CHAPTER ONE

INTRODUCTION

1.1   BACKGROUND OF THE STUDY

E-commerce has grown rapidly since the development of the first commercial website in 1994. It is predicted that the use of e-commerce will increase rapidly during the next few years and also predicted that, in the future, e-commerce will have an impact on all commerce and that all commerce will be e-commerce by the year 2050 or thereabouts. E-commerce applications support and execute business processes for various business domains such as call centers and online retail stores. To fulfill the growing business requirements, e-commerce applications have gradually evolved to provide sophisticated functional features through their graphical user interfaces (GUIs).

The history of ecommerce started 40 years ago and, to this day, continues to grow with new technologies, innovations, and thousands of businesses entering the online market each year. Electronic Data Interchanges and teleshopping in the 1970s paved the way for the modern day e-commerce store. The history of e-commerce is closely intertwined with the history of the internet. Online shopping only became possible when the internet was opened to the public in 1991. Amazon was one of the first e-commerce sites in the US to start selling products online and thousands of businesses have followed since. The convenience, safety, and user experience of e-commerce have improved exponentially since its inception. There are lots of issues such as no access to internet, lack of website security which affects e-commerce which makes it more exposed to various attackers and reduces trust in organizations that uses e-commerce. For any e-commerce website to succeed in an already congested market, its usability is an important factor (Panda, Swain & Mall, 2015).

E-commerce, is more than just electronics and commerce added together. It represents an entirely new way of doing business over a medium that changes the very rules of doing business. It is therefore, far more about strategy and business management than it is about technology. E-commerce and the internet, if correctly utilized for development, can be instruments for ensuring future sustainable economic growth. Throughout the world, the profound impact of electronic commerce in the economics and societies of the glob will no doubt improve economic efficiency,

competitiveness, and profitability (for those engaging in e-commerce) and, therefore result in the development of the information society. E-commerce and the new emerging digital technologies and services can be tools for development and help improve the livelihood of millions across the globe, by linking up remote regions and bringing together scientist, administrators development professionals, managers, and people into projects and programs to promote economic and social development. (Lawal & Ogbu, 2015)

E-commerce or electronic commerce, also known as e-business, refers to the transaction of goods and services through electronic communications. Although the general public has become familiar with e-commerce only in the last decade or so, e-commerce has actually been around for over 30 years. There are two basic types of e-commerce: business-to-business and business-to- consume. In business-to-business, companies conduct business with their suppliers, distributors, and other partners through electronic network while in business-to- consume companies sell products and services to consumers. Although business-to- consume is the better known to the general public, business-to-business is the form that actually dominates e-commerce in terms of revenue. The concept of e-commerce is related to notions of Internet economy and digital economy. All these concepts relate to the use of new information and communication technologies for economic activities, but with different focuses. Internet economy refers to the economic activities that generate revenue from the Internet or Internet-related products or services (Tian & Concetta, 2008).

On the other hand, some activities, such as building Internet connections for commercial purposes, are a part of Internet economy, but they are not necessarily e-commerce. Digital economy is based on digital technologies such as computer, software, and digital networks. In most cases, digital economy is the same as e-commerce. However, not all activities in the digital economy are e-commerce activities. For example, purchasing computer gear from a storefront retailer is not an activity of e-commerce, although it certainly is a key component of the digital economy. Hence, e-commerce, Internet economy, and digital economy are closely related but have different concepts. E-commerce has been one of the most prevalent terms in this digital era. Although e-commerce was once looked upon simply as an expressway to wealth, it has actually transformed the way people conduct business. Hence, the focus of this study is to develop an e-commerce website and compare it with existing e-commerce websites popularly used in Nigeria.

1.2 STATEMENT OF THE PROBLEM

The impact and expansive scope of E-commerce on the daily lives of people cannot be over-emphasized as it has greatly bridged the gap between producers, retailers and consumers of goods at large. The main focus of this work is to design an e-commerce website and compare it with popular e-commerce websites in Nigeria. The novelty of this work lies in the fact there currently exist no work that has been done to provide academic evidence in this area.

1.3 AIM AND OBJECTIVES

The aim of this research is to design an e-commerce website and the objectives are to:

1. Develop an e-commerce website.

2. Compare the developed e-commerce website with existing ones.

1.4 SCOPE OF THE STUDY

This study focuses on designing an Agricultural e-commerce website and comparing it with three popular e-commerce websites in Nigeria.

1.5 SIGNIFICANCE OF THE STUDY

This study designed an agricultural e-commerce website for the sale of locally produced agro-foods and in the process bridge the gap between local farmers and consumers. This will reduce the heavy burden of transporting locally produced food items to the final consumers especially in a country with high rate of bad roads and high cost of transportation.

1.6 RESEARCH METHODOLOGY

In other for the first objective to be achieved, an e-commerce website was developed using Windows as the Operating System, Apache as the network server, and MySQL for data storage purpose and PHP as the scripting language. To achieve the second objective, comparison was done using Page Comparison tool offered by DupliChecker.

1.7 DEFINITION OF TERMS

E-commerce: This can be defined as the sales of goods and services through an electronic media.

E-business: This refers to the transaction of products over electronic media.

Agriculture: The science or practice of farming, including cultivation of the soil for the growing of crops and the rearing of animals to provide food, wool, and other products.

Farm Products: Farm products are crops and livestock raised on **farms**. Specifically a crop is any cultivated plant, fungus, or alga that is harvested to be used for food, clothing, or other uses.

Management System: A **management system** is a set of policies, processes and procedures used by an organization to ensure that it can fulfill the tasks required to achieve its objectives.

CHAPTER TWO

LITERATURE REVIEW

2.0 INTRODUCTION

This chapter gives a review of existing projects related to the proposed system with their features, differences and a comparative structure of how they relate.

Electronic commerce or e-commerce is a term that conceptualizes commerce or trading using the internet. The simple convenience of having access to a large number of both physical and non-physical resources by using a computer has changed current human life from a fundamental standpoint, along with the form of how businesses are managed and accessed. The presence and existence of virtual marketplaces that have no physical form but which allow customers to purchase a variety of goods, services and even information from their location of convenience is an incredible leap from traditional stores. The technological advances of the 21st century have led to an increasing use of the Internet for commercial purposes. (Hasan 2009). According to Lawal and ogbu, (2015) E-commerce, is more than just electronics and commerce added together. It represents an entirely new way of doing business over a medium that changes the very rules of doing business. It is therefore, far more about strategy and business management than it is about technology.

The emergence of e-commerce in agriculture raises many issues such as appropriate e-commerce business models for which agricultural markets, the effect of ecommerce farms, agribusiness firms, markets, and rural communities, winners and losers in these industries.**Invalid source specified.**.

Jamaluddin (2013) reported that farmer's ecommerce practices in the Trichy District study area are still at infant. The gap between the farmer and the client is decreased by using e-commerce efficiently to promote agricultural products. The fact that agricultural products require accurate, timely data and the distribution of producers (farmer) and buyers (traders and customers) over a wide geographic region has made the agricultural sector a profitable field for interference in e-commerce. (Gupta & Sharma, 2018).

2.1 CONCEPTUAL REVIEW

The concepts relevant to this research work are disclosed in this subsection to aid a better understanding of the project. These concepts include E-Commerce in Agriculture, Agriculture Management System, and Farm Products Inventory. This review also provides a guide on the approach to be adopted for the study. Electronic National Agriculture Market (e-NAM) constitutes a perfect example of e-commerce in the realm of agricultural marketing in India. It can be differentiated with popular e-commerce as it only involves B2B trade where general e-commerce involves mainly B2C trade. E-Commerce presents an advantage to both consumers and sellers. It eliminates most middlemen and inventory reduction which makes it easy for a seller to pass on the benefits to consumers at low prices. For consumers, easy delivery becomes an advantage with low prices while, on the other hand for sellers, cross-boundary selling gives multiple benefits, thereby making it a savior of search reduction and negotiation costs as well.

2.1.1 E-COMMERCE IN AGRICULTURE

Electronic Commerce (EC) can be seen as a significant pathway for future policies in the agri-food chain linked to marketing and improving effectiveness. Nevertheless, the implementation of EC by small and medium-sized enterprises in this industry in Italy is still not common, especially when compared with the expectations of the advantages of such tool. Agribusiness is an industry that progresses comparatively slowly in the spread of e-commerce. Leroux et al. (2001) pointed out obstacles to the growth of B2B electronic agribusiness marketplaces, which are: the complexity and variety of agricultural products, traditionally significant face-to-face interpersonal contacts in the conduct of operations, the consolidation of undertakings that reduce the need. In addition to the many benefits perceived by farmers from the electronic marketplace, they also highlighted some problems with its adoption, such as: low computer skills of farmers, risk and lack of confidence in Internet transactions, unattractive prices similar to those in the traditional market, lack of Internet access for broadband, problems with product quality assessment, problems with timelines. Well-developed and efficient agricultural market structures in developed countries are less vulnerable to institutional modifications induced by electronic commerce compared to less efficient market structures and fragmented economies in developing nations. Despite this, effective electronic agricultural markets are emerging in the United States and Europe. An electronic egg market in the United States, for instance Egg Clearing House and its European counterpart Ex-

Trade, created through the Internet and are efficient price discovery mechanisms (Rask, 2006). Traditional pig auctions in the United States are backed and partially substituted by electronic auctions (Roe & Wyszynski, 2011).

Particularly well created public electronic marketplaces working on a global scale in Asia. An instance. The he Chinese Alibaba.com is one of the biggest government e-markets in the world, covering many industries (including agribusiness).

2.1.2 AGRICULTURE MANAGEMENT SYSTEM

Agricultural Management is a vital part of any organization based on agricultural development and the proper management system will determine the success of the business. Management of Agriculture entails of farm products, inventory, sales and record keeping, sales report, staff management.

