PROTOTAIP BAGI BARANGAN RUNCIT SECARA ATAS TALIAN

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ABSTRACT

Prototype bagi Barangan Runcit secara Atas Talian is an invention of online groceries store that can receive order such as groceries and home products through internet. The reference company in this project is *Kedai Runcit Halim, Lot 108395 Kg Kempadang, Kuantan.* In order to develop the online groceries store, programming languages such as HTML5, PHP, and Javascript. Ms-SQL and database management system were used to store the customer's information and product's information. Adobe Photoshop software was used to edit the pictures and Notepad Plus software acted as an editor while the System Development Life Cycle (SDLC) is used in developing the application of system.. The application provides online catalog, online promotion, shopping cart, and e-payment for the customer. It also provides customer's report, product's report and sale's report for the owner of groceries store. As a result, the invention of this online groceries store can help the retail store to increase its sales and revenue, promote widely the store especially to the new customers and retain their current loyal customers. It can also save cost, time and energy for customers when they purchase groceries through the application. In addition to that, the owner of retail store can save marketing cost and can manage customers products and sales information efficiently.

Keywords: online groceries store, shopping cart, PHP and SQL, HTML, internet, e-payment, e-commerce

1. INTRODUCTION

Nowadays, customers prefer to buy things through internet because it is fast and convenience. Ecommerce site development for online retail store will bring benefits to customers and organizations. Among the advantages to customers is easy and fast payment and purchase transactions. Customers also obtain detailed information about the products offered in the e-catalog. While the advantages of the organization, it only requires a low cost to market the product globally, enhance the service to customers and enable products that meet the needs of consumers marketed. Currently, there are only two online shopping groceries store in Malaysia, Tesco and Jaya Grocer. Unfortunately, the online retail stores are only available in big cities in Malaysia. Therefore, *Prototype bagi Barangan Runcit secara Atas Talian* has been developed to help customers and small store transaction in which it can be implemented anywhere in Malaysia at low cost.

1.1 Problem Statement

The groceries store has a problem with walk-in customers that arrived at peak time from 5 pm to 7 pm to buy groceries from the store. The store does not have enough workers to entertain the customers. The customers have to line up in the long queue to make payment at the counter and they also need to bring a lot of cash. Some customers complaint that they did not get enough information about the products. Customers took a long time to buy various items at the grocery store. They also missed buying discount products offered by the store due to the lack of promotion. The store is hardly to get new customer

because of the problem above. It also cannot retain current customers because there is no database to keep their information.

1.2 Objectives of the project

There are five objectives of this project:
1.2.1   to create an e-catalog for customers viewing the detail of product information
1.2.2   to make a shopping cart for customers ordering the products they want to buy within a short time
1.2.3   to accept customer payment through e-payment
1.2.4   to store customer, product and sales information in database systematically
1.2.5   to produce report of customer, product and sales by selected date

2. LITERATURE REVIEW

Retail is the sale of goods to end users, not for resale, but for use and consumption by the purchaser. Retail involves the sale of merchandise from a single point of purchase directly to a customer who intends to use that product. The single point of purchase could be a brick-and-mortar retail store, an Internet shopping website, a catalog, or even a mobile phone. The retail transaction is at the end of the chain. Manufacturers sell large quantities of products to retailers, and retailers attempt to sell those same quantities of products to consumers (Farfan, 2017).

Customers can enjoy online shopping up to 24 hours per day. Consumers can also purchase any goods and services anytime at anywhere. Online shopping is user friendly compared to in store shopping because consumers can complete his requirements just with a click of mouse without leaving their home. (Kumar, 2015).

Online retailers can increase their sales and profits faster than a brick and mortar establishment because selling online offers the advantage of being open twenty-four hours a day, seven days a week. (Hudson, 2018).

3. METHODOLOGY

The system analysis's first phase is to clearly understand the current system and its weaknesses, to identify current problems and also to determine what improvements can be made. All aspects of the application in the current system need to be reviewed which include input, output, storage and file structure, user requirements, methods or procedures, communication requirements, controls, hardware and current system software.

Furthermore, the second phase of the specification of the required system requirements should be able to overcome the problem identified in phase one. It should be explained in detail to computer and user experts in order to know the specification on how to do it.

Next, the system design focuses on designing a new system and how it operates, one of which is a computer-based software engineering tool (CASE), which is used to document complex entity relationships and data streams.

