

CUSTOMIZED E-CART DESIGNING SYSTEM

Mr.A.Satheesh, Suriakanth S, Pushparaj A , Prabakaran A, Poovarasana P

DEPT OF COMPUTER SCIENCE AND ENGINEERING

JEPPIAAR INSTITUTE OF TECHNOLOGY

Abstract- In today's trending business environment, it is important for a developer to respond to client needs in the most effective and also in timely manner. If your customers wish to see your business online and have instant access to your products or service.

Online Shopping is a lifestyle e-commerce android application, which retails various fashion and lifestyle products like Men's wear and so on. This project allows viewing various products available enables registered users to purchase products instantly using online payment processor (Instant Pay) and also can place order by using Cash on Delivery (Pay Later) option. This project provides an easy access to Administrators and Managers to view orders placed using Pay Later and Instant Pay option

In order to develop an e-commerce application, a number of Technologies must be studied and understood. These include multi-tiered architecture, server and client side scripting techniques, implementation technologies such as Java, JSP and other databases. This is a project with the objective to develop a basic android application where a consumer is provided with a shopping cart application and also to know about such technologies used to develop such android applications.

Keywords: Customized E-cart System, Online Selling services.

INTRODUCTION

E-commerce Applications are fast gaining ground based on business paradigm. More and more business houses are implementing android applications providing functionality for performing commercial transactions over the web. It is reasonable to say that the process of shopping on the android applications is becoming common place. The objective of this project is to develop a general purpose e-commerce store

where product like clothes can be edited with different logos and can be bought from the comfort of home through the Internet. However, this paper will deal with an online shopping system with customized design of clothes and selling of customer re-used products. Online store is a virtual store on the Internet where customers can browse from their home and they can choose the products which they required. Customer selected items may be collected in a shopping cart. The selected items in the shopping cart will be placed as an order. At the time of placing orders, more information should be provided to complete the transaction. Usually, the customer will be asked to fill their respective billing address, a shipping address, a shipping option, and payment information such as credit card number. An e-mail notification is sent to the customer as soon as the order is placed by using android applications.

Used products can be sold in our application by customer by mentioning the details of the product and they can set price of the products. Third party consumer can view the products and they can contact the owner and they can purchase it.

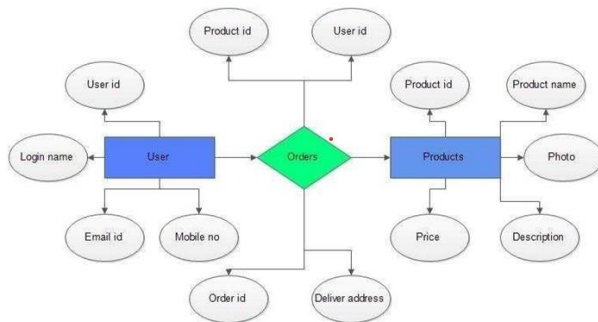
I.PROBLEM STATEMENT

The main reason behind developing this project is the problems which were faced by the customers because of shortage of time in delivering the products and to satisfy their convenience. The online shopping system enables customers to set up online shops and customers can browse through the application and a system administrator can approve and reject requests of new orders and maintain lists of product categories. Many Applications such as Amazon, Flip-kart does not have

custom designing of their products. Here we will provide custom edit option.

II.PROPOSED SYSTEM

Firstly the end users will create their own account or they can login their respective account if they are existing users. After logging in into the account customer can search the products from various section they want to purchase. Then the customer can choose their product and they can create custom design on their own of thoughts. After choosing the product, the customer can make their payments on online by selecting COD or Net Banking.



The shop is then generated as jsp files and graphics that can be uploaded to a database which is connected to the system. A high-end solutions can be bought in order to develop the advanced technology based program. By using existing framework, software modules for various functionalities required by a android shop can be adapted and combined in system.

III.MODULES

In this paper, there are four stages for choosing and designing of products. First stage is Login and the second stage is Product choose and the third stage is Product edit and forth stage is Payment and final stage is delivery.

1. LOGIN

This is the first module in our project, here symbolizes a unit of work performed within a database management system and treated in a coherent and reliable way independent of other transactions. New User can register their details and they can login in to our applications by providing their account details such as User ID & passcode.

2. CUSTOMER PRODUCT VIEW

In this module the Customer can view the product. On the other hand, they can choose the product and they can design accordingly. In this module the Customer will View the product. And Request the Another Customer will be responsible for checking your product to Response.

3. PRODUCT DESIGN

In this module the Customer can choose particular product and they can design their products by choosing logo, colors and so on. Finally they can place the order for delivery.

