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**ABSTRACT**

The main purpose of this online computer hardware store is to develop a System for all customers easily available part of computer system any country. This system is developed for user buying a product online any location in world. In February, 2020 in world 75-80% people allow the online buying product. A computer parts assemblage website project where a user may select various computer parts online and the parts or pc collected as per specified parts will be delivered to the users address. The computer collected website project allows users to select from a list of computer parts of various companies and models. The user needs to create a new account if he is not official. This computer part assembly website user is allowed first to login page to the website in homepage in this website computer all part available like CPU, ram, motherboard, mouse, monitor etc. At the end when user completes shopping a bill is displayed containing different products in the users shopping cart or cash on delivery. Thus the computer fabrication website project allows for a racy computer parts shopping and assembly functionality.

**Keywords:** *Online buying, Shopping cart, racy*

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**I. INTRODUCTION**

The standard construction for an online shop is to make use of a real shopping cart, trolley, or basket. When customers choose to buy items, they are participate to the cart and stored there while the customer browses your site. A good website will recall the items in the cart so that if a customer leaves your site but later return.

Online computer Hardware System is the Simple market best result. It's a full-featured website and Online Computer Hardware System. System that bends over backwards to give you the flexibility you need to run your online store. The basic concept of the application is to allow the customer to shop really using the Internet and allow customers to buy the items and articles of their want from the Online Hardware System store. The information pertaining to the products are stores on an RDBMS at the server side (store). The Server process the customers and the items are change to the address submitted by them. The details of the items are brought forward from the database for the customer view based on the selection through the menu and the database of all the products are updated at the end of each transaction.

Online hardware store is a form of e- shopping store where the buyer is directly online to the seller's computer usually via the internet. There is no intermediary service. The sale and purchase transaction is completed electronically and interactively in real-time. The development of this new system contains the following activities, which try to develop on-line application by keeping the entire process in the view of database integration approach. User gets its e-mail id and password to access their account. Administrator of Online Hardware System has multiple features such as Add, Delete, Update ,any modification, record Items.

This project main purpose document is meant to delineate the features of , so as to serve as a guide to the developers on one hand and a software validation document for the expected client on the other. The Online computer hardware store System for computer hardware store shop web application is intended to provide complete solutions for vendors as well as customers through a single get way using the internet. It will enable vendors to setup online shops, customer to browse through the buying and purchase them online without having to visit the shop physically. The administration part will enable a system administrator to approve and reject requests for new shops and maintain various lists of shop category. Secure registration and profile management facilities for Customers. Browsing through the E –Mall(online shopping store/mall) to see the items that are there in each category of products like motherboard,

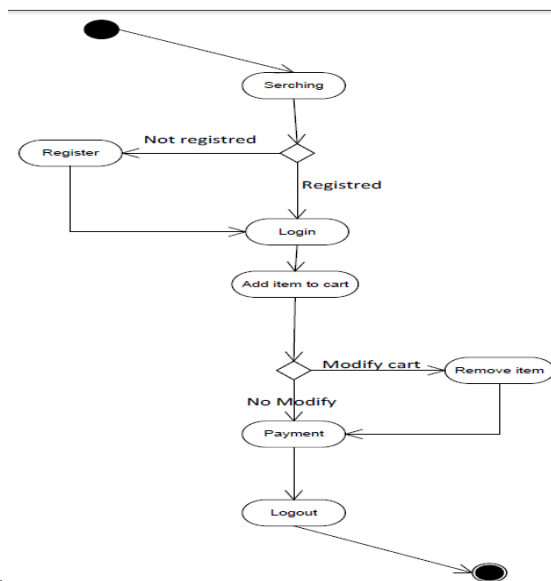
RAM, both additional, computer hardware items etc. Creating a Shopping cart so that customer can store N number of items and checkout finally with the entire online computer Hardware System.

Customers should be able to mail the Store about the items they would like to see in the Store. Secured mechanism for identifying out from the Store (Credit card verification mechanism). Updates to customers about the new Items in the Store.