In addition, the fourth phase is the development and testing of the system as a system development that has been determined in the previous phase. The main activities of this phase include finding the appropriate software according to the organization's business activity, this software can be self-developed or acquired in the market. The fifth phase of system implementation occurs when the new system is

successfully developed, until the start of the system starts or operates at the user's location. All documents and operating procedures must be made available to the user, this document includes the necessary documents, capabilities, deficiencies, designs, operations and system maintenance.

The last phase is the evaluation and maintenance of the system is to evaluate the system that has been built whether it meets the objectives or some changes need to be made to achieve that objective. System evaluation often requires the development of looking back on activities carried out during system analysis, design and implementation. System maintenance activity is an ongoing system update after the system is in use.

Figure 1: System Development Life Cycle

4. RESULTS AND DISCUSSIONS

In developing this website, we have been using various software namely Notepadd ++, Adobe Dreamweaver, Adobe Photoshop, Photoscape and Paint to ensure the site runs smoothly. In terms of hardware, we use laptops, printers, pendrive and others.

This Halimmart website has six main page navigation namely homepage, product, promotion, about us, faq and contact us. Each navigation has a relationship with each other. Our website has two parts - for

users and administrators. Here is a look at each page of Halimmart's website. Please refer to the diagram below:

4.1 Design and Detail of project

4.1.1 Database Design - Entity Relationship Diagram (ERD)
Figure 2 shows the design of the relationship between tables in the Sequential database (SQL). The tables store the data of customer, product, customer's order, and sales transaction.
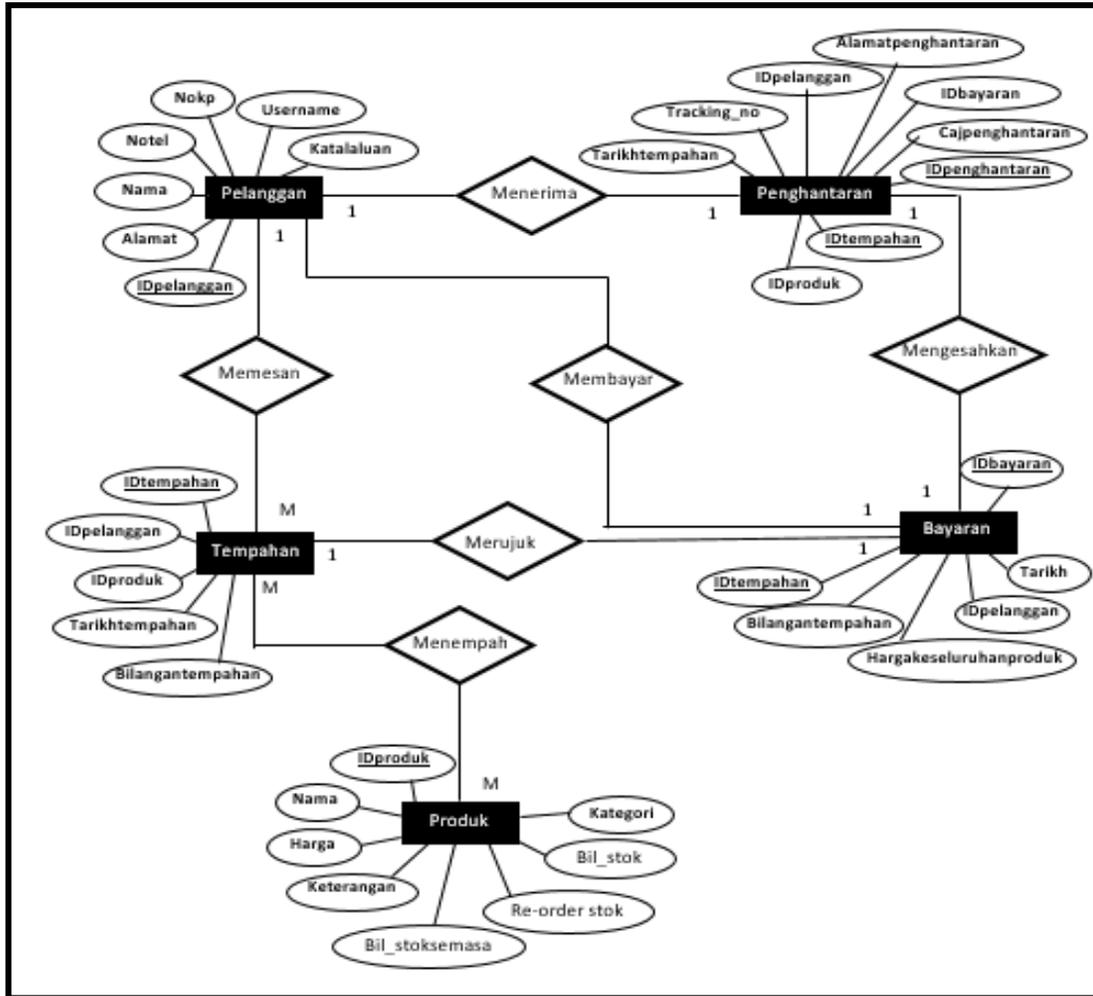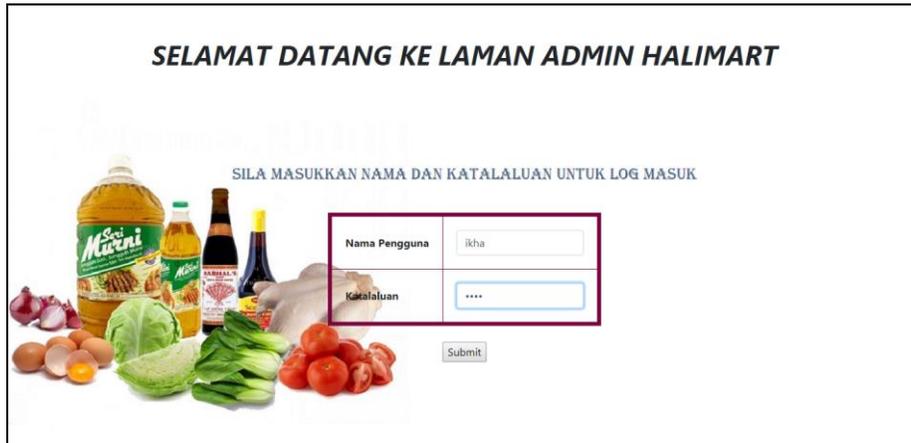

