logistics and shopping.

I. INTRODUCTION

The following plan is to create a virtual shopping experience for an already existing store. Virtual shopping will allow consumers to directly trade from store instead of a mediator unlike other online platforms. [1] This is called ecommerce. Major purpose of this project is to make virtual shopping available on windows platform. Option of home delivery is user friendly which will attract more customers as going to the actual store isn't an option for everyone.

Individuals use shopping as fun diversion. Virtual shopping too has made its way in the minds of people and has a rising impact these days. This application will be easy to use and thus user friendly. It will also be simple for store owners to operate and manage business trouble-free and efficiently. The target of this project is to create an application which can be efficient to use. The application would have products available from the store to sell and it can be made easier to shop with options like filter and sort. User can choose according to his/her needs. There will also be features like add to cart, wish list, remove, buy, payment options according to respective stores and so on to have easier and efficient trade. [2] Consumers will get detailed description and features of the product, reviews and availability. Product images and reviews will help users make purchasing decisions.

Literature Survey

Virtual shopping has a great impact on application. It is based on the customer reviews and experience. If a consumer has positive previous experience, he/she will later return to the application and make another purchase and it will increase the demand [13]. Reviews also help to attract other customers. The behavior of consumer about buying or returning products affects the virtual store greatly. The reference papers used, help a lot to gain knowledge about the development of ecommerce application in terms of coding and deployment of program in real time. Few studies have focused on traditionally online shopping sites with their own tools, but the existing literature mainly analyses user intention to practice social networking sites [9]. e-commerce site is becoming increased in all over world and people are loving the online shopping platform. The information overload problem with the rapid development of information technology, the use of e-commerce site has become more widespread [11]. scientific applications have many options when it comes to choosing a platform to run application. by storing data in cloud rather than transferring it from outside is the cost running flow in the system [15]. the prevalence of internet and e-commerce becomes a kind of fashion in online shopping system. in terms of time online shopping is much easier in the world. The output of online shopping provides more efficient search results where user can shop their products. Ecommerce is the implicit and explicit relay on past experience rather than on possible futures [12].



II. PROPOSED METHODOLOGY

The following plan is to create a virtual shopping experience for an already existing store. Major purpose of this project is to make virtual shopping available on windows platform. Complete net assistance is required for the same. [3]

Purpose of this project is to create an application which can give virtual shopping experience through web. After observation one can say that this plan requires following roles.

For shopping is to visit the shop and the available product choose the item customer want and buying the item by payment of the price of the product online shopping system is less user -friendly and user must go to shop and select product its time-consuming process. Internet is improving the standard of the technology that is why the online shopping is rapidly increased in all over world.

A. Manager, Mediator, Consumer.

1. MANAGER:

Manager is the owner of the store who will have access to the application. He is the admin can edit the details and products of this page according to his will. He will also have direct contact and can control the actions of users and mediators with the help of this application.

The manager is responsible for following activities:

- i) Controlling mediator.
- ii) Controlling goods and services.
- iii) Controlling consumers.
- iv) Controlling purchases.

1.1 CONTROLLING MEDIATOR:

Mediators are like staff or committee which will be under the manager and handle the duties assigned to them. They work for the manager and do not have full access to the application.

- i) **LIST:** Manager has the option of searching and also getting the list of the mediators involved with this application.
- [11] ii) **ADD/ REMOVE:** Manager has the ability to decide who is to be added or removed from the project as he is the owner.



