Chapter 1
Introduction of Multi-Store E-Commerce web site

Introduction

The Multi-Store E-Commerce web site is an online-based website application for e-commerce business. This system saves our valuable time and minimizes the hardest way of living. The main objective of our system is efficiently serving the people through a fully automated system that not only saves lot of time but also makes life easy. Reduce the cost and working procedure. This can be used in any institution, any place, government and nongovernment organization everywhere. For ordering an item or items, the user location is mandatory. We can order from anywhere or anytime. No restriction and fully hassle free. Just order and sleep, the take your order and check everything then pay your bills.

Idea and Concept

Now a day, our life is busy and most important is we all are smart and going smarter day by day. So, to reduce the cost and work, and with saving the time, online system is most powerful now a day to do any actions, to order any items, from anywhere. There is no need to wait for anything. You have every access of your choice. It's flexible. Go to the website, if you wish then create an account or otherwise there is no need to create an account, just select your choice, find your items, mark them, select the quantity, enter your address and wait a little bit, your ordered items are waiting in front of your door.

Background and Motivation

Coronavirus outbreak has changed the buying and selling habits of customers and sellers. Ecommerce has been around for years, but only a handful of people were using it to buy and sell, especially in less developed countries.

Also, before Covid-19, going digital was an option for many businesses but after COVID-19 digitization has become necessary for every small to large-scale business. This sudden change has brought uncertainty in the lives of retailers and sellers who were not ready to sell online. Many sellers have started selling their products online directly on social sites like Facebook or Instagram.

Similarly, customers' shopping behavior has changed drastically amid Covid-19. People like to buy everything online. It is either a grocery, books, wine, health, or other essential items of the household. This trend expected to continue even after the lockdown since ecommerce shopping is convenient and safe in these tough times. Local businesses or brick and mortar stores must adopt this business transition as soon as possible to survive.

Why do we choose this Project?

The purpose of e-commerce site is to save time, limit the cost, no need to forget what people want. A customer can save his/her time of shopping and give their family a special moment of that time wasted in shopping. Our project is fully automated system that not only saves time or cost but also give the customer satisfaction.

Scope/Objective

- This e-commerce site is for everyone.
- This site can be used from anywhere at any time.
- Every Item can be found in this website.
- The customer satisfaction is the main theme.

Chapter 2
Existing System and Comparison

A multi-store e-commerce website is a platform that allows businesses to manage multiple online stores from a single interface. This approach can be advantageous for companies that have multiple brands or product lines or operate in multiple geographic locations. Here's a brief overview of how a typical multi-store e-commerce website works:

Existing System

1. **Centralized Management:** The website provides a centralized platform for managing multiple stores. This includes the ability to add, remove, or modify stores as needed.
2. **Shared infrastructure:** Multiple stores can share a common infrastructure, such as payment gateways, shipping options, and customer databases, to simplify the management process.
3. **Separate stores:** Each store can have its own unique branding, product catalog, pricing, and promotions, while still being managed from a single interface.
4. **User management:** The website provides tools for managing users across all stores, such as assigning roles and permissions, creating customer groups, and tracking customer behavior.

Comparison

1. **Cost:** Multi-store e-commerce websites can be more expensive that single-store websites due to the added complexity of managing multiple stores
2. **Scalability:** Multi-store e-commerce websites are highly scalable, allowing businesses to easily add new stores as needed.
3. **Flexibility:** Multi-store e-commerce websites offer more flexibility in terms of branding, product offering, and promotions, as each store can be customized to meet the unique needs of its target audience.
4. **Management:** Multi-store e-commerce websites require more management overhead than single-store websites, as businesses must keep track of multiple stores, each with its own unique requirements and customer base.
5. **Customer experience:** Multi-store e-commerce websites can provide a better customer experience by allowing businesses to tailor each store to the needs of its target audience, resulting in higher customer satisfaction and repeat business.

Overall, a Multi-store e-commerce website can be a great option for businesses looking to expand their online presence and manage multiple stores from a single platform. However, it is important to carefully consider the added costs and management overhead before deciding to implement this type of system.

We visit some multi-store ecommerce website. We choose some existing website to make comparison with our system. Now we showing comparison with our system within Alibaba, Daraz and evally. This three website Exists with our system.

SL/NO	Features	Daraz.com.bd	Alibaba.com	Evally.com.bd	Holesalebd.com
01	**Vendor Registration Option.**	✓	✓	✗	✓
02	**Product Listing.**	✓	✓	✓	✓
03	**Product Image zoom In and zoom Out.**	✓	✓	✓	✓
04	**Product Rating.**	✓	✓	✓	✓
05	**Several payment gateway.**	✓	✓	✓	✓
06	**Multiple currencies support.**	✗	✓	✗	✓
07	**Multilevel user system.**	✗	✗	✗	✓
08	**Dynamic shipping method choose.**	✗	✗	✗	✓
09	**Product feedback, Ratings and reviews.**	✓	✓	✓	✓
10	**Discount coupon System.**	✓	✓	✓	✓
11	**Live chat option.**	✓	✓	✓	✓
12	**Multiple cash drawer.**	✗	✓	✗	✓
13	**Bundle pack Discount offer.**	✓	✓	✓	✓
14	**Multiple Bank account manage.**	✗	✓	✗	✓
15	**Multiple Brunch Handle.**	✗	✓	✗	✓

Chapter 3
Multi-store E-Commerce web site Work Process

Introduction

"Digital Complain Box" is a management technique for assessing, analyzing and responding to citizen complaints. Our system is used to record resolve and respond to citizen complaints, requests as well as facilitate any other feedback.

Registration Process of Stores and Customer

How to create an account?

- Select Registration from the main login screen.
- Now enter a valid Name, email address, Phone number and password & conform password.
- If all are valid then you get an OTP by SMS.
- Select Terms & Conditions
- Finally submit for registration

Registration Process

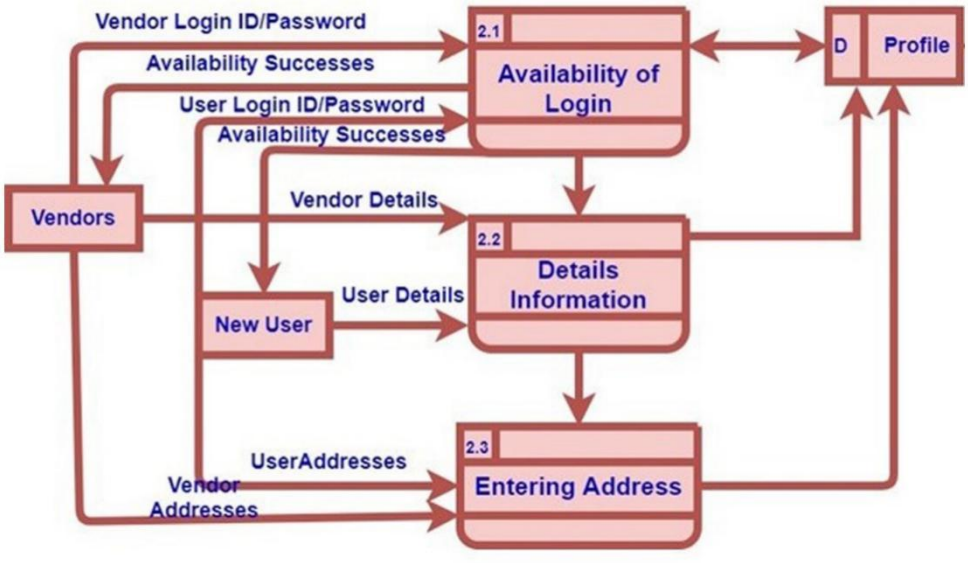
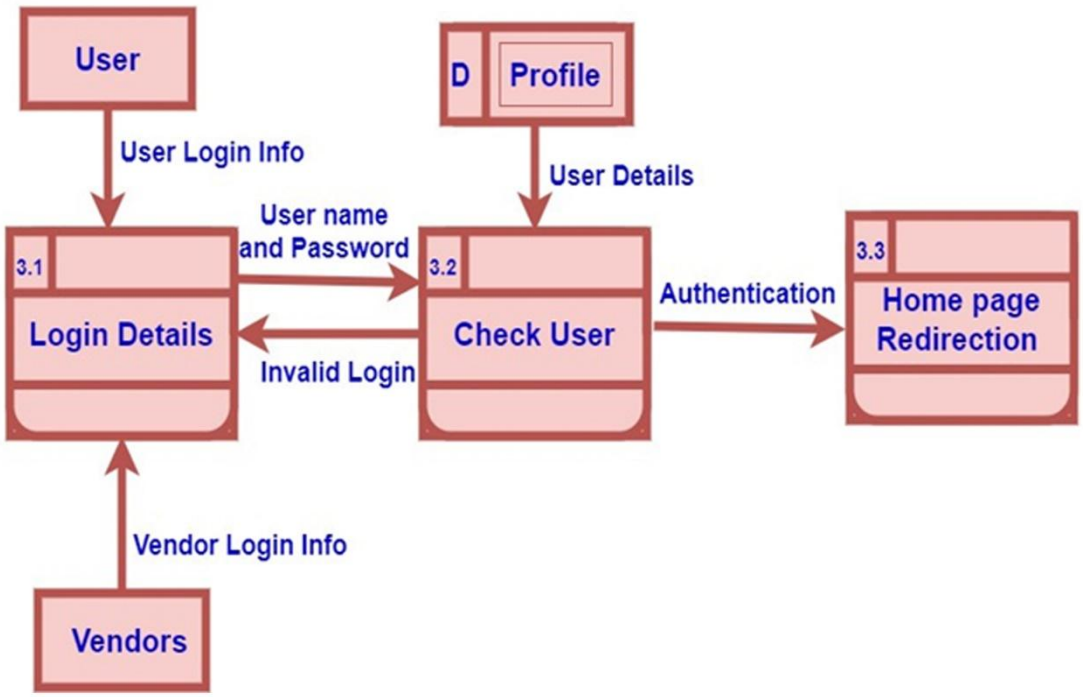


Fig: Registration process

Login Process of Stores and Customer

How to login

- Enter your register email id & password.
- Then Click on Login Button



Chapter 4
Project Development Workflow and Designing

Project Development Workflow

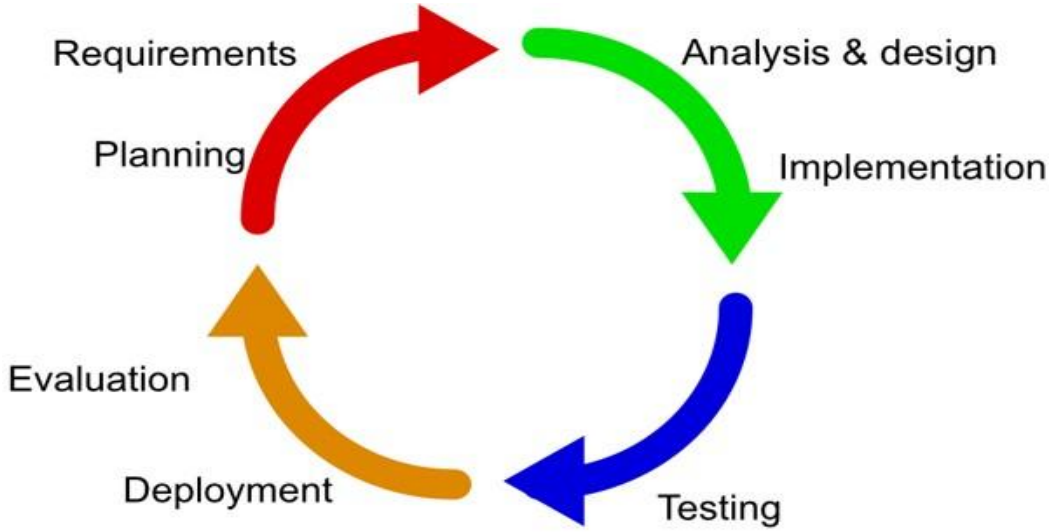


Fig: Project Development Workflow

Requirements

1. **Product Catalog Management:** The E-commerce platform should provide a way for the administrator to manage the products in the catalog. This includes adding, deleting, and updating products as well as organizing them into categories and subcategories.
2. **Shopping Card Functionality:** The platform should provide users with the ability to add products to a shopping card and review the contents of their card before checkout.
3. **Payment Gateway Integration:** The platform should integrate with one or more payment gateways to allow customers to make secure online payments using credit/debit cards, PayPal, or other payment methods.
4. **Order Management:** The platform should provide the administrator with the ability to manage orders, including tracking shipments, updating order status, and generating invoices.
5. **User Management:** The platform should allow users to register, login, and manage their profile information, this includes maintaining their order history, tracking shipments, and managing their billing and shipping addresses.
6. **Search Functionality:** The platform should provide users with the ability to search for products by keywords, category, or other relevant filters.

7. **Responsive Design:** The platform should be designed to work on a range of devices, including desktops, tablets, and mobile phones.
8. **Security:** The platform should be secure, using SSL encryption and other security measures to protect customer's information and prevent unauthorized access.
9. **Marketing and Promotions:** The platform should provide tools for creating and managing promotions, discounts, and other marketing campaign to drive sales and customer loyalty.

These are just a few of the common requirements for an E-commerce project. The specific requirements will depend on the needs of the business and the target market.

Planning

Planning for the quality assurance requirements and identification of the risks associated with the project is done in the planning stage. The outcome of the technical feasibility study is to define the various technical approaches that can followed to implement the project successfully with minimum risks. In our planning phase, we have designed gnat chart and work plan. By doing this we have clear concept how we work to complete this project within time frame.

Working Strategy:

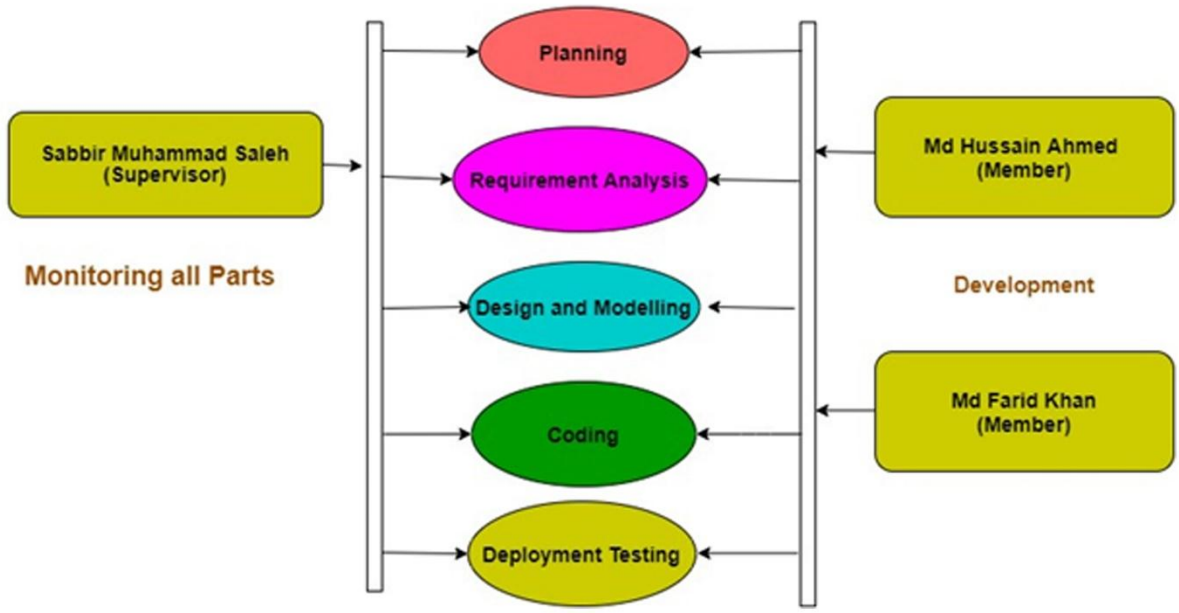


Fig: Working Strategy

Gantt chart:

A Gantt chart is a type of bar chart that illustrates a project schedule, named after its inventor. Modern Gantt charts also show the dependency relationships between activities and current schedule status.

GNATT CHART FOR PROJECT DEVELOPMENT:

						Q4			Q1			Q2	
SL No	Task Name	Start	Finish	Duration	Oct	Nov	Dec	Jan	Feb	Mar	Apr	May	Jun
1													
2	MULTI-VENDOR E-COMMERCE WEB SITE.	11/4/2023	5/4/2024	130d									
3	SECTION 1: PLANNING	11/3/2023	12/3/2024	23d									
4	SECTION 2: REQUIREMENT ANALYSIS.	12/3/2023	1/6/2024	25d									
5	SECTION 3: DESIGN AND MODELLING.	1/6/2023	2/16/2024	30d									
6	SECTION 4: CODING	2/16/2023	4/12/2024	40d									
7	SECTION 5: DEPLOYMENT	4/12/2023	5/4/2024	17d									

Fig: Gantt chart for Multi-Store E-Commerce website.

Team Works Breakdown Chart:

Team Works Breakdown Chart								
Duration (count as month)								
SL. No	Task Name	Team MemberName	1	2	3	4	5	6
	Member Name							
1	Analysis Phase	Alamgir Kabir & Md Ibraheem						
2	Planning Phase							
2.1	Pre-Planning	Fayed Hasan & Shehab Jakaria						
2.2	Planning	Fayed Hasan & Shehab Jakaria						
2.3	Post-Planning	Fayed Hasan & Shehab Jakaria						
3	Design Phase							
3.1	Designing the software	Alamgir Kabir & Md Ibraheem						
3.2	Taking Review fromsupervis	Alamgir Kabir & Md Ibraheem						
4	Coding Phase							
4.1	Module Develop	Md. Shameem Hussain & Fayed Hasan						
4.2	Integrate module	Alamgir Kabir & Md Ibraheem						
4.3	Review the system	Alamgir Kabir & Md Ibraheem						
5	Testing	Md. Shameem Hussain & Fayed Hasan						
6	Deployment Phase							
6.1	Documentation Prepare	Alamgir Kabir & Md Ibraheem						
6.2	Final Submission	Alamgir Kabir & Md Ibraheem						

Table: Team Works Breakdown Chart

Analysis & Design

Requirement analysis is the most important and fundamental stage in SDLC. This information used to plan the basic project approach and to conduct product feasibility study in the economical, operational and technical areas.

Once the requirement analysis is done the next step is to clearly define and document the project requirements.