## II. MATERIALS AND METHODS

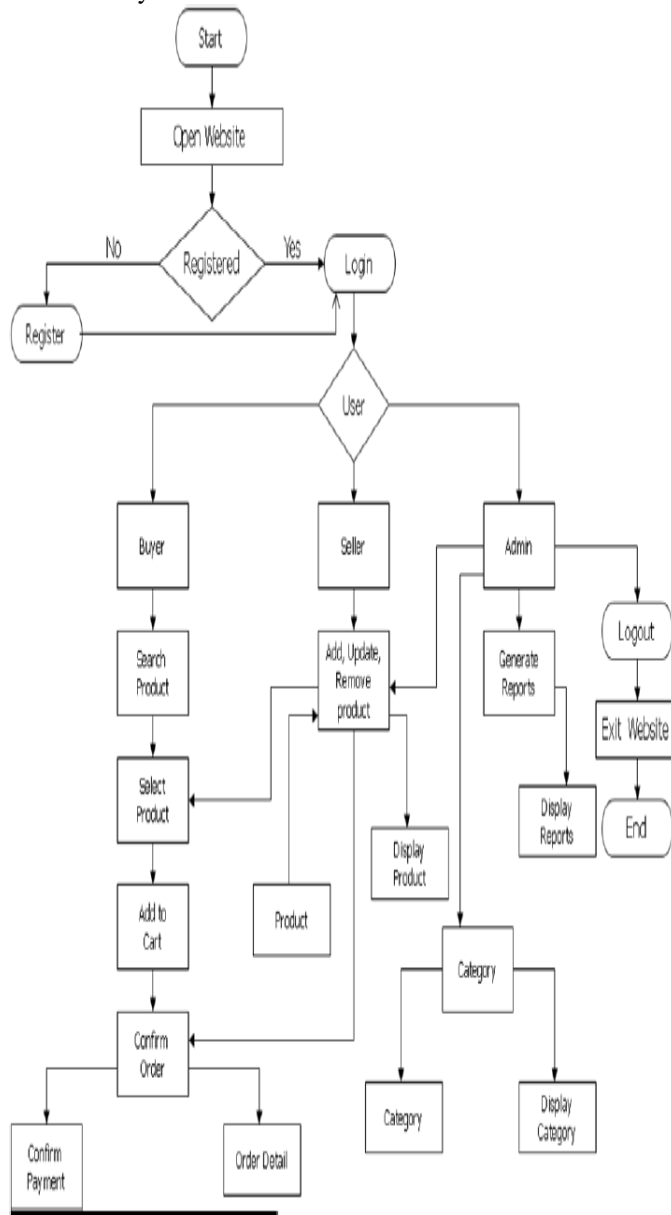
### Work Structure

The hardware part can be mainly divided into three main parts, namely, the camera subsystem, the microcontroller and the PC ground based station. The camera subsystem job is to capture the image and send it to the microcontroller. Using the data from the camera, the microcontroller relay the data to the PC ground based station through its RF link. Once the PC ground based station received the data, its job is to display the image data out the user. This project mainly used by PHP language is used for server side & its scripting language



*Fig2:working structure online hardware store system*

ER-Diagram for online hardware store system:



**Fig2: ER-Diagram diagram online hardware system**

**1. Scope:**

This system allows the customer’s to maintain their cart for addor remove the product over the web.

**2. Definitions:**

OCHS- Online computer hardware system (for assembly computer part)

SRS- Software Requirement Specification

GUI- Graphical User Interface

Stockholder- The person who will involve in system Ex. Customer, Administrator, Visitor etc.

### **3. Summary:**

This system provides an easy to solution customer's to buy the product without go to the shop and also shop owner to sale the product.

### **4. Additional Information:**

The system work on web server, so it will operate by any end user for the buying purpose.

### **5. Functional Requirement:**

This section provides requirement overview of the system. Various functional parts that can be adding by the system will be –

- **Registration:**

If customer wants to buy the product then he/she must be registered, unregistered user can't go to the shopping cart.

- **Login:**

Customer logins to the system by entering valid/authorize user id and password for the shopping.

- **Changes to Cart:**

Changes to cart means the customer after login or registration can make order or cancel order of the product from the shopping cart.

- **Payment:**

For customer there are many type of secure billing will be debit as prepaid or credit card, postpaid as after shipping, check or bank draft. The security will provide by the third party like Pay-Pal etc.

- **Logout:**

After the payment or surf the product the customer will logged out.

- **Report Generation:**

After all transaction the system can generate the portable document file (.pdf) and then sent one copy to the customer's Email-address and another one for the system data base to calculate the weekly transaction .

- **Technical Issues:**

This system will work on client-server architecture. It will require an internet server and which will be able to run PHP application. The system should support some commonly used browser such as IE etc.

### **6. Interface Requirement:**

Various interfaces for the product could be-

- Login Page & registration form
- There will be a screen displaying information about product that the shop having.
- If the customers select the buying button then another screen of shopping cart will be opened.
- E-commerce -buying and selling goods and services online- is one of the popular and largest uses of the www.
- After all transaction the system makes the selling report as portable document file (.pdf) and sent to the customer e-mail address

### **7. Advantages:**

User can view details of the parts without going anywhere.

- It is convenient for users as this system provides accurate cost and description of the system.
- The website is flexible to be used and for e-shopping.
- User can view different categories of product of different brands at a single place.
- The products are delivered to the customer in his/her house so this becomes more convenient for them.
- The system calculates bill outright and user can pay online.
- Hence the system saves time, efforts and cost.

### **III. CONCLUSION**

Given the favorable time to complete this project again I would only ask/recommend a couple of changes. First, that more class time be dedicated to discussing the project and whatever problems or concerns are associated with it. Often the professor would ask for feedback about the project, but this was done only on an informal and impromptu basis. It is my opinion that time be specifically structured into the lectures to accommodate the project since I felt I learned equally from the project and period.

Different combination tools and design software if that is an option. I understand that our current tools are based on price (freely) and availability of hardware. It is, though, my favorable opinion that an effort be made to find a more suitable software package. Doing so may enable students to learn more from the project by preventing them from spending time dealing with cumbersome software. Overall, this project was a great learning experience and even somewhat enjoyable. I would cheerfully do this project again and recommend that any who take this project do so with an eye toward learning.

### **IV. ACKNOWLEDGEMENTS**

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