A project report on

# **E-Gadgets**

Submitted in partial fulfillment of the requirement for the award of the degree

# MASTER OF COMPUTER APPLICATIONS

Of



Visvesvaraya Technological University Belgaum, Karnataka By

> Arun Kumar T N 1CY18MCA51



# **CMR INSTITUTE OF TECHNOLOGY**

132, IT Park Road, Kundalahalli, Bangalore-560037 2019-2020 A project report on

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Under the guidance of

Internal Guide
Ms.Moumita Roy
Assistant Professor,
MCA Department
CMR Institute of Technology,
Bangalore.

**External Guide** 

Aditya Dubey Tedroox Technologies Pvt Bangalore



# **CMR INSTITUTE OF TECHNOLOGY**

132, IT Park Road, Kundalahalli, Bangalore-560037 2019-2020

# **CMR INSTITUTE OF TECHNOLOGY**

Department of Master of Computer Applications Bangalore - 560037



# **CERTIFICATE**

This is to certify that the project work entitled

# **E-Gadgets**

Submitted in partial fulfillment of the requirement for the award of the degree of Master of Computer Applications of the Visvesvaraya Technological University, Belgaum, Karnataka bonafide work carried out by

# Arun Kumar T N 1CY18MCA51

During the academic year 2019-2020

Signature of the Guide Ms. Moumita Roy Assistant Professor, MCA Signature of the HOD Ms.Gomathi.T HOD, MCA Signature of the Principal Dr. Sanjay Jain PRINCIPAL, CMRIT

External Viva

Name of the Examiners

Signature with date

1.

2.



# **CERTIFICATE**

This is to certify that **Mr. Arun Kumar** T N a student of MCA (Computer Application ) CMR Institute of Technology with USN: 1CY18MCA51 has successfully completed the project at TedrooX Technologies.Pvt. Ltd. for 5 Mnths **from** Jan 2 2020 to June **4, 2020.** The project based on web development with the title E-Gadgets. under the guidence of Mr.Aditya, project guide, TedrooX Technologies Pvt. Ltd, Bangalore 560052.

TEDROOX TECHNOLOGIES PVT. LTD.

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# 15. Manitishree, 1st & 2nd Cross,
# 15. Manitishree, 1st & 2nd Cross,
# 15. Manitishree, 1st & 2nd Cross,
Nrupatunga Extension, Opp. 560 032
Nrupatunga Extension, 2st & 2st &

Kind Regards, Project Manager

### **DECLARATION**

I, Arun Kumar T N, student of 6<sup>th</sup> MCA, CMR Institution of Technology, bearing the USN 1CY18MCA51, hereby declare that the project entitled " E-Gadgets" has been carried out by me under the supervision of External Guide Aditya Dubey, Project Manager, and Internal Guide Dr.Moumita Roy, Associate Professor, Dept. of Master of Computer Applications and submitted in the partial fulfillment of the requirements for the award of the Degree of Master of Computer Applications by the Visvesvaraya Technological University during the academic year 2019-2020. The reports has not been submitted to any other University or Institute for the award of any degree or certificate.

Place: Bangalore Arun Kumar T N
Date: (1CY18MCA51)

### ACKNOWLEDGEMENT

I would like to thank all those who are involved in this endeavor for their kind cooperation for its successful completion. At the outset, I wish to express my sincere gratitude to all those people who have helped me to complete this project in an efficient manner.

I offer my special thanks to my external project guide Mr Aditya Dubey Project Leader, Tedroox Technologies Pvt. Ltd., Bangalore, and to my Internal Project guide Dr., Department of MCA, CMRIT, Bangalore without whose help and support throughout this project would not have been this success.

I am thankful to Dr. SANJAY JAIN, Principal, CMRIT, bangalore for his kind support in all respect during my study. I would like to thank Mr Aditya Dubey, Project Manager, , Tedroox Technologies Pvt. Ltd Pvt. Ltd., Bangalore, who gave opportunity to do this project at an extreme organization Most of all and more than ever, I would like to thanks my family members for their warmness, support, encouragement, kindness and patience. I am really thankful to all my friends who always advised and motivated me throughout the course.

Arun Kumar T N (1CY18MCA51

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### INTRODUCTION

### 1.1 Project Description

Many researchers are tried to find solution how to satisfy the customer need and how can internet play an important role in online shopping in the world. Most of the people share their own experience related to online purchase in social media platforms. So if any one start online business they have to know people interest like what are the things they need or not. For that we should analyze the data of all the people based on sentiment analysis technique.

Using Sentiment analysis we can classified how many people gave positive results as well as negative results. Based on that we can launch new product particular business will reach profit and customers also happy. For that thing in this project we are going to suggest the customers to purchase the things based on user interest, sentiment analysis technique and using algorithm techniques we will classify the customers and we are going to recommend the products. It is the efficient manner to suggest the products and it is the easiest technique.

Using this technique and particular algorithm method we can make profit and it is easiest way to know all the people's interest and it is very useful for future also. Based on this technique we can implement so many things in future. And in this project for track the customer we can use review blog, search engine and keyword to identify the customer's interest and suggest the product. It is the easiest way to track the customers from their interest. So this technique will make profit for the particular business.