In this analysis phase, we have design concept mapping and requirement analysis. Now we are providing given below:

Concept Mapping

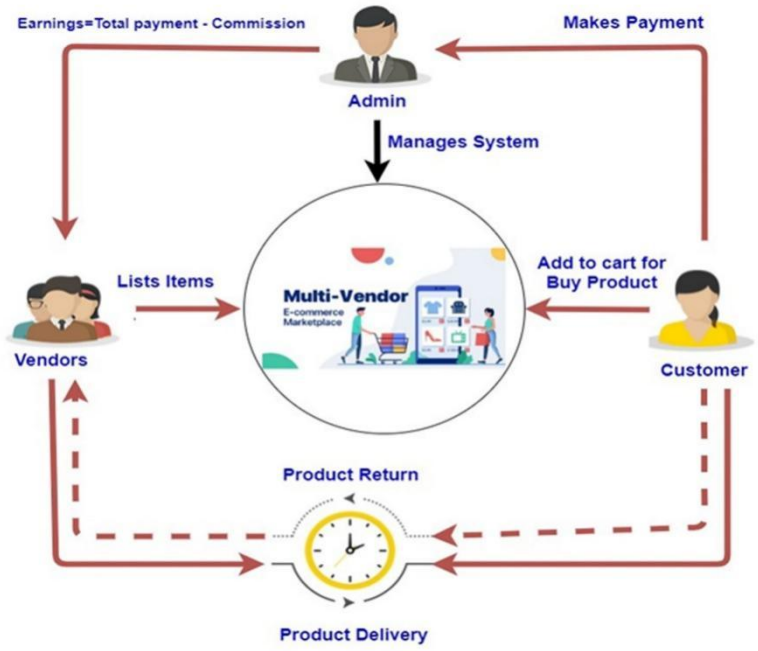
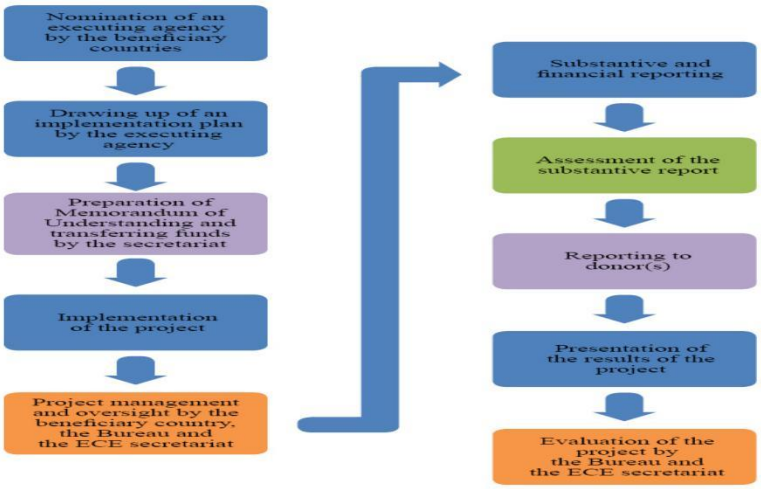


Fig: Concept Mapping for Multi-Vendor E-Commerce Website

Implementation

1. **Planning and Analysis:** The first step is to gather requirements, define the scope of the project, and develop a detailed project plan. This includes identifying the target market, defining the product catalog, and determining the payment and shipping methods. The development team also needs to select the e-commerce platform and any third-party tools or services needed to build the project.
2. **Design and Development:** Once the planning and analysis phase is complete, the development team can begin the design and development phase. This includes designing the user interface, implementing the product catalog, shopping card functionality, and payment gateway integration, The team will also create the backend system for order management, user management and other administrative task. During this phase, the team will use programming languages such as HTML, CSS, JavaScript, database management tools such as SQL to build the project.
3. **Testing and Quality Assurance:** After the development phase is complete, the team will conduct extensive testing and quality assurance to ensure that the platform is stable, secure and meets all the requirements. This includes unit testing, integration testing and user acceptance testing. The team will also conduct load testing to ensure that the platform can handle heavy traffic and transactions.
4. **Deployment:** Once the testing phase is complete, the team can deploy the e-commerce platform. This involves setting up the server, configuring the database and installing the platform. The team will also configure the payment gateway and other third-party services as needed.
5. **Maintenance and Support:** After the platform is deployed, the development team will provide ongoing maintenance and support. This includes monitoring the system for errors, updating the software as needed and providing technical support to users.
6. **Marketing and Promotion:** Once the e-commerce platform is live, the business will need to implement a marketing and promotion strategy to attract customers and drive sales. This may include search engine optimization, social media marketing and other tactics.

These are the general steps involved in implementing an E-Commerce project. The specific process will vary depending on the size and complexity of the project.



Testing

1. **Unit Testing:** The first step in testing an e-commerce project is to conduct unit testing. This involves testing each component of the platform, such as the product catalog, shopping cart, and payment gateway, to ensure that it functions correctly.
2. **Integration Testing:** Once the individual components have been tested, the next step is to conduct integration testing. This involves testing the interactions between the different components to ensure that they work together correctly.
3. **User Acceptance Testing:** After the platform has been tested internally, the next step is to conduct user acceptance testing. This involves testing the platform with a group of users who are representative of the target audience. The goal of user acceptance testing is to ensure that the platform meets the needs of the users and is easy to use.
4. **Security Testing:** Security testing is an essential part of testing an e-commerce project. This involves testing the platform for vulnerabilities, such as SQL injection and cross-site scripting, to ensure that customer data is secure.
5. **Performance Testing:** Performance testing is used to ensure that the platform can handle heavy traffic and transactions. This involves testing the platform under different loads to ensure that it responds quickly and does not crash.
6. **Regression Testing:** Regression testing is conducted after changes have been made to the platform to ensure that existing functionality has not been affected. This involves testing the entire platform, including any changes that have been made, to ensure that it still functions correctly.
7. **User Experience Testing:** User experience testing involves testing the platform to ensure that it provides a positive user experience. This includes testing the design, navigation, and usability of the platform.
8. **Accessibility Testing:** Accessibility testing is conducted to ensure that the platform can be used by people with disabilities. This includes testing the platform for compliance with accessibility guidelines, such as the Web Content Accessibility Guidelines (WCAG).

These are the general types of testing involved in an e-commerce project. The specific testing process will depend on the size and complexity of the project

Deployment

In this stage of SDLC, the actual development starts and the product is built. The programming code is generated as per DDS during this stage. If the design is performed in a detailed and organized manner, code generation can be accomplished without much hassle.

Developers must follow the coding guidelines defined by their organization and programming tools like compilers, interpreters, debuggers, etc. are used to generate the code. **Laravel** are used for coding.

The programming language is chosen with respect to the type of software being developed.

This stage is usually a subset of all the stages as in the modern SDLC models, the testing activities are mostly involved in all the stages of SDLC. However, this stage refers to the testing only stage of the product where product defects are reported, tracked, fixed and retested, until the product reaches the quality standards defined in the SRS.

Evaluation

Evaluating a multi-store e-commerce website requires considering various factors that contribute to its overall performance and success. Here are some key areas to assess:

1. User Experience: The website's user interface and navigation should be intuitive and easy to use, with clear product categorization, search functionality, and filtering options. The checkout process should also be streamlined, with minimal steps required to complete a purchase.
2. Product Selection: The website should offer a wide range of products across various categories to cater to diverse customer needs. Additionally, the product information should be detailed and accurate, with high-quality images and videos to help customers make informed purchasing decisions.
3. Pricing and Discounts: The website should offer competitive pricing and regular discounts to incentivize customers to make purchases. Additionally, shipping and handling fees should be transparent and reasonable.
4. Customer Service: The website should offer prompt and responsive customer service through multiple channels, such as live chat, email, and phone. This can include pre-sales queries, after-sales support, and return and refunds.
5. Payment Option: The website should offer a variety of payment option, including credit/debit cards, digital wallets, and net banking, to different customer preferences.

By evaluating these factors, you can gain a comprehensive understanding of a multi-store e-commerce website's strengths and weaknesses, and make an informed decision about whether to use it for your online shopping needs.

Designing

Software requirements specification -SRS is the reference for product architects to come out with the best architecture for the product to be developed. Based on the requirements specified in SRS, usually more than one design approach for the product architecture is proposed and documented in a DDS - Design Document Specification.

This DDS is reviewed by all the important stakeholders and based on various parameters as risk assessment, product robustness, design modularity, budget and time constraints, the best design approach is selected for the product.

A design approach clearly defines all the architectural modules of the product along with its communication and data flow representation with the external and third party modules (if any). The internal design of all the modules of the proposed architecture should be clearly defined with the details in DDS.

UI Design Approach, the first approach is research. We have research for our **Multi-store E-commerce web site** .UI design. As we have three roles (Admin, Citizen and Other User) so that we have designed for different panel for each role, after research for UI design we make prototype after approving the prototype from our supervisor we have designed for **Multi-store E-Commerce web site**.

The full process of our UI design given by chart below:



Fig: UI Design Approach

Chapter 5
Requirement Analysis

Resources

Software & Hardware Requirements for Running Software (User)

Hardware	Software	Network
Computer, Mobile, Tab etc. with minimum requirements	OS: Platform Independent Browsers: Chrome, Firefox	Must have high speed internet connection.

Table: Software & Hardware Requirements for Running Software (User)

Software & Hardware Configuration for Running Software.

Configuration	PC-1(Shaon)	PC-2(Sabuj)
Processor	Intel Core i7, 2.4 GHz	Intel Core i5, 2.20 GHz
RAM	16GB	4GB
Storage	SSD-120 HDD-1TB	SSD-120 HDD-1TB
OS	Windows 10, 64Bits	Windows 10, 64Bits

Software & Hardware user for Development

A. **Vital Components:**

Database

E-Commerce website

Domain and Hosting

Security System

Payment gateway

SSLCOMMERZ

B. **Software Tools:**

Local Server XAMPP

Database Server MySQL

IDE NetBeans, Notepad++

C. **Using Languages and Frameworks:**

Programming languages :	PHP
Web frameworks :	CodeIgniter
JavaScript graphics:	Chart.js
JavaScript Library:	jQuary
Databases :	MySQL
Database Managers :	PHP Myadmin

D. **For Design Diagram:**

Gantt Chart	www.app.smartsheet.com
Modeling	www.draw.io

Target User

- Store
- Local Customer
- National and International Customer
- Riders
- Wholesaler

Time Limit

04-Nov-2023 to 04-May-2024 (Approximately Six Months)

Budget

Around 2, 00,000/= BDT (two lakhs) if we do it professionally.

Chapter 6
System Analysis and Design

Use Case

Use Case in software and systems engineering, a use case is a list of actions or event steps, typically defining the interactions between a role (known in the Unified Modeling Language as an actor) and a system, to achieve a goal. The actor can be a human or other external system. In systems engineering, use cases are used at a higher level than within software engineering, often representing missions or stakeholder goals. The detailed requirements may then be captured in the Systems Modeling Language or as contractual statements. Use case analysis is an important and valuable requirement analysis technique that has been widely used in modern software engineering since its formal introduction by Ivar Jacobson in 1992. Use case driven development is a key characteristic its inherent iterative, incremental and evolutionary nature, use case also fits well for agile development.

Use Case Diagram

Use Case Diagram of Multi-Vendor E-Commerce Website:

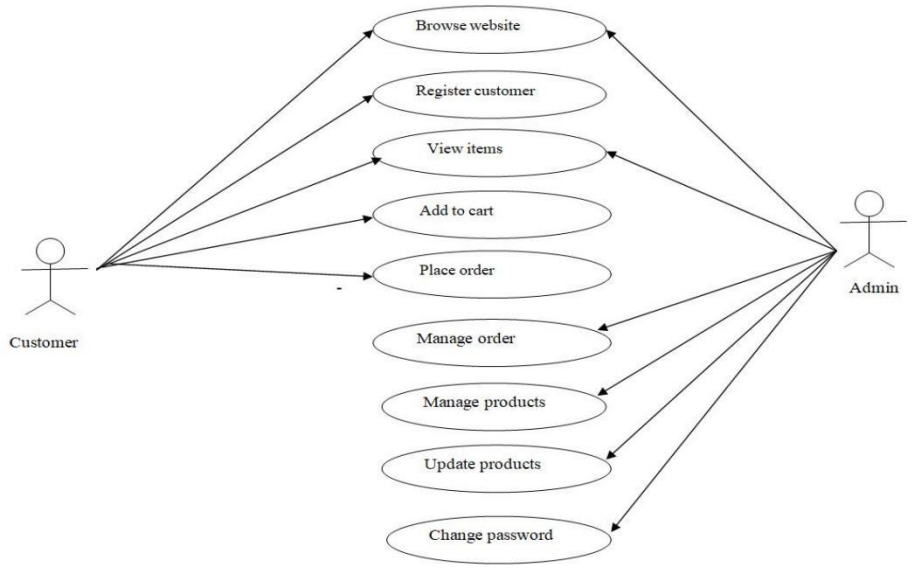


Fig: Use Case Diagram

Entity Relationship Diagram

An entity-relationship diagram (ERD) is a graphical representation of an information system that shows the relationship between people, objects, places, concepts or events within that system. An ERD is a data modeling technique that can help define business processes and can be use as the foundation for a relational database. While useful for organizing data that can be represent by a relational structure, an entity relationship diagram cannot sufficiently represent semi-structured or unstructured data, and an ERD is unlikely to be helpful on its own in integrating data into a preexisting information system.

Entity Relationship Diagram of Multi-Vendor E-Commerce Website:

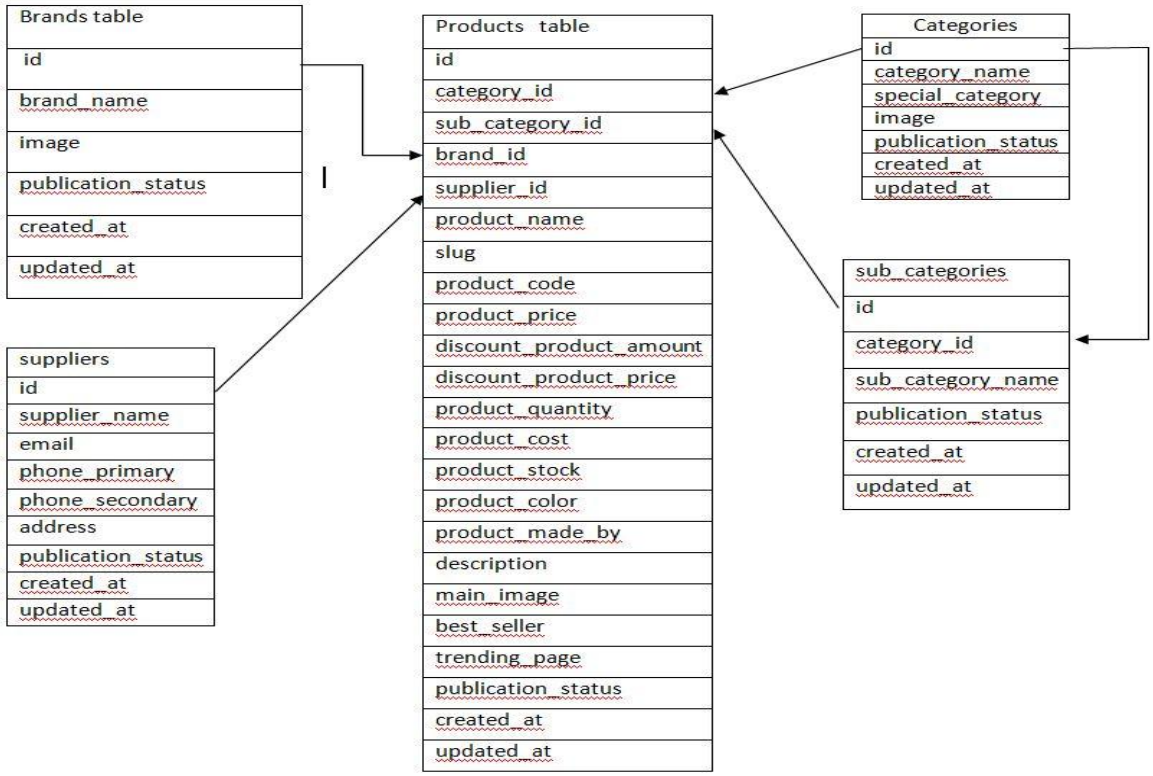


Fig: Entity Relationship Diagram of Multi-Vendor E-Commerce Website.

E-R Diagram

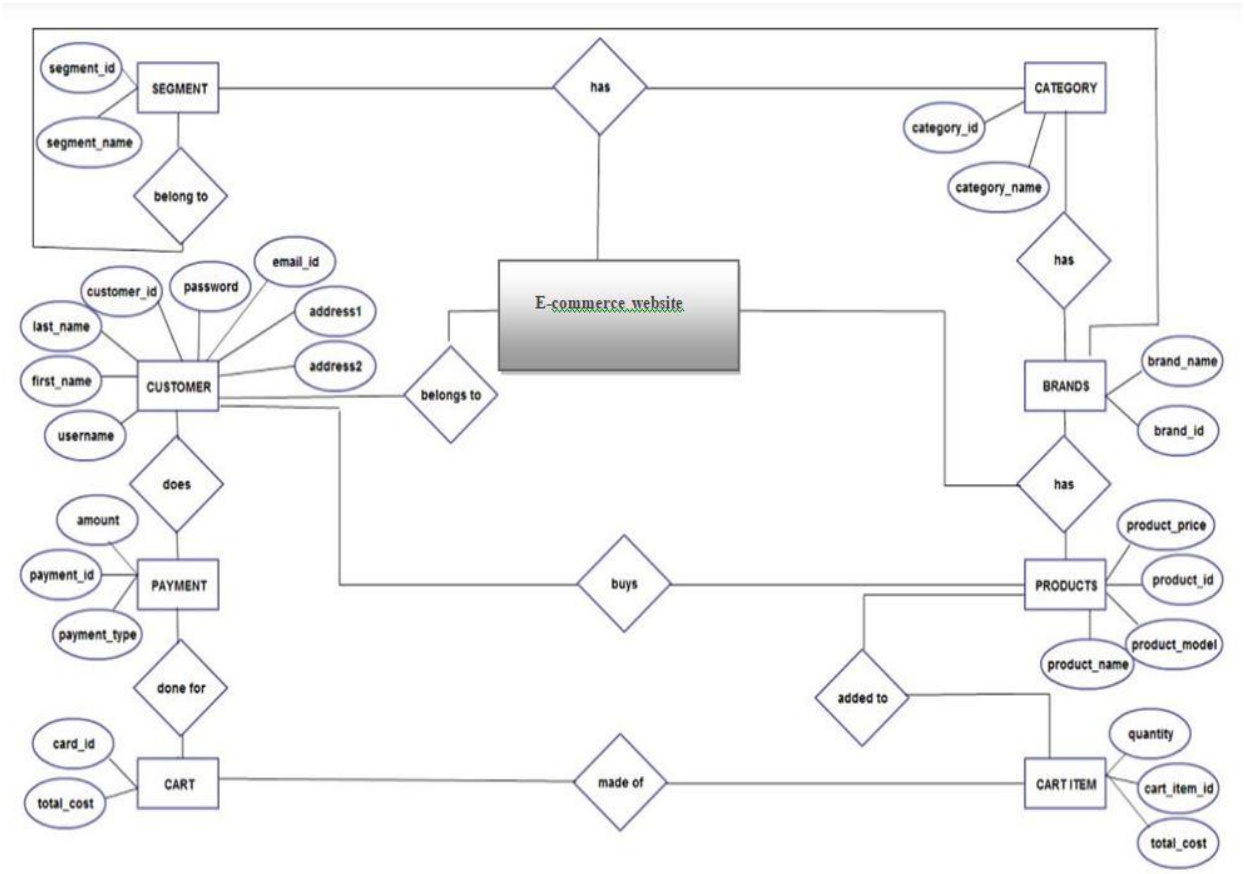


Fig: E-R Diagram

Sequence Diagram

A sequence diagram is a type of interaction diagram because it describes how and in what order a group of objects works together. These diagrams are used by software developers and business professionals to understand requirements for a new system or to document an existing process.

