

PROJECT PROPOSAL (SYNOPSIS)

1) Title of the Project : *e-Paridhan galore.*

2) Objectives of the Project :

In this fast moving world a person has no time to devote exclusively for shopping, though his needs remains. The person has to pass through the job of selecting , choosing, wandering to different shops for various items. So the basic factor involved is time consumption and also wastage of energy.

Solution to the problem is to automate a boutique so that people can shop directly through the net.

Shopping through the net helps the customer in reducing his extra load by saving his precious time and valuable energy. On-line shopping provides whole of the supermarket at the consumer's disposal (finger tips). Thus a consumer can choose his item with the relative price advantage and place the order through the net.

The design of my project includes WebPages displaying the various items available at our boutique namely :

*Salwar Suits
Lehanga-chunnis
Lanchas
Saris*

.... besides I am also planning to add some more accessories which a lady may require to match her beautiful dress which she will purchase from our boutique and are also very important to maintain her style and also remain the cynosure of every eye .The items are as under :

*Bangles
Bags/Purses
Bellies/Sandals/Shoes*

Project so designed will include all the interactive forms showing the transactions taking place.

3) Methodology :

Methodology means about the tasks and performances for building software. This encompasses a broad array of tasks that include requirements, analysis, design, programs, constructions, testing, implementation and maintenance.

*Methodology includes modeling activities and other descriptive techniques. I would use the **Spiral Model**. This is an evolutionary software process model that couples the iterative nature of prototyping with the controlled and systematic aspects of the linear sequential model. In this model, software is developed in a series of incremental releases.*

The model is divided into 6 number of framework activities:-

1. **Customer Communication** Tasks required to establish effective communication between developer and customer.
2. **Planning** - Tasks required to define resources, timeliness, and other project related information..
3. **Risk Analysis** - Tasks required to access both technical and management risks.
4. **Engineering** - Tasks required to build one or more representative of the application..
5. **Construction and Release** - Tasks required to construct test, install and provide user support (documentation & training).
6. **Customer Evaluation** - Tasks required to obtain customer feedback based on evaluation of the software representations created

during the engineering stage and implementation during the installation stage.

The data base design includes 4 tables they are as under :

- **Product entry table** :It includes information about all the items available at our site.
- **Customer Information table** : It includes information about the customers shopping at our site.
- **Order Entry Table** : It includes the description of various orders placed by the customer.
- **Credit Card Table** : It includes the details about the credit cards.

The proposed system tries to minimize the load of the consumer and reduces the botheration and the time factor for visiting physically the market place, to a mere order placing that too sitting at the home through *e- Paridhan galore*

Since the present system is tedious and time consuming users are ready to welcome the proposed system unanimsously and Internet is the supporting arm.

4) Project category (RDBMS / OOPS / Networking / JAVA /Internet (Web designing /AI/ Multimedia etc.)

This Project is based on **Networking**. It deals with the creation of an **E-Commerce Utility**. It has been titled as *e-Paridhan galore*

Networking / Internet(Web designing etc.).

INTERNET :

Internet is the connection formed by the cooperative interconnection of number of computers. Internet is a giant network of networks that connects computer networks globally. More and more of the world's computer networks are connected to it Think of the Internet as a giant Octopus with a million tentacles , with each tentacle grasping another octopus, Loosely speaking Internet is a collection of packet switching networks interconnected by routers and gateways along with TCP/IP protocols that allow them to function logically as a single, large, virtual network.

WORLD WIDE WEB[WWW]

The www , for much of its existence , has been a method of distributing passive information to a widely distributed number of people. The Web has indeed been , exceptionally good for that purpose.

With the addition of forms and Image maps. Web pages began to become more interactive. But the Interaction is almost a simple a new way to get the same information. The limitations of Web distribution are all too apparent once designers begin to try to stretch the boundaries of what the Web can do.

Advantages of the WWW

The World Wide Web is an architectural framework for accessing linked documents spread out over thousands of machines all over the Internet world. This is the Wide Area network based application, in which a large number of computers can be connected to each other after making some of the advancement at the user's computers. Internet is the key to information and knowledge spread world over in the form of Web-sites. Web-sites are now a very common and popular medium of presenting ourselves to the entire world at a very low cost and very effectively. Since thousands of people surf and visit on the Web-site of different subjects and topics.