Online shopping is best and can use the internet as an advantage. Through online shopping or trading can be done easily and can consume less time. This lead to help to develop the countries and run the trade easily and development of the business can increase rapidly. They have a public and policy which is applicable in all the online shopping. According to policy the customer should follow the each terms and condition of every online shopping. The policy will be stated on website which will be easy to do shop online. There are many reviews which describe the ethical issues which are emerged already and the incredible growth of E-commerce has rapidly increased.

But most of E-commerce they use PC's instead of desktop or laptops. They will be having huge

amount of digital items, digital TV and mobiles and wireless service with huge complex and to access technology.

Through researchers we had been investigated that how socio-demographic, purchase perception and also the website quality which influence the customer attitude towards the online shopping. Many people work and don't have time to go store and buy products. So, online shopping had helped people to buy the products from any corner of the world instead of going store to store to buy products. Online shopping can give you good product and best service as per customer needs. E-commerce make sure and have assurance that customers should satisfied and have good perspective. Even they can provide exchange of product in rare cases. Most of the products are cheap and good quality which is stored in shop. So online shopping has reduce to spend more money and buy good products and even they provide a best retail price with discount.

### 1.2 Company Profile

Tedroox Technologies is sole families of businesses that provide the fundamental infrastructure for organization to put up their digital future, transform IT and protect their most important asset information. Our innovation administrations and building are based on scarcely any times of development, with the incredibly famous overseeing reasoning, an intense culture of creation and hazard taking, and firm spotlight on client relationships.

TedrooX Technologies Private Limited incorporated MCA (Ministry of Corporate Affairs) on 30<sup>th</sup> October 2019.

TedrooX Technology's last Annual General Meeting (AGM) was hung on NA, and date of Latest asset report offered from Ministry of Corporate Affairs is NA. Current status of Tedroox Technologies Private Limited Company is Active.

Tedroox Technologies is the software companies which provide the end to end solutions for the given product. The main objective of this company is to provide Digital marketing and consulting services. The company provides creative solutions that not only cater to client's current but future need as well. The company main priority is IT framework and allows you to focus on your core business.

Our main goal is to empower, enable, with succeed and scale by building worldwide exchange sheltered and simple and set them up to rival huge endeavors locally just as around the world and respond immediately to the changing needs of our clients.

TedrooX– Provides Digital Marketing, IT and Consulting Services. We are pioneer in Social Media Marketing, Online Marketing, UI/UX, Web Design and Application Development with

Our innovation administrations and designing are based on four many years of development, with an incredibly famous administration reasoning, a solid culture of creation and hazard taking, and a constant spotlight on TedrooX stayed ahead of the curve with digital marketing trends. Our prosperity makes them stand out among our rivals with our capacity to foresee change and development.

TedrooX Technologies is a novel group of organizations that gives the fundamental framework to association to assemble their computerized future, change IT and secure their most significant resource data. Our innovation administrations and building are based on four many years of development, with a widely acclaimed administration reasoning, a solid culture of creation and hazard taking, and a persevering spotlight on customer relationships.

**Industry** : IT and Services

**Company strength** : 51-200 employees

**Headquarters** : Bangalore, Karnataka

**Company Type** : Private

**Started** : 2014

### LITERATURE SURVEY

### 2.1 Existing System and Proposed System

Many researchers are tried to find solution how to satisfy the customer need and how can internet play an important role in online shopping in the world.

Online shopping is best and can use the internet as an advantage. Through online shopping or trading can be done easily and can consume less time. This lead to help to develop the countries and run the trade easily and development of the business can increase rapidly. They have a public and policy which is applicable in all the online shopping. According to policy the customer should follow the each terms and condition of every online shopping. The policy will be stated on website which will be easy to do shop online. There are many reviews which describe the ethical issues which are emerged already and the incredible growth of E-commerce has rapidly increased.

But most of E-commerce they use PC's instead of desktop or laptops. They will be having huge amount of digital items, digital TV and mobiles and wireless service with huge complex and to access technology.

Through researchers we had been investigated that how socio-demographic, purchase perception and also the website quality which influence the customer attitude towards the online shopping. Many people and other is user friendly which is easy to trust and it's easy to convenience. Due to more security they can even have online money transaction when users buy the products and online transaction is done on spot without any disturbance.

These two factors helped in online shopping to make customer satisfy work and don't have time to go store and buy products. So, online shopping had helped people to buy the products from any corner of the world instead of going store to store to buy products.

Online shopping can give you good product and best service as per customer needs. E-commerce make sure and have assurance that customers should satisfied and have good perspective. Even they can provide exchange of product in rare cases. Most of the products are cheap and good quality which is stored in shop. So online shopping has reduce to spend more money and buy good products and even they provide a best retail price with discount.

E-commerce provides two factors which helps customers to believe and buy the products online. The first factor is security which helps customer's security assurance and also the system security

E-commerce had become industrialized and modernized and had played vital role in all the countries and this had helped for development in countries and developed best online shopping. The web is boosting effectiveness and improving business sector coordination in creating nations. Internet had help to done work easily. The online shopping through internet will to have assurance and have more system security and keep all the data of users of their purchase product and even payment can be done easily through online with high security.

### **EXISTING SYSTEM:**

This current arrangement of selling products has very not many detriments. It requires heaps of time to purchase products from specific shop. It has loads of manual work. Presently days everybody is driving occupied life, time implies a great deal to everybody. Likewise there are very costs for venturing out from house to shop. It is less easy to use. In current framework client must go to shop and request items. It is hard to recognize the necessary item. Continuously over the shop from where we should buy something may not be open at without fail. Henceforth we need to alter our time with the retailer's time or seller's time. In current web based business framework client needs to go shop to see the depiction of the item. It is extremely hard to create various types of report.