Sequence Diagram of Multi-Vendor E-Commerce Website:

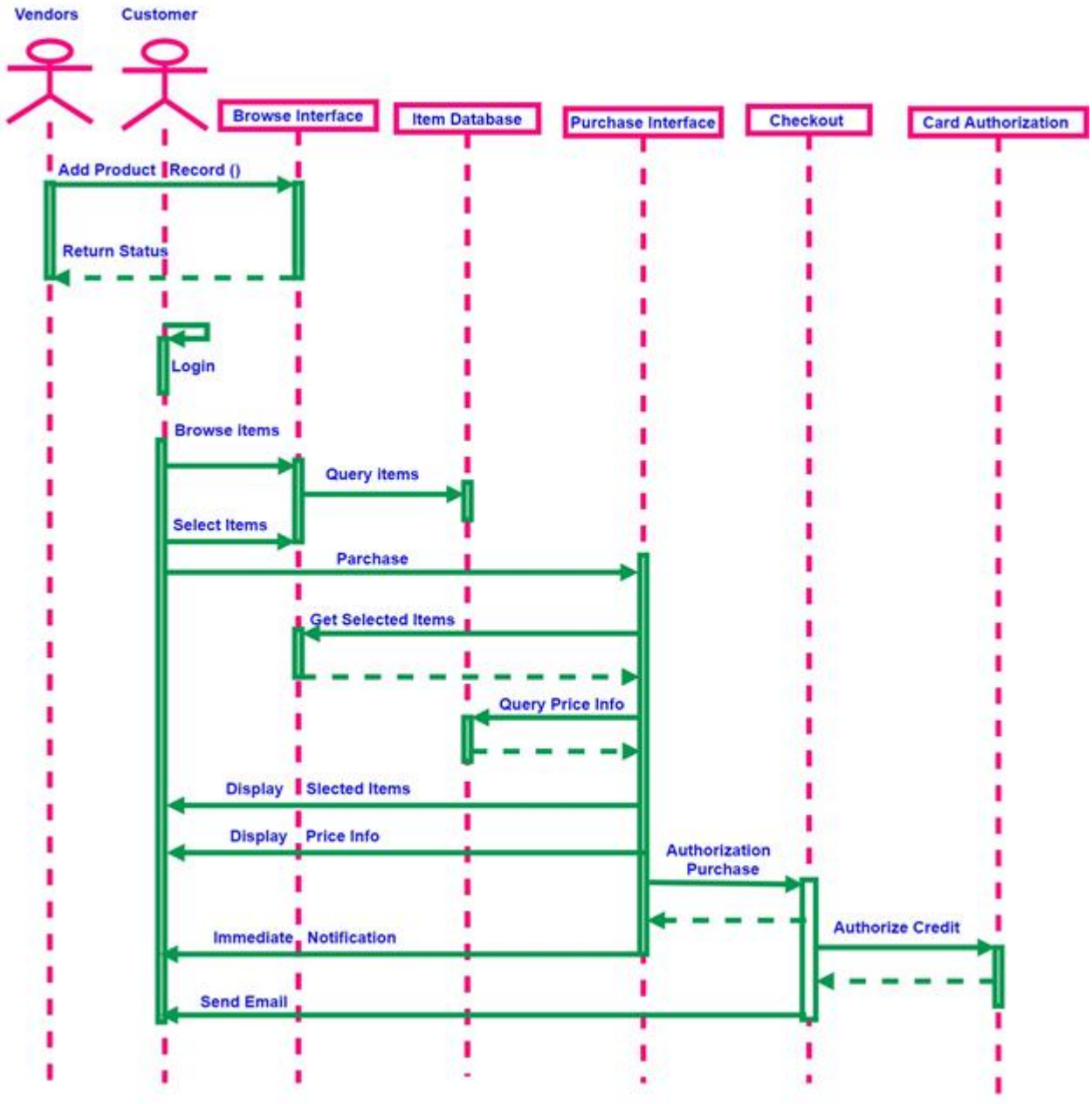


Fig: Sequence Diagram of Multi-Vendor E-Commerce Website.

Activity Diagram

The activity diagram is another important diagram in UML to describe the dynamic aspects of the system. An activity diagram is basically a flowchart to represent the flow from one activity to another activity. The activity can be described as an operation of the system.

Activity Diagram of Multi-Vendor E-Commerce Website:

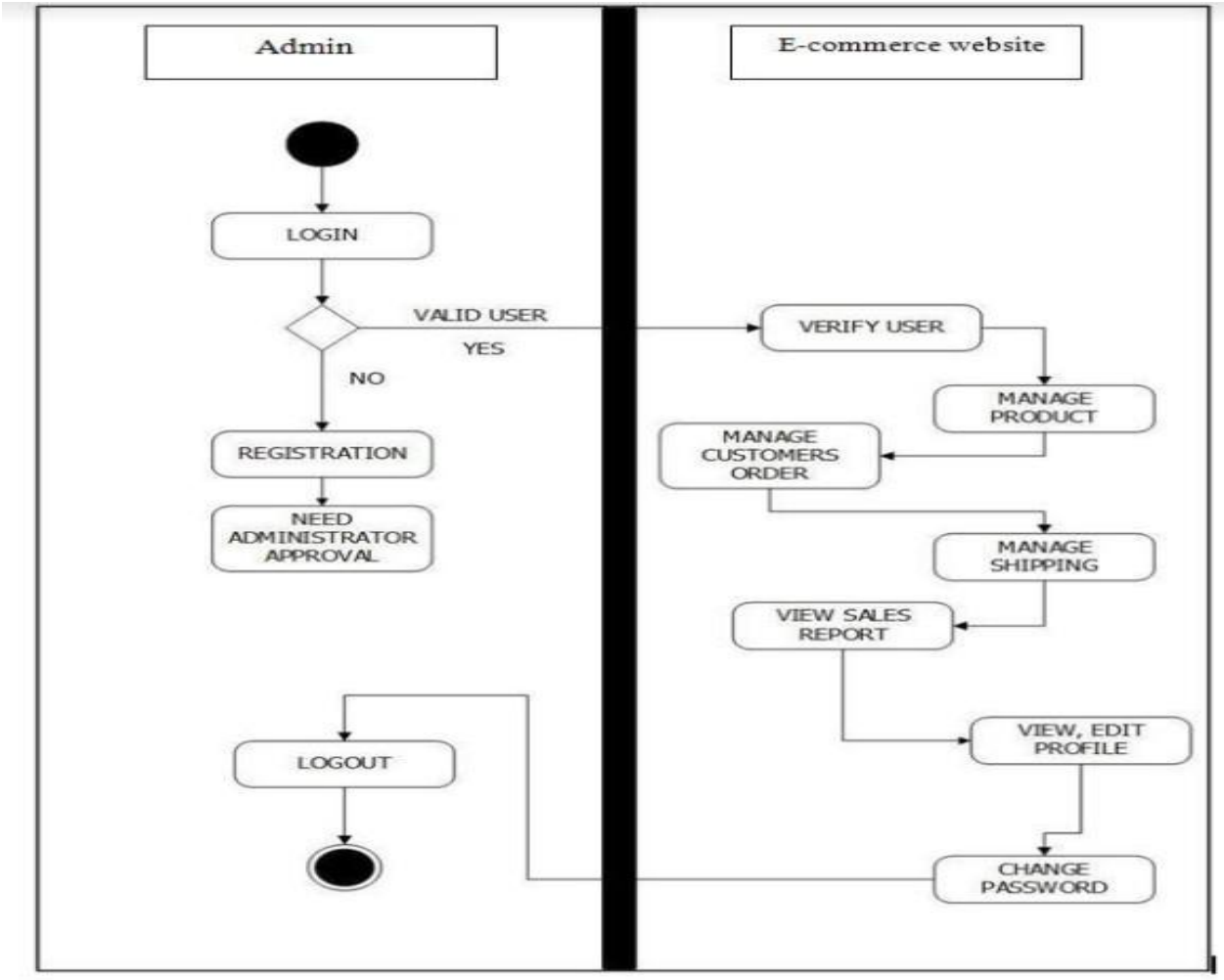


Fig: Activity Diagram of Multi-Vendor E-Commerce Website.

Date Flow Diagram (All Levels)

A data flow diagram is a graphical representation of the flow of data in an information system. It is capable of depicting incoming data flow, outgoing data flow, and stored data. DFDs depict the flow of data in the system at various levels.

Data Flow Diagram of Multi-Vendor E-Commerce Website:

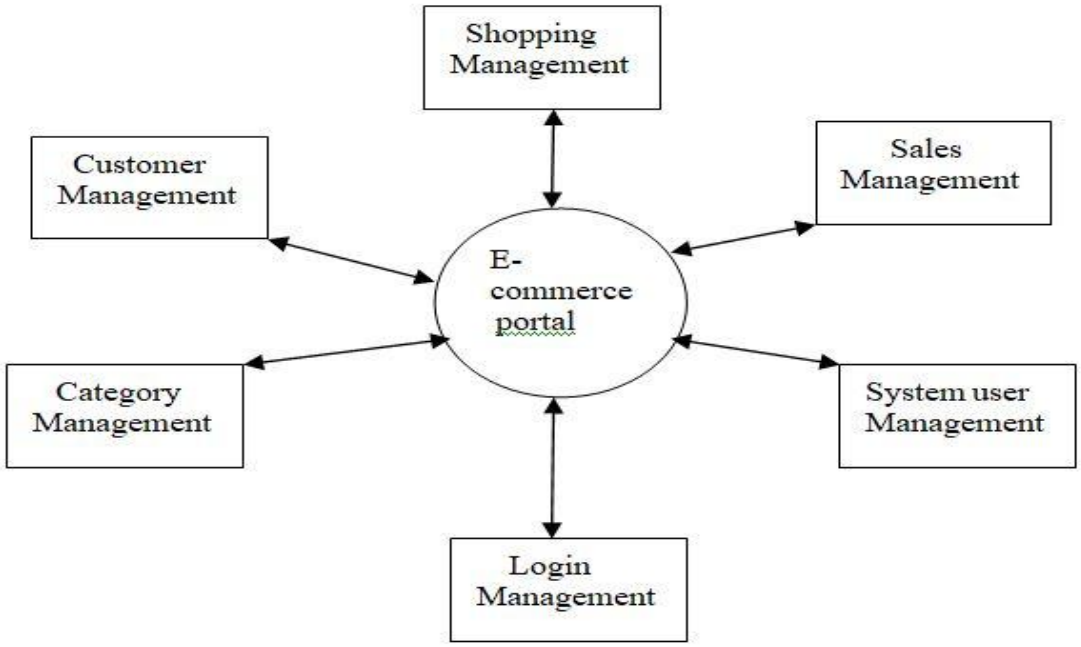
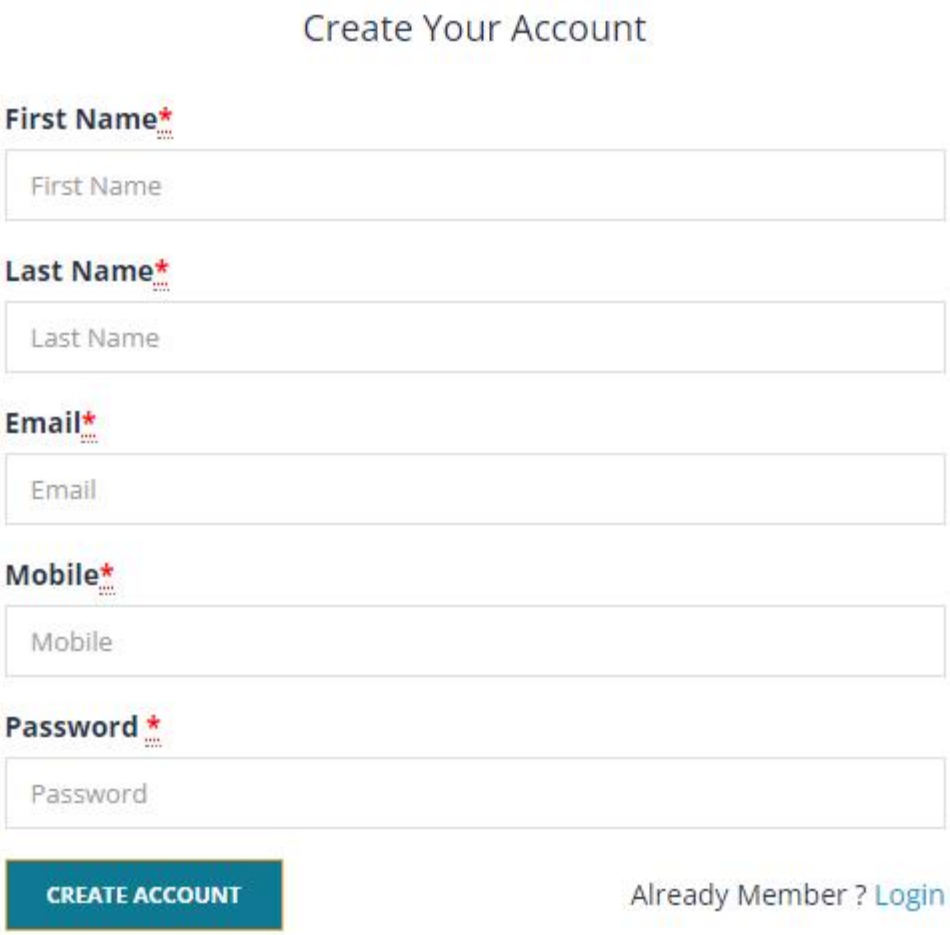


Fig: Data Flow Diagram of Multi-Vendor E-Commerce Website.

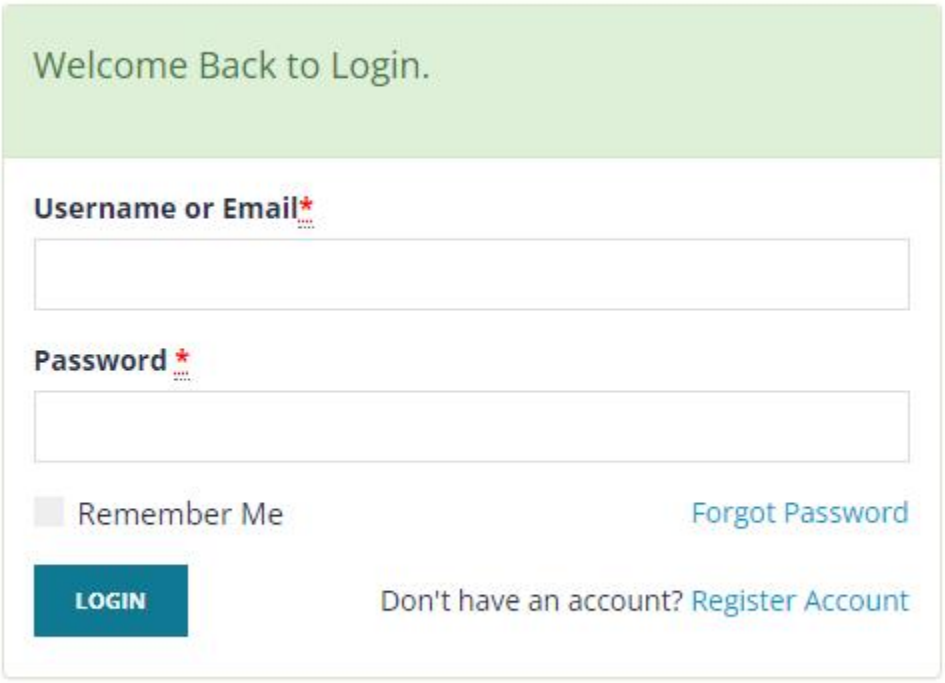
Chapter 7
Screen Shot of Our Project

User Registration System

In this section user registered to the system. During registration, system will have sent an OTP into registered mobile for verification.