The Web consists of a vast, worldwide collection of documents, usually just called pages for short. Each page may contain links to other, related pages, anywhere in the world. Users can follow a link which then

takes to the page pointed to. Pages that point to other pages are said to use hypertext.

Pages are viewed with a program called a browser, of which IE (Internet Explorer) and Netscape are two popular ones. The browser fetches the page requested, interprets the text and format commands that it contains and displays the page on the screen. Strings of text that are links to other pages, called hyperlinks.

E-COMMERCE

E-commerce refers to all those activities online that facilitate the exchange of goods and services for financial and monetary gain :

- 1. Between business and individual. (B to C).*
- 2. Between business and business. (B to B).*

*Because of the advent of cyber age the world business structure is shrinking. Now Virtual companies have replaced the conventional brick and mortar industries. Now there are concepts of E-banking, E-finance, E-shopping all through the magic window called **E-Commerce.***

Advantages of E-Commerce.

- Lower transaction costs.*
- Integration into business cycle.*
- Online tracking facilities.*
- Ability to build an order over several days.*
- Ability to configure products and see actual prices.*
- Ability to build complicated custom orders.*
- Ability to compare prices of multiple vendors.*
- Ability to search large catalogs easily.*
- Improved customer interaction.*
- New business models can be created.*

5) Tools /Platform, Languages to be used :

The Tools/Platform , Languages which will be used are as under :

Tools	Platform	Browser	Front-End	Back- End
HTML DHTML JAVA Scripting VB Scripting	Windows'98/NT	Internet Explorer (I.E.). Netscape Navigator	ASP	ORACLE SQL - Ser

HTML [Hyper Text Mark-up Language] :

The World Wide Web(WWW) is the newest of the widely popular services of the Internet. The Web combines text, graphics, multimedia and links between files to create a giant "web" of easily accessible information.

The primary concept behind the web is hypertext. Hypertext enables us to Read and navigate textual and visual information in a non linear way based on what we want to know next. Such a model is also recognized by the generic name of hypermedia.

The magic of Hypermedia on the web comes to fore the form of HTML (Hyper Text Markup Language)

HTML is based on SGML(Standard Generalized Markup Language), A much bigger document processing system . One of the main features of SGML is that it describes the general structure of the content inside the documents, and not the content's actual appearance on the page or on the screen.

HTML by virtue of its SGML heritage, is a language used for describing the structure of the document and not its actual representation.

HTML defines a set of common styles for WebPages : Headings , Paragraphs ,List and Tables. It also defines character styles

boldface and code examples. Each element has a name and is contained in what 's called a tag.

HTML Implementation

HTML indicates a document's structure instead of indicating its physical layout. Thus HTML documents can be displayed from a text only Lynx browser running on UNIX, as well as multimedia rich graphical browser like Netscape.

To perform this magic HTML relies on the concept of tags , special commands enclosed in angle brackets, to indicate the context and formatting of a document's text, as well as more interesting things like Hypertext references. The number of Tags defined and correspondingly the capabilities of HTML have increased exponentially with each emerging standard. Example </TITLE>, <BODY>, </BODY>, <P> , </HI>, <HR>, , .

As seen above majority of tags seem to be paired, like (<HI>, </h1>). This typically encloses the text , which needs to be formatted in a particular way. The </P> tag simply indicates the beginning of new paragraph, thus thee is no need for an end tag in the form of </P>, although generally it is supported.

Things to be kept in mind while working with HTML

- *HTML is not case sensitive . When writing HTML tags any combination of uppercase and lowercase letters can be used inside the tags.*
- *Extra space is ignored. Browser will recognize the first space after a character , but any spaces after that are ignored. Other white space characters are also ignored.*

Active server Pages [ASP]:

Active Server Page is Microsoft's solution to building advanced websites. Many of the largest most technologically demanding and most successful commercial Websites running on the Internet today- such as Dell (www.dell.com) and Microsoft (www.microsoft.com) were built using Active Server Pages.

Using Active Server Pages, we can :

1. Generate Dynamic Web Pages.

An Active Server Page can display different content to different users or display different contents at different times of the day.