### **PROPOSED SYSTEM:**

The proposed system helps in building a webpage to buy, sell things or items electronic using web affiliation. Enables customers to shop or do various trades 24 hours of the day, all through the whole year from basically any zone. It tends to be gotten to over the Internet. Purchasing of product on the web, customer can pick different things reliant on orders, online portions, transport organizations and from this time forward covering the burdens of the current system and making the buying simpler and helping the merchants to arrive at more extensive market. It furnishes shoppers with more decisions so client can buy Products Online.

### ADVANTAGES OF PROPOSED SYSTEM:

The rule favored situation of web business over standard exchange is the customer can examine online shops, take a gander at expenses and solicitation stock sitting at home on their PC. Secure enlistment and profile the board offices for Customers. Shopping crate incorporate grants electronic shopping customers to "place" things in the truck. It Decreases the cost of making, getting ready, dispersing, taking care of and recouping paper-based information. Ahead "checkout" the product figures as aggregate for the request just as postage, pressing and expenses, if pertinent. Customers should have the choice to mail the Shop about the things they should discover in the shop.

### 2.2 Feasibility Study

The scope of the E-commerce project is to know about online shopping website. Some of scope of the project is:

- To find the strength and weakness of online shopping purchasing.
- To find the customer happiness and to recognize their review of buying gadgets.
- Finding of number of procurement in future..
- ➤ To discover the contenders on internet shopping with other site or other web based shopping.
- Finding out the customer perception of gadgets in online shopping.
- Finding out the customer perception of gadgets in online shopping.

# **Objectives of the study**

The objective of the project is to create an E-commerce with some management system which would allow knowing about product details and its information. The project is creating to allow the customers to use E-commerce website to purchase the goods and gadgets or any other products which is available on website.

- To study the growth of online shopping in the world.
- > To know the perception of customer about online shopping.
- To know the customer satisfaction about the products.
- To know review or feedback about the products in online shopping.
- To explore of business of online shopping.

> To know customer behavior demographically on online shopping and compare their effectiveness.

### **Hypothesis**

The following are the some of the major hypothesis are formulated for the study:

**Null hypothesis:** There is no important effect of online shopping factors on online shopping behavior of gender, occupation, age, residing, place and education.

**Alternative hypothesis:** there is important effect of online shopping factors on online behavior of gender, occupation, age, age, residing, place and education.

The other hypotheses are:

- ➤ It helps in create better business environment for business.
- > It helps to save customer time instead of standing in queue.
- ➤ It helps to increase governing capabilities as well as public participation.
- > It reduces the cost and it increase the productivity of administrative.
- ➤ It reduces the complexity of processes and thus improves the relationship between business and citizens.

### **Sampling**

In E-commerce sampling is the best strategy to know the customer perception about the products in online shopping. Sampling is important to know details about all the products. During sampling of each product will make sure that product quality is good or no from the customer.

In this project will do the sampling of electronic items like mobile and gadgets. While doing sampling will make sure that advertise manually and even through social media. Sampling is one of the most important strategies to lift the business up.

There are few things they do while sampling the products is:

- What are we trying to accomplish the product with brand awareness, brand similarity
- To have clear object of each product during sampling.
- ➤ How many can have in a group for sampling the products and whom can we let to sample the product.
- If sampling done what will be next step to overcome with customer after sampling.
- We can even measure the brand perception of product.

Before doing sampling make sure the product or to conduct campaign, make sure of all complexities of working multiple shipping to find the right one product. Can consider and manage the burden while having sampling the product. The sampling of product will help you to collect the reviews of the product from customer and get to know what they are trying to tell about the product, they distribute the review to retail sites. Then will have clear image of brand perception and measure them.

### 2.3 Tools and Technologies Used

### **Tools**

In this project we had used may tools to design the E-commerce website. Many software that we have used to design and run the project. We had used many languages to build the project.

### **ReactJs**

ReatJs is a library for construct the user interface. They are made from Face book. They use JS Library for building the project. They provide the "V" in "MVC" that is View in Model View Controller framework. Reactjs is component based architecture which contains so many components to build the library for user interface.

They use **JSX**-JavaScript XML syntax transform with HTML embedded with JavaScript which helps to write code easier and faster. Based on XML the object representation used.

**Components** will help to let us to split the User interface into independent, reusable pieces, and think about each and every pieces in isolation. Eventually, the components are like JavaScript functions. They accept random inputs ("prop") and it returns react elementary to describe what should appear on the screen. Components are can be used as interactive, reusable.

- ➤ The props in ReactJs are the properties of HTM and used to pass the data through components via the states.
- Every component has a state object and can be set by set State. Before they set State they triggers user interface update and to get the initial state.

**Unidirectional Data flow** is used for application data flow from parent to children component with the help of state and props. In this, the states are updated and also pass the value through props and only one parents are responsible for it.

**Virtual DOM(Data Object Model)**selectively render the sub tree of DOM elements into the rendering of the DOM on state change. To identify the changes they use different algorithm with browser DOM. Instead of creating a new object they just identify what changes can be taken place and they update the state. This how the virtual DOM performance done and they render on server and sync on local.