1.2 CONTROLLING GOODS AND SERVICES:

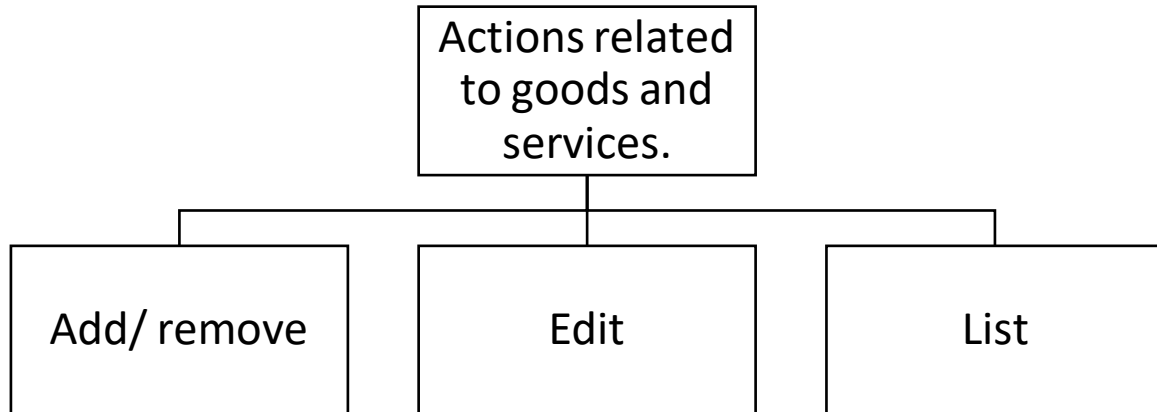


Fig 1: ER diagram Related to Goods And Services

ADD/ REMOVE: The manager can control adding and removing the products as per his needs.

EDIT: Manager can also edit the description, price, availability and other details as his requirement.

LIST: Manager is able to search and also find a list of the products for his easy accessibility.[10]

1.3 CONTROLLING CONSUMERS:

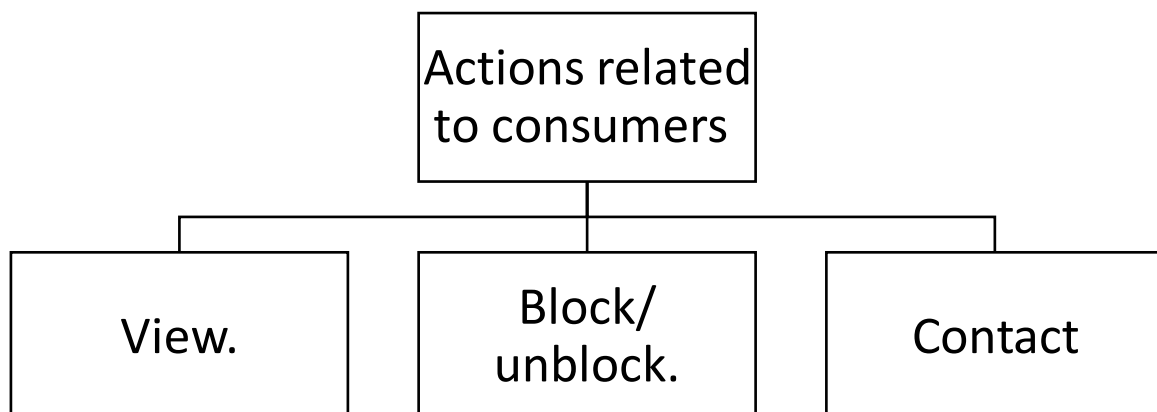


Fig 2: ER Diagram Related to Customers

- VIEW:Managers can view details of consumers like profile name, orders, payment history, address.
- BLOCK/ UNBLOCK:Managers have the option of blocking a particular individual from the application if



any misconduct is caused or for other reasons. They can also unblock someone if needed.[4]

- **CONTACT:** Managers can contact via text messaging or calls if given permission by consumer to help with something or solve queries.

