OASIS – Creating an E-Commerce Website using Python and its Libraries

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Abstract- This application will use Python, Django, HTML, CSS. It has a user-friendly interface that allows customers to browse through the available items, and proceed to the checkout page to complete the purchase. In addition to the standard ecommerce features, the application will also need to integrate a payment module that enables users to pay for their purchases online.

The payment module will need to be secure, reliable, and easy to use for both customers and the online store owners. Overall, the project will involve designing and developing a comprehensive web application that includes product listings, shopping cart functionality, secure payment processing, and an intuitive user interface. The end goal is to create a reliable and efficient platform that can handle online transactions securely and provide a seamless shopping experience for customers.

The final output of the project will be a fully functional web-based application for an online store that enables users to browse, select and purchase merchandise from the store. The application will feature an intuitive user interface with product listings, shopping cart functionality, and a payment module that securely handles transactions.

I. INTRODUCTION

The application aims to create a user-friendly interface for customers to explore available items

and proceed to a secure checkout page to complete their purchases. Apart from typical e-commerce features, the project will focus on integrating a payment module that ensures secure and reliable online transactions for both customers and store owners. Emphasizing on user experience, the application will be designed to be intuitive, making it easy for customers to navigate and make purchases.

The project entails the comprehensive development of a web application, including functionalities such as product listings, a shopping cart, secure payment processing, and an intuitive user interface. The ultimate objective is to establish a dependable and efficient platform that can securely handle online transactions, providing customers with a seamless shopping experience. Upon completion, the final output will be a fully functional web-based application for an online store. This application will enable users to browse, select, and purchase merchandise from the store. It will showcase an intuitive user interface, featuring product listings, shopping cart functionality, and a payment module that securely manages transactions.

II. LITERATURE REVIEW

The benefits to companies that achieve Business-to-Customer (B2C) e-Commerce are compelling. Effective B2C e-Commerce implementations can help organizations realize substantial cost savings, increase revenue, provide faster delivery, reduce administration costs, and improve customer service. Thus, e-Commerce might be a major area for research thanks to its novelty and exploding growth. Extensive research in E-Commerce implementation studies indicates that the definition of implementation has been argued and confusing for researchers. Development of Ecommerce is done by B2B and B2C and help the customer to fulfill the requirement.

III. PROBLEM STATEMENT

Every year, the cooperative store brings some new stocks to sell which is useful for the students. The number of items to sell increases depending on what students demand and suggest. However, because of the smaller number of employees working there and a greater number of students enrolled in college every year, it is hectic for them to provide the services They have to work heavily in store and also have to study later after the shop is closed. In conversation with the club president and salespersons, it was learned that sometimes they land up making errors in record-keeping or calculations thereby leading to inaccurate record of expenses and income. Student and residents in the college campus depend on shop as and when they are in need of something.

They found it annoying if the item they wanted is not available or the store is closed after they have arrived at the store. This is due to no prior information got by the customers. Moreover, during the peak hours when there are more customers, they are forced to wait in a queue to avail the services. In that way, their time is being wasted which otherwise can be used to do something fruitful. Thus, developing of E-Commerce web application can solve the aforementioned problems.

IV. METHODOLOGY

The research was started with the literature review and after which the rough idea to work on the topic were understood. The raw data gathered were analyzed and checked more than once to see if the complete requirement as per the scope were gathered. Further, unnecessary and ambiguous requirement were pruned to be not included in the finalized requirement.

After the requirements were finalized, successive database design was done and also the interface design which can be implemented were made into final. On completion of design stage, application development was done using Laravel. Before the deployment, system was fully tested to ensure the application developed were bug free.

V. EXPERIMENTAL RESULTS

Vendor Login			
Username: Password:			
LOG IN			
Multi Vendor E-Co	ommerce		
Become a Vendor			
All Vendors			
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VI. CONCLUSION

The development of this web application using Python, Django, HTML, and CSS presents an opportunity to create a robust and user-friendly platform for online shopping. The application aims to provide a seamless experience for customers, allowing them to easily browse through available items and make purchases securely. Integrating a secure and reliable payment module ensures convenient online transactions for both customers and store owners. The comprehensive nature of the project involves designing and developing essential features like product listings, a shopping cart, and secure payment processing.

The ultimate goal is to deliver a fully functional web-based application that empowers users to browse, select, and purchase merchandise with ease. With its intuitive user interface, product listings, shopping cart functionality, and secure transaction handling, this application strives to create a reliable and efficient platform for secure online transactions and an exceptional shopping experience for customers.

VII. FUTURE WORK

The future scope of this project is to develop and integrate epayment system and barcode reader with the Cooperative Store Management System. If there is a barcode reader it would be very easy to register sales in Point of Sale (POS) without having to type names of items and associated price. Epayment system is a necessary component for every ecommerce application. So, it would be more convenient and useful for all customers if it is incorporate.

VIII. REFERENCES

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