Information Technologies are the processes for accessing and using information and technology by individuals and organizations as a whole and define the main foundations of what is currently called the Information Society. In geospatial leadership, information technology has been of paramount significance. We have seen the development of a particular significance to agricultural information systems in recent years.

This significance is expressed in the application of agricultural soil and products processing and handling technologies and the use of information systems to impact agricultural productivity. It can be helpful P Take better land, labor, livestock, and capital and management decisions. With appropriate, reliable and helpful data, information and expertise, it is certainly possible to improve agricultural productivity. Consequently, the development of agricultural data (by extension services, research, education plans and so on) is now often managed by agricultural organization creating information systems disseminating data to farmers in order to enable farmers to make better choices to take benefit of market possibilities and to handle ongoing changes in their manufacturing systems. The Agrifootprints scheme enables us to create a powerful, feature-rich management system for each estate and cultures that are accessible and relevant. The user uploads pieces of a unity's geographic representation and then assigns a culture to that parcel. The system monitors the spending and resource consumption and the resulting products of the parcel in question.

2.1.3 FARM PRODUCTS INVENTORY

Inventory is merchandise and stock shops. In stock-keeping products kept at storage level are called inventory in value-added or processing farm facilities. The farm inventory holding items are usually made up of raw materials, work-in-process, finished products and supplies or added value. By keeping inventories, certain level of control must be exercised. Control is an aspect of managerial duties that includes measuring and correcting subordinate performance to ensure that the farm's goals and plans for achieving them are effectively and economically achieved. It also includes setting norms, measuring efficiency against norms, feedback on outcomes and correcting standard deviations. Farm directors usually create a plan specifying their investment's required levels. However, real performance is usually not confirmed to schedule performance due to environmental variables and executives must exercise inventory control.

2.2 THEORETICAL REVIEW

Investigating the relationship between e-commerce in agriculture and farm products inventory has been examined through various methods including farm sales management and agricultural operations. The rationale behind the use of each method is described as follows:

2.2.1 Farm sales management

Farm sales Management is a method of planning, organizing, executing and controlling marketing operations to facilitate and accelerate exchanges effectively and efficiently. The dimensions of efficiency and effectiveness are two significant elements. It concerns the direction of purposeful operations towards the achievement of marketing objectives. It directs deliberately scheduled, structured, coordinated and monitored purposeful operations. Marketing management effort is aimed at, i.e. understands where it is going.

It is at the very core of contemporary marketing thinking and practice to create client value and satisfaction. Some individuals think that marketing leadership is only used by big company organizations operating in extremely advanced markets, but sound marketing is critical to any organization's achievement – whether big or small, for profit or not – national or international profit.

2.2.2 AGRICULTURAL OPERATIONS

Agricultural operations include, but are not limited to, activities such as soil cultivation and harvesting, fowl or animal husbandry, logging, and forestry. Most off-road vehicles used in installations such as wineries, dairies, logging activities, farms, ranches, and nurseries wholesale will be exempt from all demands of the off-road regulation. Agricultural operations, making and implementing of the decisions involved in organizing and operating a farm for maximum production and profit.For data on prices, markets, agricultural policy and financial institutions such as leasing and credit, farm management relies on agricultural economics.

All the necessary agricultural operations such as planting of crops, rearing of farm livestock and crops, sales of farm livestock and farm crops, generation of financial records from farm sales will be automated into the system. And this framework will serve as management system to handle various agricultural operations for users.

2.2.3 TYPES OF E-COMMERCE

i. Business-to-business (B2B): This type is defined as e-commerce between companies; the buyer and the seller are businesses or other organizations.

ii. Business-to-consumer (B2C): In this type, the seller is a business organization while the buyer is a consumer. This type imitates physical retailing and therefore it is commonly called electronic retailing. It is the second largest and the earliest form of e-commerce.

iii. Consumer-to-consumer (C2C): This type involves consumers who sell directly to other consumers. The online auction is one form of this type of e-commerce.

iv. Consumer-to-business (C2B): In this type, the consumer determines his/her requirements to a business so that the business can provide a product to meet these requirements. The requirements could involve the customization of an existing product or the creation of a new one.

v. Government-to-citizens (G2C): This type involves a government buying or selling products, services or information to businesses or individual citizens

vi. Mobile commerce (m-commerce): This type involves performing e-commerce through wireless technology such as handheld devices (i.e. cellular telephones).

2.2.4 ADVANTAGES OF E-COMMERCE

    i.   Expanding the marketplace of business into national and international markets.

    ii.   Reduction in cost in creating, processing, distributing, storing and retrieving paper-based information by making use of electronic documents.

    iii.   It enables the company to interact more closely with their customers.

2.2.5 ISSUES AFFECTING THE USE OF E-COMMERCE IN NIGERIA

The internet makes it possible for us to transfer information from one person to another and also from one organization to another in different part of the world. E-commerce makes it possible to engage in transactions from different parts of the world, as a result one can access a product from different market in different places. Here are some of the major issues affecting the use of e-commerce in Nigeria:

    i.   High cost of shipping

    ii.   Cybercrimes

    iii.   Safety involved in online business

    iv.   Lack of acceptance

    v.   Inability to examine the products physically

    vi.   The problem of lack of awareness

    vii.   The problem of low profit margin

    viii.   Logistics

    ix.   Competition

    x.   Payments method

2.2.6 SELECTED E-COMMERCE WEBSITES IN NIGERIA

The idea of buying your products online and have them delivered at your door step is what makes e-commerce appealing to most Nigerians. There are hundreds of e-commerce websites in Nigeria. However, the following features are what set them apart;

    i.   Size of online inventory

ii. Customer size

iii. Sales recorded

iv. Quality of service

v. User trust

Here are some of the top ecommerce websites in Nigeria based on some of their features;

i. Jumia: jumia Nigeria was established in May 2012. Backed by a $60 million foreign investment, it is unarguably the most popular on store in Nigeria. Jumia is currently rated as the most visited ecommerce in Nigeria. (Alexa, 2018).

ii. Konga: like jumia konga is also founded in 2012 by sim shagaya and has grown to one of the best online stores in the country. (Alexa, 2018).

iii. Kara.com.ng: this is one of the leading ecommerce site in terms of household appliances and electronics. (Alexa, 2018).

iv. Dealdey: dealdey was established in March 2011. (Alexa, 2018).

v. Kaymu: kaymu was launched in 2012 by Africa internet group. Their business activities primarily Centre on creating online market channels that allow buyers and sellers carryout transactions on their website. (Alexa, 2018).

2.2.7 OVERVIEW OF E-COMMERCE

E-commerce, is more than just electronics and commerce added together. It is a new way of doing business through electronic media most especially in Nigeria due to its conveniences. It is therefore, far more about strategy and business management than it is about technology.

2.3 REVIEW OF RELATED WORKS

(Folorunso, Sharma , Longe and Lasaki, 2006) discussed that Internet ecommerce is clearly beginning to have a major impact in the agricultural sector. The way people go about purchasing agricultural products is of great concern. Sometimes buyers have to travel far distances to get

agricultural products and getting the right quality is not guaranteed. Also, various market prices cannot be compared because buyers do not have all the time and resources to visit every agricultural farm. Hence, the need for an electronic means of trading called Agriculture Electronic Commerce (Agric-EC), which would help farmers and other buyers, make their appropriate business transactions online.

Agriculture E-commerce is a situation whereby buying and selling of agriculture products and services are carried out electronically with the use of computer systems linked together over inter network protocols and standards. The various parties involved in the electronic business dealings agree to conform to the norms, rules and regulation guiding the industry.

Agricultural e-commerce solution's performance relies primarily on continuous availability of applications. Locating servers in a safe core place can assist maximize the accessibility of applications and database servers as well as Ethernet network connections Access is the availability's most significant element. Customers must be able to access the website, application and information accessible 24 hours a day for agricultural e-commerce. This implies that there must be sufficient bandwidth.

Olusegun, Sushil, Longe, Lasaki (2006) also discussed that Internet access and agent technology promises to revolutionize the farm company landscape. In the agricultural sector, e-commerce is already obviously starting to have a significant effect. It is of excellent interest how individuals go about buying agricultural products. Sometimes buyers have to travel long distances in order to obtain agricultural products and it is not guaranteed to obtain the correct quality.

(Aleksandra Bradić-Martinović, Vedran Tomi, 2012) discussed that the application of the latest information and telecommunication technologies is becoming inevitable in business development. Modern information technologies have been widely used in all stages of trading, from procuring, storing and handling goods, through selling and collection, to post-selling activities and costumer services, both in the wholesale and retail sector. Agriculture is an industry that, among others, has a large potential in the area of electronic commerce, and especially in the segment of web technology. In this paper we analysed several categories of web presentations – web sites that provide transaction cost savings, intermediaries on the electronic market, integrated services of electronic commerce and electronic commerce support service providers. We also systematised the benefits of using web technology. In the last section of this paper we gave the analysis of the current

situation and potentials in the Republic of Serbia, giving an overview of introducing a new mobile phone technology for informing participants in the agricultural value chain.

CHAPTER THREE

RESEARCH METHODOLOGY

3.0 INTRODUCTION

In this chapter, the methods that were used to achieve the specified objectives are discussed extensively.

3.1 SYSTEM DESIGN

Framework plan is the necessity details to begin with stages and in this stage the framework plan is arranged. Framework plan makes a difference in indicating the equipment and frame work necessities and contribution to the rate of the framework design. The next stage is where the computer program codes are composed and created. The iterative model was used in the e-commerce development whereby SDLC is a method that is followed within a software organization for a software project. It comprises of a comprehensive plan describing how particular software can be developed, maintained, replaced and modified or enhanced. The life cycle describes a methodology for enhancing software quality and the general development process.