Figure 2: Entity Relationship Diagram (ERD)

4.1.2 The Interface of *Prototype bagi Barangan Runcit secara Atas Talian*

Administrator Site

Figure 3: Administrator Log in Page

Figure 3 shows the login page for administrator. This login page is a page before entering the administrator page where there are six navigations namely home page, product, customer, report, purchase and payment.
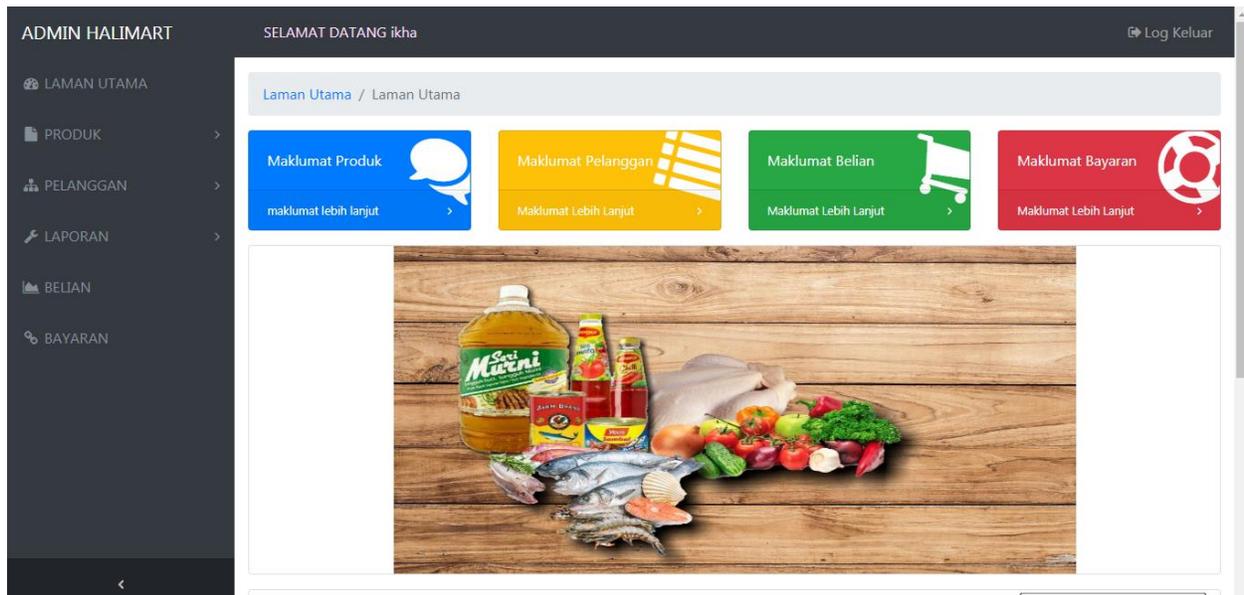
Figure 4: Administrator Home Page