1.4 CONTROLLING PURCHASES:

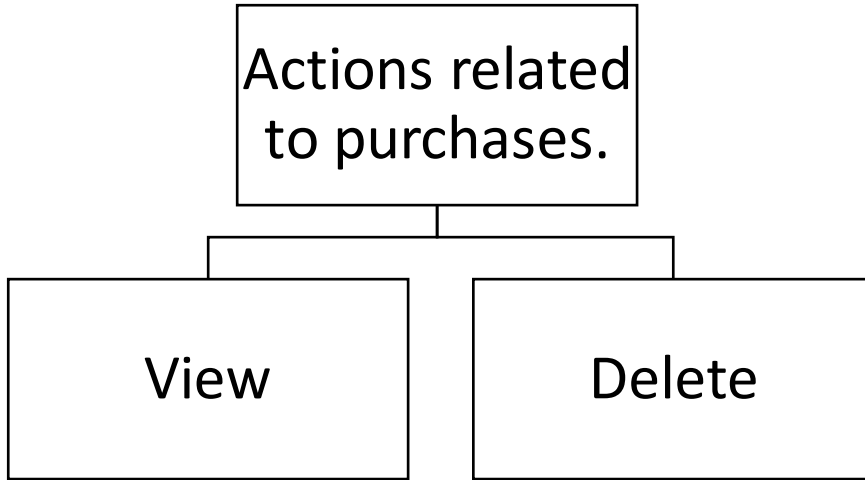


Fig 3: ER Diagram Related to Purchases

VIEW: Managers can view which consumer has ordered what in a list form with other details.

DELETE: Managers can delete any order/purchase from the list if it has been delivered to the respective owner.

2. MEDIATOR:

Mediators are like staff or committee which will be under the manager and handle the duties assigned to them. They work for the manager and do not have full access to the application.[5]

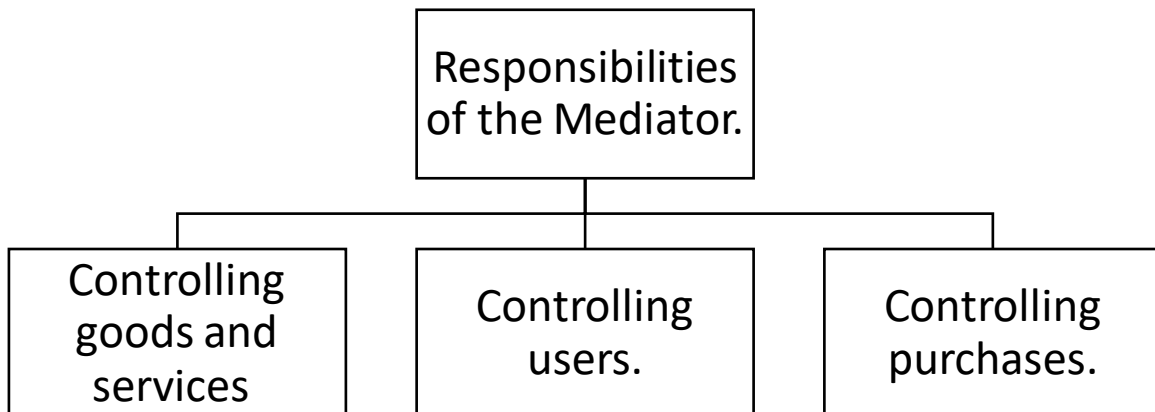


Fig 4 : ER Diagram for Responsibility of Mediator.

Mediators can also control product details, purchases, contact with users, etc if the manager allows them to do so. Mediators work under the manager and are employees for the application.



3. CONSUMERS:

Consumers are the customers buying or making purchases from this application. Virtual shopping has a great impact on a website/application. It is based on the customer reviews and experience. [6] If a consumer has fine experience he/she will later return to the application and make another purchase and it will help increase the demand. Reviews also help to attract other customers. The behavior of consumer about buying or returning products affects the virtual store greatly.

3.1 SEARCH: Consumer can search for any product required and get a list. He can use features like sort or filters for more accuracy.

3.2 PURCHASE: Consumer can buy things as per his wish in simple steps. Options for payment can be chosen as per convenience.

3.3 EDIT: Customer can cancel the order if he wants to in simple steps. He can also give reviews and attach pictures for reference. Customer will be able to edit his own profile if needed.

