WEB BASED MULTI ONLINE STOREFRONTS

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UNIVERSITI TEKNIKAL MALAYSIA MELAKA

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WEB BASED MULTI ONLINE STOREFRONTS

MOHD ALIF BIN ABDUL AZIZ

This report is submitted in partial fulfillment of the requirements for the
Bachelor of Computer Science (Software Development)

FACULTY OF INFORMATION AND COMMUNICATION TECHNOLOGY
UNIVERSITI TEKNIKAL MALAYSIA MELAKA
2010

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DEDICATION

To my beloved parents, Abdul Aziz Bin Ismail and Wan Kibani Bt Wan Omar, my precious supervisor, Puan Nor Haslinda Bt Ismail, my friends and all 3 BITS students for giving assistant to complete this project successfully.

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ABSTRACT

E-commerce has drive lots of benefits to the business owners and consumers. It enables the business to be operated at any time and at any location with minimum costs. But to have a fully working and reliable e-commerce system does not come with cheap budget allocation. Usually small medium enterprises company are having this difficulty to run their own e-commerce system. This project is in purpose to come out with a solution to help Malaysia small medium enterprises to have their e-commerce website by allowing them to create an online store. Together with the necesscary features like managing orders, shopping carts and managing products. The website will hosts many online stores on single server and will also help consumers to browse products and available store in a convenient approach. Hopefully this project will help to boost and to promote the Malaysia e-commerce industry into a higher level by reducing the expensive entry costs for small medium enterprise companies.

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ABSTRAK

E-dagang telah banyak mendatangkan manfaat dan faedah yang memberangsangkan kepada pemilik perniagaan bersaiz kecil dan sederhana. Ia telah memungkingkan perniagaan dapat dioperasi pada setiap masa dan tidak kira waktu dengan kos yang lebih rendah dengan menggunakan jaringan internet. Walaubagaimanapun sistem e-dagang yang cekap dan berkesan tidaklah boleh didapati dengan kos yang berkemampuan oleh sesebuah pihak perniagaan bersaiz kecil dan sederhana. Projek ini adalah bertujuan untuk menyediakan penyelesaian dengan memungkinkan pihak perniagaan bersaiz kecil dan sederhana membuat kedai online mereka secara cepat, mudah dan minimum kos. Bersama-sama dengan fungsi yang perlu lain seperti maklumat pembelian, pengurusan maklumat produk dan juga pengurusan tempahan produk. Diharap projek ini dapat membantu meningkatkan level penggunaan e-dagang dan juga mempromosikan e-dagang kepada pihak perniagaan bersaiz kecil dan sederhana dan juga kepada pengguna di dalam Malaysia.

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LIST OF ABBREVIATIONS

ABBREVIATION	WORD/DESCRIPTION
AppServ	Apache Web Server
DFD	Data Flow Diagram
DDL	Data Definition Language
ERD	Entity Relationship Diagram
GUI	Graphical User Interface
HTTP	Hypertext Transfer Protocol
LiveCommerce	Web based multi online storefronts
LAN	Local Area Network
MySQL	Structured Query Language
PC	Personal Computer
PHP	Pre-Hypertext Preprocessor
RAM	Random Access Memory
SSDAM	Structures System Analysis and Design Methodology
UTeM	Universiti Teknikal Malaysia Melaka
BITS	Bachelor in Information Technology (Software Development)
SDLC	System Development Life Cycle
UTP	Unshielded Twisted Pair
FR	Functional Requirement
NFR	Non-Functional Requirement
PK	Primary Key

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CHAPTER I

INTRODUCTION

1.1 Project Background

Since the arising of dot com world, it has really open a new wide opportunities for all industry in hopes to stay competitive and to increase the business reputation. The internet keep evolving from merely a static web pages into a very comprehensive and intelligent search engine services to electronic commerce (e-commerce) as well.

But, back to the real world situation, there are not all organization and companies have good opportunity to take part in the internet technology advantages and place themselves together with other major internet business players. Even more, the cost to develop a fully reliable ecommerce system is not that affordable to all Small Medium Enterprise (SME) companies.

It is just an unnecessary excessive budget for them to pour that much amount of money into something that is too much to have but significantly could make high positive results to their business performance. From that case, this project is about providing an instant and reliable solution for those SME size business organizations, a web application services as a platform for them to subscribe an integrated system that will manage all the online business operation under the concept of Software as a Service (SaaS).

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The original idea of the project is to develop an online web platform as business tool for company to make their products or services available on the internet with zero startup development cost by subscription of ecommerce web application. The basic concept is adapted from cloud computing and Software as a Service (SaaS) platform.