Figure 4 shows the home page of administratoristrator where it have six navigations which are *laman utama, produk, pelanggan, laporan, belian* and *bayaran*. In this home page too, we use a session to display administrator's name after they have done log in into this page and also have the log out text link to administrator log out.

Figure 5: Product Report

Figure 5 shows the product's report. The owner can view stock of the product and reorder if there is no more stock. He also can use search box to find information of the product.

Figure 6: Customer Order Report

Figure 6 shows the Customer's order report. The owner can view the order and payment made by customer.
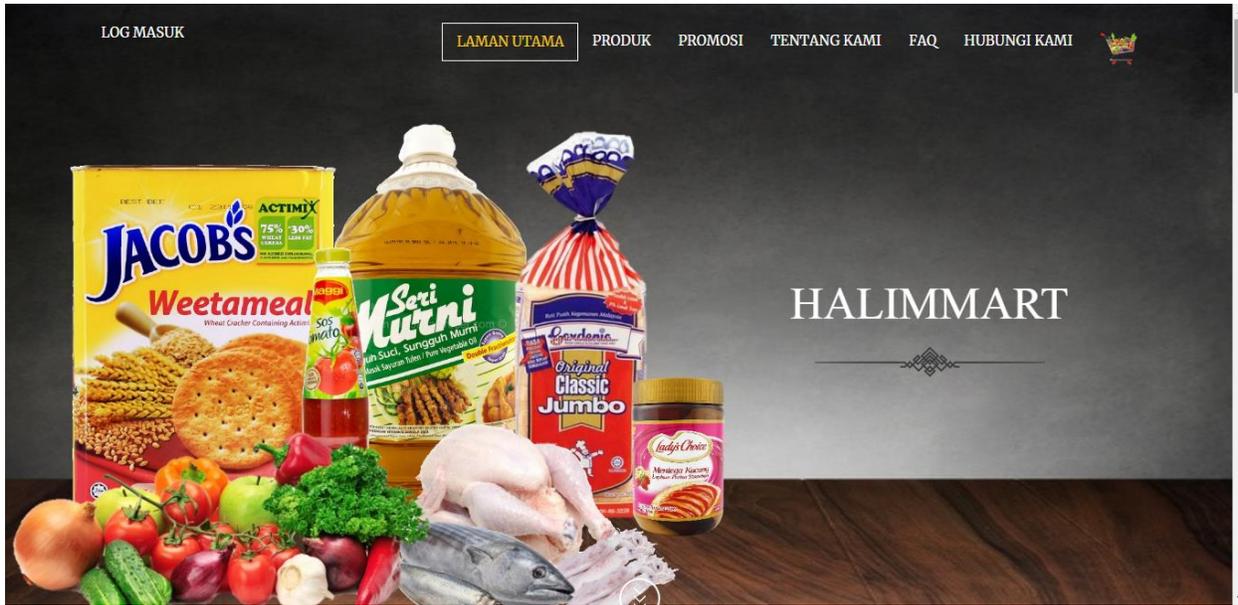
Clientsite