3.1.1 SOFTWARE DEVELOPMENT LIFE CYCLE (SDLC)

Software Development Life Cycle (SDLC) is a procedure utilized by the product business to configuration, create and test fantastic programming. The SDLC means to create a fantastic programming that meets or surpasses client desires, achieves finish inside occasions and cost gauges. SDLC is a procedure pursued for a product venture, inside a product association. It comprises of an itemized arrangement portraying how to create, keep up, supplant and change or improve explicit programming. The existence cycle characterizes a philosophy for improving the nature of programming and the general advancement process. Based on the structure of this project the **Iterative Process Model** will be utilized. (sdlc overview, 2019)

3.1.2 Iterative Process Model

Iterative procedure begins with a straightforward usage of a subset of the product prerequisites and iteratively improves the advancing forms until the full framework is executed. At every emphasis, structure changes are made and new utilitarian capacities are included. The essential thought behind this strategy is to build up a framework through rehashed cycles (iterative) and in littler segments at once (steady). (sdlc iterative model, 2019)
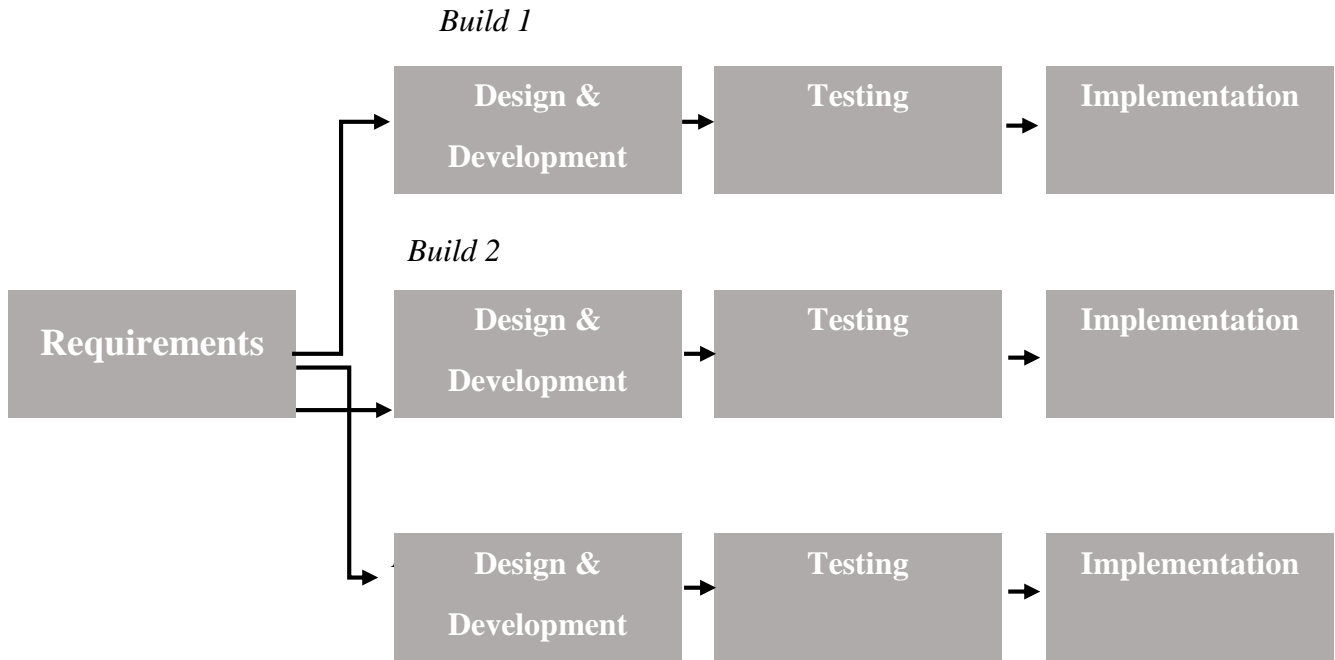
Design & Development	Testing	Implementation

Build 2

Design & Development	Testing	Implementation

Requirements

Design & Development	Testing	Implementation

Figure 3.1: Iterative Process Model

Phase One: Requirements

The software requirements are collected and analysed. Ultimately, iteration should lead in a requirements stage producing a full and final requirements specification.

Phase Two: Design and Development

A software solution is intended to satisfy the demands. This may be a fresh design, or a previous design expansion.

Phase Three: Testing

Upon coding, integration and testing of the software. A review stage that evaluates the software, reviews the present specifications, and proposes modifications and additions to specifications. (Ghahrai, 2018)

3.2 SYSTEM REQUIREMENTS

A System Requirements Specification (SRS) (also known as a Software Requirements Specification) is a document or set of documentation that describes the features and behaviour of

a system or software application. It includes a variety of elements (see below) that attempts to define the intended functionality required by the customer to satisfy their different users. (requirements-definition, 2018)

3.2.1 FUNCTIONAL REQUIREMENTS

User account

The registered user can directly do the ordering of products and if there is a new user he may register or he only sees the product and product details. But for the ordering of products he must register first.

Creation of new user account

When there is a new customer he should fill the form containing field like Name, email, Contact No., Email and also Password.

Checking Availability

To check the available product, the user should input the name of the product and check if the goods is out of stock.

Add to Cart

When the user sees the product he likes he/she can click on the add to cart button and the product will be added.

3.2.2 NON-FUNCTIONAL REQUIREMENTS

The application was designed to fulfil the following non-functional requirements.

Performance Requirements

Performance of the system is dependent on the bandwidth of the internet and also the hardware itself.

Security Requirements

There is only one authorized person who can see the confidential Information. The information of the customer is only available for the administrator.

Software Quality Attributes

The system is very user friendly, interoperable and flexible.

3.3 System Modelling

This system model was designed to show an abstract representation of the developed e-commerce website.
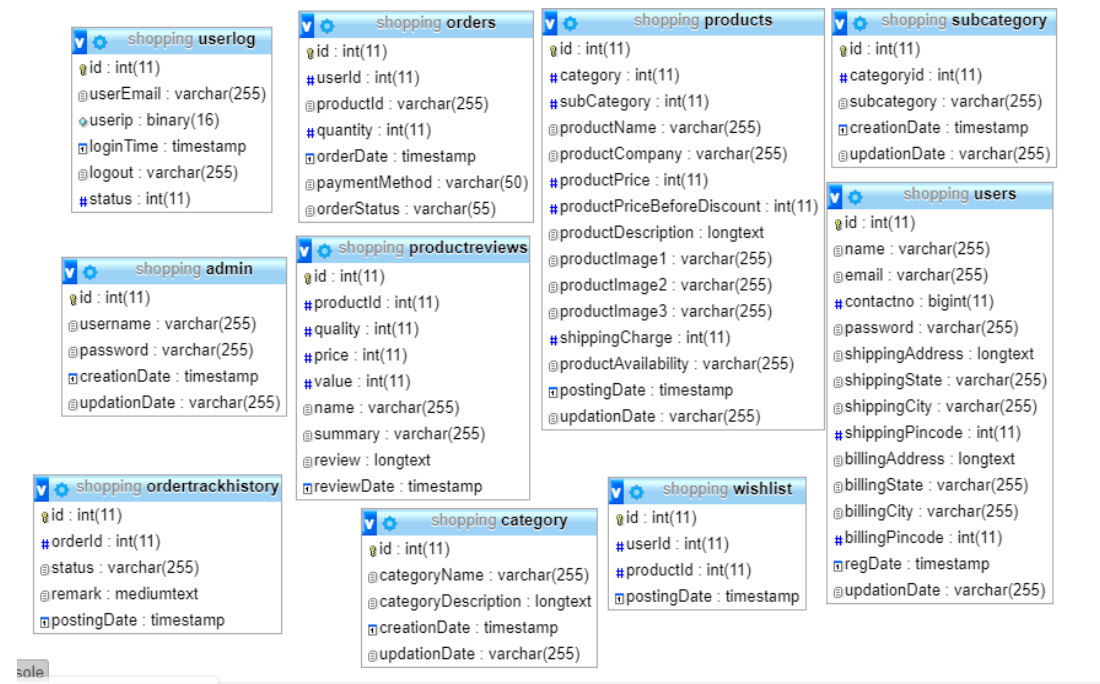
3.3.1 ENTITY-RELATIONSHIP DIAGRAM