2 Process the contents of HTML forms.

You can use an Active Server Page to retrieve or respond to the data entered into the HTML forms.

3 .Create Database- driven Web pages.

An Active Server Page can insert new data or retrieve existing data from a Database .

4.. Track User Sessions.

You can use Active Server Pages to store Information about users from the moment they arrive at our Web site until the moment they leave.

5.Detect the capabilities of various browsers.

An Active Server Page can detect the features that a browser supports and display contents that are appropriate to different browsers.

6.Send and Retrieve Email.

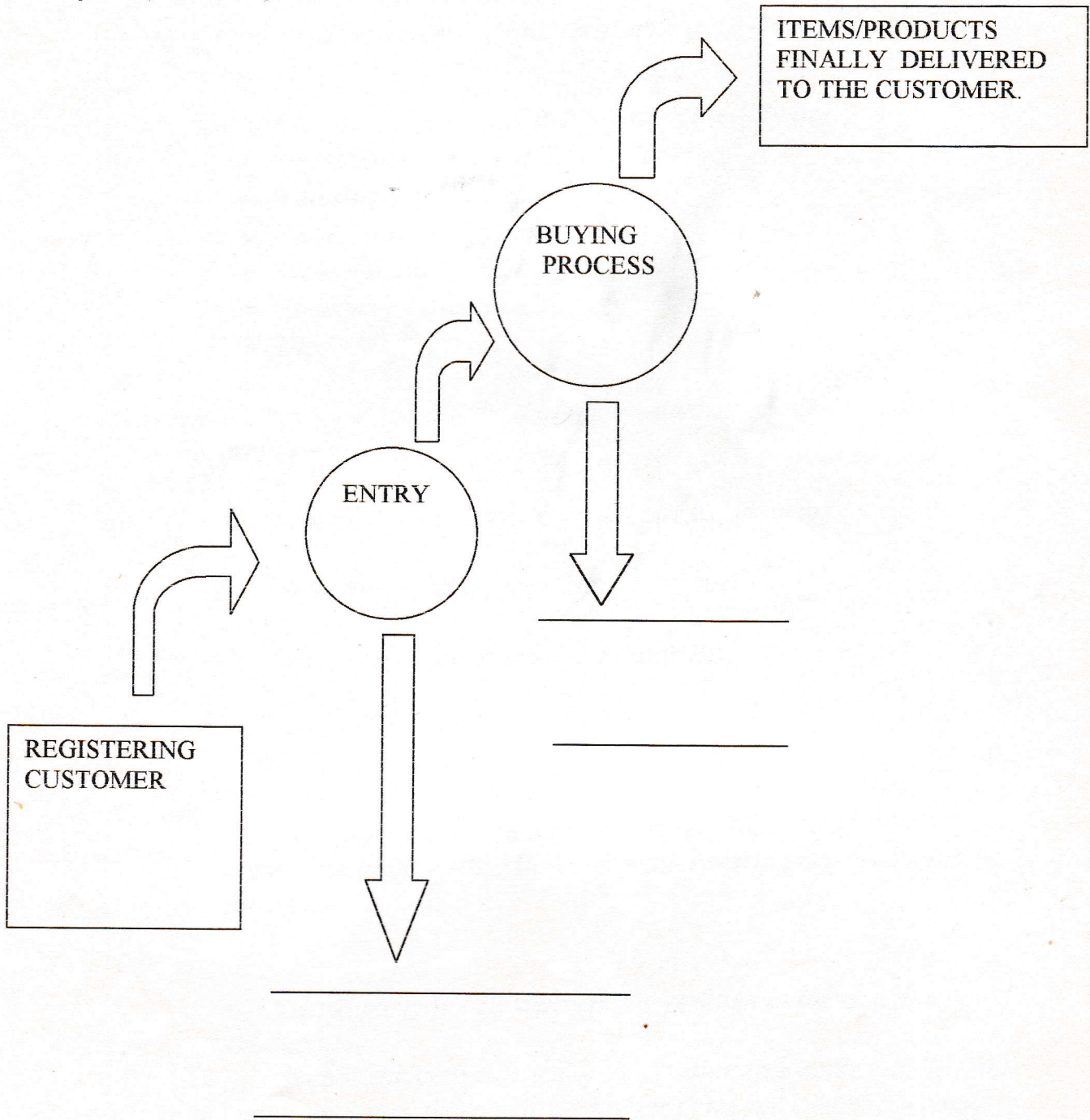
An Active Server Page can automatically send Emails to users and retrieve Emails sent to your Website.