Figure 7: Halimmart Homepage

Figure 7 shows the homepage of the Halimmart that have six navigations such as Laman Utama, Produk, Promosi, Tentang Kami, FaQ, and Hubungi Kami. It also has the shopping cart icon at the top right and the log in link at the top left.
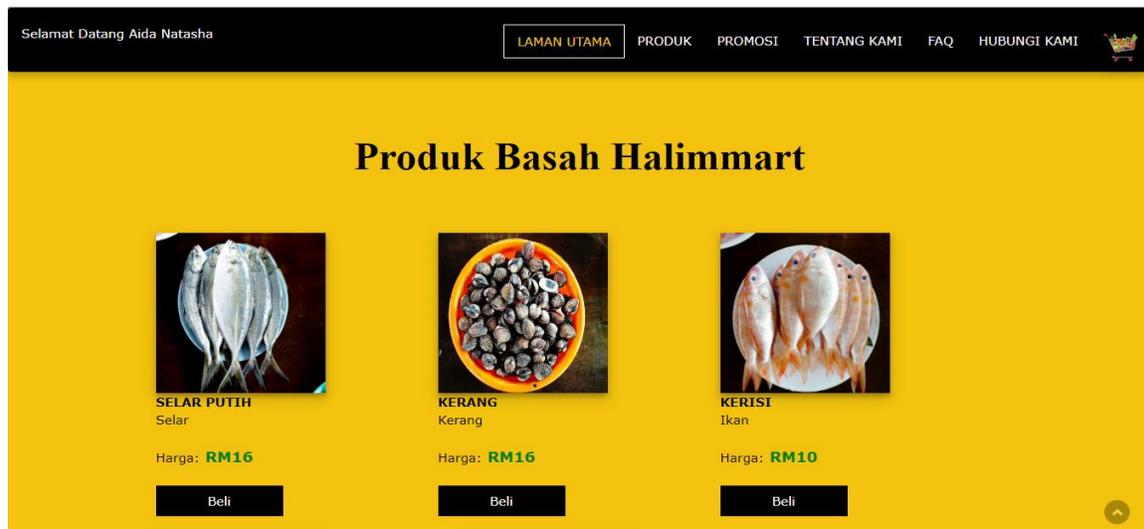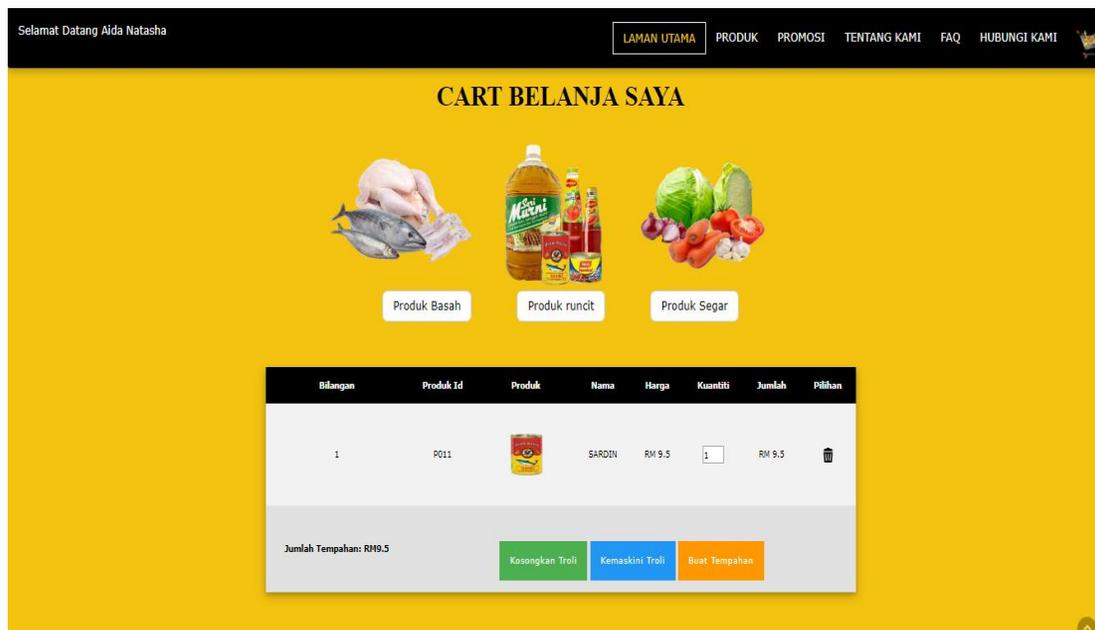

Figure 8: Interface of E-Catalog

Figure 8 shows the interface of e-catalog. The customers can check the price of product and make order by clicking at the 'beli' button.

Figure 9: Interface of Shopping Cart List

Figure 9 shows the interface of shopping cart list. The customers can change the total of product and confirm the order before making the payment. Customers can delete their order by clicking at trash button. Customers can also view the total sum that they need to pay.

CONCLUSIONS

As a conclusion, the invention of the systems will benefit many parties such as customers, organization as well as government. The systems has been successfully displaying e-catalog, shopping cart, e-payment, managing data of customers and products systematically and producing report of sales and transaction. It helps the customers and company save cost, time and energy. The systems are also easy and convenient to use.

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