Components Lifecycle are:

**Component Will Mount**: They occur before only when client and server side components will occur once.

Component Did Mount: They occur after only when client and server side components once occur.

Component Update: If component should be updated they must return value.

**Component Will Unmount**: They unmount before only.

# 2.4 Hardware and Software Requirements

### **Hardware Requirements**

Computer Processor : 4th generation Intel core i3

Clock Speed : 2.5Ghz

RAM : 512 MB(min)

Hard Disk Space : 50 GB

# **Software Requirements**

Platform : Windows95/98/2000/XP /7/Mac/linux

Application Server : Mongo DB

Front End : HTML,CSS,React Js,Angular Js

Scripts : JavaScript, JQuery

Databases : NoSQL

# **Software Requirement Specification**

### 3.1 Functional Requirements

### Login

o **Input:** Username and Password

o **Processing:** Validating the user

Output: Home Screen

### • Admin Manage

o **Input:** User Name and Password

o **Processing:** Validating user in database

Output: opens home page

### • Manage Module

o **Input:** Details of the module

• **Processing:** Adding items to the cart

Output: Add items to the database.

# 3.2 Non- Functional Requirements

### • Accessibility

Guaranteeing that the stage satisfies the essential openness guidelines all through

### Availability

Database availability is all around characterized so the accessible assets are given and refreshed in recursive way.

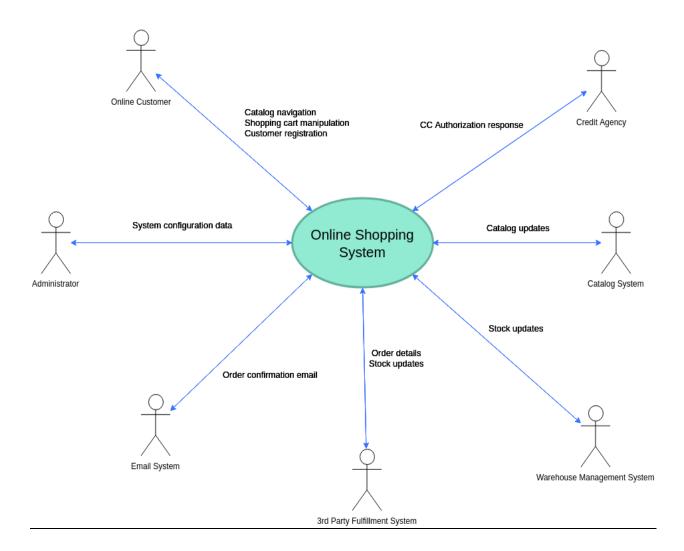
• Maintainability
Anyone can update the ongoing project without affecting it

### SYSTEM DESIGN

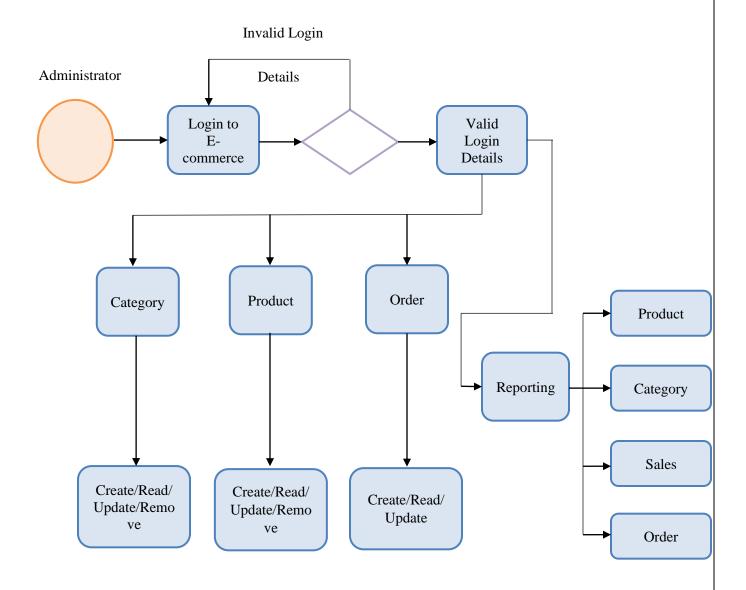
### **4.1 System Perspective**

Innovation has abbreviated separations between nations, urban communities and individuals. Individuals living in various pieces of the world presently have comparative tastes, discernments, styles and availability. Web based shopping has opened the entryways of globalization as it permits purchasers to purchase items from anyplace around the globe. This exploration builds up a worldwide web based shopping model that will be help e-rears/e-sellers to expand their clients around the world. We utilized exploratory factor examination and various relapse displaying, to build up a model relating Intention as a reliant variable to the quantity of autonomous elements. Our investigation uncovered that Perceived Enjoyment, Perceived Ease of Use and Perceived Risk are measurably critical variables. Different factors, for example, Legal Framework and Distrust were found factually immaterial. A worldwide web based shopping model for e-posteriors is required to address huge number of differentiated clients. The ebb and flow study speaks to a significant commitment to the speculations of shopper acknowledgment of innovation helping specialists to know and comprehend different components affecting the acknowledgment of worldwide web based shopping.

