

PROFESSIONAL TRAINING REPORT

at

Sathyabama Institute of Science and Technology (Deemed to be University)

Submitted in partial fulfillment of the requirements for the award of
Bachelor of Technology in Information Technology

By

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DEPARTMENT OF INFORMATION TECHNOLOGY

SCHOOL OF COMPUTING

SATHYABAMA INSTITUTE OF SCIENCE AND TECHNOLOGY

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CHENNAI – 600119, TAMILNADU

APRIL 2022



SATHYABAMA

INSTITUTE OF SCIENCE AND TECHNOLOGY

(DEEMED TO BE UNIVERSITY)

Accredited with Grade “A” by NAAC

(Established under Section 3 of UGC Act, 1956)

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DEPARTMENT OF INFORMATION TECHNOLOGY

BONAFIDE CERTIFICATE

This is to certify that this Project Report is the bonafide work of INIYADHARSINI
S

(Reg. No: 39120040) who carried out the project entitled “**E-Commerce
Application Using React JS**” under my supervision from January 2022 to April
2022.

Internal Guide

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Head of the Department

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Submitted for Viva voce Examination held on

Internal Examiner

External Examiner

DECLARATION

I, **INIYADHARSINI S** hereby declare that the project report entitled **E-Commerce Application Using React JS** done by me under the guidance of **Dr. P. JEYANTHI, M.E., Ph.D.**, is submitted in partial fulfillment of the requirements for the award of Bachelor of Engineering Degree in Information Technology.

DATE: -04-2022

PLACE: CHENNAI

SIGNATURE OF THE CANDIDATE

ACKNOWLEDGEMENT

I am pleased to acknowledge my sincere thanks to **Board of Management of SATHYABAMA** for their kind encouragement in doing this project and for completing it successfully. I am grateful to them.

I convey my thanks to **Dr. T. Sasikala M.E., Ph.D, Dean, School of Computing, Dr. R. Subhashini, M.E., Ph.D. Head of the Department of Information Technology** for providing me necessary support and details at the right time during the progressive reviews.

I would like to express my sincere and deep sense of gratitude to my Project Guide **Dr. P. JEYANTHI, M.E., Ph.D.,** for her valuable guidance, suggestions and constant encouragement paved way for the successful completion of my project work.

I wish to express my thanks to all Teaching and Non-teaching staff members of the **Department of Information Technology** who were helpful in many ways for the completion of the project.

TRAINING CERTIFICATE



ABSTRACT

React JS can be used as a base in the development of single-page, mobile, or server-rendered applications with frameworks like Next.js. However, React is only concerned with state management and rendering that state to the DOM, so creating React applications usually requires the use of additional libraries for routing, as well as certain client-side functionality. In this E-commerce website, the client who has an account already can buy the products according to their needs, and those who are not having the account can create an account themselves and can be able to login. Once after they login, the customer can add the products to the Cart. Once after the purchase is finished, the customer can logout, and they will be directed to the login page. User can add and remove the products. The E-Commerce Application has been developed to override the problems prevailing in the participating manual system. This software is supported to eliminate and in some cases reduce the hardships faced by the existing system. Moreover, this system is designed for the particular need of the company to carry out operations in a smooth and effective manner. The application is reduced as much as possible to avoid errors while entering the data. It manages all the information about Payments, Online Order, Order Status. The project is totally built at administrative end and thus only the administrator is guaranteed the access. The purpose of E-Commerce Application is to automate the existing manual system by the help of computerized equipment and full-fledged computer software, fulfilling their equipment, so that their valuable data/information can be stored for a longer period with easy accessing and manipulation of the same. The required software and hardware are easily available and easy to work with.

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CHAPTER 1

INTRODUCTION

1.1 E-Commerce:

E-commerce is fast gaining ground as an accepted and used business paradigm. More and more business houses are implementing web sites providing functionality for performing commercial transactions over the web. It is reasonable to say that the process of shopping on the web is becoming commonplace. The objective of this project is to develop a general-purpose e-commerce store where product like clothes can be bought from the comfort of home through the Internet. However, for implementation purposes, this paper will deal with an online shopping for clothes. An online store is a virtual store on the Internet where customers can browse the catalogue and select products of interest. The selected items may be collected in a shopping cart. At checkout time, the items in the shopping cart will be presented as an order. At that time, more information will be needed to complete the transaction. Usually, the customer will be asked to fill

or select a 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.

1.1.1 Four Types of E-commerce:

i. B2C: BUSINESS TO CONSUMERS:

B2C e-commerce includes transactions made between businesses and consumers. This is one of the most widely used sales models in the e-commerce landscape. For example, when customers buy shoes online from the manufacturer Nike, this is a business-to-consumer transaction.

ii. B2B: BUSINESS TO BUSINESS:

B2B e-commerce involves commercial activities carried out between businesses, such as between manufacturers and dealers or retailers. Typically, business-to-business sales will often focus on raw materials, or packaged products.

iii. C2C: CONSUMER TO CONSUMER:

One of the earliest established e-commerce business models is the C2C e-commerce business. This includes customer-to-customer relationships, for example on Shopee, Amazon, and Lazada, Alibaba.

iv. C2B: CONSUMER TO ENTERPRISE:

C2B is a business model that reverses the traditional e-commerce model. C2B means the individual consumer produces the product or service, the business will be the one who buys it.

1.2 ReactJS:

React (also known as React.js or ReactJS) is a free and open-source front-end JavaScript library for building user interfaces based on UI components. It is maintained by Meta (formerly Facebook) and a community of individual developers and companies. React can be used as a base in the development of single-page, mobile, or server-rendered applications with frameworks like Next.js. However, react is only concerned with state management and rendering that state to the DOM, so creating React applications usually requires the use of additional libraries for routing, as well as certain client-side functionality. In this E-commerce website, the client who has account already can buy the products according to their needs, and

those who are not having the account can create account themselves and can be able to login. Once after they login, the customer can add the products to the Cart. Once after the purchase is finished, the customer can logout, and they will be directed to the login page. User can add and remove the products.

1.3 Role of HTML & CSS:

- A webpage can contain headings, paragraphs, images, videos, and many other types of data. Front end developers use the HTML element to specify what kind of information each item on a webpage contains — for instance, the “p” HTML element indicates a paragraph. Developers also write HTML language code to specify how different items relate to one another in the page’s overall structure or document structure.
- CSS is used for defining the styles for web pages. It describes the look and formatting of a document which is written in a markup language. It provides an additional feature to HTML. CSS helps us to control the text colour, font style, the spacing between paragraphs, sizing of columns, layout designs, and many more. CSS provides these capabilities through a technical model based on a hierarchical scope of effect, the separation of style from content, and a well-defined set of published standards.

1.4 Firebase:

Firebase is a free platform developed by Google for users to create mobile and web applications. Firebase was an individual company which was very unique and google acquired this platform on 2014. Its first product is to provide a real time data base for API’s which synchronizes application data across different operating systems like IOS and Android and stores the data in the Firebase’s Cloud. Fire base helps in building real time collaborative applications.

1.6 JavaScript:

JavaScript is a programming language with the ability to bring life to websites design. The JavaScript scripting language is based on a built-in development object, or self-defined. JavaScript is the convenient and efficient because it is a dynamic programming language.

Besides, JavaScript works based on HTML and CSS to create dynamic content on the website. Moreover, JavaScript is mainly used in client-side programming without installing environment settings whereas with Java or Python environment settings would have to be installed. Therefore, JavaScript programming language is trusted more and more and widely applied on effective websites.

CHAPTER 2

AIM AND SCOPE OF THE PRESENT INVESTIGATION

2.1 AIM:

The main aim of this project is to sell the products like mobile phone, earphones, dresses, laptop, and other accessories, etc through online. In this project E-Commerce Application Using ReactJS customers can order online from any place and pay cash on delivery or online. The main aim of this project is zero contact shopping. Everyone has no time in day-to-day life so they have no time to go for shopping, this application will be more helpful for them to buy products from their home ordering through online without wandering directly to the shops. This project E-Commerce Application Using ReactJS is very helpful for customers in ordering their essential products at a reasonable rate. This project also give option to the customer

for online payment and easy product replacement if the product was damaged. This project provides a lot of features to manage in very well manner. When an order has been confirmed by a customer order processing begins. Throughout the order processing the order status will be updated and the customer will be notified.

2.2 SCOPE:

The goal of this project is to teach a student how the real job market works and acquire practical knowledge of how to handle the office & clients. Moreover, the biggest challenge for a project is to convert the theoretical knowledge in practical life working experience. Also, this report is concentrated on analytical enhancement and web application development progress.