3.4 SIGN IN

A new user should make an account and register to use the application. He will have to fill all details required for starting. Manager will be aware of new users. [7]

3.5 LOGIN: If a consumer has already registered he can use the user id and password to operate his account.

3.6 WISH LIST: Consumers can add products to wish list if they want to view it later .

3.7 EDIT PROFILE: Users can edit profile anytime they want. They can change delivery address, name, password, etc.

3.8 ADD OR REMOVE FROM CART: If consumers want to make purchase they should add it to cart and press place order . They can also remove anything added to cart if not required later. [9]

3.9 PLACE ORDER: Clicking place order will confirm the order. There user can find payment method options.

3.10 ORDER HISTORY: Users account will also have previous purchase histories to assist user and keep track.

III. RESULT

The application will look like



Fig 5: The Login Page of the Program.

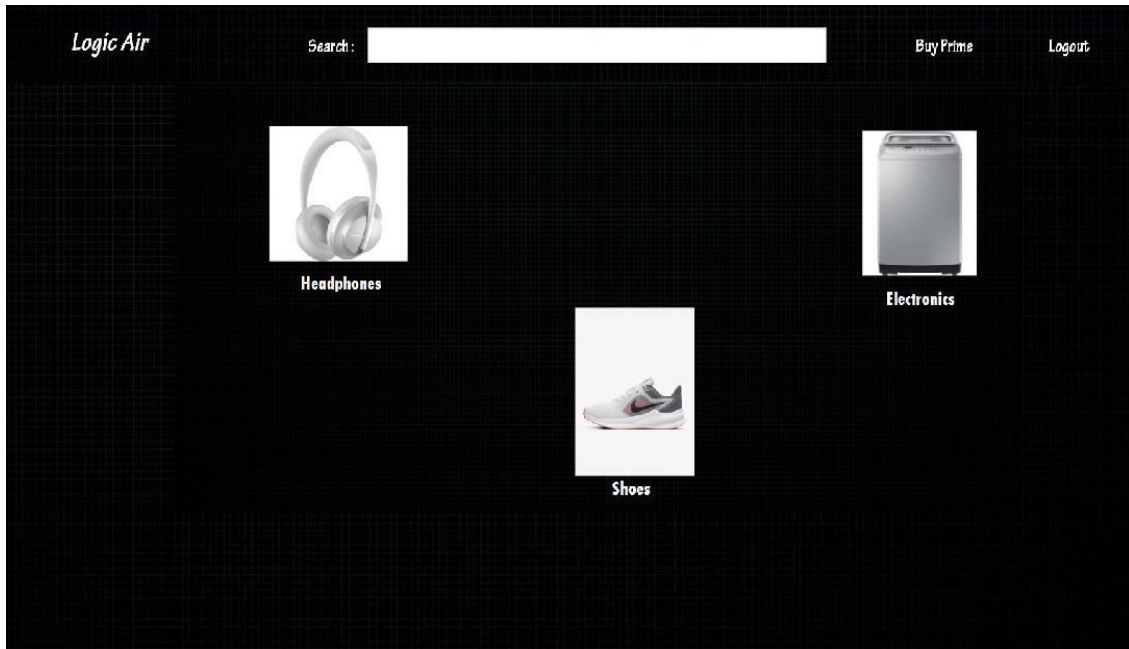


Fig 6: The Home Page of The Program.

