

# Web Application For Online Flower And Gift Shop Using Php

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**Abstract-** *The aim of this project is to create and develop an interactive and dynamic online flowers and gifts shop. A person sitting on their chair in front of a computer can access all the facilities of the Internet to buy or sell the products. The target user of this system is the Internet user all around the world who wish to purchase flowers and/or gifts online.*

*The project “Online Flower and Gift Shop” automates the operation of online purchasing of flower and gifts for a special occasions. The online flower and gift shop named “FJURA BONBON(FBB)” is a web portal that promotes and sells various flowers and gift on the virtual mode. The main objective of this project is develop as attractive, interactive and user friendly online selling website. “FJURA BONBON(FBB)” is divided into two main sections, Customer section and Administration section. Customer section allows the customer to select and place an order on the available items or place a order of the own creative design and also can place a pre-booking with particular date and time for automatic delivery. On the other hand, administration section includes for authorized online shop administrator to maintain their database and other administration tasks. The project shows the product category and the product details. From the product details, the product can be added to the cart and can be bought. Finally this project will be great help for those people who have a hectic schedule as they can’t buy time to purchase a gift and deliver it on their own.*

**Keywords-** e-commerce, florist’s shop online system, Online Flowers and Gifts Shop, web application, online shopping.

## I. INTRODUCTION

Online shopping is a form of e-commerce which permits consumers to directly purchase flowers and gifter services from a seller by using the Internet. Other names are: e-shop, e-store, Internet shop, web-store, virtual store and online store. An online shop arouses the physical similarity of buying products as well as services from internet shop and this process of shopping is called business-to-consumer online shopping. Online shopping is the practice in which consumers

decide to buy the product through internet. Internet has developed into a new distributive channels for many products. Using the internet to shop online has become a primary reason to use the internet, combined with searching of products and finding information about them. Therefore internet have developed a highly competitive market, where the competition over consumers is fierce.

## II. MOTIVATION

The aim of this project is to create and develop an interactive and dynamic online flowers and gifts shop. A person sitting on their chair in front of a computer can access all the facilities of the Internet to buy or sell the products. The target user of this system is the Internet user all around the world who wish to purchase flowers and/or gifts online. Traditionally, when a person wishes to buy some flowers or buy a gift, they have to walk in to the particular flower or gift shop to look at the product before making any decision. Very often, customer will go around different shops to compare between them, which is time consuming. Another option to purchase is making inquiry through the phone. However, this is not likely to be the preference, as the buyer does not have visual contact on the product. Traditional commerce provides Jess customer services such as delivery service and wrap service. Nowadays people live in a busy environment. They are doing thing in a faster and efficiency manner. So, This website is an interactive e-commerce solution providing users with an opportunity to sell and buy products.

## III. LITERATURE SURVEY

In perspective of e-shopping, perceived usefulness is customers’ perception that by shopping online his or her performance will be enhanced. The technology-centered view involves the technical specifications of an online store that influence consumer’s awareness of using that technology (Chen et al. 2002). On the other hand, the consumer-oriented view involves customers understanding or views about online shopping. In this paper extended technology acceptance model (TAM) (Davis, 1989) is used to understand the variables that effect online shopping. Technology acceptance model is a

foundation for examination of customers approval of online shopping (Stoel and Ha, 2009). Perceived ease of use (PEOU) and perceived usefulness (PU) are the two external variables of TAM (Davis, 1989). In this paper technology acceptance model is extended by accumulating perceived enjoyment (PE) as a 3rd external variable that affects online shopping intention.[1]

Kuester Sabine (2012) in his study considers, Consumer behavior as the study of individuals, groups, process and organizations they use to secure, select, and arrange of experience, products, services, experiences, or ideas to satisfy the consumer and society. It balances components from sociology, psychology, management and economics. It tries to know the decision-making processes of consumers, both exclusively and in clusters. It makes emphasis on individual consumers and their characteristics such as demographics and behavioral variables to understand customers' want. It also tries to assess the effects on the consumer from family, friends, groups, and also society in general.

PetrovicDejan (2006) in his study on Analysis of consumer behavior online explained that the most appropriate behavioral appearances of online customers and inspect the ways they find, associate and estimate product information. Comparison of survey data with the present customer performance theory stemmed in detection of an amount of issues related to an explicit customer group. The objective of this report is to transform these results into a set of execution activities at strategic and technical level. Implementation of these recommendations will end in better adaptation of customers. Shun &Yunjie (2006) in their study revealed that there are different kinds of product, which are additional possible to be sold online such as book, software, electronics and music. Motive for such belongings is that when buying these kinds of products, one does not need individual examination, if not all products, can be drawn in the product explanation and descriptions. Mostgoods in the mobile phone family fit to this group. According to the new study on customer behavior, there are four different customer groups with diverse purposes and motivations. They also found that regular efficient collection of music videos. A great level of technical assurance inside this cluster tends to be an hopeful feature when it comes to product evidence research online.[2]