Figure 3.2: E-R Diagram

3 .3.2 Sequence Diagram

In the context of UML, a sequence diagram reflects cooperation between objects and is used to identify sequences of events between objects for a certain result. A sequence diagram is an essential component used in analyzing, designing and documenting procedures. (Sequence Diagram UML, 2019)
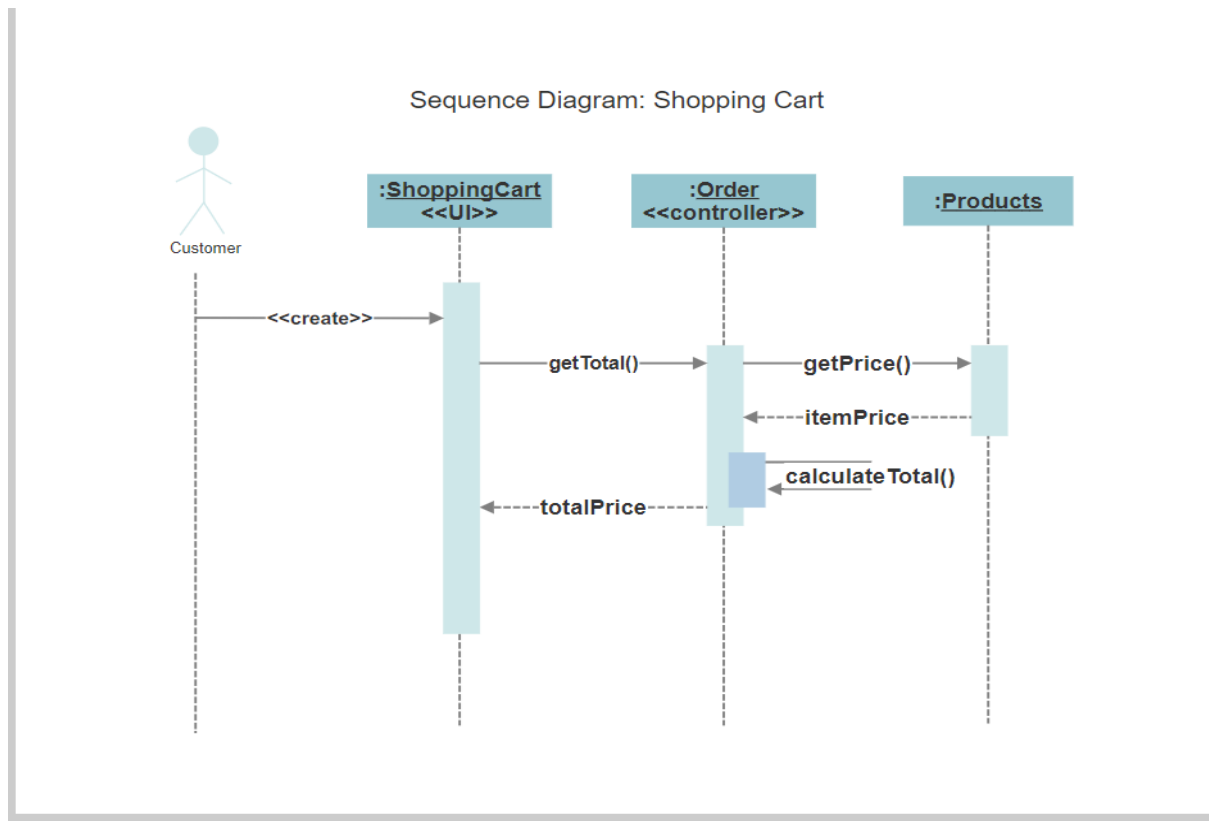

Figure 3.3: Sequence Diagram

3.3.3 Activity Diagram

An instance of an internet shopping activity diagram. Customers online can browse or search products, view particular items, add them to the shopping cart, view and update the shopping cart, checkout. At any moment, users can view the shopping cart. User registration and login are presumed to include checkout. This instance does not use partitions, most of the internet customer's actions are supposed to be fulfilled. (Fakhroutdinov., 2019)
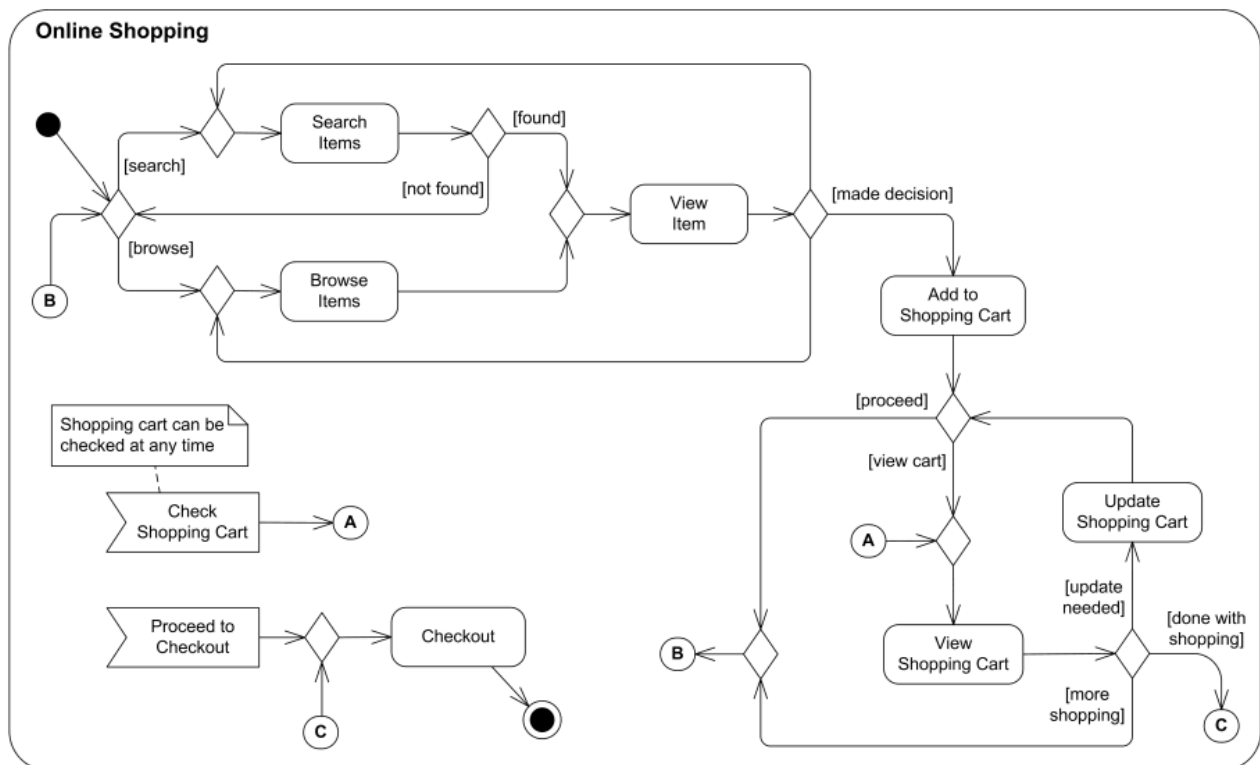

Figure 3.3: Activity Diagram

3.3.4 Flow Chart Diagram
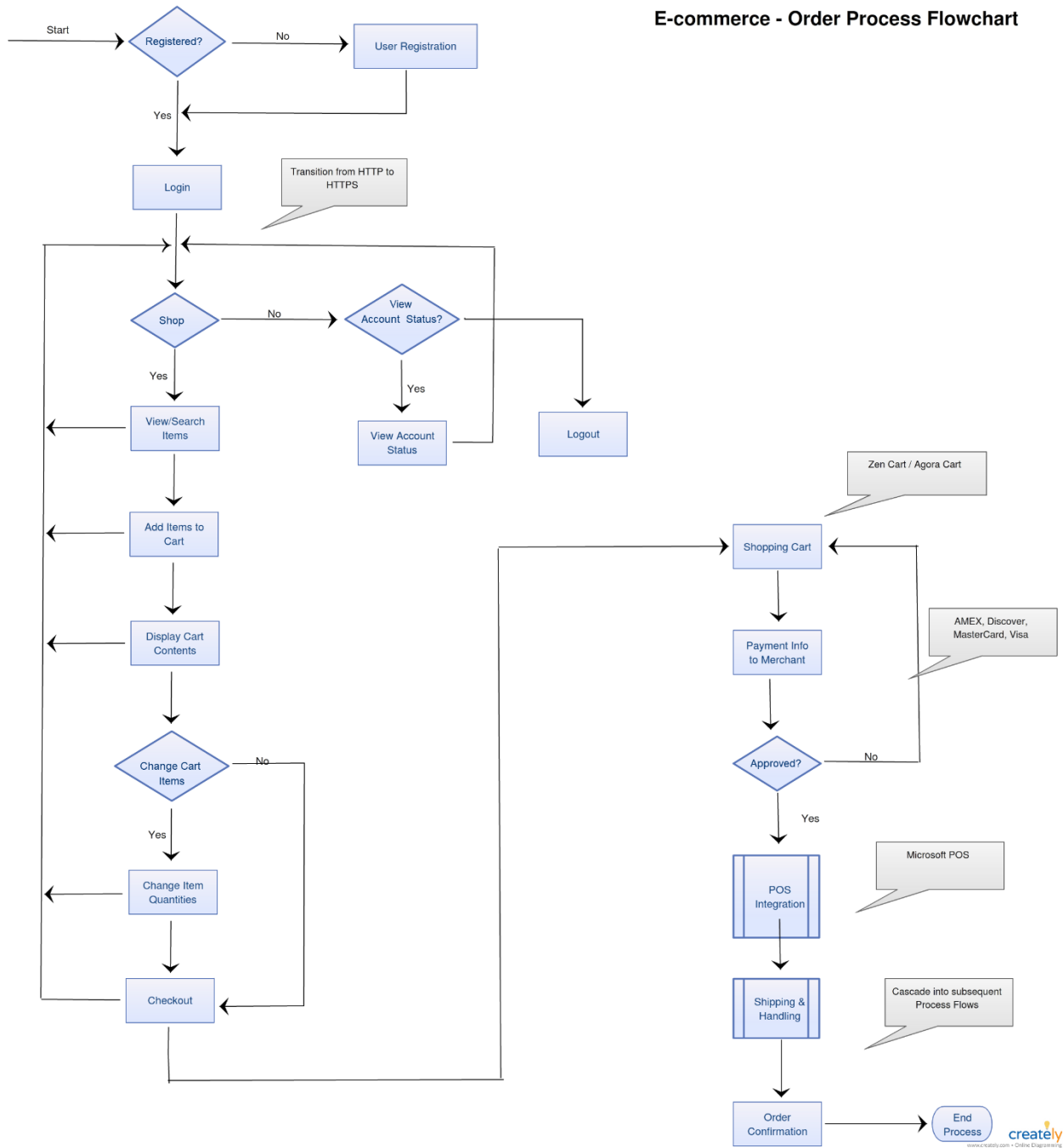
Figure 3.5: flow chart diagram

3.3.5 Use case Diagram

In the Unified Modeling Language (UML), a use case diagram will summarize the small print of your system's users (also called actors) and their interactions with the system. To make one, you may use a collection of specialized symbols and connectors. A good use case diagram will facilitate your team discuss and represent:

i. Scenarios during which your system or application interacts with individuals, organizations, or external systems

ii. Goals that your system or application helps those entities (known as actors) attain

iii. The scope of your system.