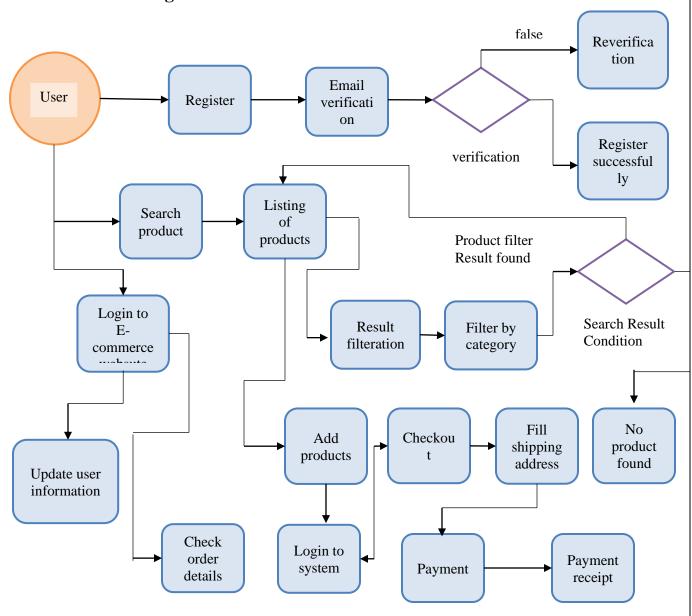
# 4.2 Context Diagram



# 4.2.1 Data flow diagram of admin

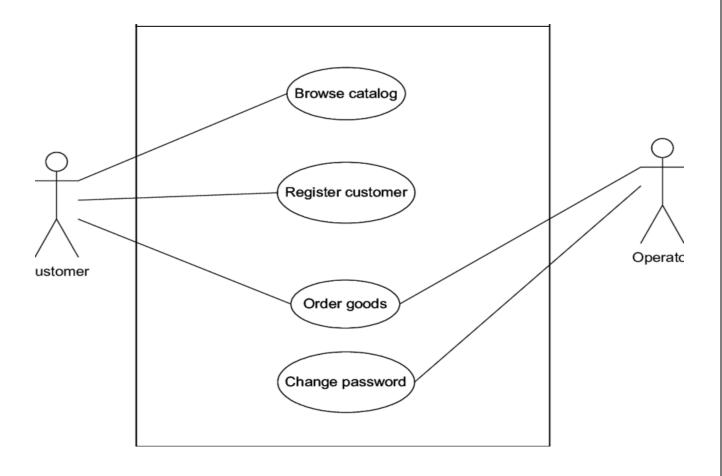


# 4.2.2 Data flow diagram of user



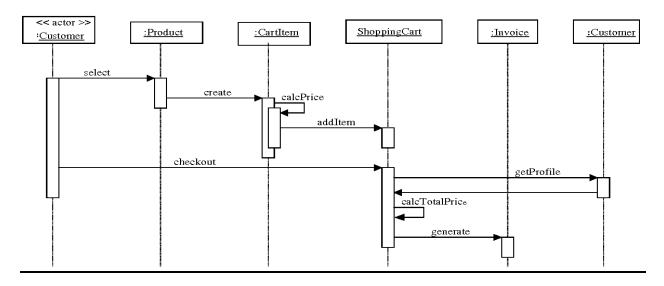
# **Detailed Design**

# **5.1** Use Case Diagrams for online E-Gadgets

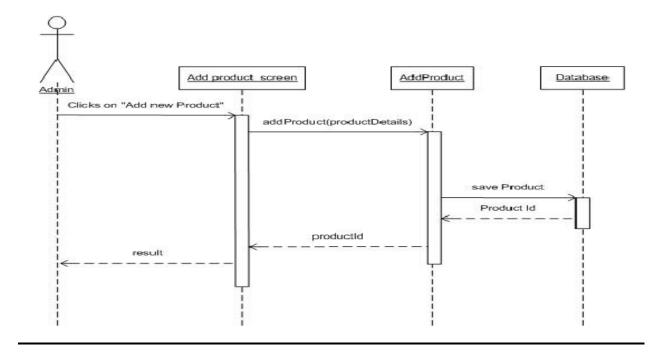


# **5.2 Sequence Diagrams:**

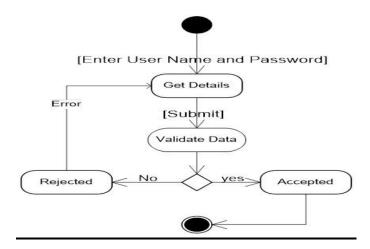
# **5.2.1** Sequence Diagram for user



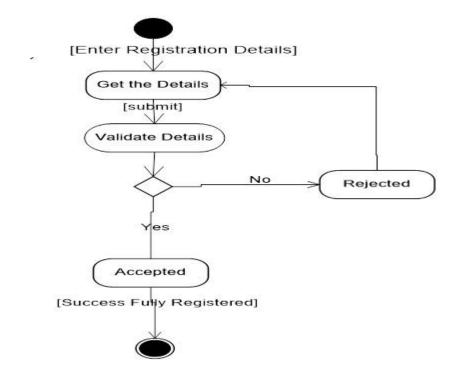
# 5.2.2 Sequence Diagram for admin



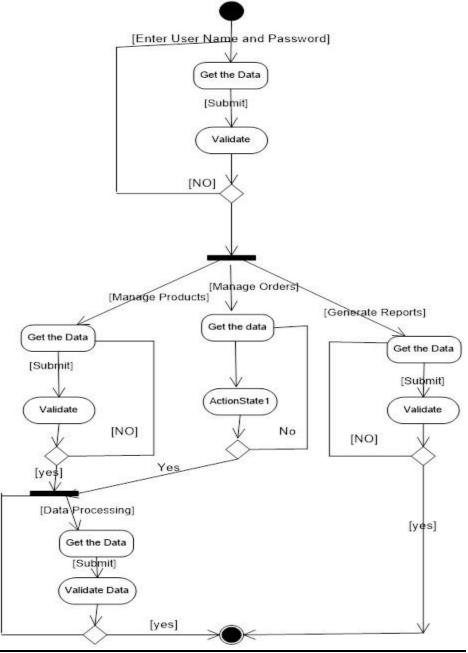
# **5.3 Activity Diagrams**



# **5.3.1** Activity Diagram for user

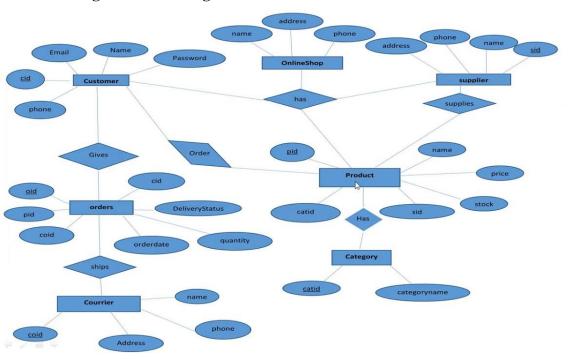