In 2015, India had 408.4 million internet users. This figure is projected to grow to 635.8 million internet users in 2021. Despite the untapped potential, India already is the second-largest online market world wide India is one of the fastest-growing e-commerce markets worldwide, with millions of new internet users taking advantage of cheap mobile

connections to send mobile messages, watch online videos, use mobile services, and of course, to shop. As of 2016, 26 percent of the local population was using the internet; almost ten times the audience size from a decade prior. According to recent market research, mobile phone internet user penetration in India is projected to reach 37.36 percent of the population in 2021, representing a huge potential in terms of digital and mobile buyer audience. Total internet audiences in India are estimated to surpass 635 million online users in 2021. As of 2015, the majority of online users in India were male, and the same held true for online shoppers. In India, men accounted for almost two thirds of online shopping audiences. Despite this imbalance in online presence and digital spending, female online shoppers are estimated to account for 42 percent of all Indian e-retail spending in 2020, up from only 20 percent of total retail e commerce expenditure in 2015. Average annual e-commerce sales per digital buyer in India were 247 U.S. dollars in 2014 and are projected to reach 424 US. dollars in 2020.[3]

The general variables as studies mostly focus on trust, perceived risk, attitude towards online purchasing, subjective norms, perceived self-efficacy, personal innovativeness, and satisfaction from online purchasing. Trust is one of the most important dimensions in the majority of the studies. Consumers' trust in vendors or websites (i.e., consumers' evaluations of websites or vendor trustworthiness) plays a crucial role in online shopping. Lack of trust has a negative impact on online purchase intention. Hence, consumers do not prefer shopping online if they think that a website or vendor is not trustworthy.

The Demographic variables there are different types of demographic variables that have an impact on consumers' online purchase intentions. Variables such as gender, age, education, income, level of internet usage, culture, and online shopping experience are investigated in many studies. as Consumers shopping orientations play a crucial role in their online purchase intention. another one thing is brand and quality orientation are positively related to online purchase intention.[4]

#### IV. SYSTEM DESIGN

The website design in the method of shaping the coding, modules in HTML, CSS3, JavaScript and Bootstraps for designs, interface and information for a system to satisfy mere needs.

System Modules Description:

- Coding(PHP,HTML,CSS3,JavaScri,Bootstraps)

- Seller
- Customer
- Delivery

## V. OBJECTIVE OF THE STUDY

Provide an attractive and interactive commercial web site to promote and sell company's products (flowers and gifts) and attract consumers to go shopping online.

To offer convenient and secure payment services to customers. To improve the convenience, accessibility and quality of interactions with customers.

To provide a user-friendly interface to allow every process to be accomplished on a computer-based environment.

## VI. PROPOSED SYSTEM

### 6.1 Proposed System – FJURA BONBON

In the proposed system, the customer can buy products (flower and gift) online by sharing their contact details and requirements. The customer can select and place an order on the available items or place an order of the own creative design and also can place a pre-booking with particular date and time for automatic delivery. Many payment methods such as credit cards, debit cards and cash on delivery would be provided. Customer service can be provided for 24/7.

### 6.2 Proposed System – FLORIST

This application is used for ordering and purchasing the gift product according to their comfort. The user can select gift product based on the occasion and mode of celebration. They provide a facility through chat box by uploading the required gift snaps and checking their availability. They provide video call facility to confirm the product is exactly the same as the user wants and also has voice recognition feature.

## VII. THE IMPLEMENTATION OF THIS PROJECT IS DIVIDED INTO FOLLOWING STEPS

### 7.1 Registration and Login

If the customer wish to place an order a particular product then the registration is must. Only the fjura customer who has a account registered can have access to the place an order.

The user registration form will consist of details such as:

- Username,

- E-mail id,
- Password,

After registration, the user can login the accounted by using the username and password.

### 7.2 Product Page

The customer has access to any of the product detail page by clicking the particular product image. The product detail page contain the price and description where description has the brief information about the product like height, size and no of pieces. If the user like to purchase the product then user can go with option Buy now or can add the product to add to cart.

### 7.3 Payment Page

If the customer want to purchase the product then user can take the option of Buy now which will take the user to the payment method page. The payment method page is used to collect the address details of the customer and navigate to either as cash on delivery or credit card payment. If the user selects credit card payment the details of the card must be provided and the payment process will be successful.

### 7.4 Pre-booking Calendar

The Calendar is fixed for reminding the order of upcoming booked by the customer. Users register their information about delivery of the product in the application. The Pre-booking Calendar works like the alarm. It notifies two times before a day about the scheduled delivery and one notification on the day of the delivery. Automatically the message will be saved in the phone's storage.

### 7.5 Data Storage and Help Desk

The previous delivery data records were stored in the application for the clear understanding of the service. It can be updated whenever needed. The feedback process for the user, it includes the user's complaint and FAQs about the scheduled delivery and orders. Admin will rectify the user's complaints and FAQs for the users. The complaint is delivered to the admin in the form of feedbacks. The response from the admin should be delivered within 24 hours of the complaint. The FAQs about the delivery and orders should be rectified within 12 hour and notified to the users. The complaint and FAQs is fixed in separate roots in the admin's application.

### VIII. CONCLUSION

This project has achieved the requirements and objectives that have been identified during analysis phase. Web Application for online gift shopping has helped to make easier for purchasing gift products. Modifications after successful analysis can be incorporated into the system. The system has been well developed and future enhancements are also explained, so that it could be used to make any of the future modification, this making the application.

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