The person who accesses the system from the user point of view
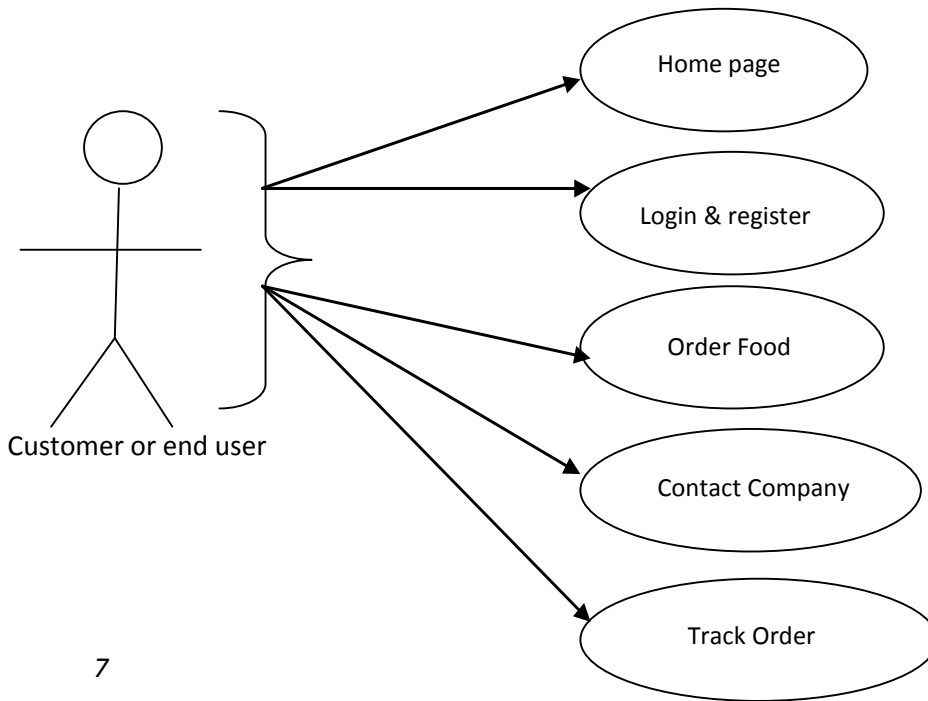
Figure 3.6: Use case diagram

This is the person charged with responsibility of updating System Content

Login/Logout

Add/delete/Modify/
Customer Information

Add/delete/Modify/
Product Information

Add/delete/Modify/
Category Information

View &manage
Ordered product
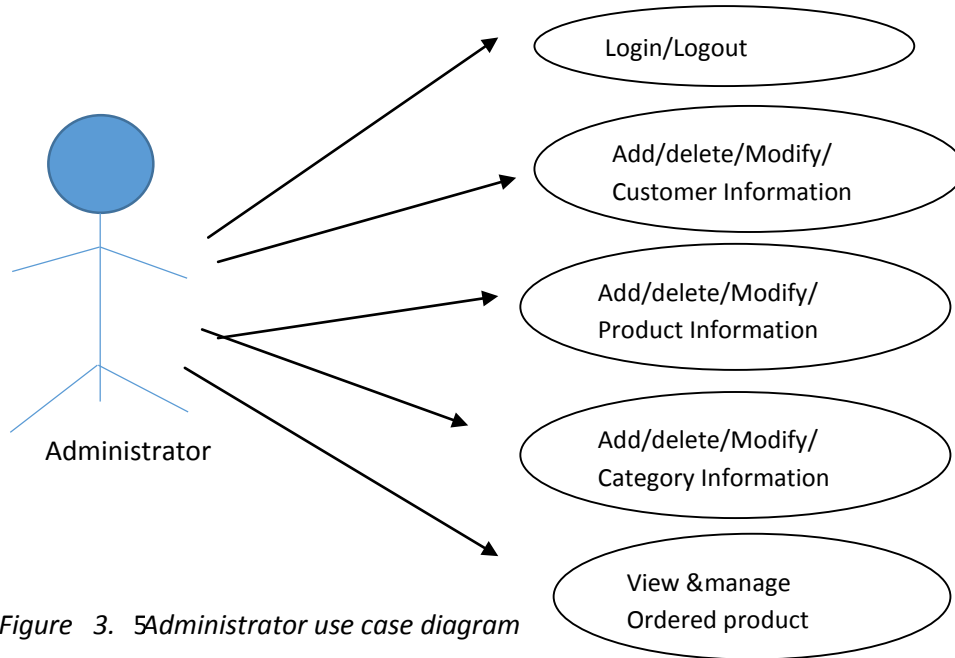
Figure   3.   5Administrator use case diagram

Figure 3.7: Administrator use case diagram

3.3.6 SHOP MODEL

i.   Public Site

A location on the World Wide Web that is accessible by anyone with a Web browser and access to the Internet. Contrast with private Web site.

ii.   Security

E-commerce security alludes to the standards which direct secure electronic exchanges, permitting the buying and offering of merchandise and administrations through the Web, but with conventions in put to supply security for those included. (ecommerce-security-basics, 2019)

iii.   E-Products

Electronic Products permit a client to relegate a record to an item that can be downloaded or purchased once the item (record) has been obtained. In case such an item is obtained, at that point the client will be messaged a URL from where the e-Product can be downloaded.

iv.   Billing

E-Billing is a method of sending bills and collecting electronic payments in which bills are delivered over the Internet and customers can pay electronically.

E-Billing generally involves integrating multiple systems including a billing system, banking system, a customer's bank bill pay system, and an online interface for the e-Billing system, is most helpful for businesses that send recurring bills to customers. (Avidxchange, 2019)

v.   Payment

An electronic payment (e-payment), in short, can be simply defined as paying for goods or services on the internet. It includes all financial operations using electronic devices, such as computers, smartphones or tablets. (Securionpay, 2018)

This is the familiar e-shop. The basic core is a catalogue. Customers search and browse the catalogue choose items, which are added to a virtual basket or trolley. The 'shopping' is moved to the checkout area which is a secure area. Payment can be verified and funds transferred, while the customer is online. It is suitable for shippable and downloadable products and low human intervention means a potential cost saving but also potential risk. You will know the largest online stores and high profile websites that use this model. What is perhaps not obvious is that most successful sites are supported by:

  i.   Innovative online processes e.g. Record of previous transactions, targeted sale on entry, accounts maintenance, '1click' to system
 ii.   High quality offline processes, such as customer service, delivery speed, telesales, and cross-selling programs.
iii.   Integration of business processes with the shop front and back ends for subsequent order.

3.4   System Analysis of an existing system (jumia)

Jumia, formerly known as the Africa Internet Group (AIG), is a marketplace e-commerce system and websites and apps classified, Jumia is Nigeria's number one e-commerce and internet marketplace and one of African continent's leading players. It was established in 2012 by co-founders and co-CEOs Jeremy Hodara and Sacha Poignonnec. The firm currently runs and continues to expand across 23 African nations. It is noted that Jumia provides a broad range of products for sale, including electronics, books, home appliances, kiddie items and fashion items for males, females and kids, gadgets, computers, grocery stores, automotive components and many more.

3.4.1 Features of Jumia

Jumia is an online e-commerce website and has various functionalities that cannot be accomplished effectively with the manual or present system.The following listed below are features of jumia website.

i.   Clients can check the website for products for quality

ii.   Client can login into the framework by giving legitimate username and secret key.

iii.   After login you can check for your order

iv.   Website administrator can likewise know what number of arrangements they need to finish on a specific date.
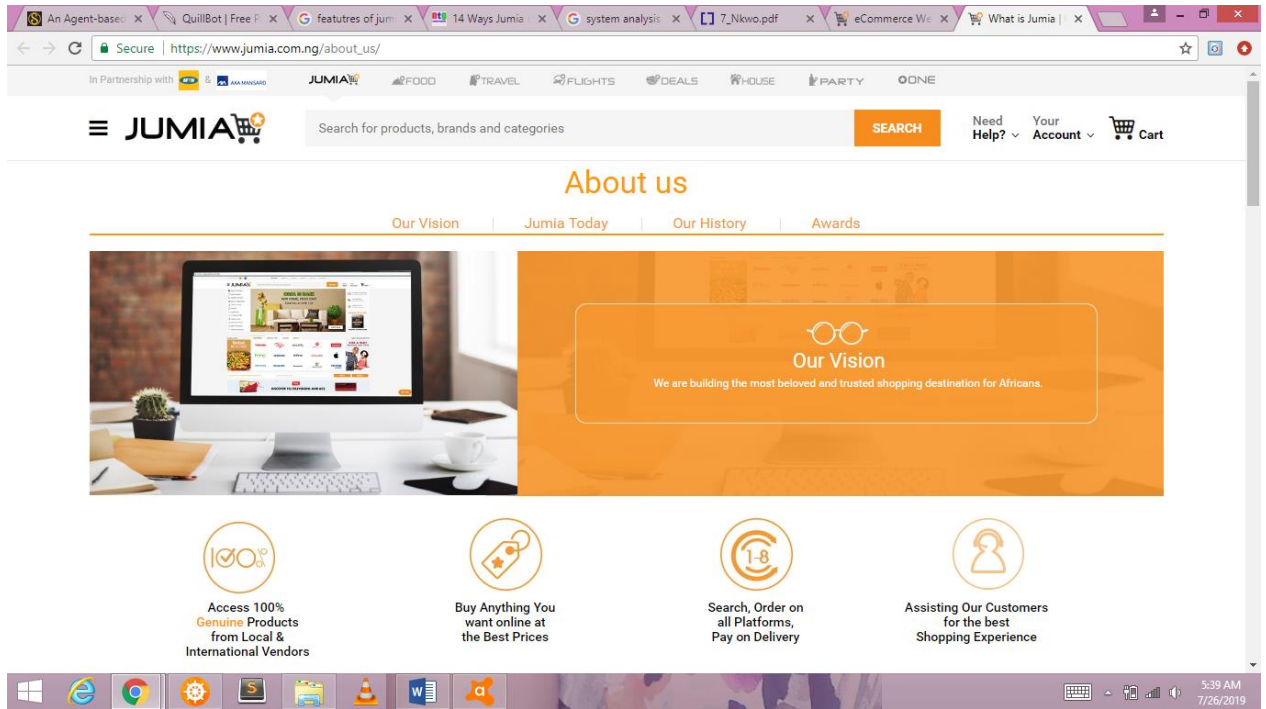
Figure 3.8: User Dashboard