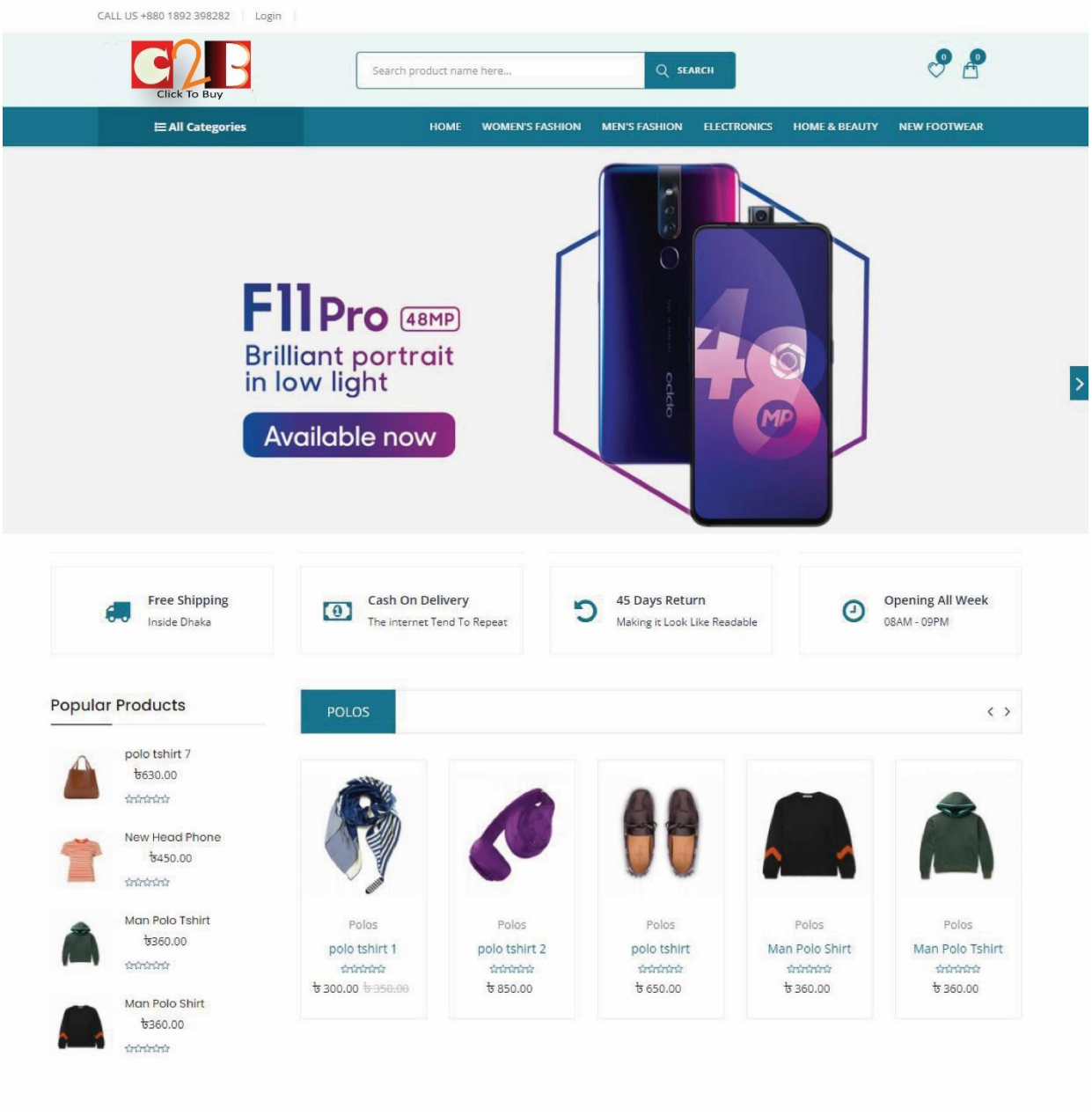


User login system
Different user will get different UI as example if user is admin than he/she will get different Dashboard. User get User interface and Store get store interface.



Home Page of Our Project

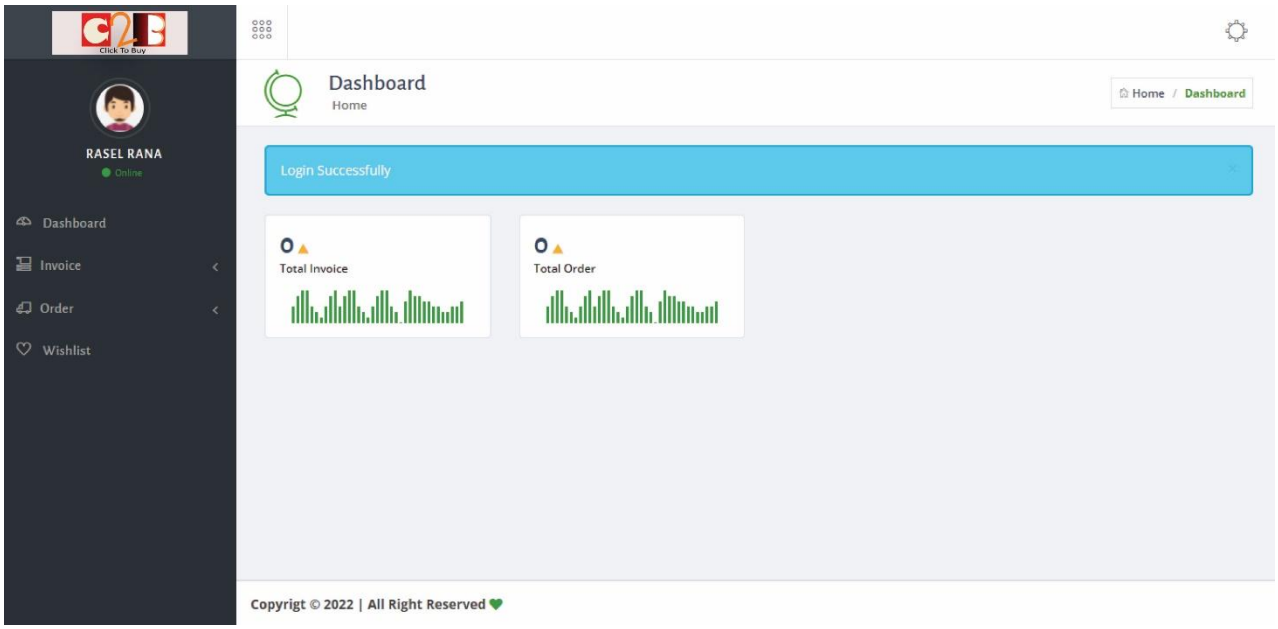
This is the preview at home page of our project. Here you get Login option and showing all products with category and you can start shopping from here.



Admin Dashboard

After login Admin, can able to view his/her dashboard. In this dashboard user can see his/her all information at a glance. Citizen dashboard page shown in figure 7.9.

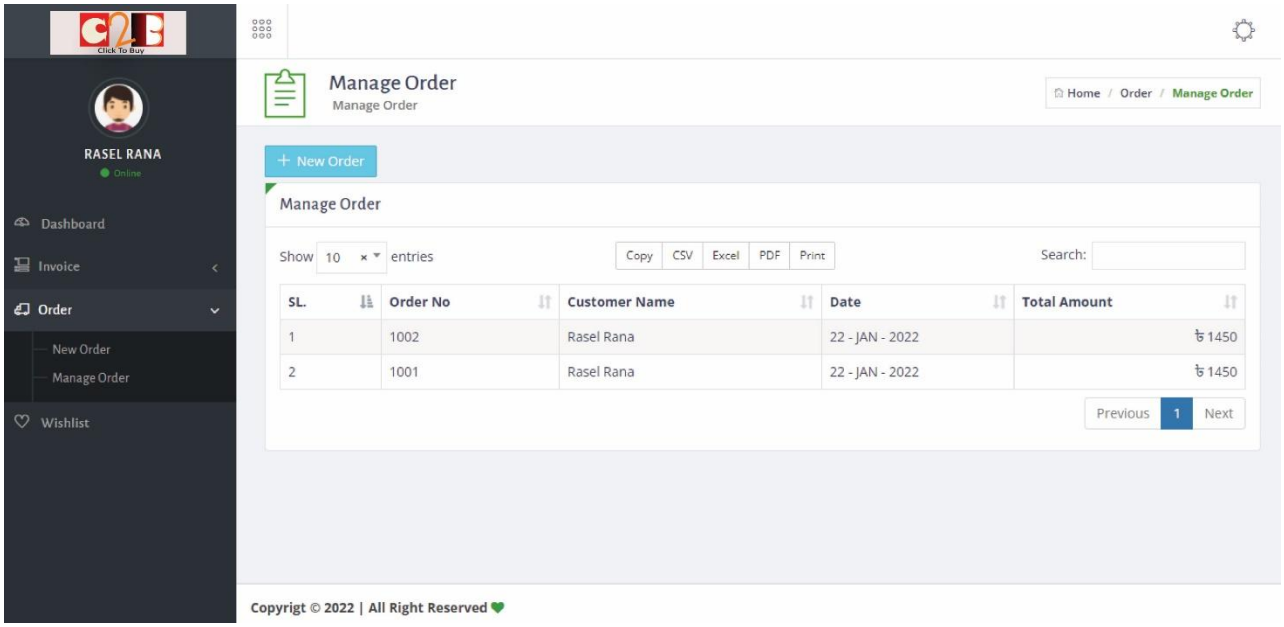
After login Admin can view his/her profile, can add product, update his/her profile information.



User Profile

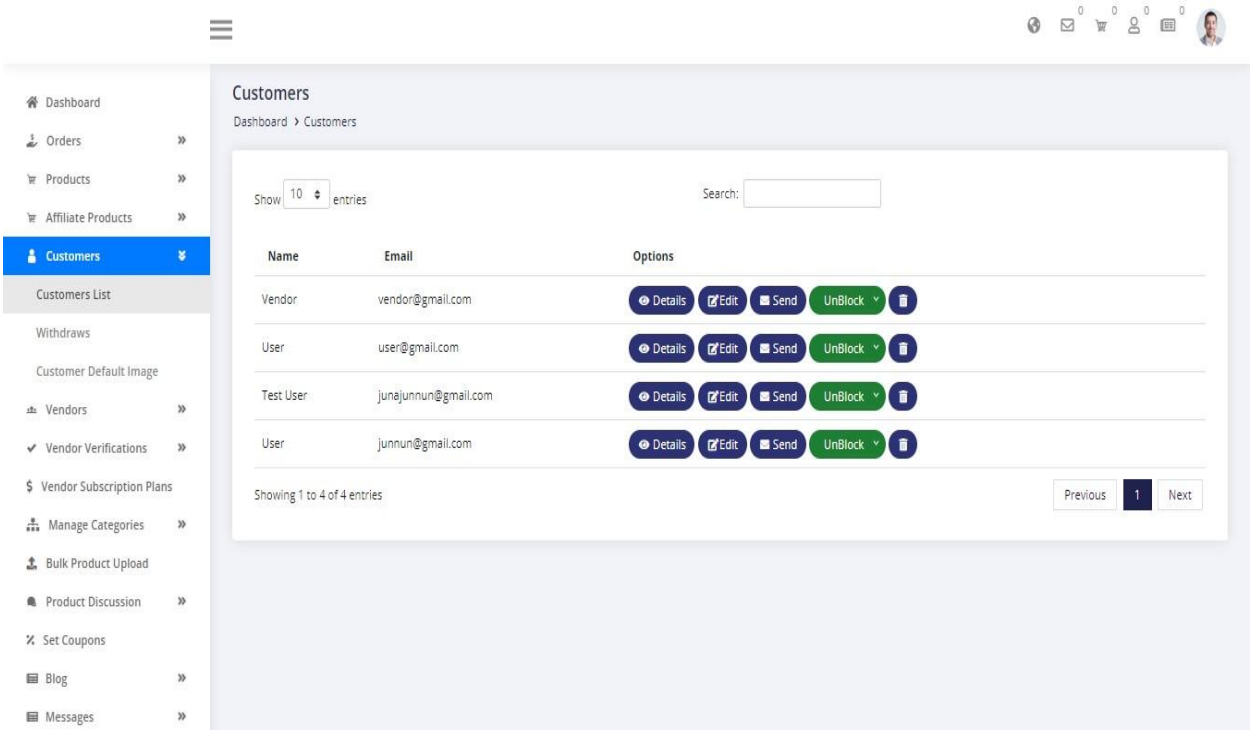
After login User, can able to view his/her dashboard. In this dashboard user can see his/her all information at a glance. User dashboard page shown:

After login User can view his/her profile, can Change password and update his/her profile information.



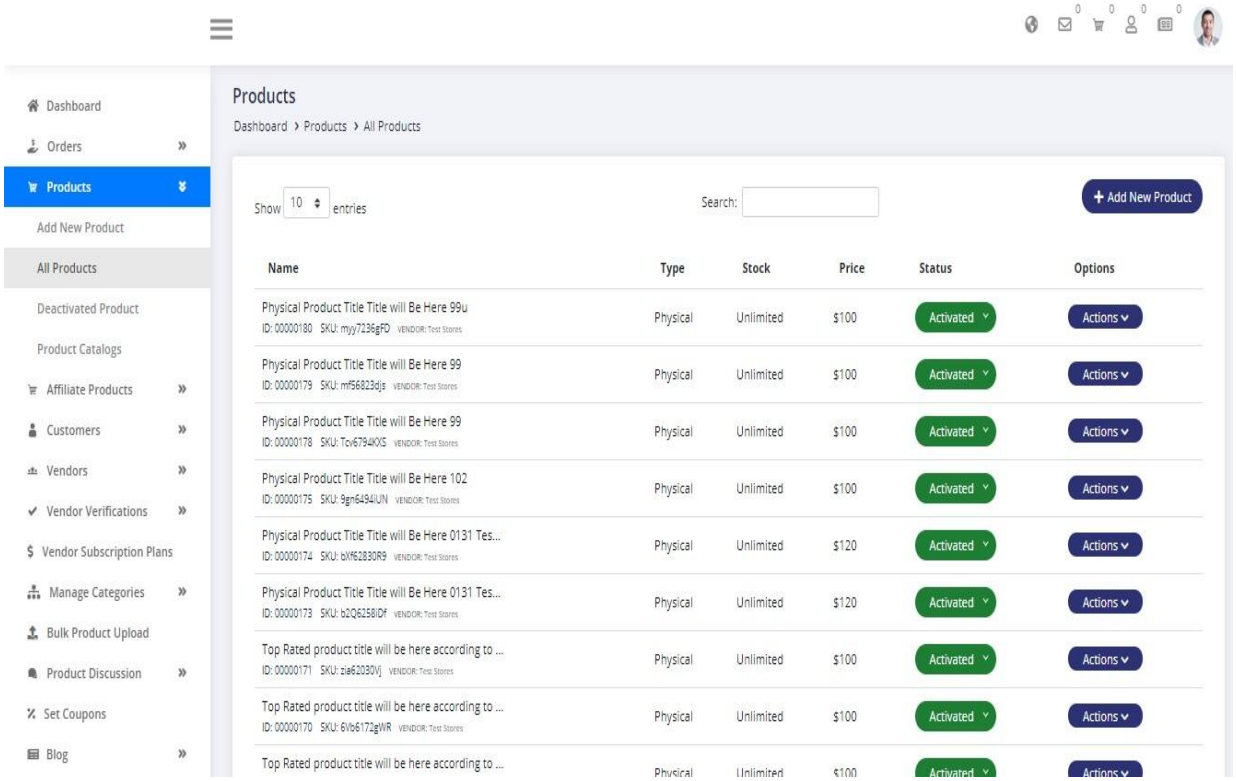
Admin Can Manage User

This section admin can manage any user .Admin can remove user fake account.



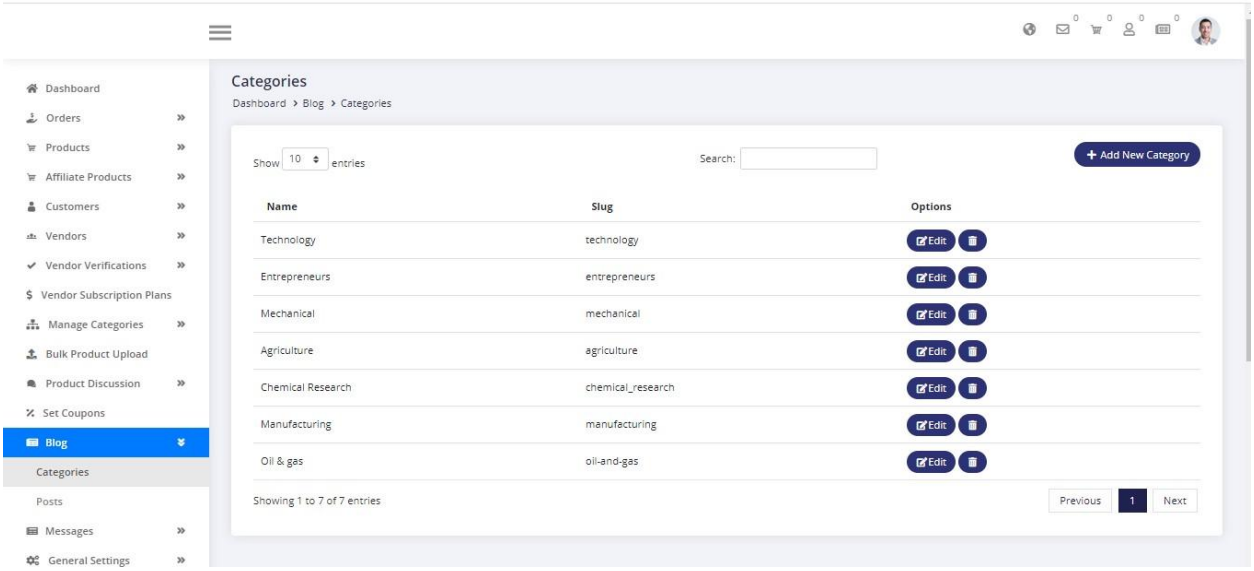
Admin Can Manage Product List

This section admin can manage all products.