E-Commerce Application Using ReactJS will be a web-based application whose main language of programming will be JavaScript and styling was done through CSS. The scope of this project is the buyer who is buying a product from our application has no contact to the shop owner, i.e., no contact shopping. And it saves the time of the buyer, everyone has no time in day-to-day life so they have no time to go for shopping, this application will be more helpful for them. Its main aim is to simplify and improve the efficiency of the ordering process for both customer and shop owners, minimize manual data entry and ensure data accuracy and security during order placement process. Customers will also be able to view product menus and their ingredients and be able to have a visual confirmation that the order was place correctly.

2.3 OBJECTIVES OF THE STUDY:

The general objective of the study is to help customers in ordering products (mobiles, laptops, headphones, groceries, dresses, etc) online. So, the customer will order online the essential things for him/her without any difficulties. This will surely enhance the image of the products and customer will be satisfied more.

The study has the following specific objectives

- **Better Knowledge** – Customer has to register with his/her e-mail ID in our website for shopping. This system will provide a customer with all the details of his order before making an order. After making an order, an order confirmation mail or the bill will be sent to the customer's mail ID. This confirmation will help customers to check the items ordered with their prices.

- **Know Delivery Time** - This system will show the time by which the order will be delivered to the customer. For pick-ups customers can fix the time by which they will pick their order from their nearest warehouse in which the product will be stored and taken out for delivery.
- **Reduce Paper Work** - As most of the things will be performed online, it will reduce the usage of paper work for shopping.
- **Improves Efficiency** - This system will make things easier for staff working in our application as the whole ordering process will be done by customers only through online.

SPECIFIC OBJECTIVE:

- To give an outline of our project including its products, services, work environment, and facilities.
- Learn and get knowledge about its working style with the client and proper utilization.
- The initial target to learn how to manage, coordinate, and communicate teamwork and make a profitable product.
- Develop my skill, as a developer, implementation and maintenance of web app, and time management as a project.

CHAPTER 3

SYSTEM ANALYSIS

3.1 EXISTING SYSTEM:

Many stores maintain their day-to-day transactions manually. But some of them are having automation system which is helping them to store the data. But such shops are storing the information about the orders and the customer information. They don't have facility to store the information of feedbacks and favorite orders of customers over some period of time. Shops are having standalone applications so at one time, they have the facility of many screens or many operations which is happening at one time. So, they are storing them and then at last, the shop's managers will able to see the data of last day.

3.2 PROPOSED SYSTEM:

The proposed system helps in many ways. It helps to do billing very easily. Account maintenance also becomes easier. They can keep track of their purchases of cart, customer details, customer feedback, sales of products, and account details etc. The software is provided with the facilities to find out the favourite product of the

customers, and suggests some product based on the earlier search of the customer. Managing data of daily customers, managing data of staffs, managing data of daily expenses. It eliminates the drawbacks of existing system and also includes some more features.

3.3 FEASIBILITY STUDY:

A feasibility study is a high-level capsule version of the entire System analysis and Design Process. The study begins by classifying the problem definition. Feasibility is to determine if it's worth doing. Once an acceptance problem definition has been generated, the analyst develops a logical model of the system. A search for alternatives is analyzed carefully. There are 3 parts in feasibility study.

- 1) Operational Feasibility
- 2) Technical Feasibility
- 3) Economical Feasibility

3.3.1 OPERATIONAL FEASIBILITY:

Operational feasibility is the measure of how well a proposed system solves the problems, and takes advantage of the opportunities identified during scope definition and how it satisfies the requirements identified in the requirements analysis phase of system development. The operational feasibility assessment focuses on the degree to which the proposed development projects fits in with the existing business environment and objectives with regard to development schedule, delivery date, corporate culture and existing business processes. To ensure success, desired operational outcomes must be imparted during design and development. These include such design-dependent parameters as reliability, maintainability, supportability, usability, producibility, disposability, sustainability, affordability and others. These parameters are required to be considered at the early stages of design if desired operational behaviours are to be realised. A system design and development require appropriate and timely application of engineering and management efforts to meet the previously mentioned parameters. A system may serve its intended purpose most effectively when its technical and operating characteristics are engineered into the design. Therefore, operational feasibility is a critical aspect of systems engineering that needs to be an integral part of the early design phases.

3.3.2 TECHNICAL FEASIBILITY:

This involves questions such as whether the technology needed for the system exists, how difficult it will be to build, and whether the firm has enough experience using that technology. The assessment is based on outline design of system requirements in terms of input, processes, output, fields, programs and procedures. This can be qualified in terms of volume of data, trends, frequency of updating in order to give an introduction to the technical system. The application is the fact that it has been developed on windows XP platform and a high configuration of 1GB RAM on Intel Pentium Dual core processor. This is technically feasible. The technical feasibility assessment is focused on gaining an understanding of the present technical resources of the organization and their applicability to the expected needs of the proposed system. It is an evaluation of the hardware and software and how it meets the need of the proposed system.

3.3.3 ECONOMICAL FEASIBILITY:

Establishing the cost-effectiveness of the proposed system i.e., if the benefits do not outweigh the costs, then it is not worth going ahead. In the fast-paced world today there is a great need of online social networking facilities. Thus, the benefits of this project in the current scenario make it economically feasible. The purpose of the economic feasibility assessment is to determine the positive economic benefits to the organization that the proposed system will provide. It includes quantification and identification of all the benefits expected.

This assessment typically involves a cost/benefits analysis.

CHAPTER 4

SYSTEM SPECIFICATION

4.1 HARDWARE SPECIFICATION:

Processor	:	Processor Intel CORE i3 and above
Internet Connection	:	Existing telephone lines, Data card, Fiber net
RAM	:	4 GB

4.2 SOFTWARE SPECIFICATION:

Operating System	:	Windows, Mac
Language	:	JavaScript, CSS, Html
Web Browser	:	Google chrome
Software	:	VScode, React.js

VS Code:

Visual Studio Code (VS Code) is a source code editorial manager created by Microsoft that can be run on Windows, macOS, and Linux. It is free, open-source, and offers help for investigating just as implicit Git variant control, linguistic structure features, scraps, etc. The UI of the VS Code is exceptionally adjustable, as clients can change to various subjects, console alternate ways, and inclinations.

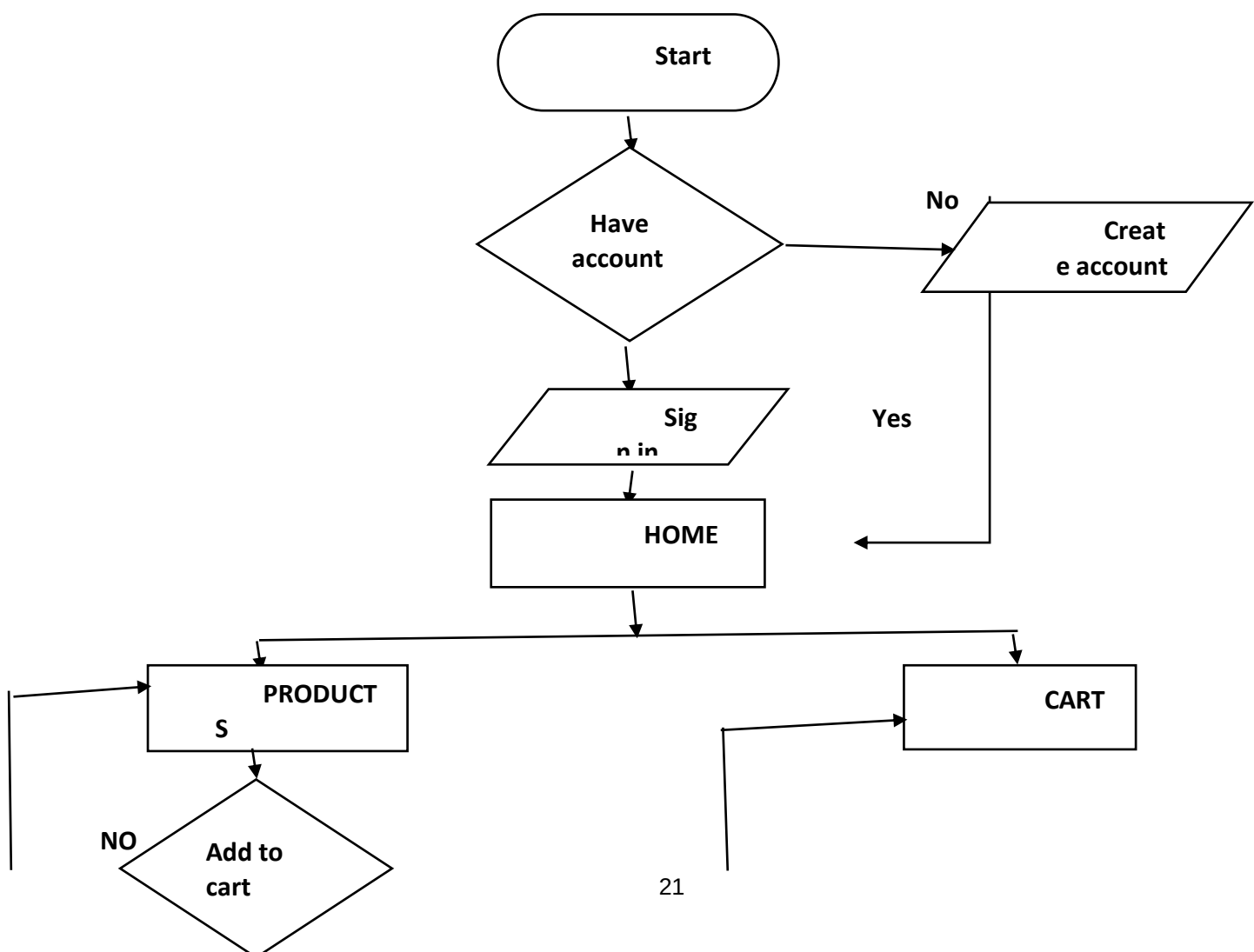
React.js:

React is an open-source library built at Facebook by Jordan Walke on 29 May 2013. It is used to develop single page applications. It is used in front end. In React, JavaScript library is used for building user interfaces or UI components for web page. It is maintained by community of individual developers and their companies. React is a basic need in the development of single page or mobile applications. React mainly focuses on managing the state and to render the state of DOM. In the process of creation of a react app we will also need some different libraries in successfully establishing routing and some functionalities for managing the client side as well. In react coding there are some entities, which are called components and these components are rendered in a particular element called DOM and to do so we can use react DOM library.

CHAPTER 5

SYSTEM IMPLEMENTATION

5.1 SYSTEM ARCHITECTURE:



YES

Fig.5.1 Architectural Diagram

- Requirements were very well documented, clear and fixed.
- Technology was adequately understood.
- Simple and easy to understand and use.
- There were no ambiguous requirements.
- Easy to manage due to the rigidity of the model. Each phase has specific deliverables and a review process.
- Clearly defined stages.
- Well understood milestones. Easy to arrange tasks.

5.2 PROJECT IMPLEMENTATION:

- Open Visual Studio Code app.
- Create a folder named REACTJS and Open the folder.
- In the VS Code, open the terminal.
- Install React JS using `npx create-react-app amazon-clone-app`, click enter.
- Now, React JS will be installed.
- Next install the packages:
 - ❖ `(npm install @mui/material)`

- ❖ (npm install @mui/icons-material)
- ❖ (npm install firebase)
- ❖ (npm install currency-format)
- ❖ (npm install react-dom)
- ❖ (npm install react-router-dom)
- Create workspace and initialize application.
- Create components in the src folder and make their layout with JavaScript (App.js, Checkout.js, firebase.js, Footer.js, Header.js, Home.js, index.js, Login.js, Navlinks.js, product.js, ProductCart.js, reducer.js, Stateprovider.js, Subtotal.js).
- Now, create the components in CSS for each JS file in src folder.
- The installed project is opened by typing “npm start” in the VS Code Terminal or in command prompt opened from the application folder and the react app is opened from browser.

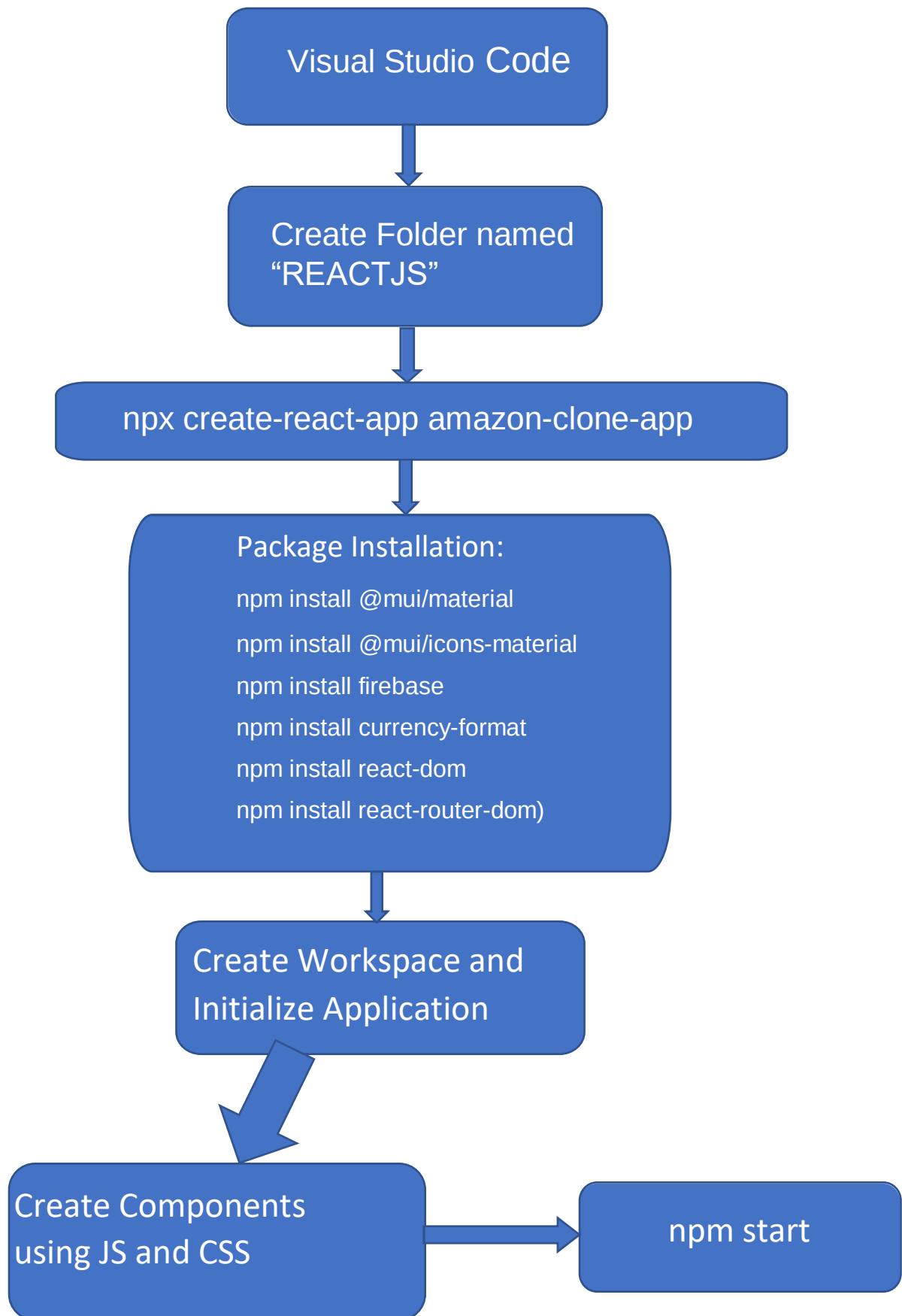


Fig 5.2 Project Implementation

CHAPTER 6

METHODS OR ALGORITHMS USED

6.1 METHODOLOGY:

- In the VS Code, open the terminal.
- The first step is to create the react app using command (npx create-react-app amazon-clone-app).
- Next install the packages,
 - ✓ npm install @material-ui/core
 - ✓ npm install firebase
 - ✓ npm install currency-format
 - ✓ npm install react-dom
 - ✓ npm install react-router-dom
- The packages are installed into the file named "package.json".
- In VS Code Terminal, type npm start.
- A default react app page will be opened and now clear the default code and type the code according to the design needed to create E-Commerce Application.
- Then, create the components in the src file (App.js, Checkout.js, firebase.js, Footer.js, Header.js, Home.js, Index.js, Login.js, Navlinks.js, product.js, ProductCart.js, reducer.js, Stateprovider.js, Subtotal.js).
- After creating the components create CSS for each JS file.
- For all the coding purposes between the components, code is written from scratch i.e., Visual Studio Code.
- For login authentication use firebase console.
- Add project name in the firebase console, register the project in firebase console.
- Now copy the (apiKey, authDomain, projectId, storageBucket, messagingSenderId, appId) from the firebase console and paste these items in firebase.js, now the login details is stored in the console.
- The installed project is opened by typing "npm start" in the command prompt opened from the application folder and its opened from browser.
- After all these methods, finally the E-commerce application using React JS has been created.

CHAPTER 7

RESULTS AND DISCUSSION, PERFORMANCE ANALYSIS

7.1 RESULTS AND DISCUSSION :

- Any member can register and view available products
- There is only one role available: User
 - User can view and purchase products.
- Admin can add products, edit product information and add/remove product.
- Users account credentials can be maintained by admin.