7.Integrate Custom Components into your Web site.

You can extend your Active Server Page scripts with custom server-side components created with Microsoft Script Components.

6) A complete structure of the Program :

i) Analysis (DFD's) :



ii). Number of Modules and its description:

The design of this Project includes WebPages displaying the various types of readymade garments (items) available at e-Paridhan galore.

The concept covered in this e-commerce utility are :

- *Real Time Vs. Virtual Time.*
- *Web surfer Vs Consumer.*
- *Hard Cash Vs E-Money.*
- *Transparent Market.*
- *Consumer Loyalty.*
- *The E-Manager.*

The module involves some steps that a consumer interested in availing E-com has to follow.

1. *Consumer sees a catalog and places an order.*
2. *Selections are put in a "shopping cart".*
3. *Cart selections stored in a database.*
4. *Mode of payment selected.*
5. *The software verifies his ability to pay for the online purchase for such verification software's like cybercash, commerce point e-till, Microsoft wallet verify purchaser and the purchase.*
6. *Third party finally delivers the product at the due place and on due time.*

Such is the convenience of this e-com that real estate agents are of the mind that now there will be higher price for cyber space than land space.

Various modules of the programs are meant to collect all the Information about the Customer, the Product ,Orders placed by the Customer, Credit card details and the Billing.

Finally the reports will be generated about ,

The number of Visitors to the e-Paridhan galore site.

The Types of products(Categories) available at the e-Paridhan galore site.

The Price range of Products.

Amount and Quantity of Products Ordered ,Supplied/Delivered during the day or in a day, at e-Paridhan galore.

Periodical Report as per requirement indicating Amount and Quantity of Products Ordered for and Supplied.

iii). Data Structures (Tables etc.) of all Modules:

- **Product entry table** :*It includes information about all the items available at our site.*

Data Structure of Product Entry Table

Prod_no	Character	5
Prod__name	Character	15
Prod_qty	Varchar2	4
Prod_price	Varchar2	7
Prod_cat	Character	10

- **Customer Information table** : *It includes information about the customers shopping at our site.*

Data Structure of Customer Entry Table

Cust_id	Character	5
Cust_name	Character	15
Cust_phone	Number	10
Cust_add	Character	25
City	Character	12
State	Character	25
Cust_email	Character	20

- **Order Entry Table** : *It includes the description of various orders placed by the customer.*

Data Structure of Order Entry Table

Order_dt	Date	
Cust_name	Character	15
Prod_name	Character	15
Qty_Ordered	Varchar2	6
Amount	Varchar2	6,2
Mode_payment	Character	4

