

Online Market for buying and selling different Products

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Abstract- Generally due to lack of communication between the buyer and the seller to sell any products. The main aim of this project is to develop an application which becomes an interface between the buyer and seller. This is to build an E- Market where people can buy, sell or advertise products. In this if a person wants to sell his product he has to go the emarket and can advertise the product. He need to fill some basic information about his product. Now suppose some other customer wants to buy some used product then he can search for it from the site by providing some basic information.

Index Terms- E-market, Buyer, Seller, advertisement

INTRODUCTION

Electronic markets (or electronic marketplaces) are information systems (IS) which are used by multiple separate organizational entities within one or among multiple tiers in economic value chains. In analogy to the market concept which can be viewed from a macroeconomic (describing relationships among actors in an economic systems, e.g. a monopoly) as well as from a microeconomic (describing different allocation mechanisms, e.g. public auctions of telephone frequencies) perspective, electronic markets denote networked forms of business with many possible configurations:

First, the topology of electronic markets may be centralized or decentralized in nature. Centralized electronic markets are hubs which often provide services to their participants. Decentralized settings involve sequential relationships within value chains which often are found when electronic messages are exchanged directly between businesses (electronic data interchange, EDI).

Second, the services provided by electronic markets may serve infrastructural or allocation purposes. Among the infrastructure services are routing, messaging, identification and partner directories whereas allocation services enable pricing process

which in turn may be static or dynamic in nature. Typical implementations are catalogs, exchanges and auctions.

Third, the relationships of actors involved in electronic markets may be stable or atomistic in nature. The former usually refers to classical supply chains where business collaborate during a longer period of time. In the latter case, the transaction partners are only stable for a single transaction. This is usually to be found in auction and other exchange settings.

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The system after careful analysis has been identified to present with the following modules

- Admin
- Employees
- Users
- Reports

Admin

Admin authority should be given to director, he can Add product details from the customers. Define the Role-based security and manage Users. He can manage everything about this website.

Employees

Employees should be able to maintain all types of request, information etc which is required for giving 24/7 services to online users.

Users

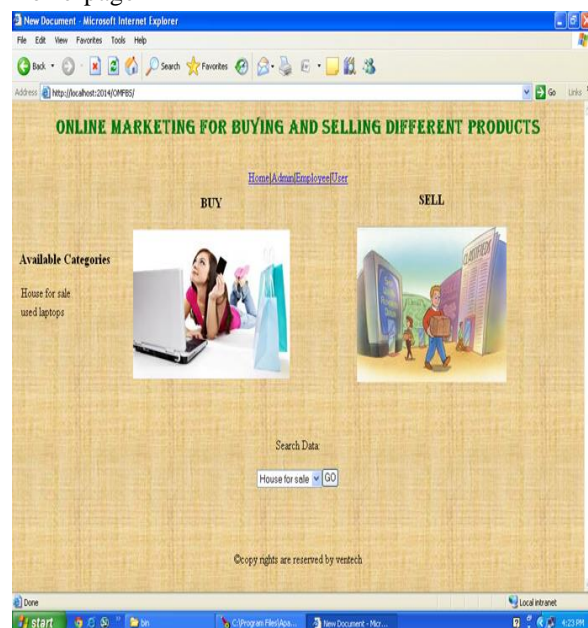
Basic information for user who just visit the site. Enrollment is must for users who wish to see details of any products or want to buy/sell any product. For enrollment he needs to provide some basic information like Name, Contact no/email id, user id and if user wants to sell something then he needs to fill description part of the product. Registration page should be available for registering in the site. Temporary password should automatically send to users contact no/ email id and after first login user should be able to change it as per his convenience. User who registered in the site must be able to get search box where he can search for products which he wants to buy . User can also advertise like: house for rent, temporary uses of playing kits etc. After registration, there should be an auto mail forwarded to user in his contact no/e-mail id. User should also be able to de-register from the site by providing user id and password with some security question. auto reply facility to customers who found that some other customer has shown interest in his product.