User Dashboard: This is the first page the user sees when making use of this application so it is also known as the HOME PAGE.
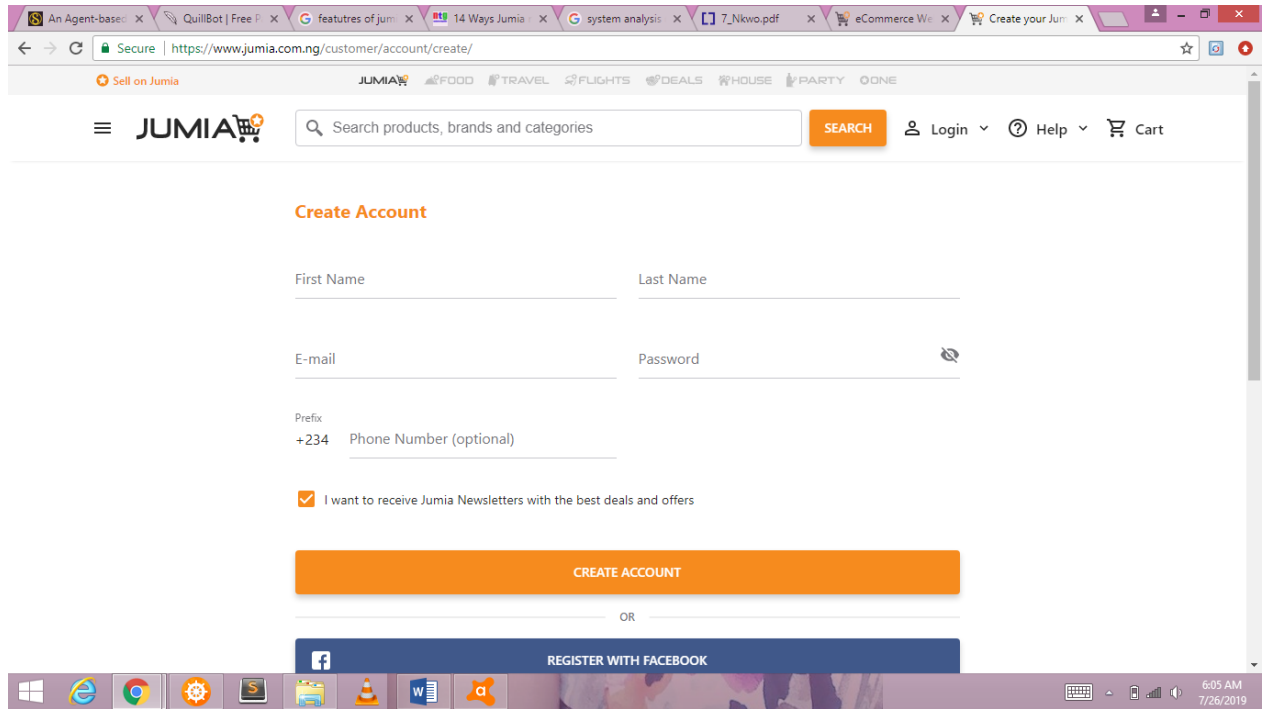
Figure 3.9: Account Information

3.4.2   Limitations of Jumia

  i.   No provision of dash board for vendors.

 ii.   No provision for vendors to register themselves.

iii.   The concept of online transaction is limited to only JumiaPay, and few payment gateways.

System Analysis of an Existing System (OLX)

OLX is a Nigeria based e-commerce platform where products such as farm products technology and mobile devices are advertise and sold by users. OLX Group is a global online marketplace (headquartered in Amsterdam, and owned by South African media and technology group Naspers), founded in 2006 and operating in 45 countries.

The OLX marketplace is a platform for buying and selling services and goods such as electronics, fashion items, furniture, household goods, Properties, cars and bikes. In 2014, the platform reportedly had 11 billion page views, 200 million monthly active users, 25 million listings, and 8.5 million transactions per month.
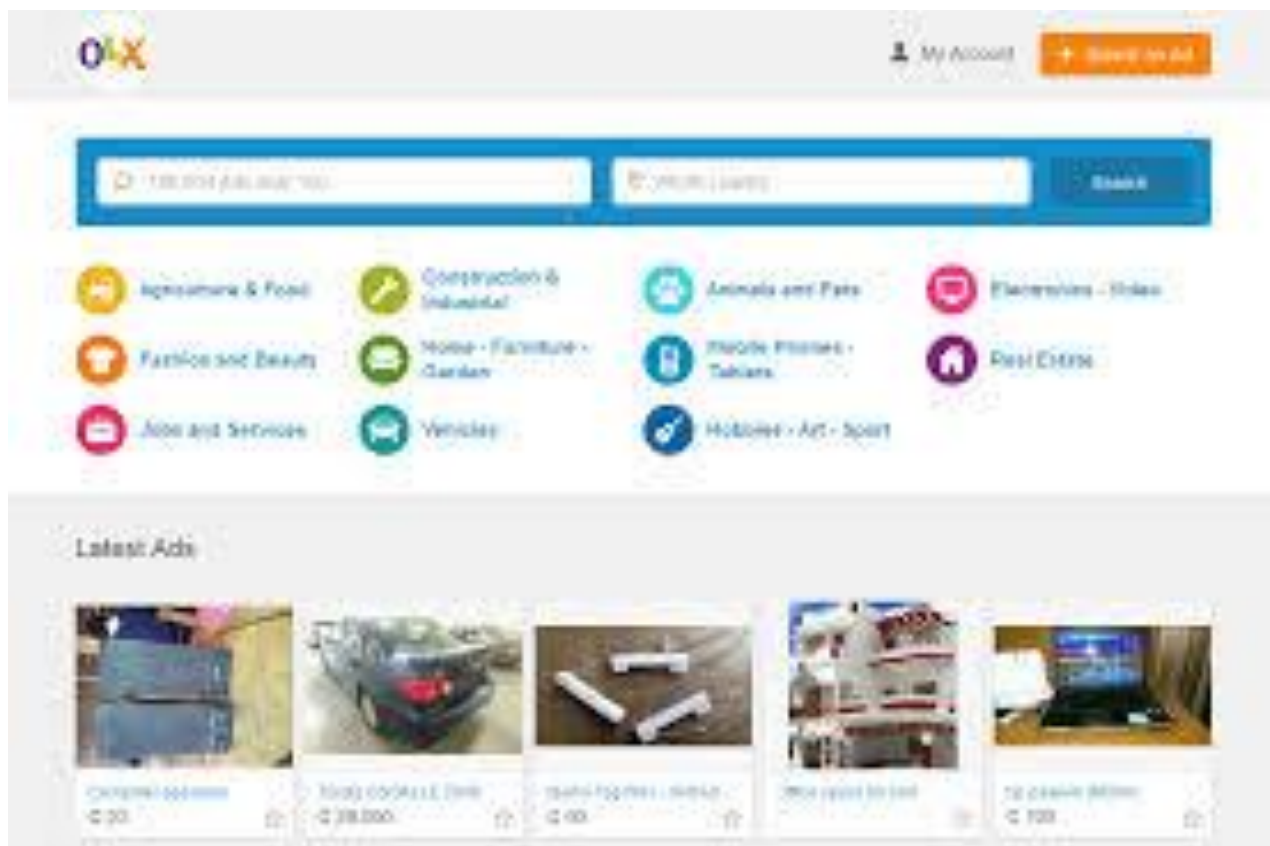
3.1.0: Olx homepage

Figure 3.1.1: Olx login page

3.4.4 Features of olx

    i.   It has sign up and login page.

   ii.   User can post free adverts of their product.

 iii.   Clients can check the website for products for quality

 iv.   Client can login into the framework by giving legitimate username and secret key.

3.4.5 Limitations of olx

    i.   Users cannot place order.

   ii.   No online payments.

 iii.   No regular updates of products and information in the website.

 iv.   Users cannot track their orders or know the status of the purchased items.

3.5 Design Tools/Modelling of the system

This section describes the implementation methods used in the development of this project, such as the software development processes used in this project, the software used to accomplish this project and giving insights to the type of software model being used to develop the e-commerce website.

3.5.1Software development environment

This requires an environment which will be used to develop and create this project to accomplish the goal or objective.