- **Credit Card Table** : *It includes the details about the credit cards.*

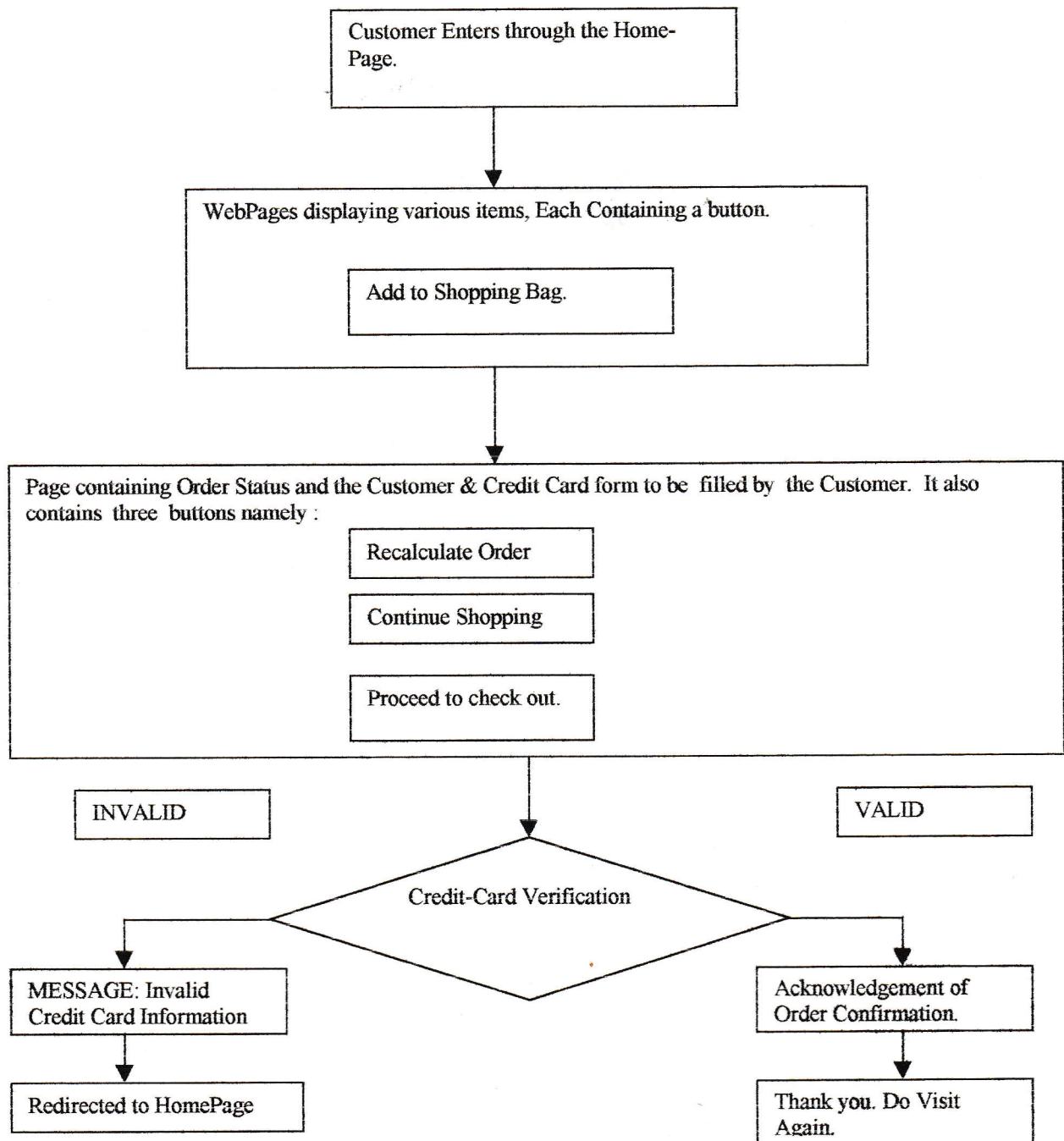
Data Structure of Credit Card Table

Cust_id	Character	5
Card_no	Varchar2	22
Expiry_dt	Date	
Validity	Varchar2	3
Card_Type	Character	15

The proposed system tries to minimize the load of the consumer and reduce his job to a mere order placing that too sitting at the home through e- Paridhan galore.

Since the present system is tedious and time consuming users are ready to welcome the the proposed system unanimately and Internet is the supporting arm.

iv). Process Logic:



v). Types of Outputs/Report generation :

The Outputs from the system are the different screens visible to the users.

These Screens consist of WebPages displaying various forms, items , menus and the message boxes.

7). Scope of future application :

- *To provide complete database connectivity in order to perform daily updations in the product table according to changes in the stock..*
- *Facility of informing the customers about the clearance sales.*
- *Introducing more and more diagrams/display of graphix.*
- *Creating “My Catalog” so that if once the customer mentions his size, then only the items available in that particular size should be displayed.*
- *Facility for the customers to access his complete order history i.e., the complete information of the items , which he has shopped till date.*
- *Credit Card verification through proper encryption algorithms.*
- *Introducing the facility of auctions.*

The e-Paridhan galore is totally based on the cash transactions and hence the speed of business is decelerated.

Credit –Card transactions and Bank account transactions are currently not available.

We intend to remove the above enumerated limitations by adding Credit-Card and Bank account facility thus giving full dimension to the e-commerce.