Reports

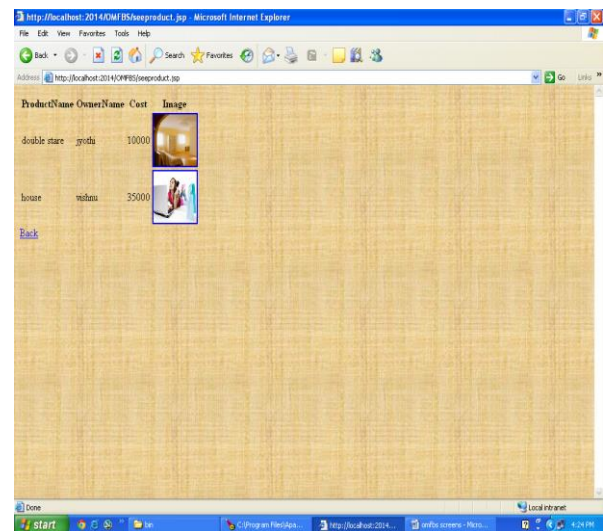
Daily report should be generated as how many users visits the site and how many has registered in the site to Admin person. Monthly reports based on daily reports for different products to admin person.

Screen shorts

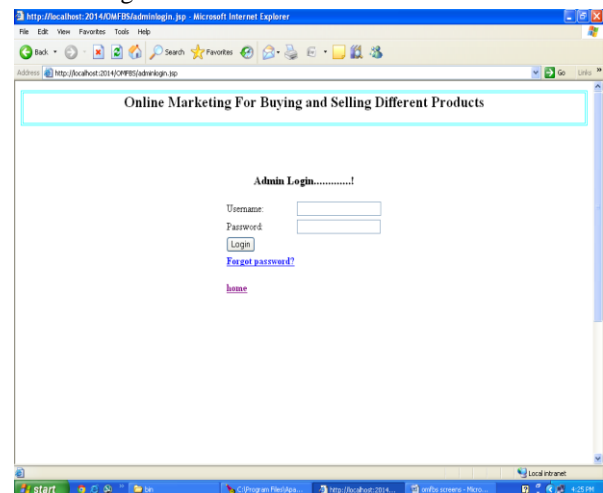
Home page



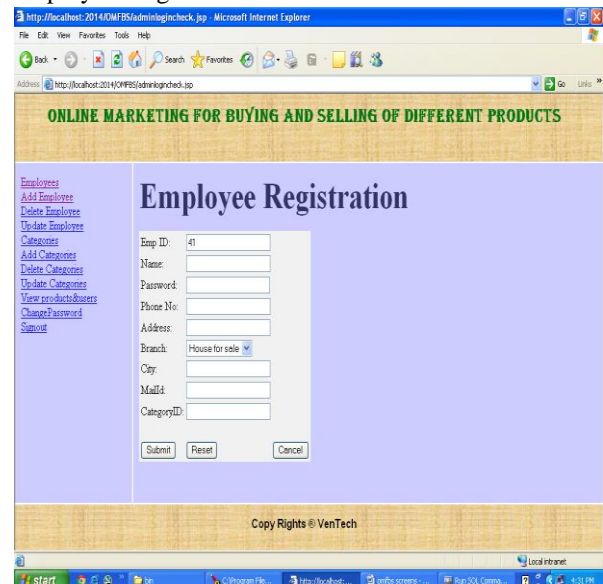
Product details



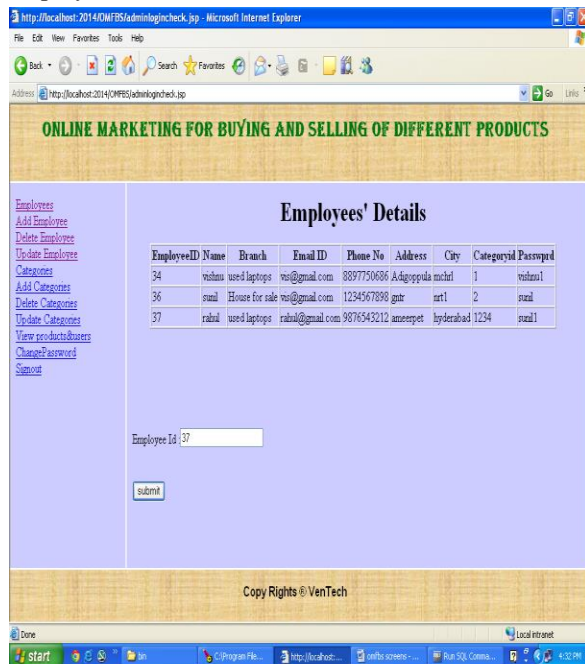
Admin Page



Employee Registration



Employee Details



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Reports



CONCLUSION

The proposed system is a web based application, which maintains a centralized repository of all scheme related information. The main objective of proposed system is to create awareness among the people about child abuse. It can reduce online marketing for buying and selling different products.