The software development environment used to create this project will be:

i.   Text Editors: A word processor is a PC program that allows a customer to enter, change, store and normally print content (characters and numbers , each encoded by the PC and its data and yield contraptions, sorted out to have significance to customers or to various tasks). A word processor gives a void show screen or scrollable page with a settled line length and unmistakable line numbers, you would they have the capacity to fill the lines in with content, line by line. The text editors will be used to create the front end of this project with the use of implementing HTML AND CSS to create each page and design. Examples of text editors are; notepad, sublime text, brackets etc.

ii.   **Adobe Dreamweaver:** Dreamweaver is a product program for outlining site pages, basically an all the more completely included html web and programming editorial manager. The program gives a "what you see is the thing that you get" interface for clients to make and alter site pages in an easier way to use condition **Invalid source specified.**. This specific programming will be utilized to build up the front-end and contributing a responsive element utilizing bootstrap. Additionally, this product makes the working procedure of this task less demanding and quicker.

iii.   **PHPMYADMIN**: Is a free programming instrument written in PHP, proposed to manage the association of MySQL over the web. It reinforces a broad assortment of exercises on MySQL and Maria DB. As regularly as conceivable used assignments administering databases, tables, fragments and relations that can be performed by methods for the user

interface while regardless of all that you can direct execute any SQL explanation (**Invalid source specified.**). This software will be used to create a back-end environment for this project applying the logic to each page created and also creates and stores the database information.

iv. **Adobe Photoshop**: Photoshop is adobe's photograph altering, picture creation and visual computerization programming. The product gives numerous pictures altering highlights to raster pixel-based pictures and additionally vector designs. It utilizes a layer-based altering framework that empowers picture creation and alarming with different overlays that backings straightforwardness Layers can likewise go about as covers or channels, cautioning fundamental hues. Shadows and different impacts can be added to the layers **Invalid source specified.**. Photoshop will be utilized to make certain symbols required for this task including a foundation highlights if necessary to influence the undertaking to look more expert and alluring.

v. **JavaScript:** It is a cross-arrange, question arranged scripting language. It is a little and lightweight tongue. Inside a host circumstance. JavaScript can be related with the objects of its condition to give programmed control over them. It contains a standard library of articles, for instance, Arrays, Date, and Maths and a middle course of action of vernacular segments, for instance, executives, control structures and clarifications. JavaScript will be used to make and incorporate more natural features between the customer and the item.**Invalid source specified.**.

vi. **Wamp Server (Windows-Apache-MySQL-Php):** It is an open source application, joined with Microsoft Windows, which is typically used as a piece of Web Server Environments. The wamp stack gives architects the four key parts of a Web server: a working system, database, web server, web scripting programming. The combined utilization of these activities is known as a server stack. In this stack, Microsoft Windows is the working structure (Operating System), Apache is the web server, and MySQL handles the database parts, while PHP addresses the dynamic scripting vernacular.

CHAPTER FOUR

SYSTEM DESIGN, IMPLEMENTATION AND TESTING

The system is designed with several interaction cues on each web page that makes up the web application (sola market). These cues are well-defined such as to make several functionalities that the application exposes to collect, process and output data. Access to these functionalities is made possible by the well-designed user interface which embodies several technologies such as AJAX (Asynchronous JavaScript and XML) to process data. The application is built in a modular form where these functionalities are built into modules.

4.1 System Requirements

In order to use it effectively and efficiently, every system software need certain hardware component or the software requirement to be made available on the computer.

To ensure proper installation and usability of the new system, the following must be taken into consideration:

Hardware Requirement

  i.   A minimum of Pentium (M) processor
  ii.   A minimum of 512 MG RAM
  iii. A minimum of 40 GB Hard Disk
  iv.   14 NGA Monitor of flat Screen
  v.   CD ROM Drive, Print, UPS and a Voltage Regulator
  vi.   Flash Drive
  vii. External Hard Disk for Backup

4.1.1 Software Platform

The client computer must have internet connectivity to have access to the web server through TCP/IP. The system should be installed on any server computer running on either Linux or windows architecture. The server should have at least 10 GB of RAM and I Terabyte of storage space and running on processor speed of at least 10 GHz.

4.2 System Implementation

The online e-commerce system provides the following types of easy-to-use, interactive, and intuitive graphical and telephonic interfaces.

The online e-commerce site provides an easy-to-use, intuitive Graphical User Interface (GUI) as part of the user experience and usability.

Administrator's working desktop environment.

i. The online e-commerce site also provides an interactive Graphical User Interface, tothe general customers.

ii. The system working setting is as follows:

iii. The customer should register in order to proceed to access the checkout service.

iv. The customer needs to input all the required particular details during the registration process.

v. Upon successful login, the customer will be registered officially to the web service and he can login using his/her email and password. The guest is only permitted to check product availability.

User's environment

i. **Welcome Page:** This appears when the URL of Sola market is typed in any browser. While on this page customers can choose to register and continue to order products or view product, product details and access the contact us page. However, for a user to order goods, he/she must be registered first.
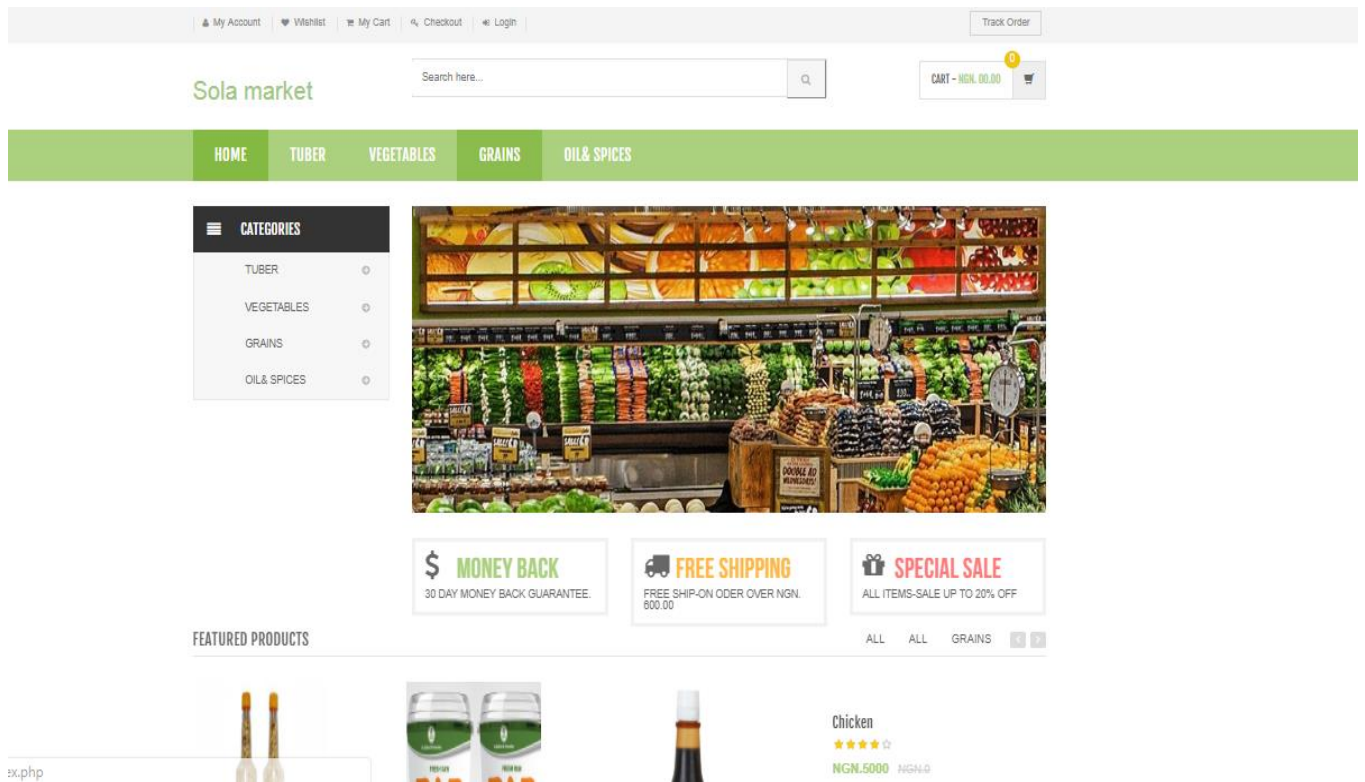
Figure 4.1: **home page**

ii. Registration Form

This form is used by customers to register before ordering products from the website. The user must first register. To access this page, the customer clicks on the login link on the home page. The customer email, Contact Number, Customer password and Customer name fields are mandatory, which means the customer must fill them before adding the record.

Figure 4.2:   Registration page

4.2.1 Database design

Attributes and data types, as well as the relationships among them were defined basing on the user requirements. It also involves the construction of a suitable data model for the system.

4.2.2 Entities

An entity is any object in the system that we want to model and store information about. Entities are usually recognizable concepts, either concrete or abstract, such as person, places, things, or events which have relevance to the database. In this project the following entities will be utilized:

   i.   **Users:** A person that utilizes all the functions of the system.

  ii.   **Order:** Records all the users purchased items.

 iii.   **Products:** These are items available in stock for purchase.

iv. **Product Reviews:** Displays comments and reviews of products to grade the amount of customer satisfaction.

v. **Category:** This sub-divides the products into their various sections such as farm equipment, farm products etc.

vi. **Sub-Category:** This is sub-section of all the category available for purchase.

vii. **User Log:** Monitors user login activities.

viii. **Order Tracking:** Aids in tracking user's purchased items

ix. **Wish list:** Temporarily stores user desired items till when they are ready to purchase the item.

x. **Admin:** The general manager of the entire system who monitors all activities taking place in the system.