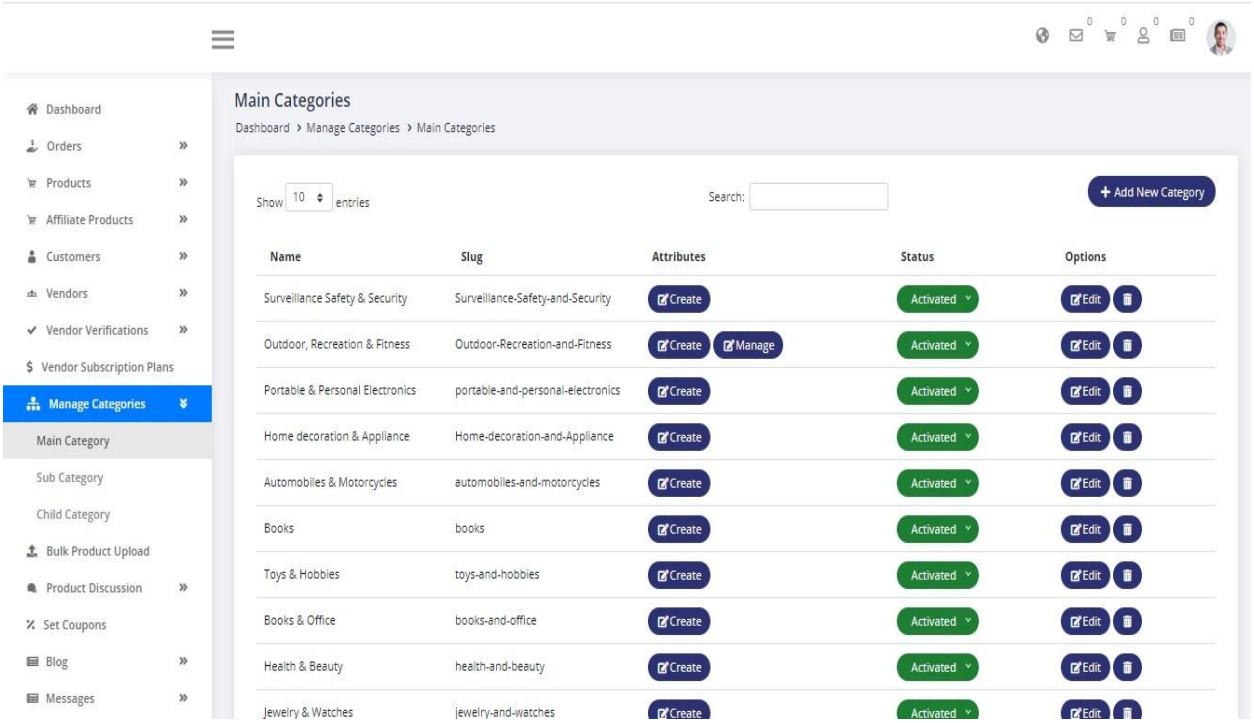
Product Categories

This section admin can manage all the product categories. Admin can create new categories and can remove categories.



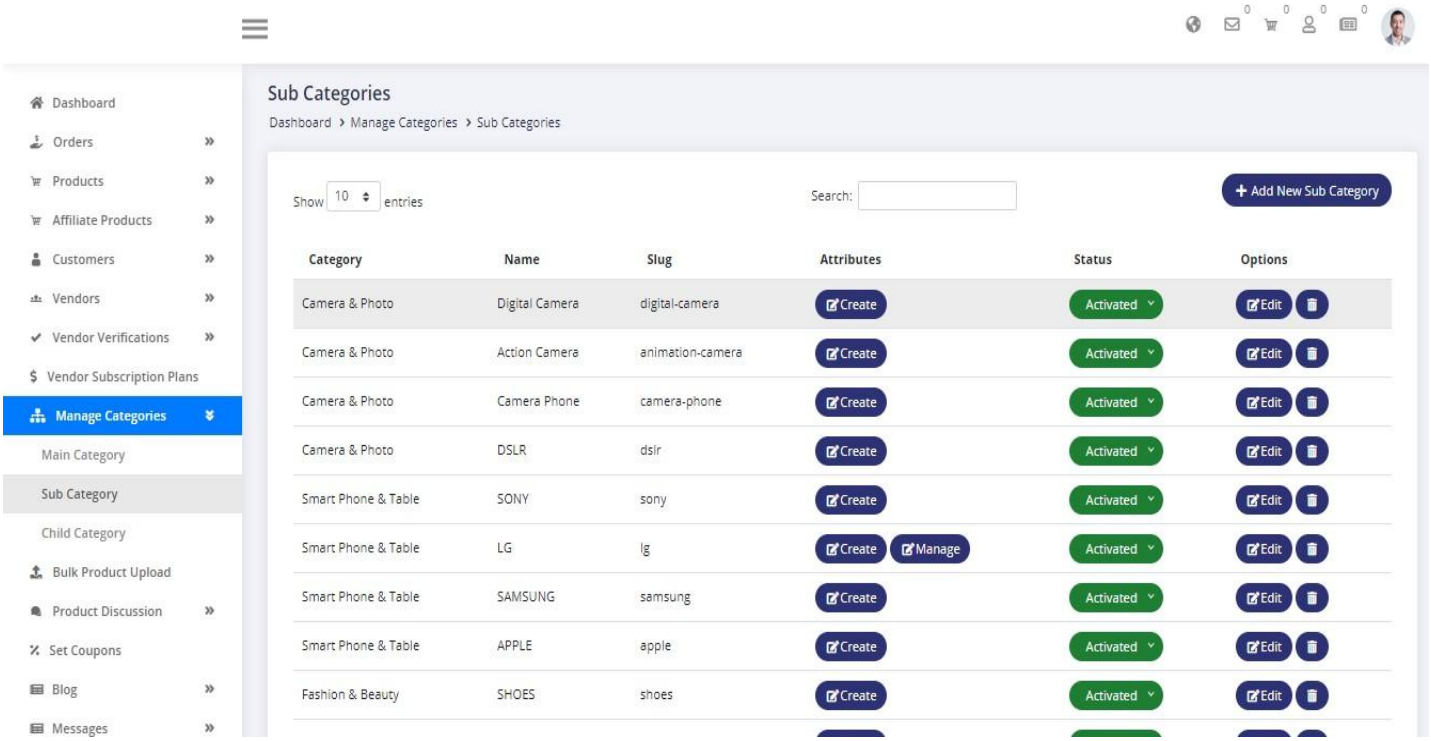
Product Main Category

This section admin can manage the product main Category.



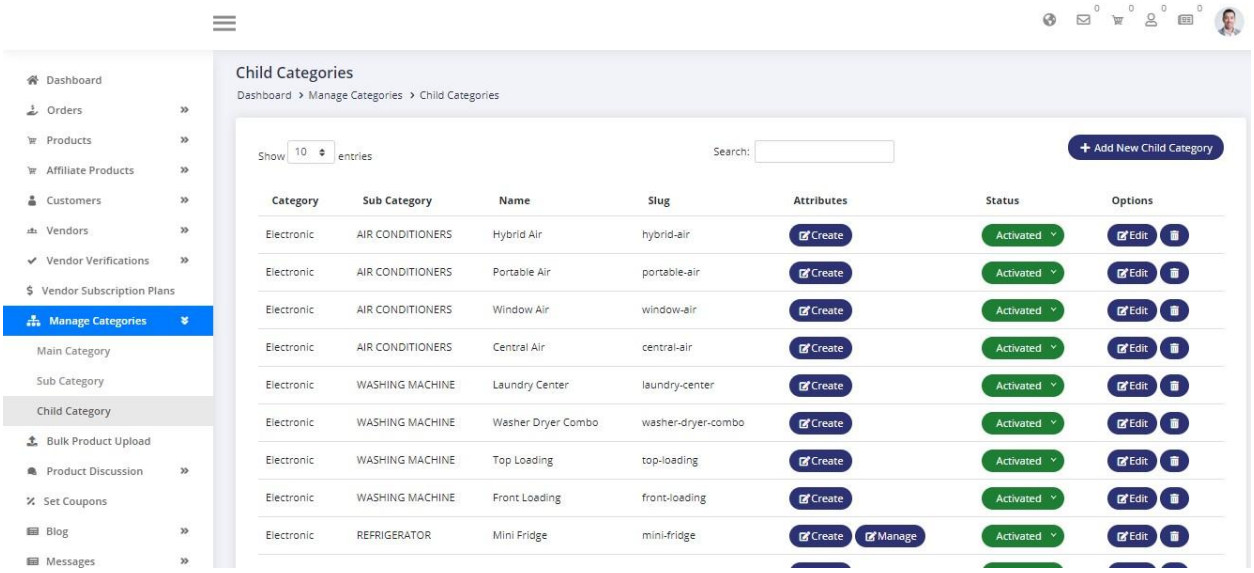
Product Sub Category

This section admin can manage the product sub Category.



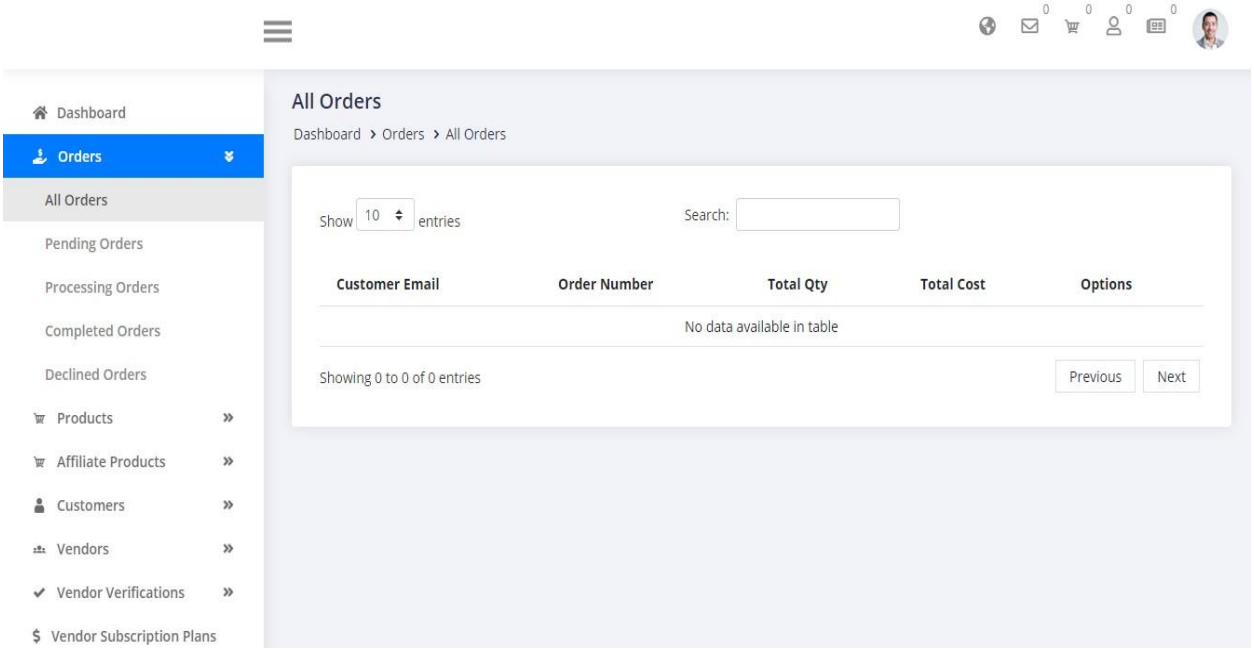
Product Child Category

This section admin can manage the product Child Category



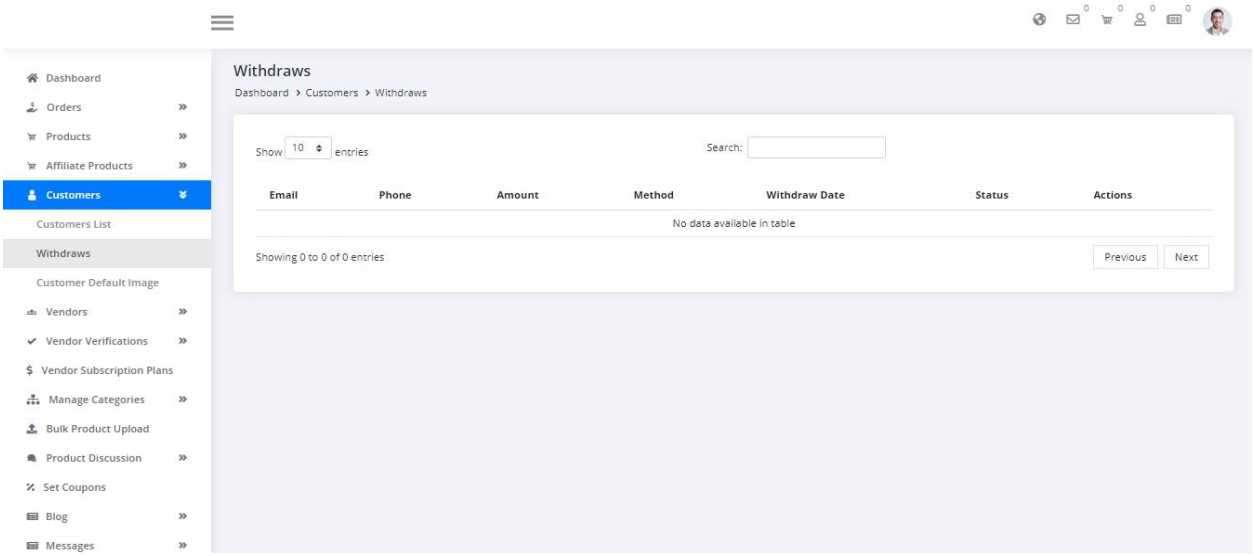
Add Affiliate Product

This section admin can manage all Order.



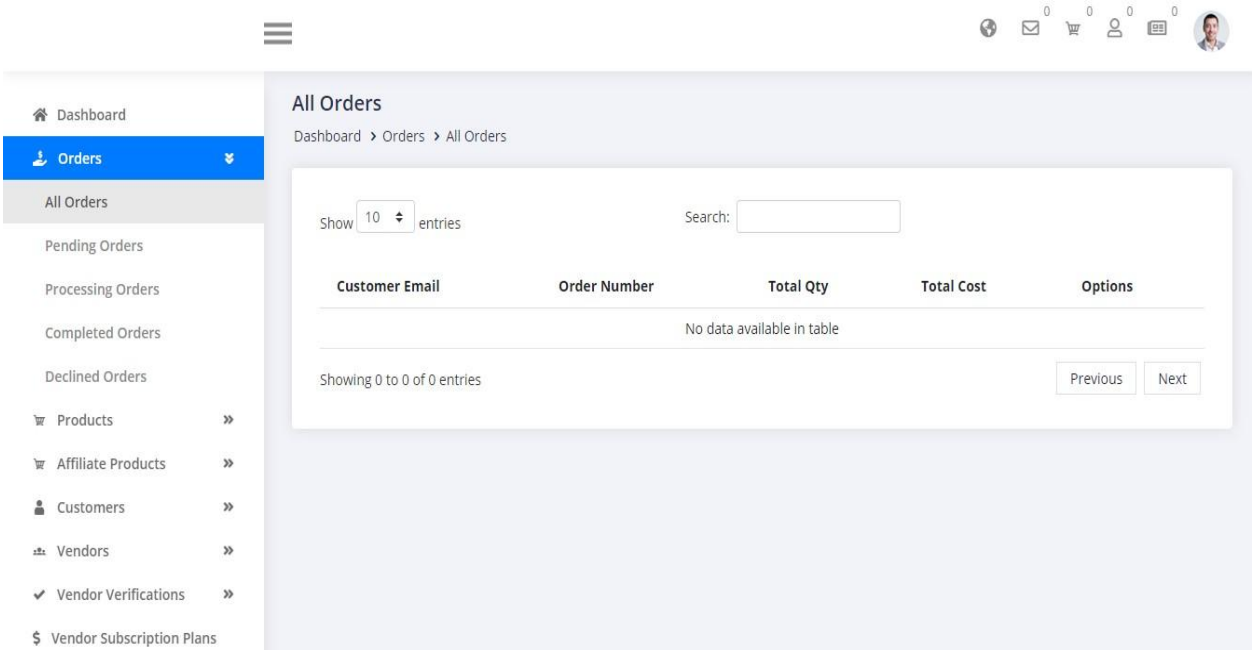
Admin Can Manage Withdraw

This section admin can manage withdraw.



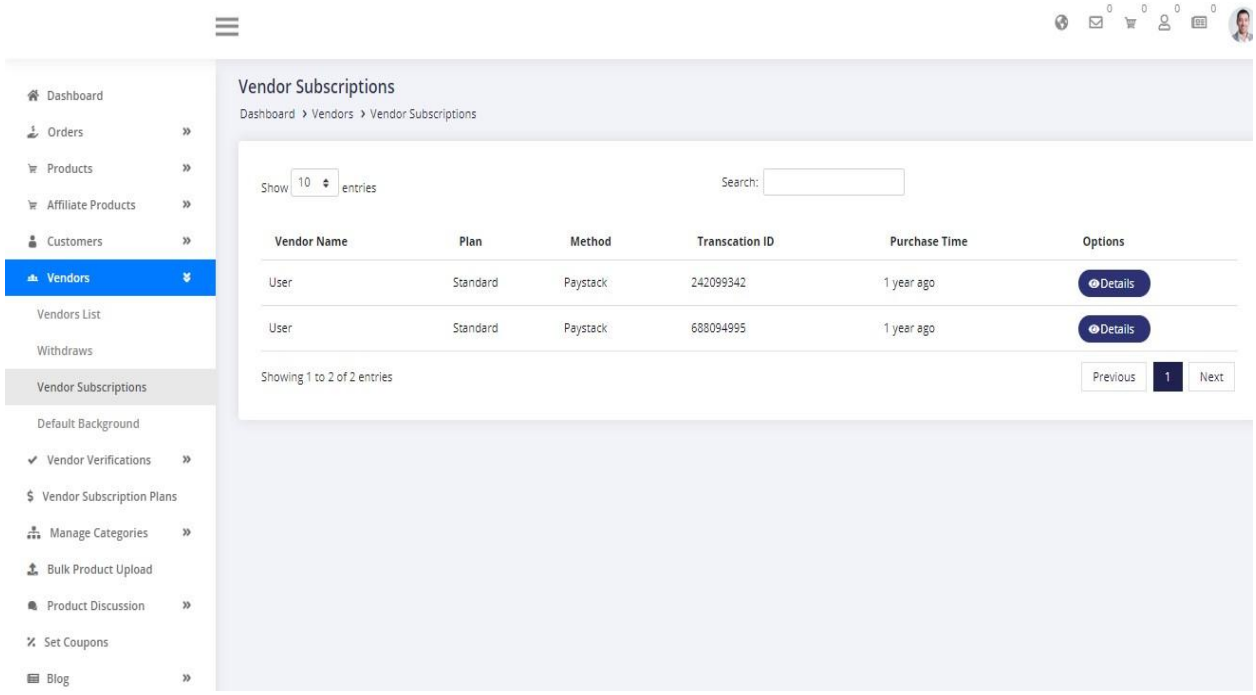
Admin Can Manage All Order

This section admin can manage all Order.