7.2 PERFORMANCE ANALYSIS:

The heart of the entire E-Commerce Application is the Database. Currently the system is only available for small scale shops. For Large shops, performance considerations should be taken into account in terms of Hardware/Software capacity/Page load time etc. Also, security vulnerabilities should be evaluated for large scale systems. I am also certain that if this system goes into actual use, many requests will arise for additional features which I had not previously considered, but would be useful to have. For this reason, I feel as though the application can be constantly evolving, which I consider a very good thing.

CHAPTER 8

CONCLUSION

The Internet has become a major resource in modern business, thus electronic shopping has gained significance not only from the entrepreneur's but also from the customer's point of view. For the entrepreneur, electronic shopping generates new business opportunities and for the customer, it makes comparative shopping possible.

As per a survey, most consumers of online stores are impulsive and usually make a decision to stay on a site within the first few seconds. Application 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 site. Hence, we have designed the project to provide the user with easy navigation, retrieval of data and necessary feedback as much as possible. In this project, the user is provided with an ecommerce web site that can be used to buy books online.

The main objective of the application is to help Computer Science students understands the basics of JavaScript, HTML and CSS. The following results have been achieved after completing the system and relate back to the system's objective.

- Should allow Computer Science students to browse through the code and application: This can be achieved when students are able to run and install the application. When they run the application, they can browse through the implementation of different objects.
- Should allow users to browse through different product categories: This is achieved through an easy-to-use graphical interface menu option.
- Should allow users to save items to the cart and view detailed information about the order: The users can add any number of items to the cart from any of the available product categories by simply clicking the Add to Cart button for each item. Once item is added to the cart, user is presented with detailed order to review or continue shopping.
- Should allow the user to Check out the item(s): This is achieved using the "Proceed to checkout button" in the cart initially and then "CheckOut" button at last step after "review Order" step. Button is disabled when there are no items in the cart.
- Should allow the user to process the payment: This is achieved when user selects "Processed to Checkout" button and fill up the Payment information details.
- Should allow the user to see Success message after placing an order: This is achieved when user successfully places an order. The user is given the order conformation number along with success message.
- With the steps shown in the above section, we can make lot of web applications that helps in the modern technology.

- React is a free and open-source front-end JavaScript library for building user interfaces based on UI components
- This project helps in understanding the creation of an interactive web page and the technologies used to implement it.
- Thus, E-Commerce application is the most efficient, cost-saving, time-saving and serializable technique.

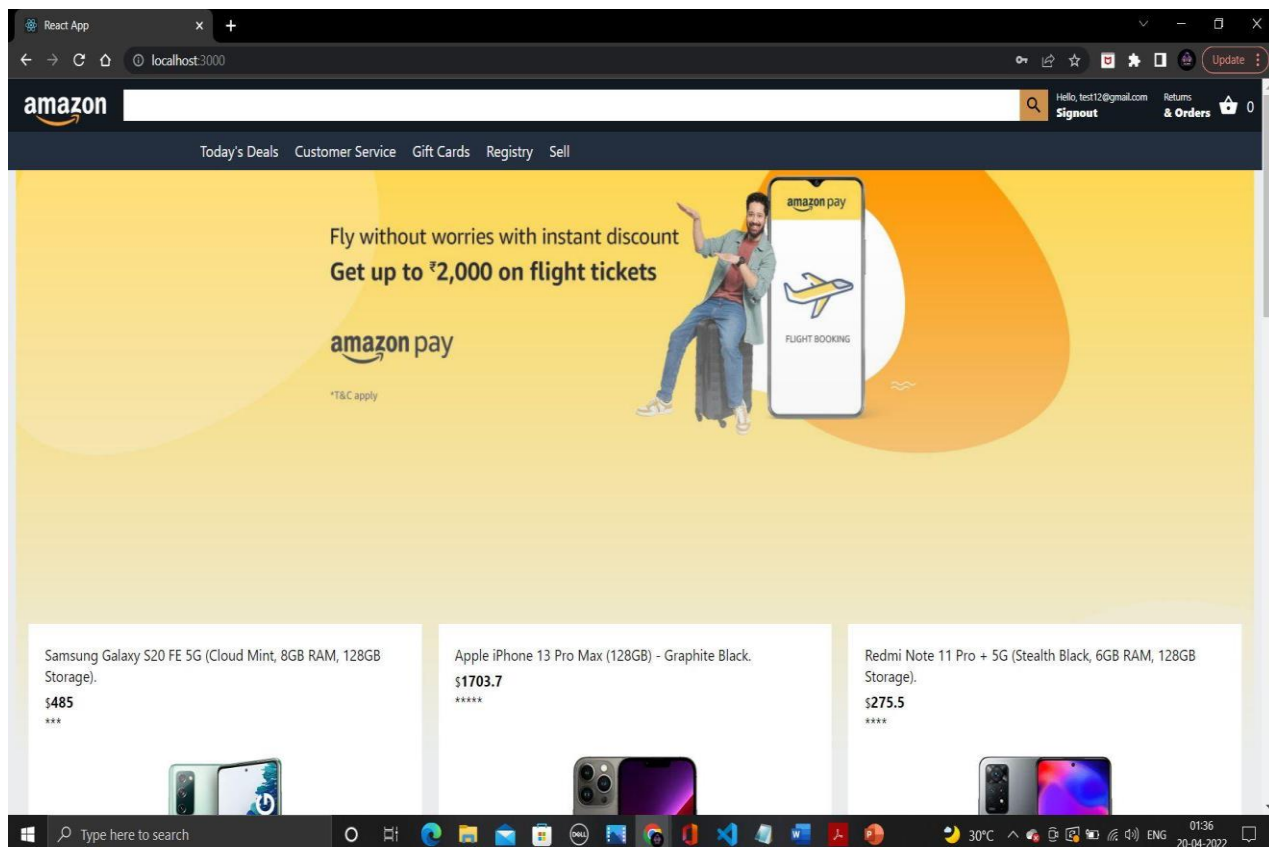
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- <https://www.w3schools.com/react/default.asp> -> React JS Commands
- <https://youtu.be/fSp2C7QPH8M> -> Edureka