# 5.3.2 Activity Diagram for admin



# **5.4 ER Diagrams**

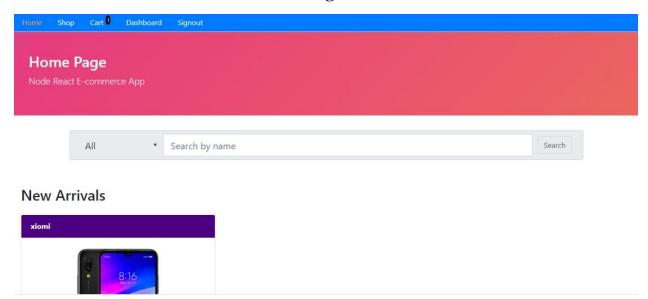
# **5.4.2 ER Diagram for E-Gadgets**



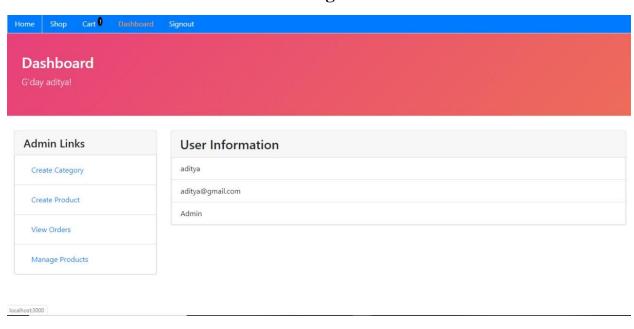
# **Implementation**

# **6.1 Screen Shots**

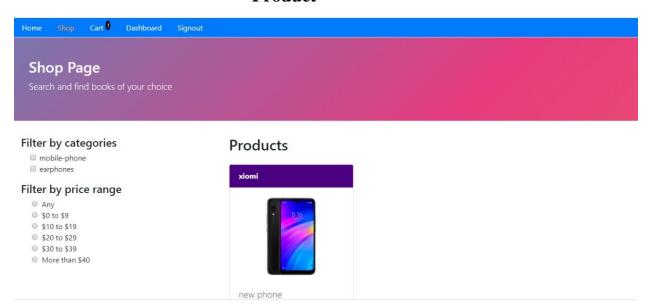
# **Home Page**

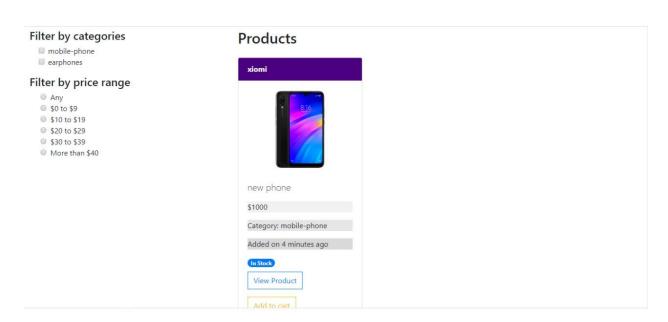


# **Admin Page**

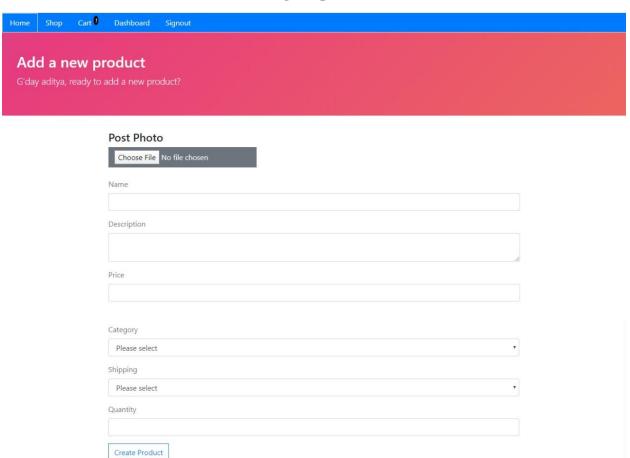


# **Product**

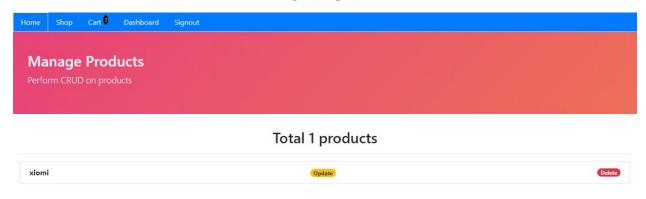




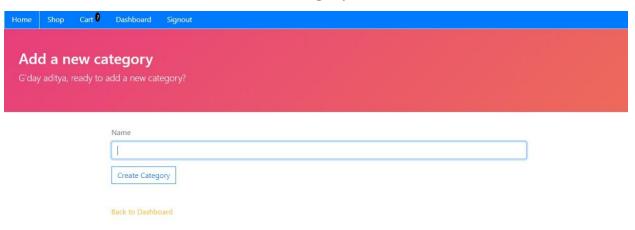
# Adding the product



# Manage the products

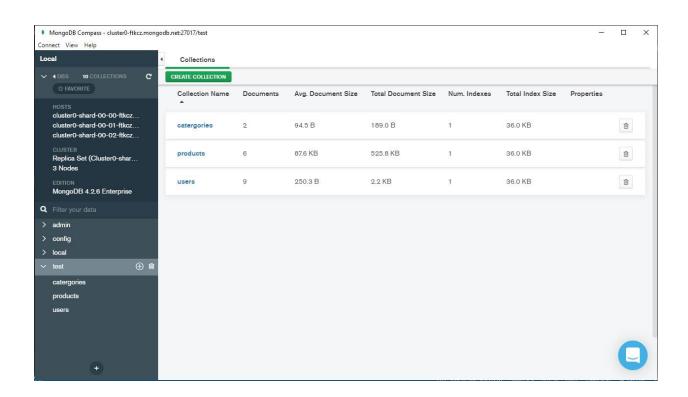


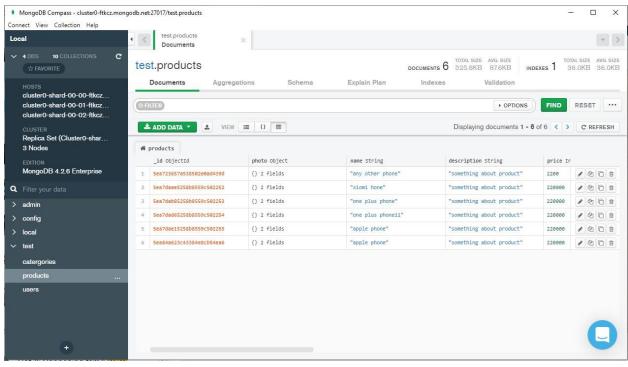
# Category

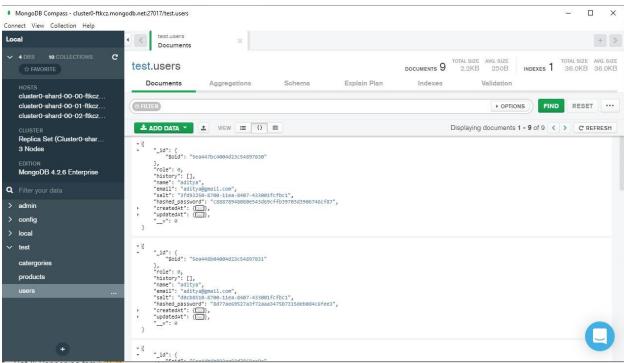


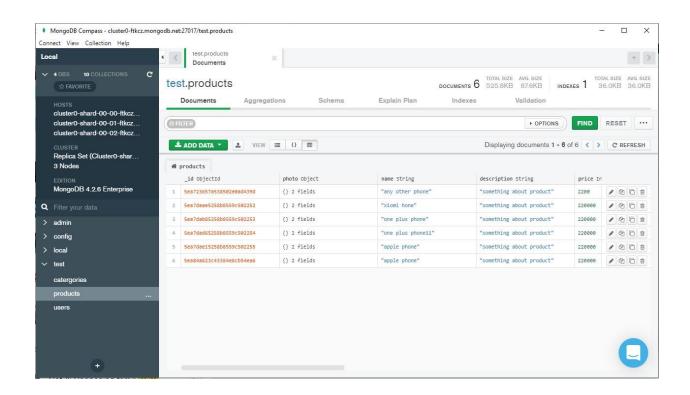
# Order

# Shopping Cart Manage your cart items. Add remove checkout or continue shopping. Your cart summary Total: \$1000 Delivery address: Type your delivery address here... Choose a way to pay PayPal









# **Software Testing**

Testing is important as it will play an important role to provide a quality system to the users and to maintain a good identity of the organization. Software testing will be performed in such a way that all types of perceptions can be defined in can be checked according to the main requirement perception that is outlined at the time of requirement gathering. Software testing will be done with the help of different types of techniques so that all related scenarios can be tested and can be checked properly.