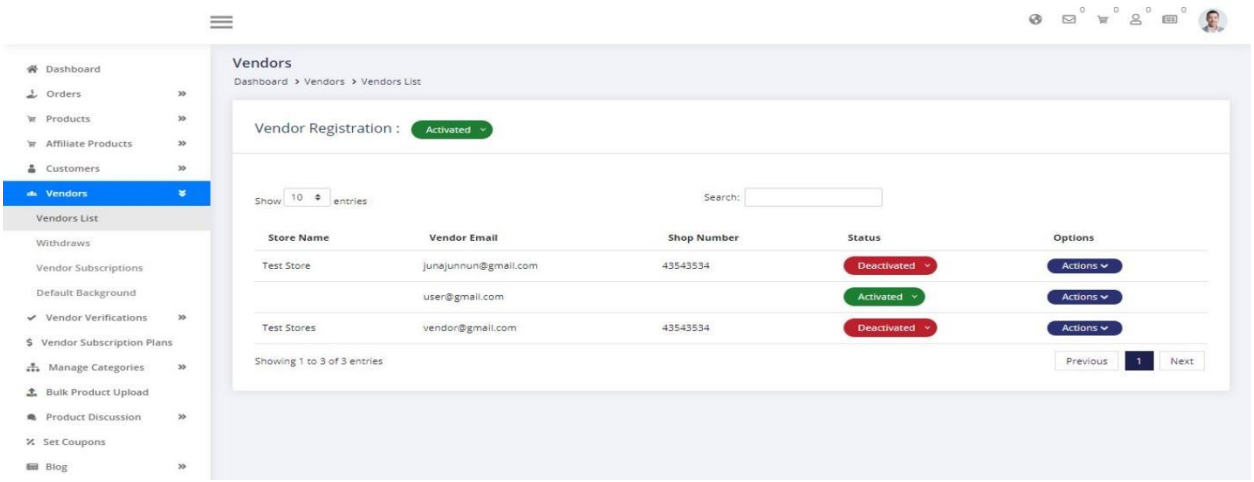
Admin Can Manage Store Subscriptions

This section admin can manage store subscriptions.



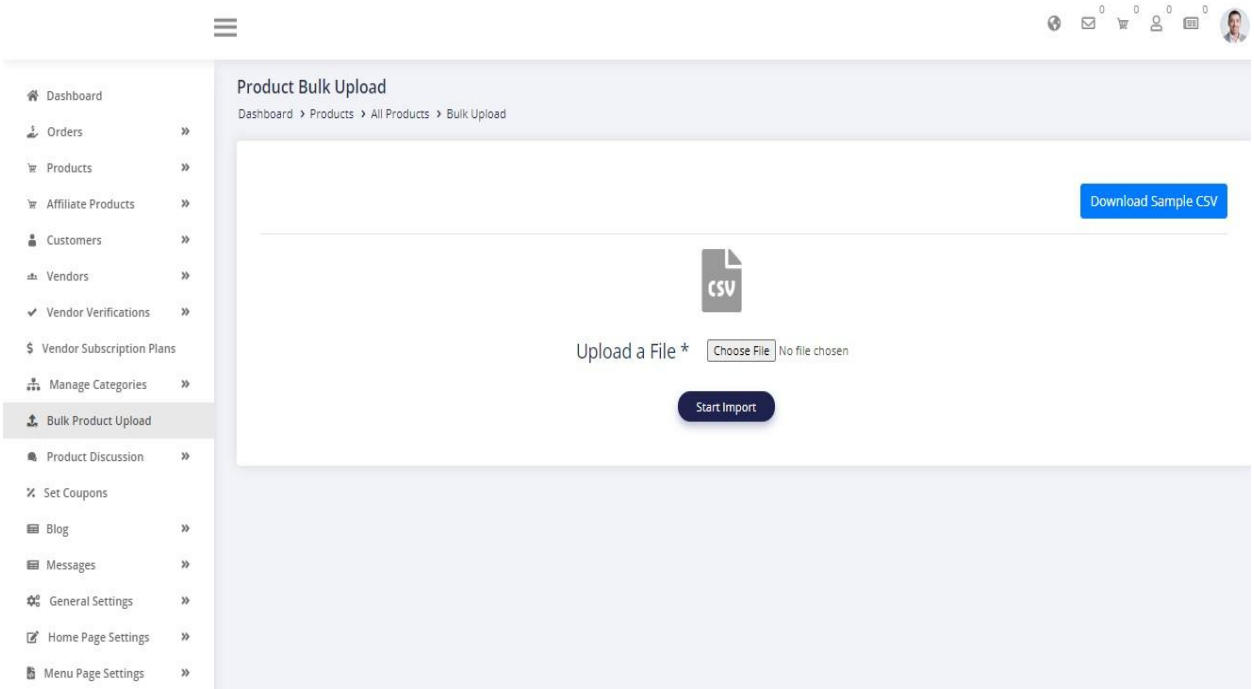
Admin Can Manage Store List

This section admin can manage Store list.



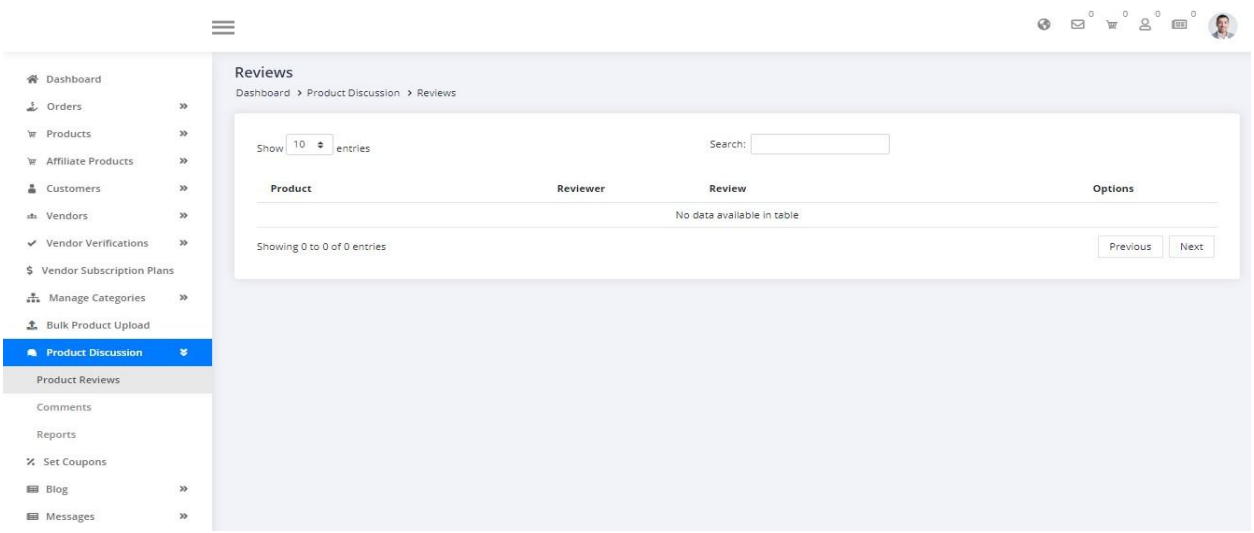
Admin Can Product Bulk Upload

This section admin can manage product bulk upload.



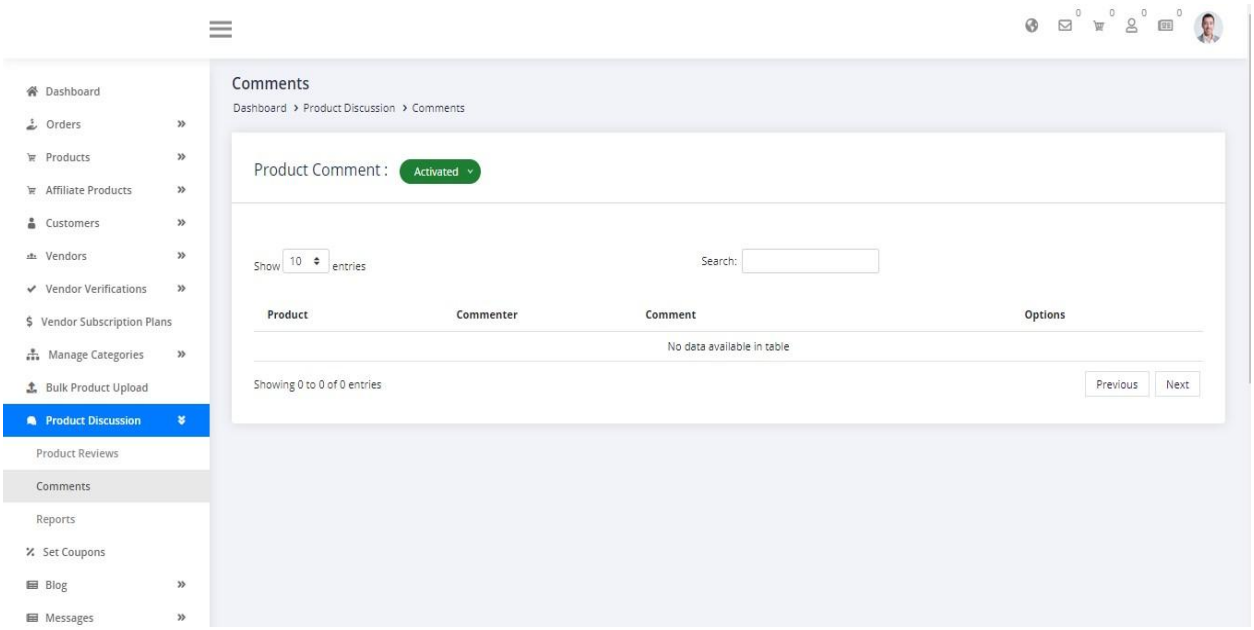
Admin Can Manage User Product Reviews

This section admin can manage user product reviews.



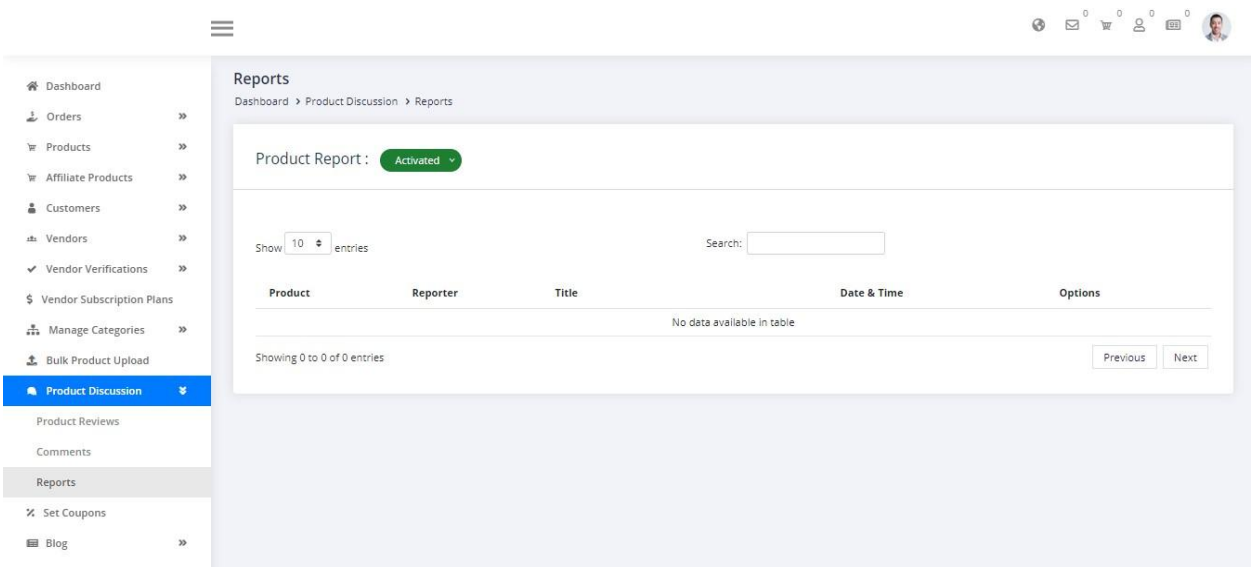
Admin Can Manage User Comments

This section admin can manage user all the comments.



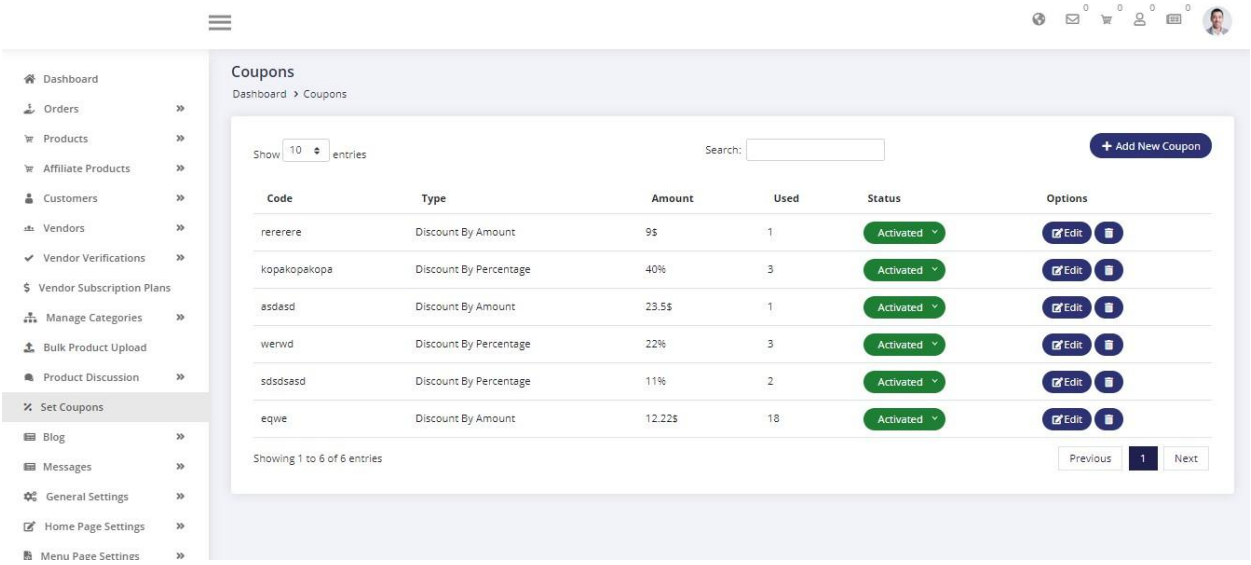
Admin can manage product Report

This section admin can manage product Report.

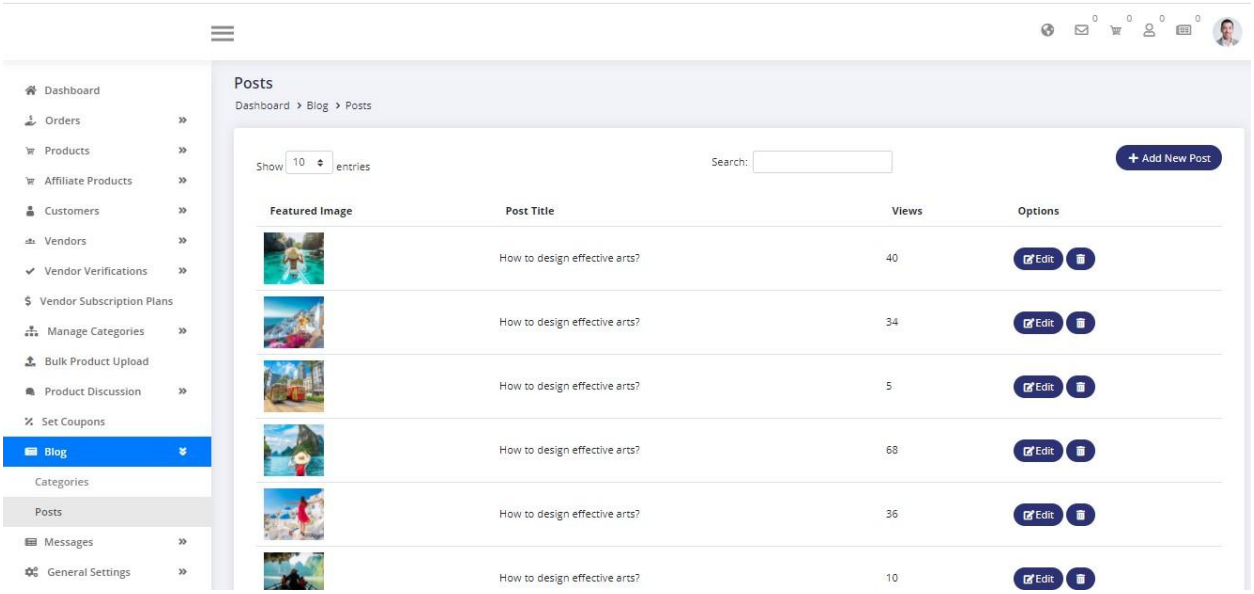


Admin Can Manage Coupon System

This section admin can manage coupon system.

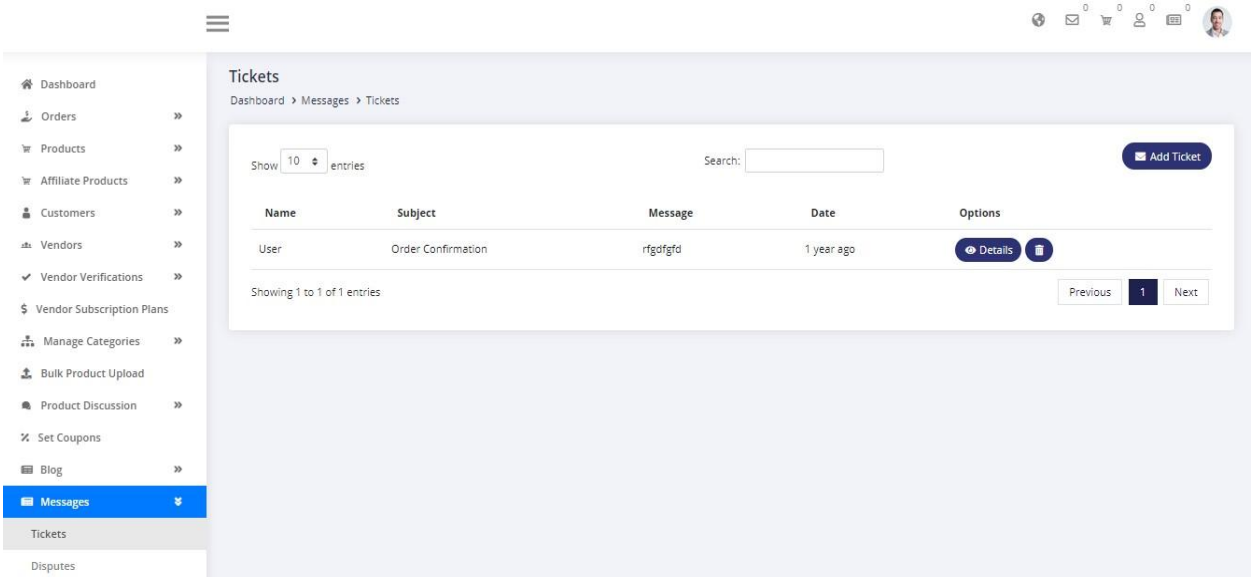


Admin Can Manage Blog Post
This section admin can manage all the Blog post.