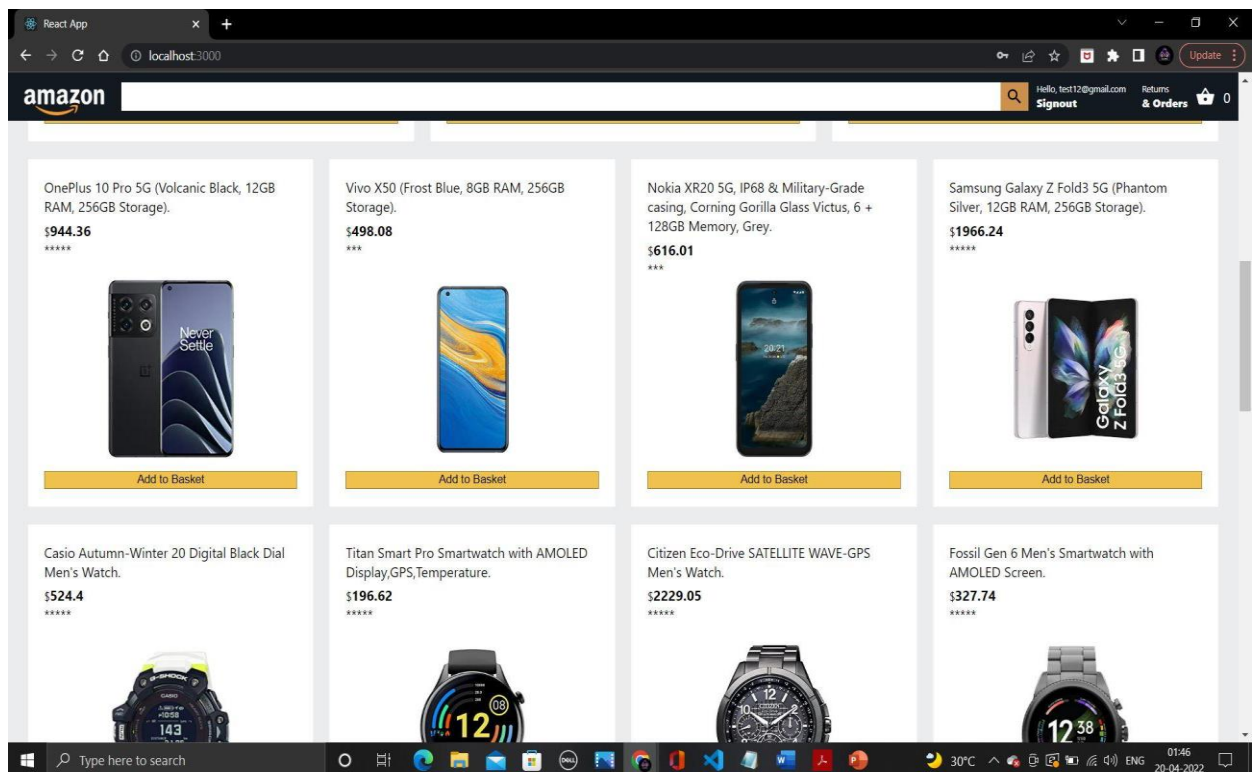
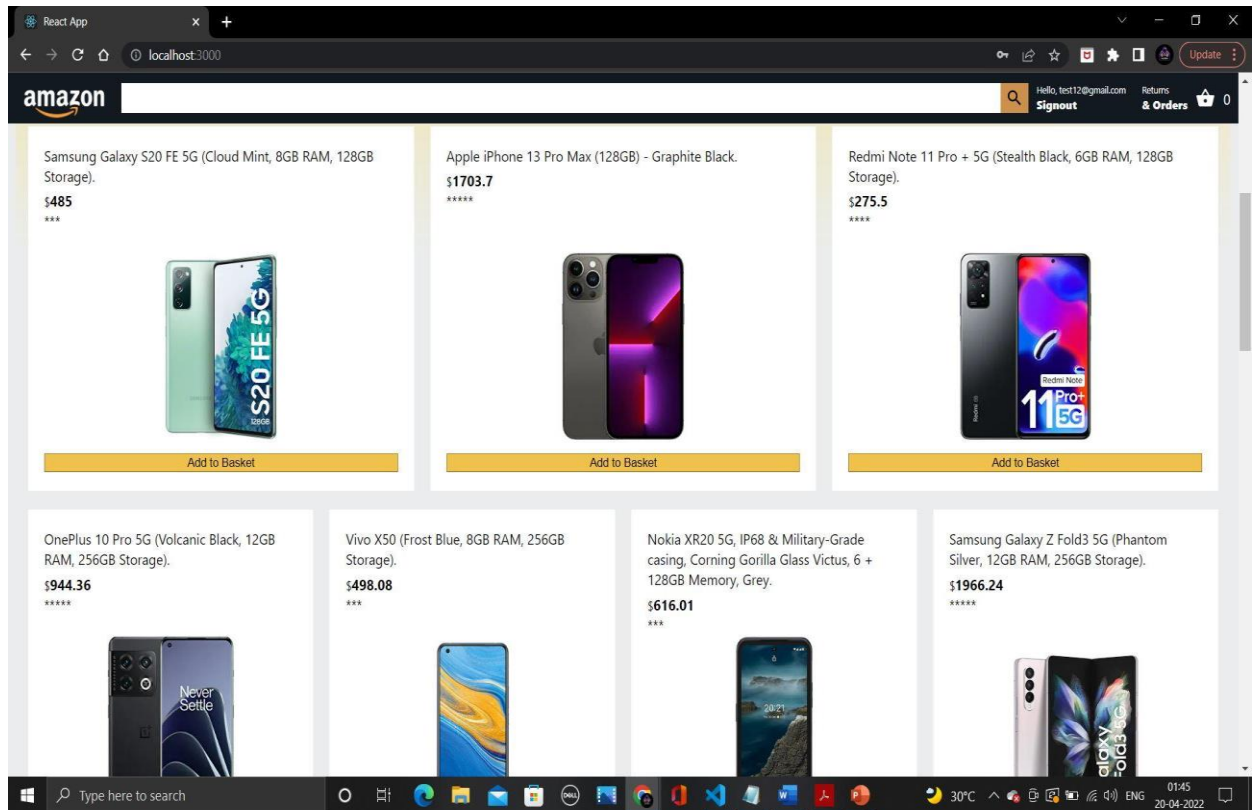
APPENDIX A

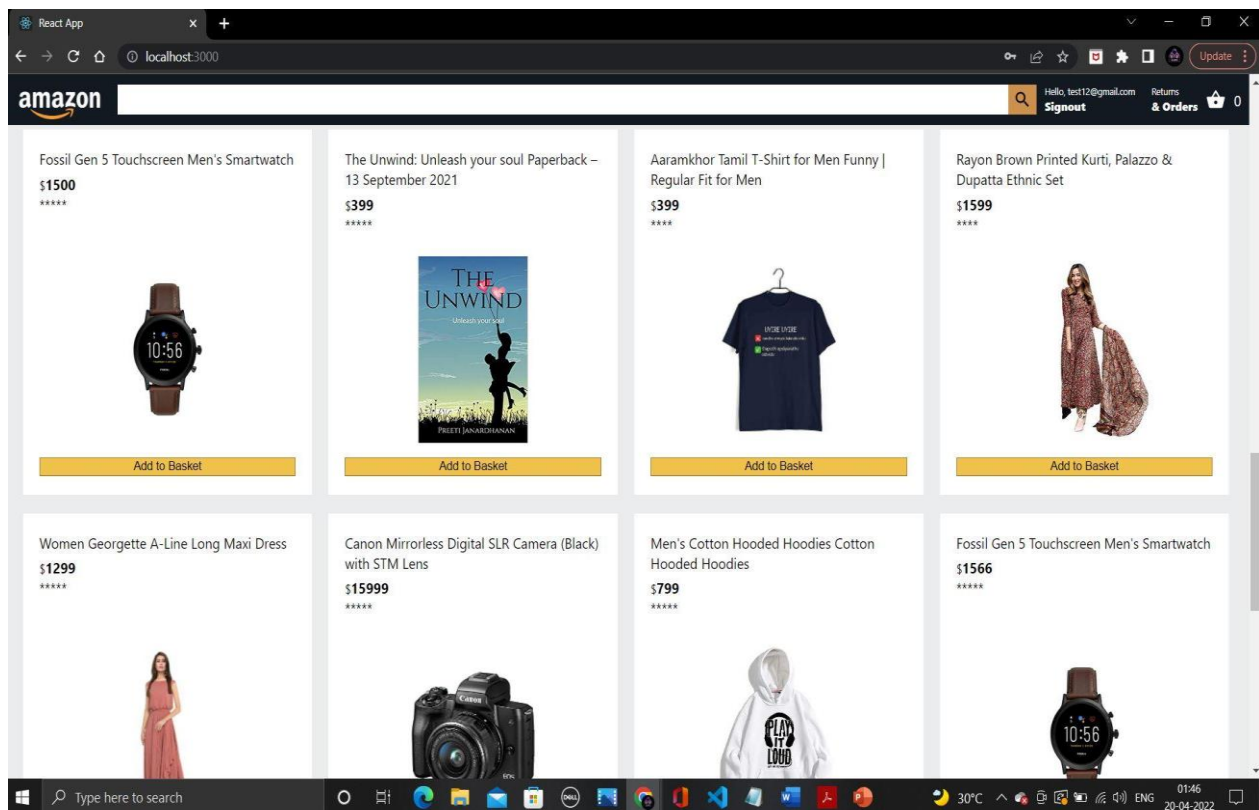
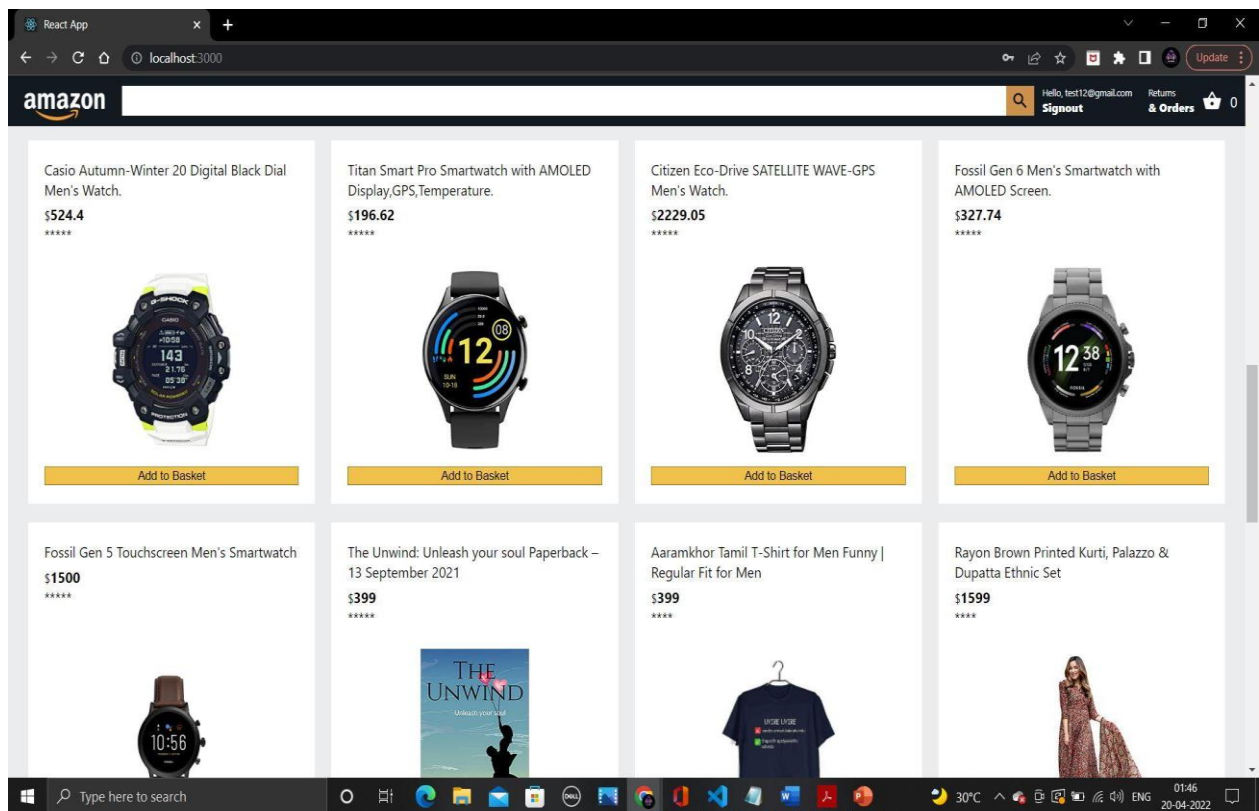
SNAP SHOTS