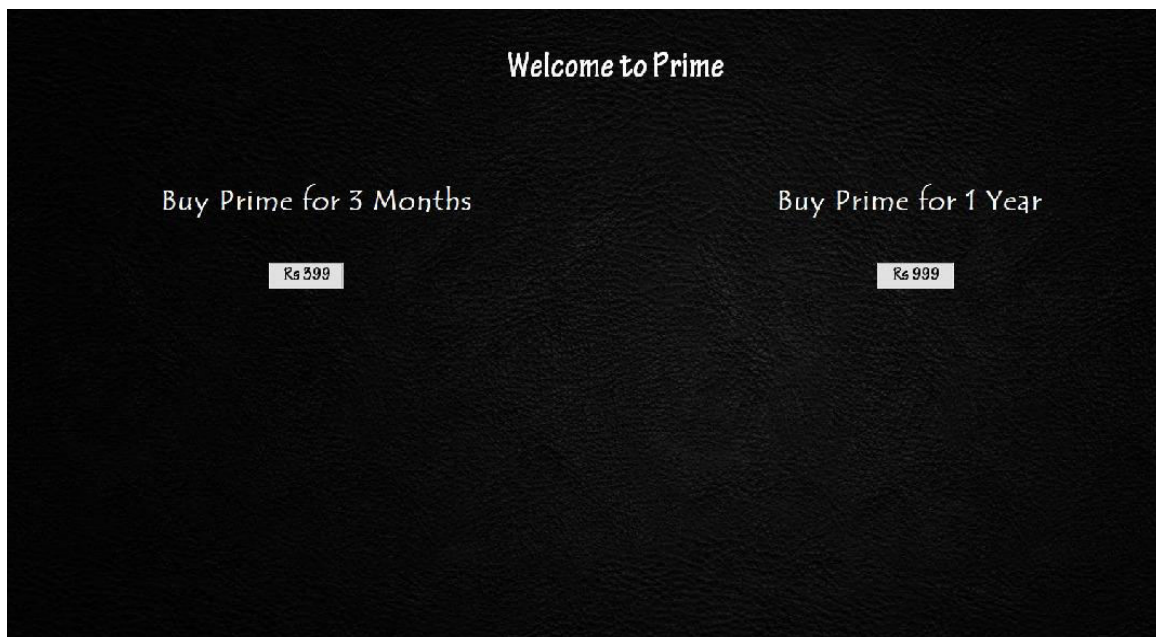


Fig 7: Prime Membership Option For User.

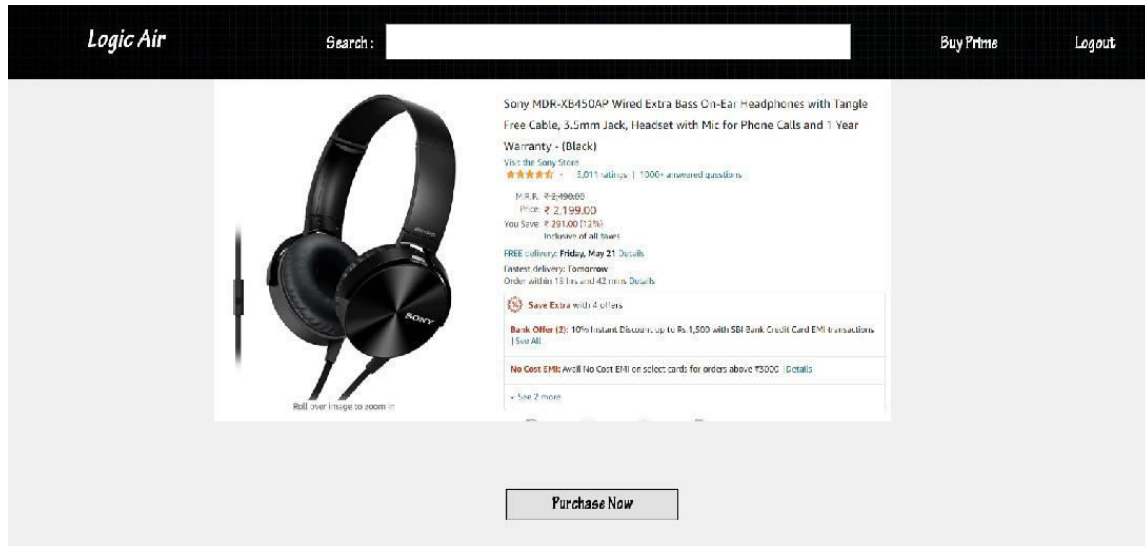


Fig 8: Product Review for User Before Purchasing it.

IV. CONCLUSION

It is easy to use. This user-friendly app is error free. The plan is to create a virtual shopping experience for an already existing store. [15] Major purpose of this project is to make virtual shopping available on windows platform. This Paper has helped to gain knowledge on topics like designing, programming, management of data using Java language.

V. ACKNOWLEDGEMENT

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