4. PAYMENT VIEW

In this module is used to help to the Customer to View the Payment status report to check the payment, Paid or Not with the land longitude and the will update the report along with their opinion and the will be stored the database.

IV.CLASSIFICATION

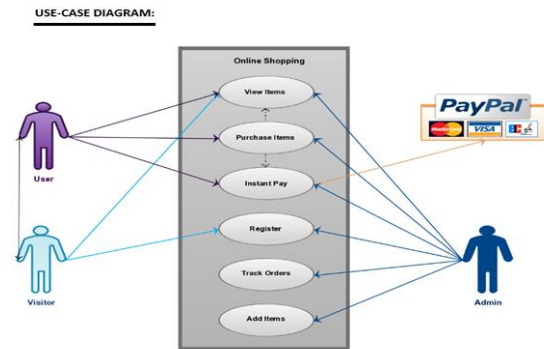
SECURITY CONCERN

There is no security concerns in the customized e-cart system. It may cause some serious issues and it may lead to collapse the trading service or to leakage users data. Market Cleaning Mechanism - the market mechanism is a mechanism by which the use of money exchanged by buyers and sellers with an open and understood system of value and In the field of cryptography and crypt analytics, the SHA-1 algorithm could be a crypt-formatted hash function that is used to take a smaller input and produces a string that is 160 bits, also referred to as 20-byte hash value long. The hash value therefore generated, is understood as a message digest which is often rendered and produced as a hexadecimal number which is specifically 40 digits long.

V.METHODOLOGY

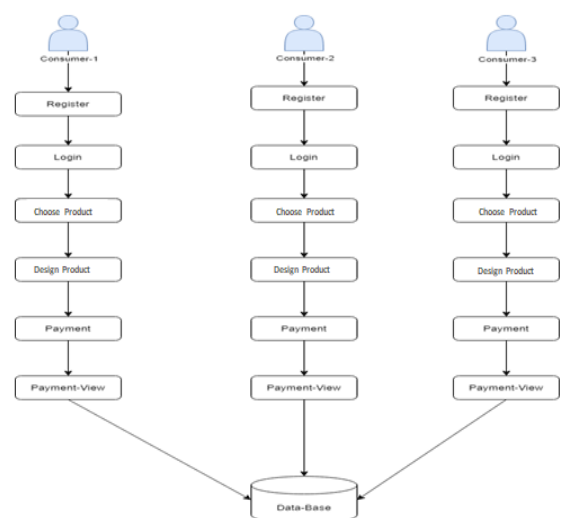
- Customer can choose the different colors of t-shirts and they can design it according to their convenience. On the other hand they can also choose other products which they required.
- Customer can choose the size and number of t-shirts and they can place the order accordingly. User can view the preview of orders that they have placed. Customer can also choose variety of products placed in our e-cart systems.
- Already used products can also be sold in our customized e-cart designing platform. Customer can enter the details of the product and they can set the prize value of that particular product.
- Third party clients can view the products or items and they can contact the original user and they can get their products from them. The main goal of this android application is to interlink three major modules together: T-shirt

design, selling already used products, choosing other products like home based appliances and so on.



VII.IMPLEMENTATION

The systems architect establishes the essential structure of the system. We propose a Hash code Solomon algorithm and that we can put a small a part of the data on the local machine and fog server so as to protect the privacy. Moreover, based on computational intelligence, this algorithm can compute the distribution proportion stored in the cloud, fog, and native machine, respectively. Through the theoretical safety analysis and experimental evaluation, the feasibility of our scheme has been validated, which is absolutely a robust supplement to the existing cloud storage scheme.



Technological advances and the increasing popularity of mobile devices and apps have led to the establishment of numerous platforms, such as Uber and eBay. These platforms offer various sharing economy services, which can be free or paid, or operate through exchanging goods and services. Increased internet and smartphone usage has enabled people to engage in C2C -PT activities with friends, relatives, neighbors, and others worldwide.

VII.FUTURE ENCHANCEMENT

- The system can configured for multi-users at a time. The Concept of transaction can be used to achieve this idea.
- The administrator of web site can be given more functionalities, like looking at a specific customer's profile.
- Implement using two are more algorithms. By incorporating other ancillary modalities like speech recognition and adding suitable adaptive weights for each modality, the efficiency and reliability of the system can be further enhanced.
- Further implement this system to many real-time appliances.