### **General Test Cases**

- Confirm that the user search through all the stuff across a range of classes.
- Validating all the links as well as standards are diverting to the address thing/class pages and none of the connections should not be broken.
- Verifying the business symbol is apparently noticeable
- Confirming all the content items, price and item illustration are plainly obvious
- Confirming all the images items are obviously noticeable.
- Confirming categorization pages have relevant items saved open to the class.
- Confirming the correct score of all out goods are recorded on the class pages
- "Search" confirm that on looking from side to side all the item satisfying the run after models are able to be seen on the query output page
- "Search"- verifying that the numbers of products are displayed correctly on the search result page of a particular item.
- "Filter" verifying that the filter module is working correctly for filter items based upon filter applied.
  - Verifying that the filter module is working correctly for the category page.
  - verifying that the filter is working properly for the count of number products displayed after filter is applied.
- "Sorting" verifying that the sorting works fine for the products that are chosen.
  - Verifying that the sorting works fine on the category page.

- Verifying that the sorting of items are worked correctly for the search result page.
- Verifying that the sort works fine for the pages containing filtered item,
   after the filter is applied.

\_

### **Products purchase (Buy) Flow – Test Cases**

- In the product page user should able to select the required attribute of the item example. Color.
- Verifying that the users are able to add more than one product to the cart.
- Verifying that the users are able add more than one item to wish list.
- Verifying that the users cannot buy the products until they signed in into an application.

### TYPES OF TESTS

### **Unit testing**

Unit test perception will help us to more elaborate the working consideration and it checks the code with user has given valid input to get the valid output or not. Using unit testing method we can check whether the person is authorized or unauthorized person. If the person is authorized it is redirect to next page. If the person is unauthorized it will show error message has invalid input or something u can get red mark indicates in that particular page.

### **Integration testing**

Integration tests are used to check the program page whether the user fill the values or not. Integration testing is used to check whether all the fields are filled with value or not. If some of the fields are not field and it is mandatory means it shows like you need to fill the required value.

### **Functional Test**

This testing will give the demo of the functions tested area and it will satisfy the customer business and technical needs, system documentation, and user manuals. It will validate the user input and output based on the customer satisfaction.

### **System Test**

This testing is mainly used to check whether the customer requirement is completely satisfied or not. The system test will monitor the complete functionality of the software and it will be used to find the complete bugs in the project so the developer can able to find the error at

the time of developing and all the validation related errors and missed fields error everything should be done by system test.

### White Box Testing

In this testing we have to know the inner working of the project. if tester understand the working then only they can able to do this testing. In this testing the tester can able to see the code and they can able to modify the code and internal working of the projects. if they changed also the system has to be work fine. This testing should be very important for all the software products.

### **Black Box Testing**

This testing can able to done by anyone. Because the working of the project is not necessary, this testing has to be done based on the user requirement and specification. If no one knows the flow of the project also can able to do Black box tests, they have to prepare complete document of the testing and test case everything has done by using black box testing.

### **TEST CASES:**

### **Test Reports for Login User**

No.	Detailed description	Inputs provided	Expected Result	Remark
1.	Correct user Id And password	User Id and password	Login success	Pass
2.	Incorrect user Id And password	User Id and password	Login Unsuccess	Pass
3.	Blank user Id And password.	User Id and password	Prompts message saying required field	Pass

# **Test Reports for Product Creation with blank field**

Test Case	Detailed	Inputs provided	Expected	Remark
No.	description		Result	
1.	All fields filled	Proper details	New Item added	Pass
2.	Missing fields	Blank input for	Prompt	Pass
		some fields	message	
3.	To check String	Wrong input	Asking for	Pass
	or integer		correct input	

# **Test Reports for Admin User**

No.	Detailed description	Inputs provided	Expected Result	Remark
1.	Correct user id And password	User Id and password	Login success	Pass
2.	Incorrect user id and password	User Id and password	Login Unsuccess	Pass
3.	Blank user id And password.	User Id and password	Prompts message saying required field	Pass

# **Test Reports for Product types**

No.	Detailed description	Inputs provided	Expected Result	Remark
1.	Search the product and purchase	Product types and purchase	Product Recommend Successful	Pass
2.	Invalid Login for purchasing product	Invalid product recommendation	Product Recommend Unsuccessful	Pass
3.	Blank Product name category	Blank Product name category	Prompts message saying required field	Pass

# **Conclusion**

The system has been developed with flexibility in mind. The requirement of the company is bound to change as and when new operations are included. Keeping in view advancements that are being made in technology it is necessary that the system be able to cope up with the changes that are bound to happen. So in today's world of mobile technology the software "Online E-gadgets" is integrated with the mobile will be an added the advantages. The mobile users will get instant alerts from this site. The software if we create a mobile app or an alert system for more interaction with the user and also widening the reach of the system to its users.

The system entitled "E commerce website for electronic gadgets" provides maximum user interaction and flexibility. The system users stored procedures on the database. This also can be enhanced in the future.

# **Future Enhancements**

- > The online shopping will help customer to buy the products of any electronic gadgets through online. No need to stand in a queue for a long time and they can save their time.
- ➤ Online shopping will be more flexible in future to use because they can provide even high level security and internet which can be affordable by the customer.
- > They can have advertisements of new upcoming products.
- > Paytm will be through online with the help of card.
- > Even the shopping mall will be having connection with online shopping.