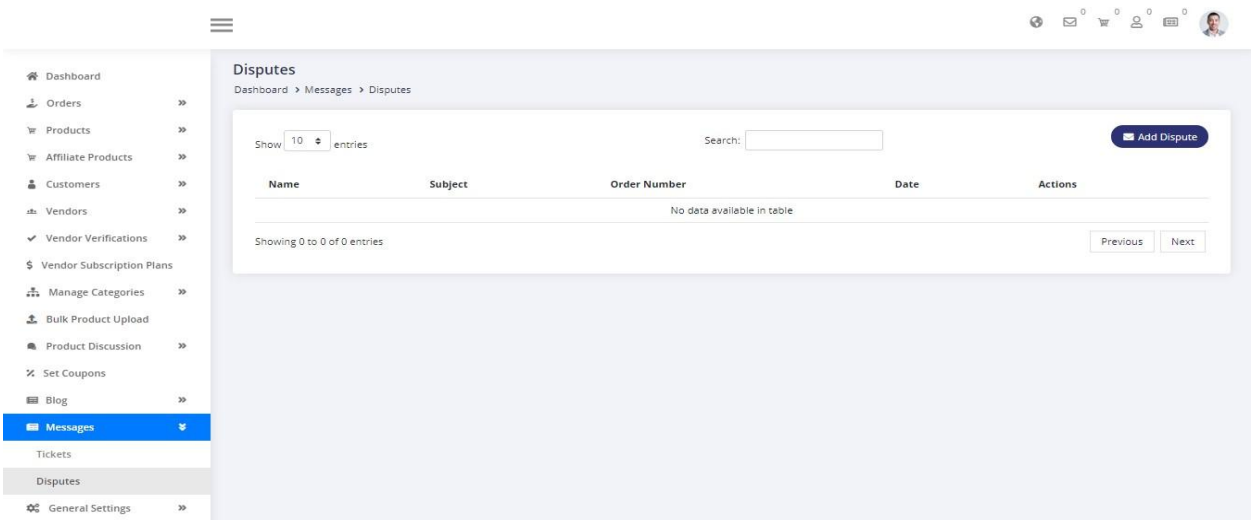
Admin Can Manage Message System
This section admin can manage user message and can solve the customer problems.

Tickets Message System
This section admin can manage customer tickets message system.



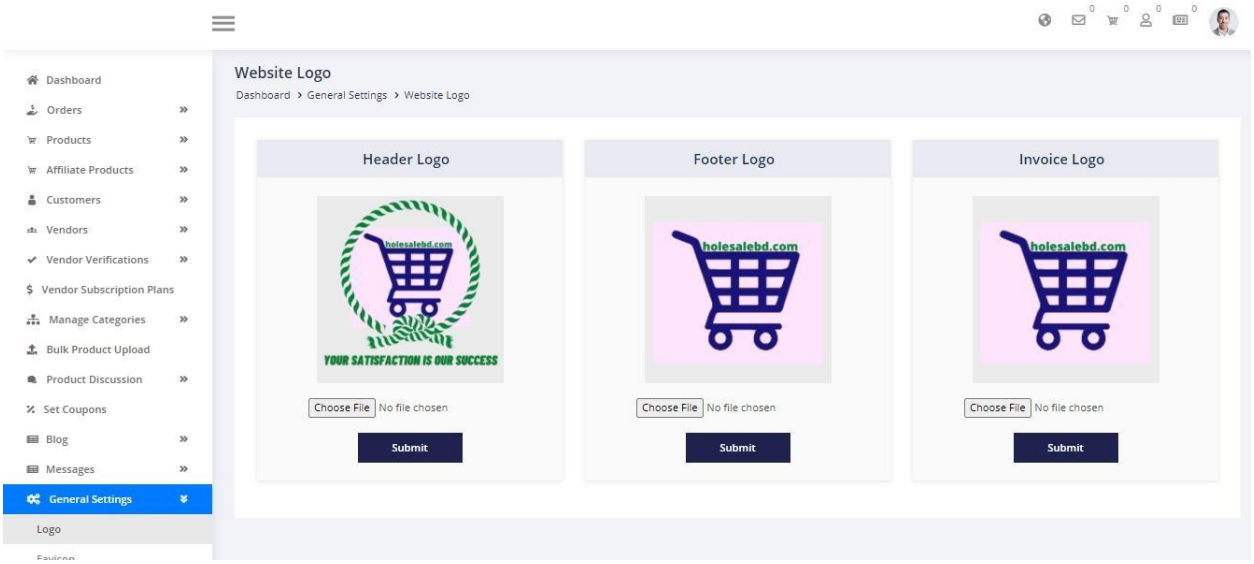
Dispute Message System

This section admin can manage customer product dispute problem solve.



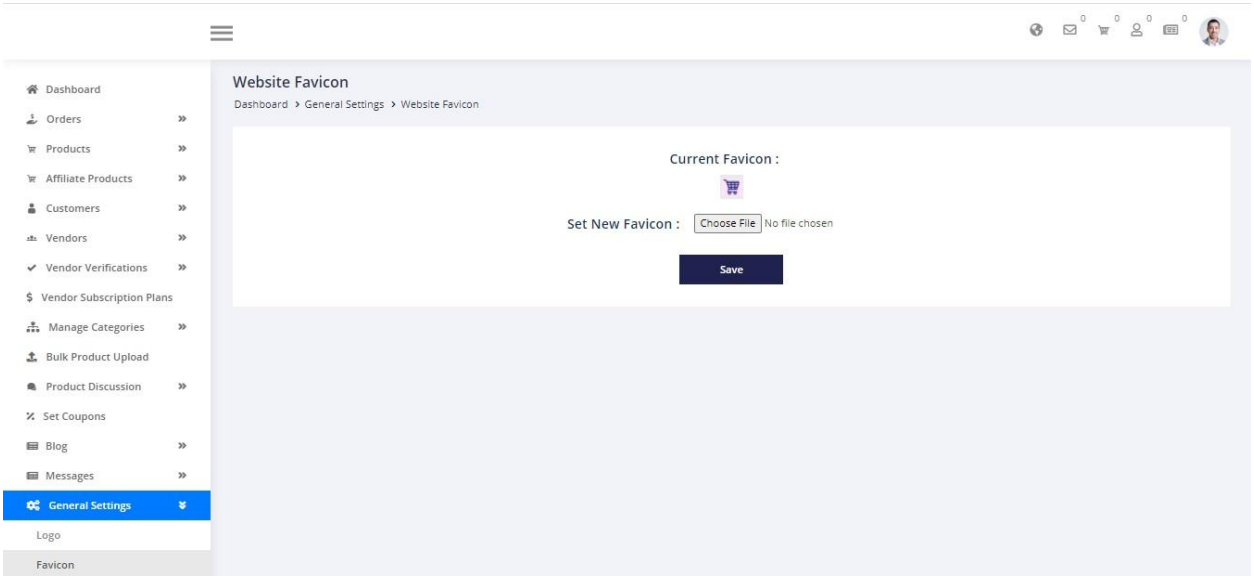
Admin can Manage Website Logo

This section admin can manage web site logo. Normally admin can choose the logo and upload it manually.



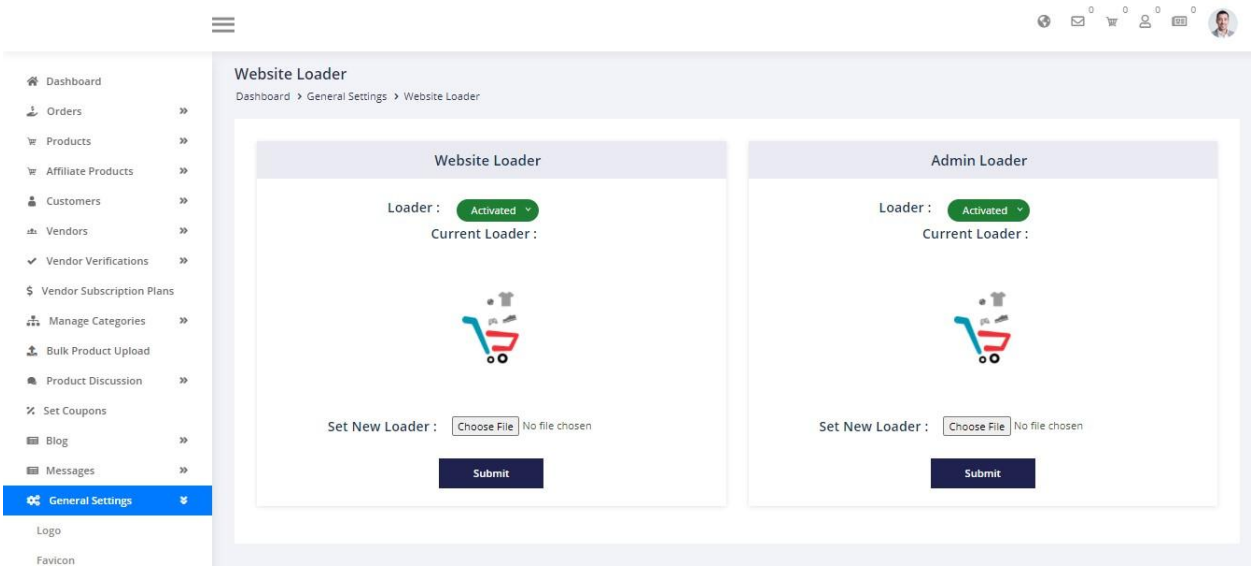
Admin Can Manage Website Favicon

This section admin can manage web site Favicon. Normally admin can choose the Favicon and upload it manually.



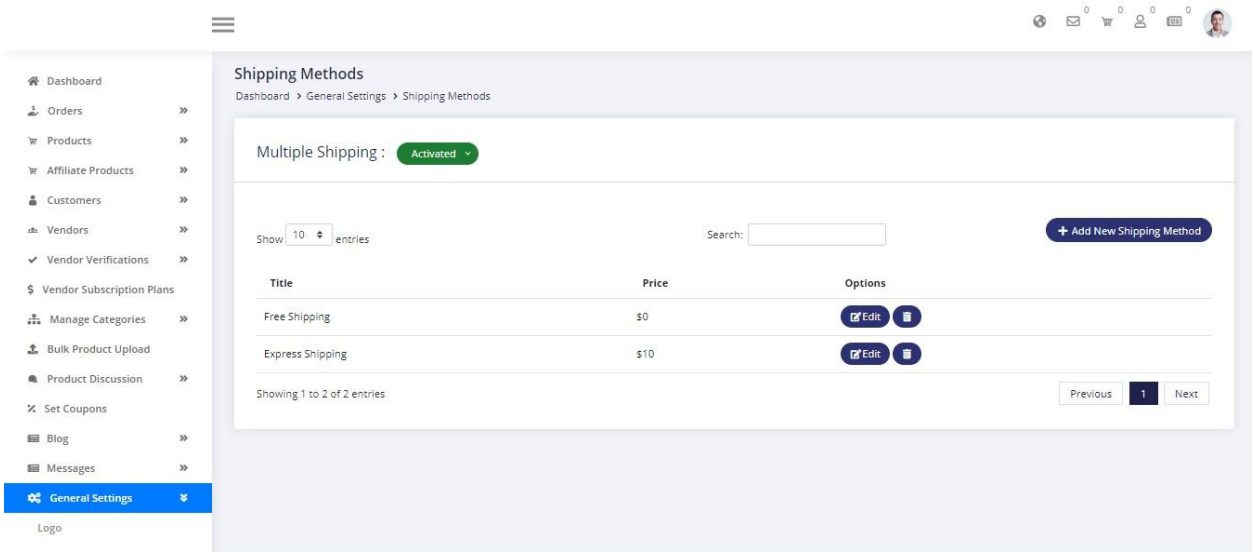
Admin Can Manage Website Loader

This section admin can manage web site loader.



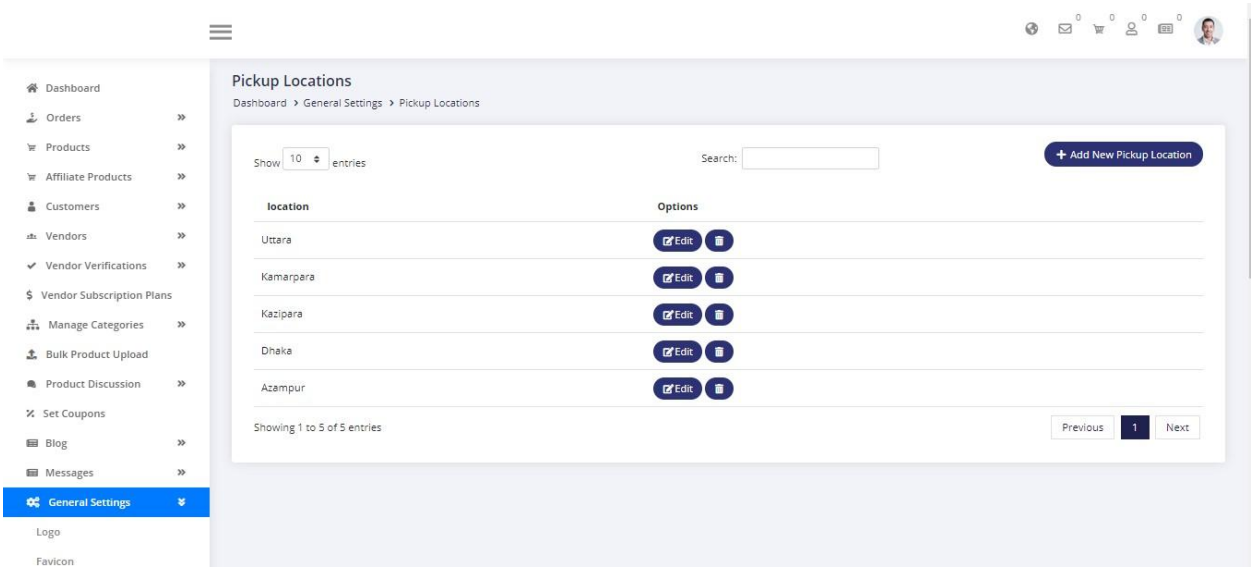
Admin Can Manage Shipping Methods

This section admin can manage product shipping methods.



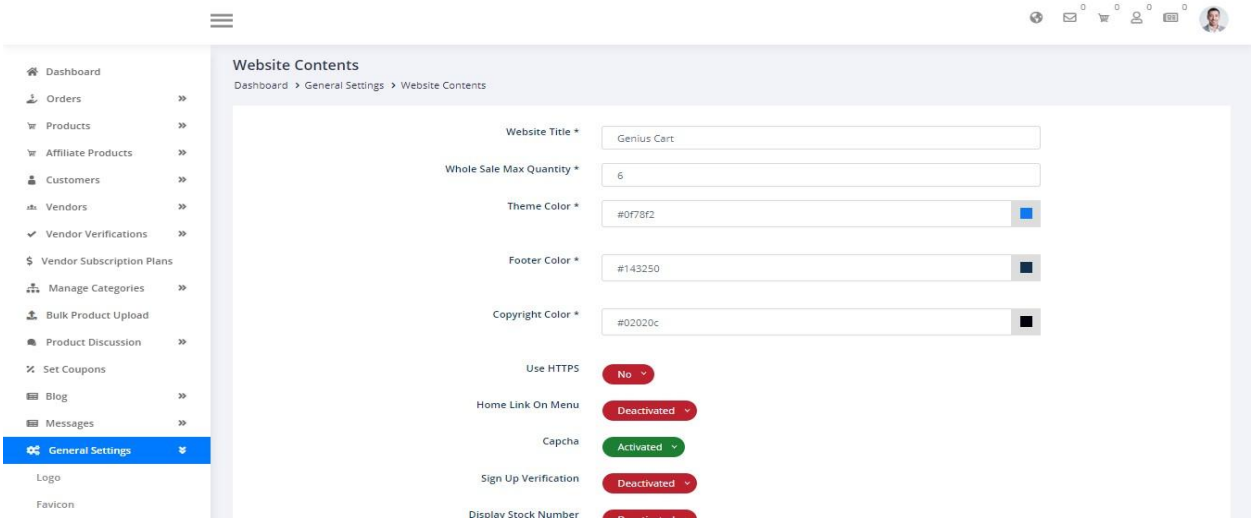
Admin can Manage Pickup Locations

This section admin can manage product pickup locations.



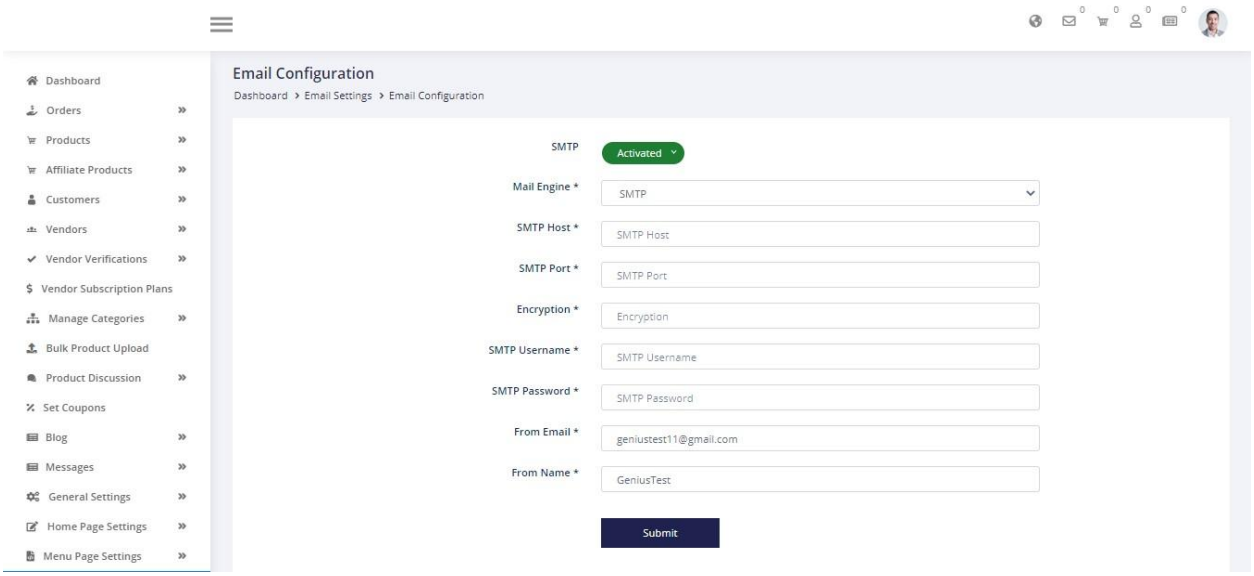
Admin Can manage Website Content

This section admin can manage web site content.