CONCLUSION

The Internet has become a major resource in modern business development , thus the online shopping has gained significance from the entrepreneur's view but also from the customer's point of view. For the entrepreneur, this android application generates new business opportunities and for the customers it makes comfortable shopping . As per a survey, the most of the customers use online stores for buying their products and usually make a decision to stay on a site within the first few seconds. "Website design is like a shop interior. If the shop looks poor or like hundreds of other shops the customer is most likely to skip to the other applications which they feel as best. Hence we have designed the project to provide the user with easy

access, retrieval of data and necessary feedback to be provided as much as possible. In this project, the user is provided with an e-commerce android application that can be used to buy books online. To implement this as a android application we used java and jsp as the Technology. Java has several advantages such as enhanced performance, scalability, built-in security and simplicity of the program.

A good shopping cart design must be user-friendly shopping cart application to all the customers who access the application. It should be convenient for the customer to view the contents of from the cart and to be able to remove or add items in the cart. The shopping cart application described in this project provides a number of features that are designed to make the customer more comfortable and to enhance their creativity in designing of clothes .

This project helps in understanding the creation of an interactive s well as advanced android application and the technologies used to implement it. The design of the project which includes data model as well as process model which illustrates how the database is built with different tables and how the data is accessed and processed from the database which is connected.

REFERENCES

- [1] A. Aflaki, B. Feldman, and R. Swinney, "Becoming strategic: consumer time preferences and multiperiod pricing," *Oper. Res.*, vol. 68, no. 4, pp. 1116–1131, 2020.
- [2] S. Asian and X. Nie, "Coordination in supply chains with uncertain demand and disruption risks: Existence, analysis, and insight," *IEEE Trans. Syst., Man, Cybern. Syst.*, vol. 44, no. 9, pp. 1139–1154, Sep. 2014.
- [3] Y. Aviv and A. Pazgal, "Optimal pricing of seasonal products in the presence of forward-looking of the consumers," *Manuf. Service Oper. Manage.*, vol. 10, no. 3, pp. 339–359, 2008.

- [4] I. Bellos, M. Ferguson, and L. B. Toktay, "The car sharing economy: Interaction of business model choice and product line design," *Manuf. Service Oper. Manage.*, vol. 19, no. 2, pp. 185–201, 2017.
- [5] S. Benjaafar and M. Hu, "Operations management in the age of the sharing economy: What is old and what is new?," *Manuf. Service Oper. Manage.*, vol. 22, no. 1, pp. 93–101, 2019.
- [6] S. Benjaafar, G. Kong, X. Li, and C. Courcoubetis, "Peer-to-peer product sharing: Implications for the ownership, usage, and social welfare in the sharing economy," *Manage. Sci.*, vol. 65, no. 2, pp. 477–493, 2018.
- [7] N. Boysen, D. Briskorn, and S. Schwerdfeger, "Matching supply and demand in a sharing economy: Classification, computational complexity, and application," *Eur. J. Oper. Res.*, vol. 278, no. 2, pp. 578–595, 2019.
- [8] G. P. Cachon and R. Swinney, "Purchasing, pricing, and quick response in the presence of strategic consumers," *Manage. Sci.*, vol. 55, no. 3, pp. 497–511, 2009.
- [9] K. Cao, X. Xu, Y. Bian, and Y. Sun, "Optimal trade-in strategy of business- to- consumer platform with dual-format retailing model," *Omega*, vol. 82, pp. 181–192, 2019.
- [10] C. H. Chiu, H. L. Chan, and T. M. Choi, "Risk minimizing price-rebate return contracts in supply chains with ordering and pricing decisions: A multimethodological analysis," *IEEE Trans. Eng. Manage.*, vol. 67, no. 2, pp. 466–482, 2020.
- [11] T. M. Choi and Y. He, "Peer-to-peer collaborative consumption for fashion products in the sharing economy: Platform operations," *Transp. Res. Part E: Logistics Transp. Rev.*, vol. 126, pp. 49–65, 2019.
- [12] R. H. Coase, "Durability and monopoly," *J. Law Econ.*, vol. 15, no. 1, pp. 143–149, 1972.
- [13] M. Gupta, P. Esmailzadeh, I. Uz, and V. M. Tennant, "The effects of national cultural values on individuals' intention to participate in peer-to-peer sharing economy," *J. Bus. Res.*, vol. 97, pp. 20–29, 2019.
- [14] I. Hendel and A. Lizzer, "Adverse selection in durable goods markets," *Amer. Econ. Rev.*, vol. 89, no. 5, pp. 1097–1115, 1999.
- [15] I. Hendel and A. Lizzer, "Interfering with secondary markets," *RAND J. Econ.*, vpl. vol. 30, no. 1, pp. 1–21, 1999b.
- [16] M. A. Lariviere, "A note on probability distributions with increasing generalized failure rates," *Oper. Res.*, vol. 54, no. 3, pp. 602–604, 2006.