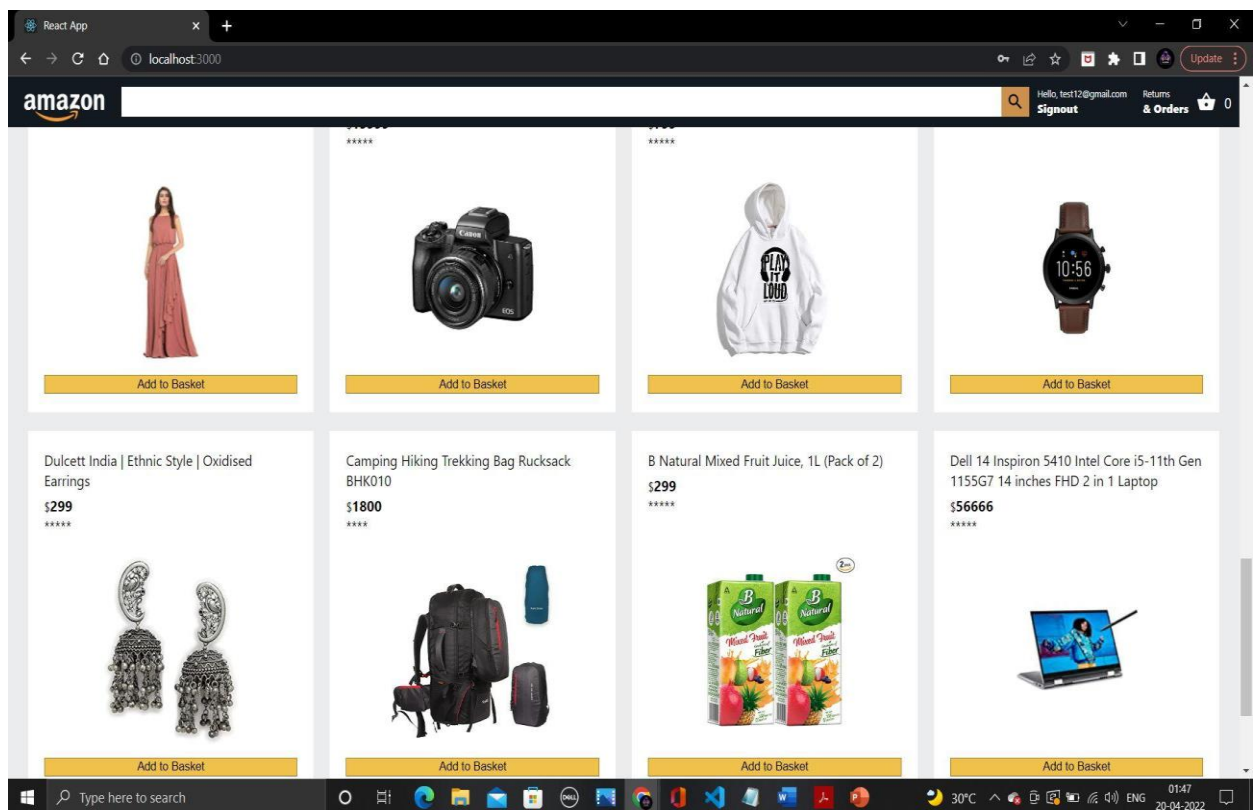
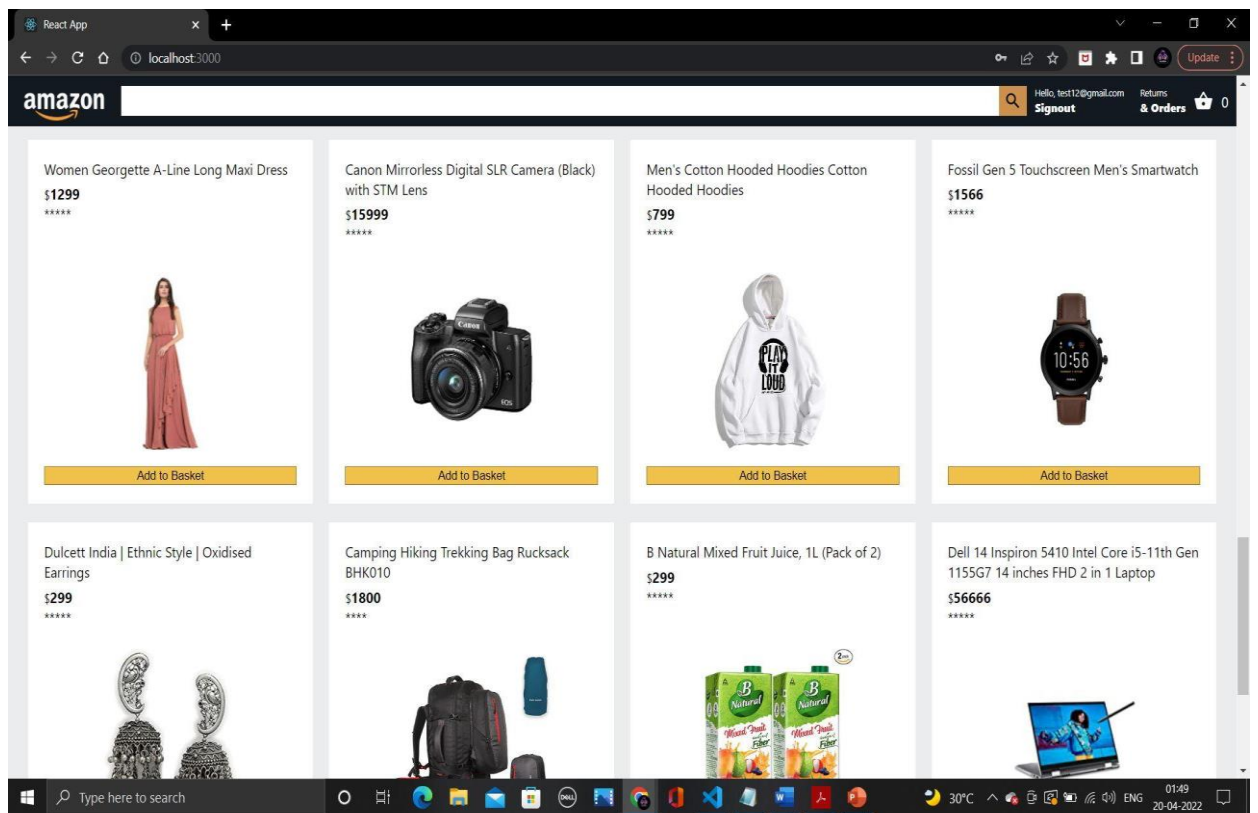
Home Page:



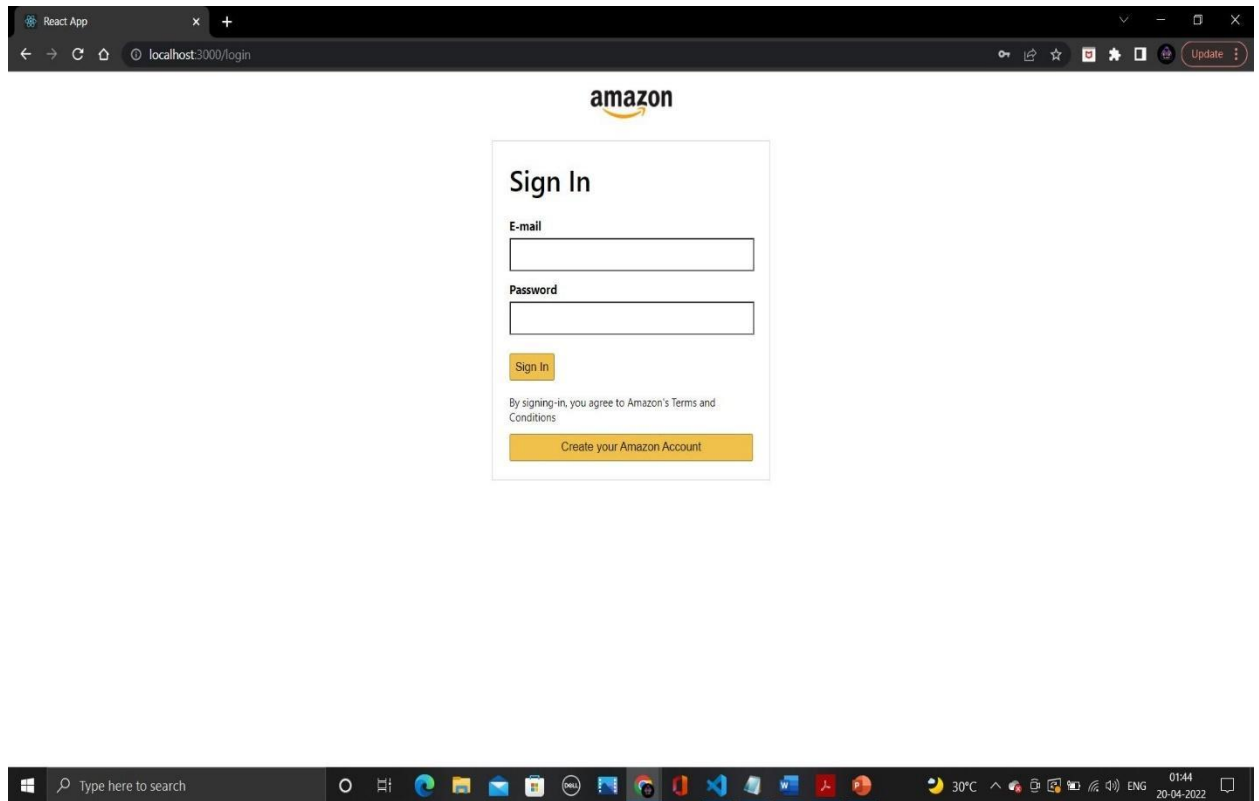
Products:



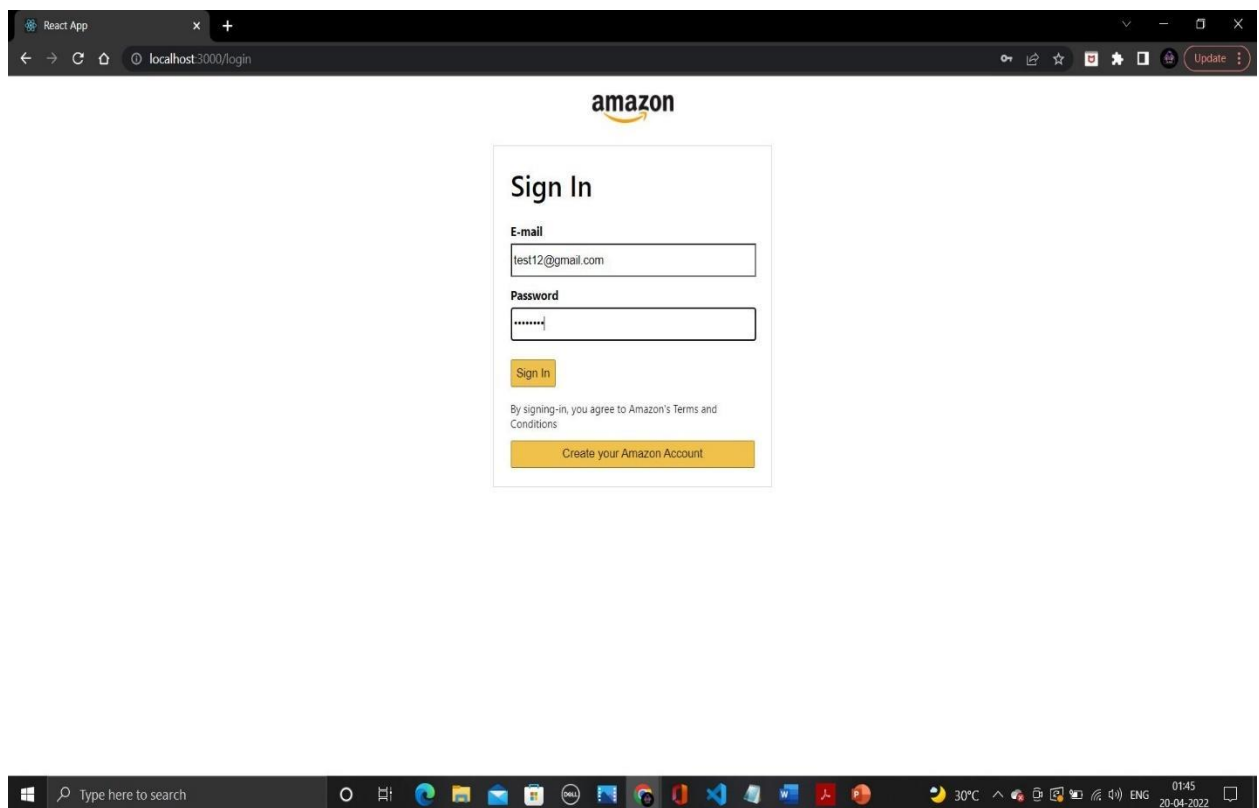




Login Page:

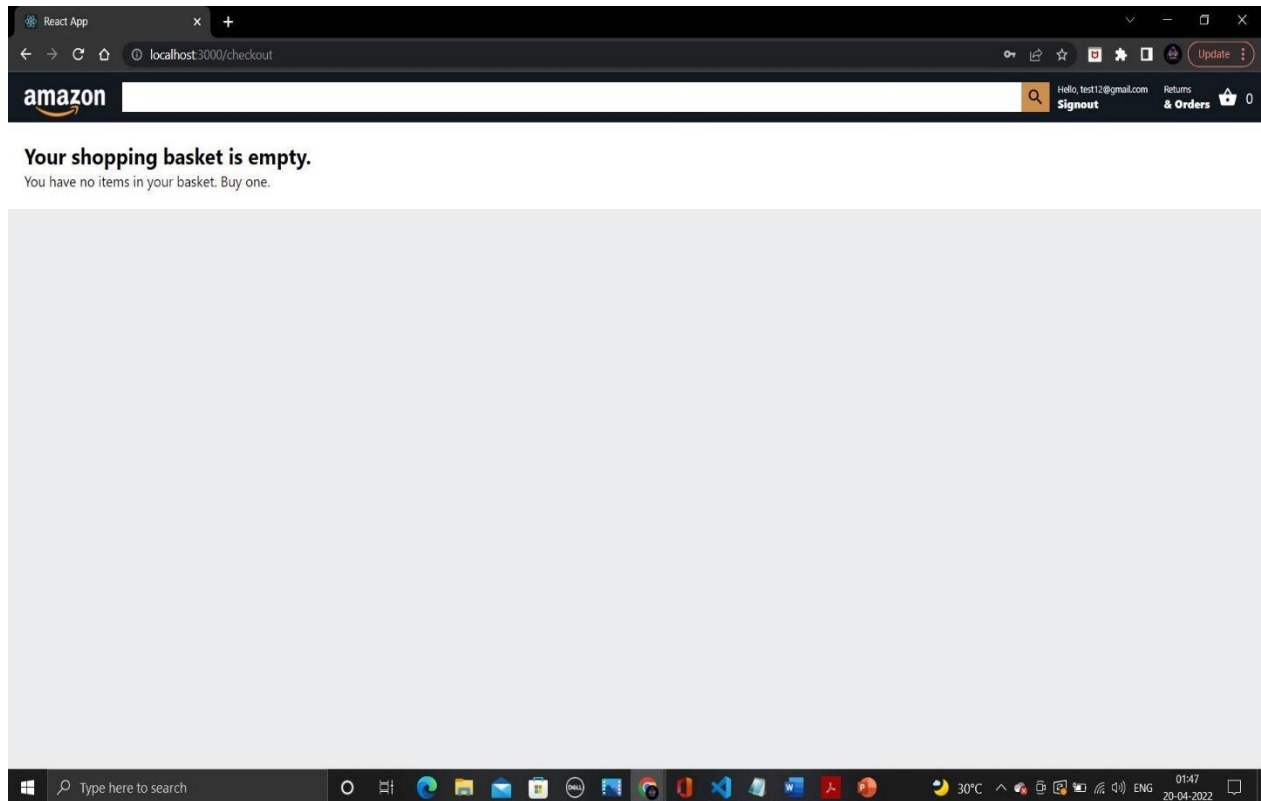


The screenshot shows a web browser window with the title "React App" and the address bar displaying "localhost:3000/login". The page features the Amazon logo at the top. Below the logo is a "Sign In" form with two input fields: "E-mail" and "Password". A yellow "Sign In" button is positioned below the password field. Underneath the button, there is a line of text: "By signing-in, you agree to Amazon's Terms and Conditions". At the bottom of the form is a yellow button labeled "Create your Amazon Account". The browser's taskbar at the bottom shows the Windows logo, a search bar, and various application icons. The system tray on the right indicates a temperature of 30°C, the date 20-04-2022, and the time 01:44.