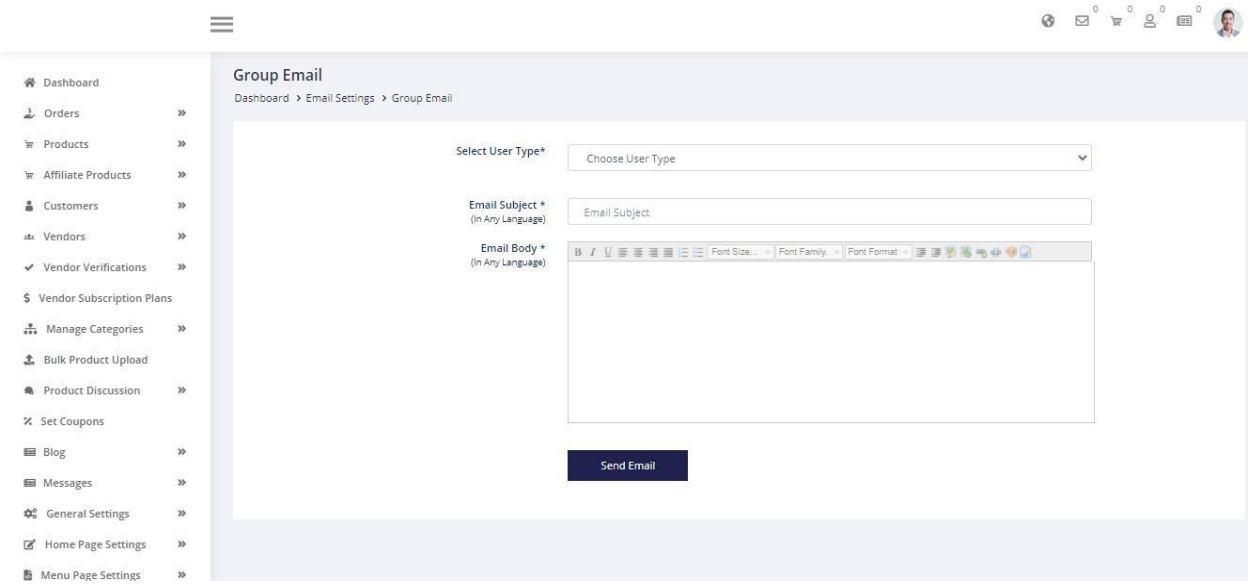
Admin Can Manage Email Configurations

This section admin can manage web site Email configurations.



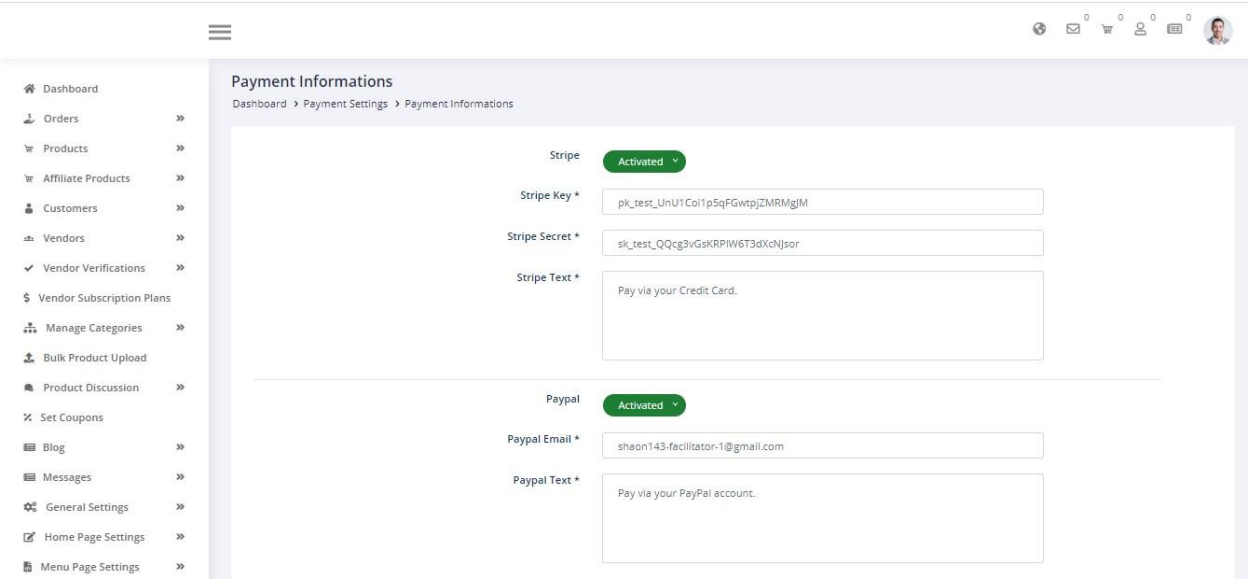
Admin Can Manage Group of Email

This section admin can manage web site group of email. Admin can send many emails into many customer within a time. It helps to send any update and any offer to the customer.



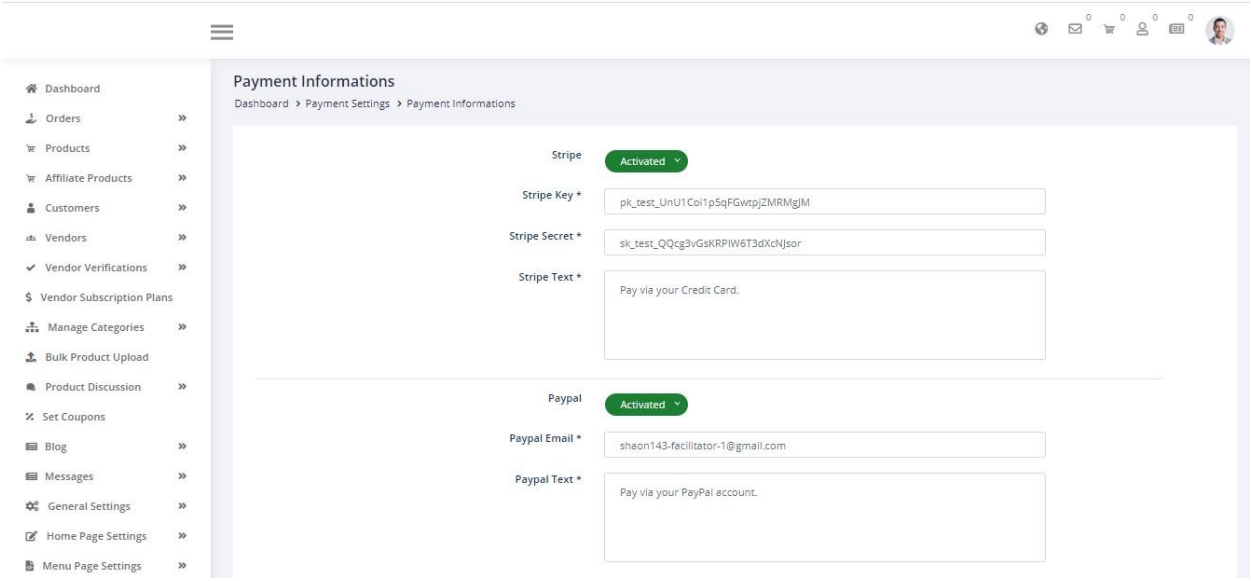
Admin Can Manage Payment Information

This section admin can manage payment information.



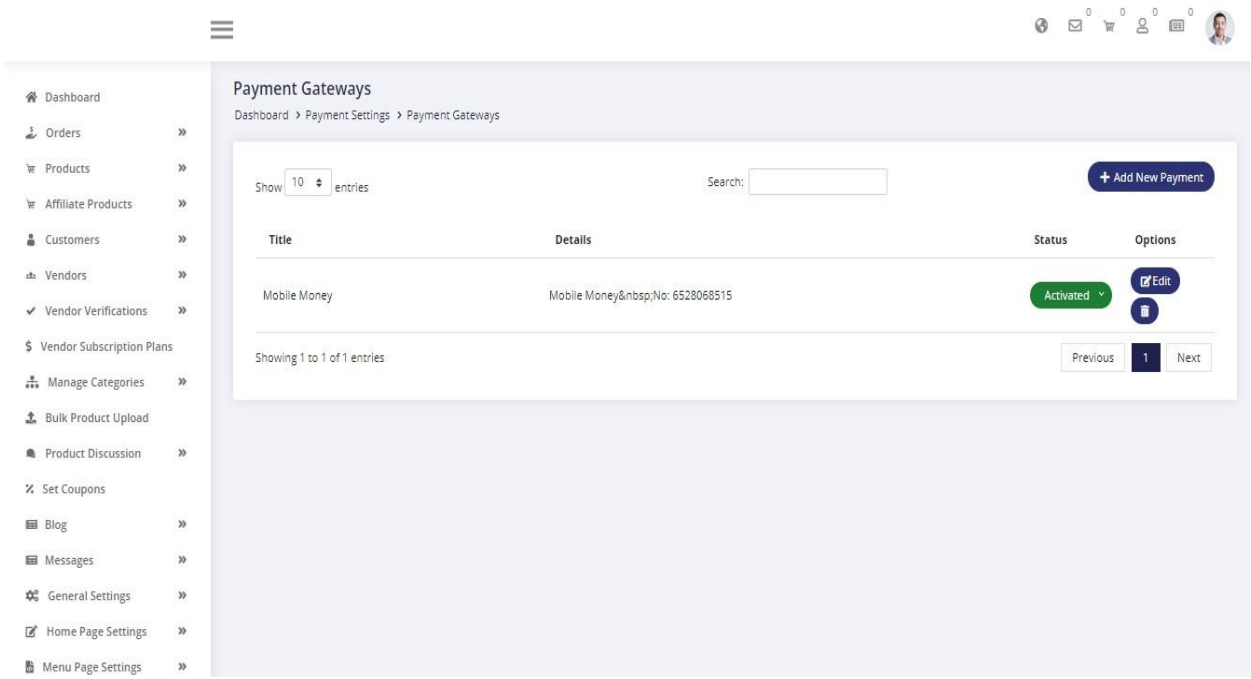
Admin Can Manage Payment Information

This section admin can manage payment information.



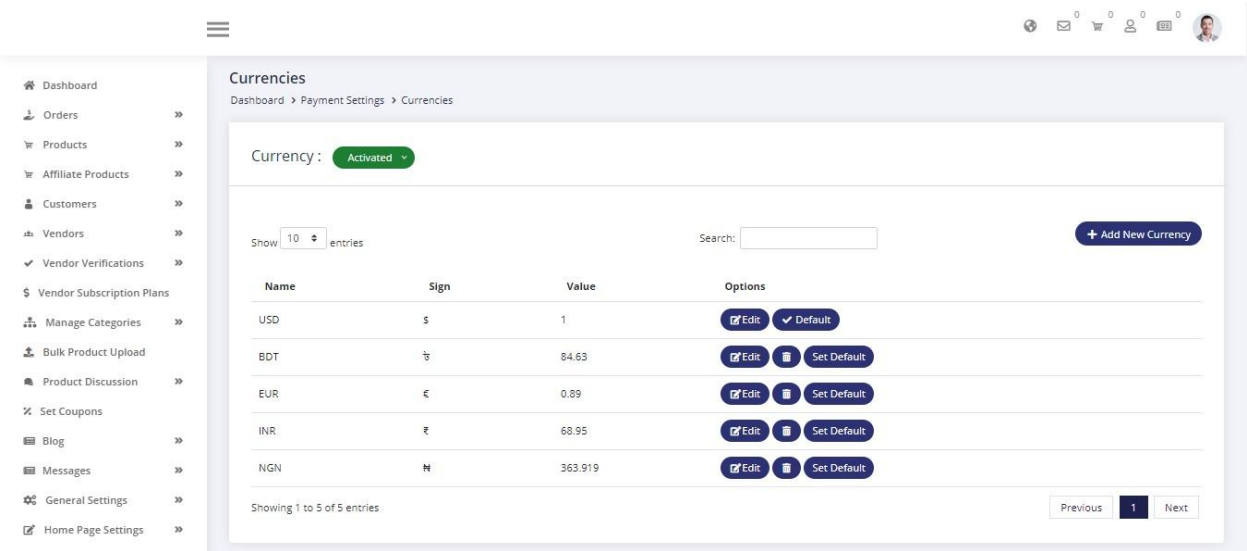
Admin Can Manage Payment Getaway

This section admin can manage Payment getaway.



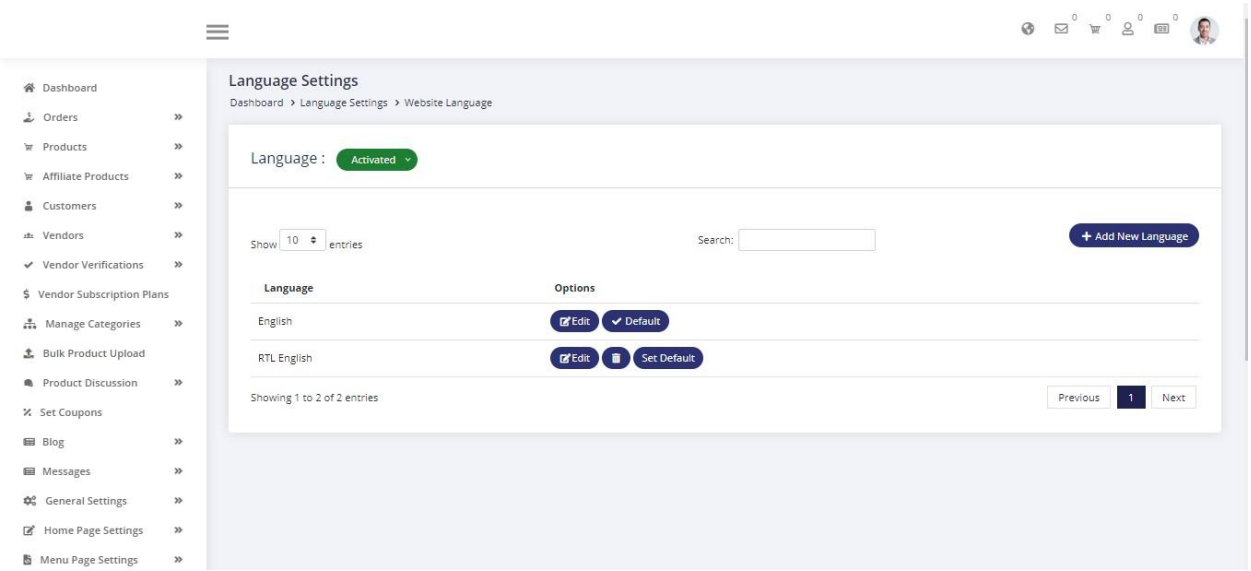
Admin Can Manage Multi Currency System

This section admin can manage Multi currency. Foreign customer can buy the product using foreign currency.



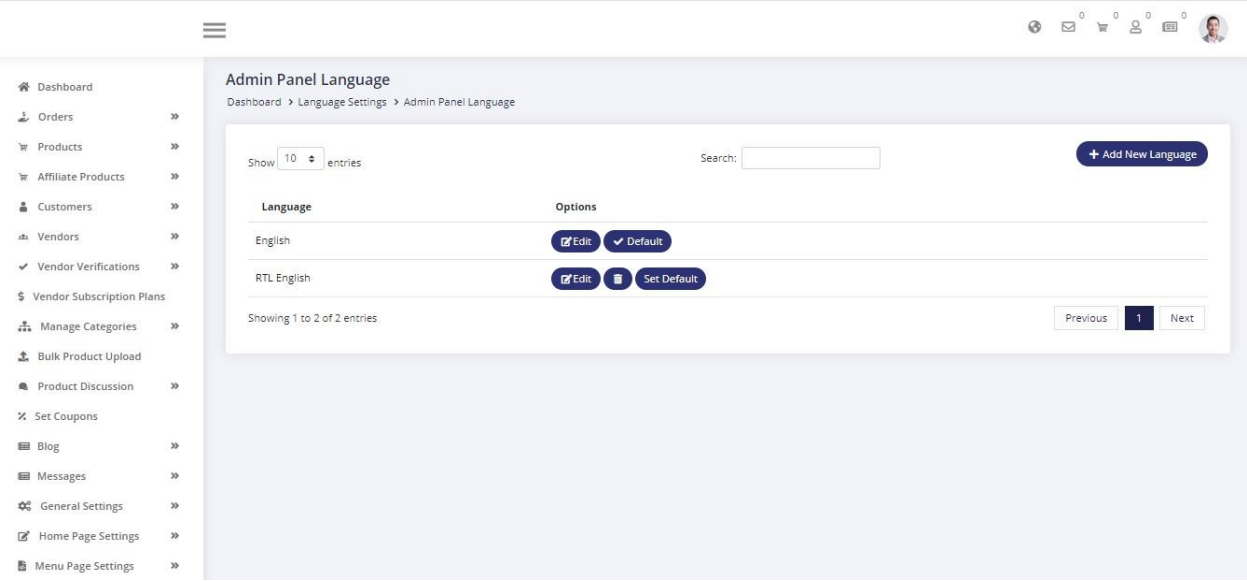
Admin can manage Multi Language System

This section admin can manage multi-language. Admin can change language and update it as per requirement.



Admin Can Manage Admin Panel Language System

This section admin can change admin panel language system as per requirements.



Chapter 8
Conclusion and Future Works

Conclusion

The ‘Multi-store ecommerce’ is designed to provide a web-based application that would make viewing and selection of a product easier. The user can then view the specification of each product. The application can be used for any e-commerce application. It is easy to use. Customers can view the items that are added to the cart and can remove the item from the cart. The application is easy to use and interactive making online shopping a recreational activity for users. It has been thoroughly tested and implemented.

Future Works

We are planning to run a web application, where everyone can get Multi-store ecommerce facility. In future, we will develop application for Mobile device (Android OS & iOS).

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