It has big distinction with the auction sites concept. The web application will serve an effective, robust and reliable ecommerce management system. The merchant will need to add products, place it in appropriate product categories and set the competitive price. Later on, interested end customers will make purchases and the system will notify the storefront owners via email that they have new buyers. The business begins and buying process is going on through their ecommerce account system. This idea is not a new invention but an improvement on how to overcome common budget problem and needs among small medium size companies.

The target groups of users are within small medium size companies that are operating in Malaysia especially. The extension support for other countries in the world will be the future plan of this project.

1.2 Problem Statements

a) The development costs of new ecommerce web system are too huge and not really affordable to small medium size companies.
b) Small and medium size companies need a quick solution within short time and tight budget to make their products and services available online.
c) New features or updates for a single ecommerce website will take a pretty long time to accomplish since the system is a one time project sign off.

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1.3 Objectives

The objectives of project are as below:

a) To cut the startup development costs for a single online storefront web system.
b) To reduce the risk of failures by subscription to a reliable unified multi online ecommerce system.
c) To help small medium size companies make their products and services available online with very minimal process in short time.
d) To encourage companies in Malaysia to take part in internet technology benefits at lower risks.
e) To promote and educate Malaysian consumers on purchasing online.
f) To establish a trustworthy centralized of ecommerce storefronts by providing a convincing ecommerce system together with rich of functionalities.
g) New features and functions of the system will be easily integrated and updated to all storefronts within short time.

1.4 Scopes

The target users of the application are categorized into three groups. There are merchant, end customers and web application administration team. Below are the details about the modules that will be developed according to each group specific activities:

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1.4.1 Merchant

Merchant is a party or a company that subscribing the ecommerce web application services. They may not be necessarily a legal company or an established organization to subscribe to the web services, an individual also might have advantages so.

1.4.1.1 Modules:

a) Create new store

i. Able to create new store easily and in the simplest necessary way.

ii. Summarization of stores information.

b) Products information management

i. To manage products information, pricing and discounts as well.

c) Orders management

i. To manage new orders, and saved the orders history record.

d) Storefront information and settings

i. Storefront configuration and settings such as store name, contact information and owner name.

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1.4.2 End Customer

End customer is a person or an individual who are acting as the buyer and customers to all merchants available on the web services.

1.4.2.1 Modules:

a) Account registration.
   i. Sign up for new account as end customer. So it will be easier for all merchants to retrieve customer information and to get notice their information updates.

b) Account management and profile settings.
   i. Profile settings such as address, name, email and contact number.

c) View purchasing history.
   i. To view all purchasing histories sorted by product type, date and so on.

1.5 Project Significance

One of the main purposes to develop online multistore system is to provide an effective online web platform as business tool for company to make their products or services available on the internet with zero startup development cost by subscription of ecommerce web application.

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1.6 Expected Output

The project is basically a web application and will be hosted on real server for public used. It will consist of an intuitive web interface for users to browse products, search products and stores, create new stores, update their stores and upload new products into their store, and could also manage orders from customers, and manage their payment options as well.

1.7 Conclusion

This chapter contains the detail description of the proposed project which is an online multistore web application named LiveCommerce. The system will provide a whole new perspective on notification and verification method.

Chapter II will discuss on the literature review and the methodology that will be used in this system. Literature review will describe all the research and findings related to this project and the methodology selected to develop this project.

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CHAPTER II

LITERATURE REVIEW AND PROJECT METHODOLOGY

2.1 Introduction

This chapter will discuss the analysis and existing or similar application that is related to the project. Literature review will focus on the research of the existing and future application. Literature review is a process of searching, collecting, analyzing and drawing conclusion from all debates and issue raised in relevant body of literature. It describes all the analysis and findings which are related research, case study and other findings that are related to this project. In addition, it also consist the knowledge of the project elements such as domain specification, techniques and how these elements related and combined to each other.

Methodology is the key of succeeding in finishing a project within time and being able to satisfy user's requirements. It is also a description of the selected approach that will be used when developing the project. Every step in the selected methodology will be justified to suit every task. Since there are many kind of methodology, it is vital to select appropriate methodology that will be used.

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2.2 Facts and findings

This section will discuss the researches that have been done from the point of domain, existing application and technique used, which are related to this project.

2.2.1 Client-Server Application (Three-Tier)

A client-server application is a distributed system comprising both client and server software. A client software process may initiate a communication session while the server waits for the request from any clients.

The whole point of client-server architecture is to distribute components of an application between a client and a server so that, for example, a database can reside on a server machine, a user interface can reside on a client machine, and the business logic can reside in either or both components.

The client-server architecture here is known as three-tier client-server architecture .In three-tier architecture (also known as a multi-tier architecture), there are three or more interacting tiers, each with its own specific responsibilities.

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