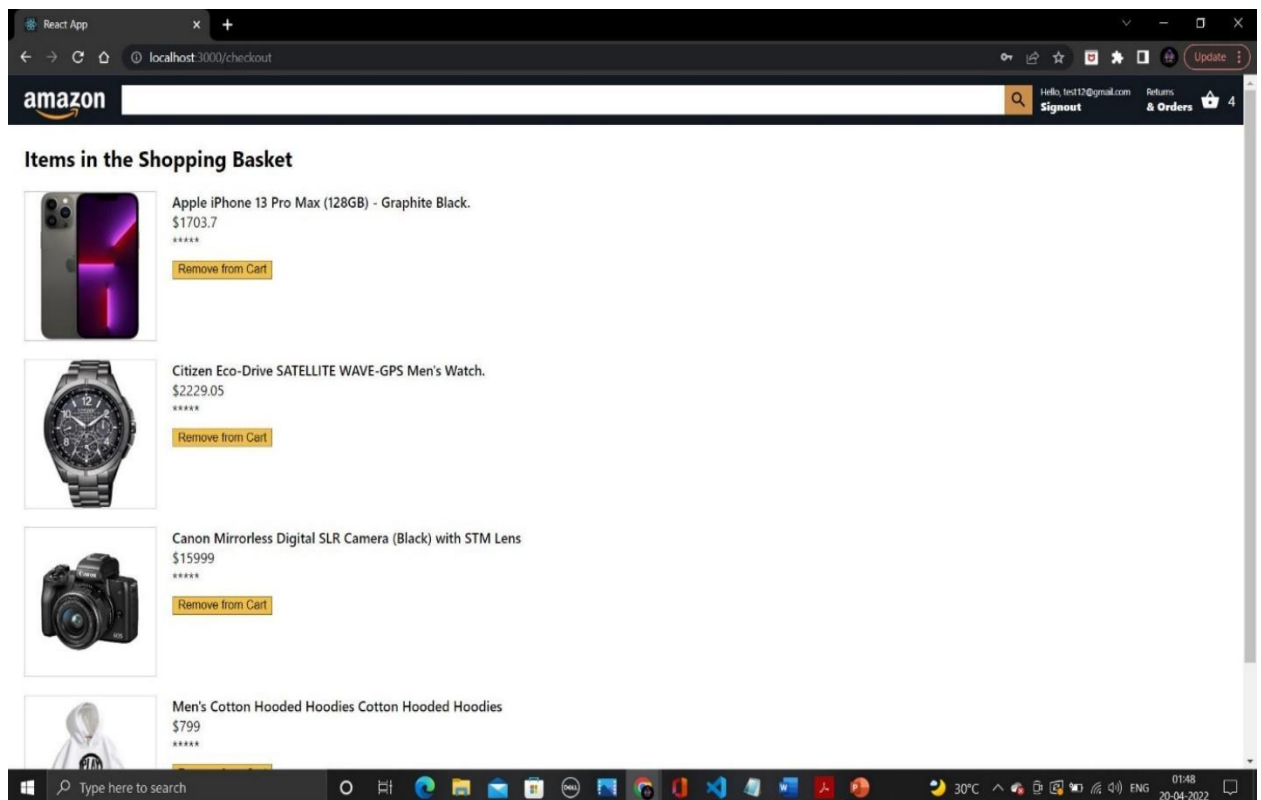


This screenshot shows the same Amazon login page, but with test credentials entered. The "E-mail" field contains "test12@gmail.com" and the "Password" field is filled with ten asterisks. The "Sign In" button and the "Create your Amazon Account" button remain visible. The browser window and taskbar are identical to the previous screenshot, with the system tray showing 01:45 on 20-04-2022.

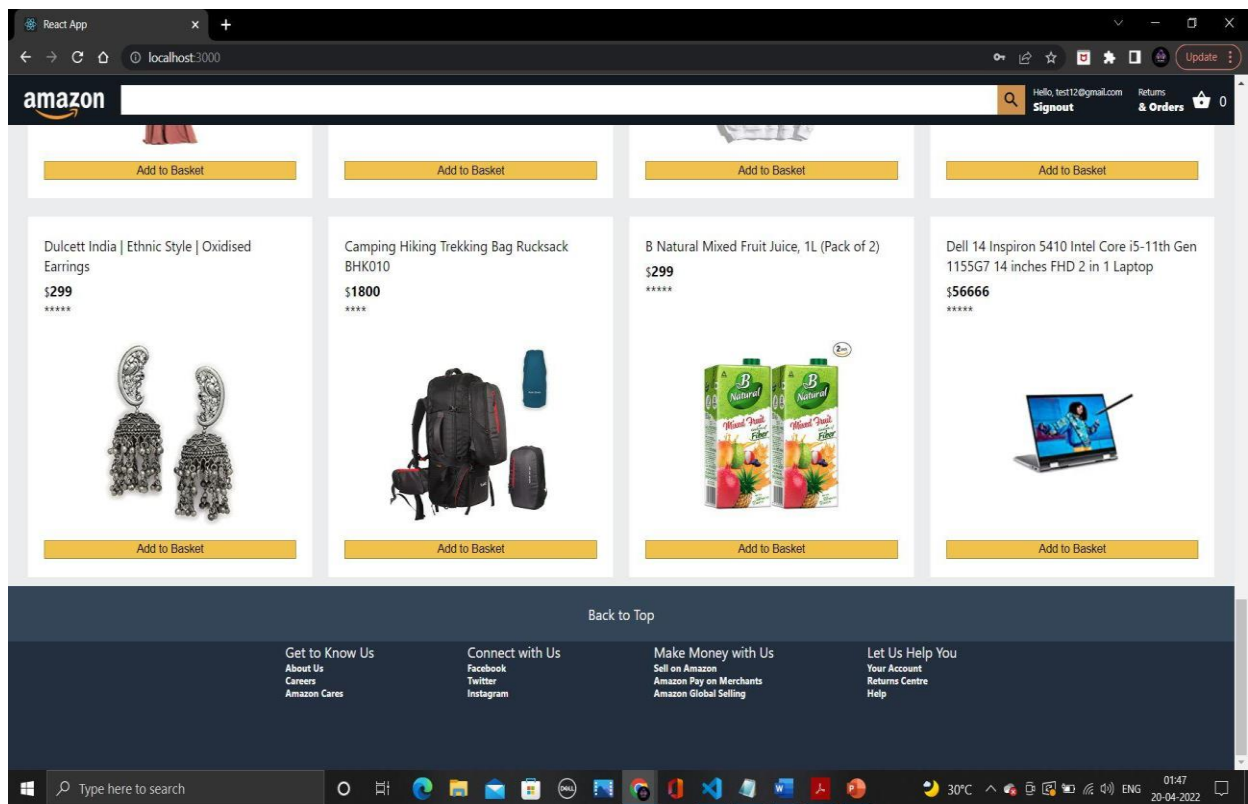
Cart Page: Before Adding Items



Cart Page: After Adding Items



Footer:



APPENDIX B

SOURCE CODE

App.js

```
import { useEffect } from "react";
import "./App.css";
import Header from "./Header";
import { BrowserRouter as Router, Switch, Route } from "react-router-dom";
import Login from "./Login";
import Home from "./Home";
import Checkout from "./Checkout";
import Footer from "./Footer";
import Navlinks from "./Navlinks";
import { auth } from "./firebase";
import { useStateValue } from "./StateProvider";
import { type } from "@testing-library/user-event/dist/type";
function App() {
  const [{ loggedinuser }, dispatch] = useStateValue();

  useEffect(() => {
    const unsubscribe = auth.onAuthStateChanged((userauth) => {
      if (userauth) {
        dispatch({
          type: "SET_LOGIN",
          user: userauth,
        });
      } else {
        dispatch({
          type: "SET_LOGIN",
          user: null,
        });
      }
    });
    return () => {
      unsubscribe();
    };
  }, []);
  console.log("user >>", loggedinuser);
  return (
    <Router>
      <div className="App">
        <Switch>
          <Route path="/checkout">
            <Header />
            <Checkout />
          </Route>
          <Route path="/login">
            <Login />
          </Route>
          <Route path="/">
            <Header />
```

```
        <Navlinks />
        <Home />
        <Footer />
      </Route>
    </Switch>
  </div>
</Router>
);
}

export default App;
```