Figure 4.2 showing the data base logical design for an online e-commerce system

4.2.3 Table Attribute Description (Physical Design)

ADMIN TABLE

Column Name	Data Type	Nullable	Size
Id	Int	No	12
Username	Varchar	Yes	60
Password	Varchar	Yes	60
Email	Varchar	Yes	100
Creation date	Datetime		
updationTime	Varchar	No	255

Figure 4.1: TABLE 1 showing Admin details

CATEGORY TABLE

Column Name	Data Type	Nullable	Size
Id	Int	No	12
categoryName	Varchar	Yes	60
categoryDescription	Varchar	Yes	60
Creationdate	Varchar	Yes	100

Updationtime	datetime		

Figure 4.2: TABLE 2 showing Category details

ORDER TABLE

Column Name	Data Type	Nullable	Size
Id	Int	No	12
UserId	Int	Yes	60
productId	Varchar	Yes	60
Quantity	Int	Yes	100
orderDate	Timestamp	Yes	
paymentMethod	Varchar	Yes	50
OrderStatus	Varchar	Yes	55

Figure 4.3: TABLE 3 showing Order details

ORDER TRACKING TABLE

Column Name	Data Type	Nullable	Size
Id	Int	No	12
OrderId	Int	Yes	60
Status	Varchar	Yes	60
Remarks	Int	Yes	100
PostingDate	Timestamp	Yes	

Figure 4.4 :TABLE 4 showing Order tracking details

PRODUCT REVIEWS TABLE

Column Name	Data Type	Nullable	Size
Id	Int	No	12
ProductId	Int	Yes	60

Quantity	Varchar	Yes	60
Price	Int	Yes	100
Value	Timestamp	Yes	
Name	Varchar	Yes	50
Summary	Varchar	Yes	55
Review			
reviewDate			

Figure 4.5 :TABLE 5 showing Product Review details

PRODUCTS TABLE

Column Name	*Data Type*	*Nullable*	*Size*
Id	Int	No	12
Category	Int	Yes	60
subCategort	Int	Yes	255
ProductName	Varchar	Yes	255
ProductCompany	Varchar	Yes	
ProductPrice	Int	Yes	11
ProductPriceBeforeDiscount	Varchar	Yes	255
ProductDescripition	Int	Yes	11
ProductImage1	Varchar	Yes	255
ProductImage2	Varchar	Yes	255
ProductImage3	Varchar	Yes	255
shippingCharge	Int	Yes	11
ProductAvailability	Varchar	Yes	255
PostingDate	Timestamp	Yes	
updationDate	Varchar	Yes	255

Figure 4.6 TABLE 6 showing Product details

SUBCATEGORY TABLE

Column Name	*Data Type*	*Nullable*	*Size*
Id	Int	No	12
Categoryid	Int	Yes	60

Subcategory	Varchar	Yes	255
CreationDate	Timestamp	Yes	255
updationDate	Varchar	Yes	

Figure 4.7: TABLE 7 showing Sub Category details

USERLOG TABLE

Column Name	*Data Type*	*Nullable*	*Size*
Id	Int	No	11
userEmail	Varchar	Yes	255
Userip	Binary	Yes	16
loginTime	Timestamp	Yes	
Logout	Varchar	Yes	255
Status	Int	Yes	11

Figure 4.8 :TABLE 7 showing User Log details

USERS TABLE

Column Name	*Data Type*	*Nullable*	*Size*
Id	Int	No	11
Name	Varchar	Yes	255
Email	Varchar	Yes	255
Contactno	Digint	Yes	11
Password	Varchar	Yes	255
shippingAddress	Longtext	Yes	
shippingState	Varchar	Yes	255
shippingCity	Varchar	Yes	255
shippingPincode	Int	Yes	11
billingAddress	Longtext	Yes	
billingState	Varchar	Yes	255
billingCity	Varchar	Yes	255
billingPincode	Int	Yes	11

Column Name	Data Type	Nullable	Size
regDate	Timestamp	Yes	
updationDate	Varchar	Yes	255

Figure 4.8 :TABLE 8 showing Users details

WISHLIST TABLE

Column Name	Data Type	Nullable	Size
Id	Int	No	11
userId	Int	Yes	11
productId	Int	Yes	11
postingDate	Timestamp	Yes	

Figure 4.9: TABLE 8 showing Wishlist details

CHAPTER FIVE

SUMMARY, RECOMMENDATION AND CONCLUSION

5.1 Discussion of Results

Amid the course of this research, we realized that developing an e-commerce Framework is a thorough assignment, this investigate venture has uncovered us to the significance and however appealing plan in program improvement. The plan permits clients to effectively explore the website and carry out errands with negligible obstacles and hindrances. Being able to get to the e-commerce Framework indeed in a destitute organize environment will significantly move forward the convenience of this framework. An appealing format too guarantees that the client does not get bored of the framework. The appearance of the e-commerce Framework has to be appealing to the human eyes and request the faculties of the client. The computer program is created utilizing HTML, CSS for the front conclusion and MYSQL, PHP, JAVASCRIPT for the backend in a Windows Environment fuelled by an application server known as WAMP. The objectives that are accomplished by the web application are enhanced profitability, ideal use of assets, productive administration of records, improvement of website tasks, viable line execution, less preparing time, and getting required data, ease of use, transportability and further upgrade.

The venture has been finished adequately with the most extraordinary customer fulfilments and has met the system and customer necessities communicated. The goals were met and overcome viably. The system, made as picked in the arrangement organize. The wander gives an awesome idea on making an undeniable application satisfying the customer essentials making without question an incredible and fruitful system game plan has been worked for an issue. The website administration framework is exceptionally easy to utilize and get it. This web application has an easy to use screen that empowers the client to use with no burden. The application has been tried with live information and has given victories. Henceforth the product has demonstrated to work productively.

5.2 Summary

In short, e-commerce is just the method of purchasing and selling products through electronic means such as mobile apps and the Internet. Ecommerce relates to electronic transactions as well as internet retail. Over the past decades, ecommerce has grown enormously in popularity, replacing traditional brick and mortar shops in ways. Ecommerce allows you to purchase and

sell products on a worldwide scale twenty-four hours a day without incurring the same overheads as you would with a brick and mortar shop running. An Ecommerce enterprise should also have a physical presence for the highest marketing combination and the highest conversion rate; this is better known as a click and mortar shop**.**

5.3 Recommendation

The system meets desired expectations but would perform better if the following recommendations and suggestions are considered:

i. The product has a likelihood of not ready to apply in some other condition outside the extent of study and all things considered execution outside the extension could be constrained. Yet, it can be effectively adjusted to oblige the necessities of an alternate domain.

ii. The software is designed in a way that time might be problem but an effective timing function system can be implemented for effective automation of the system.

iii. A better way of ordering can be implemented in this project so has to give the system a very effective functionality.

iv. The e-commerce website system should be implemented in a secured server as it contains several important information about its users.

5.4 Future Research

We intend to assess the demands of technology in the future; technology introduced by an e-commerce site to tailor content to particular customers.

5.5 Conclusion

This website adds to e-commerce customization studies by evaluating Jumia and Olx, two of Africa's largest e-commerce shops, to find out what customization techniques they use, using the e-commerce customization structure. We also contrasted how each e-commerce customer of the platforms receives personalized experiences using customer purchase information.

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APPENDIX

REGISTRATION

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<table border="1" width="80%" align=center bgcolor=purple>

<tr height="100"><td colspan="6" align="center"><h1><font color="white">Sola Market_</font></h1></td></tr>

<tr height="50"><td align=center><a href="HOME.html">HOME</a> </td><td align=center><a href="ABOUT US.html">ABOUT US</a></td><td align=center><a href="REGISTRATION.html">REGISTRATION</a></td><td align=center><a href="PRODUCT.html">PRODUCT</a></td><td align=center><a href="CONTACT US.html">CONTACT US</a></td><td align=center><a href="FAQ.html">FAQ</a></td></tr>

<tr height="400"><td colspan="6" align="center">

<font color="red">

<table bgcolor="grey" width="40%" border"1">

<caption> Registration </caption>

<tr height="50"><td><font color="red">Name:</font></td><td><input type="text" name="Name" /></td></tr>

<tr height="50"><td><font color="red">Email:</font></td><td><input type= "text" name="email" /></td></tr>

<tr height="50"><td><font color="red">phone number:</font></td><td><input type=text name =phone number /></td></tr>

<tr height="50"><td><font color="red">Gender:</td><td><input type="radio" name="sex" value="male">male

<input type="radio" name="sex" value="female">female</tr><br></font>

<tr height="50"><td><font color="red">Age:</font></td><td><input type=text name =Age /></td></tr>
```

```
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         choose state</option>
         <option>oyo</option>
         <option>osun</option>
         <option>ogun</option>
         <option>lagos</option>
         <option>kaduna</option>
         <option>kano</option>

         <option>bauchi</option>
         <option>abia</option>
         <option>adamawa</option>
         <option>akwa-ibom</option>
         <option>anambra</option>

         <option>benue</option>
         <option>borno</option>
         <option>cross-river</option>

         <option>taraba</option>
         <option>ondo</option>
         <option>ekiti</option>
         <option>yobe</option>
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```

```
            </select>
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<tr height ="50"><td>comment:</td><td><textarea name =comment col=30 row= 5> </textarea></td></tr>

<tr height ="50"><td align="center"><input type="submit" value =SUBMIT /><input type="reset" value="reset"></tr>

</h1></td></tr>

<tr height="50"><td colspan="6" align=right>copyright 2018 designed by sola</td></tr>

</table>

</body>

</html>

HOME

<html>

<head><title>HOME</title>

</head>

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<table border="1" width="80%" align=center bgcolor=red>

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<tr height="400"><td colspan="6" align="center"><h1>WELCOME TO HOMEPAGE</h1></td></tr>

<tr height="50"><td colspan="6" align=right>copyright 2017 designed by sola</td></tr>

</table>

</body> </html>

PRODUCTS

<html>

<head><title>HOME</title>

</head>

<body bgcolor="orange">

<table border="1" width="80%"   align=center bgcolor=red>

<tr height="100">

<td   colspan="6"   align="center"><h1>ADENIMZ_empire_</h1></td></tr>

<tr   height="50"><td   align=center>HOME</td><td align=center>ABOUT US</td><td align=center>REGISTRATION</td><td   align=center>PRODUCT</td><td   align=center>CONTACT   US</td><td   align=center>FAQ</td></tr>

<tr height="400"><td colspan="6" align="center" valign="top">HERE ARE SOME OF OUR PRODUCTS

<div id ="myproduct">

<table border="1" height="100%" width="90%>

<table border="1" bgcolor="brown">

     <tr height="150">

          <td   width="13%"   align="center"><img   src="1.jpg"   width="150" height="150"><strike>#   500</strike>

now #250</td>

          <td   width="13%"   align="center"><img   src="2.jpg"   width="150" height="150"># 5000

          </td><td   width="13%"   align="center"><img   src="3.jpg"   width="150" height="150"># 5500

          </td><td   width="13%"   align="center"><img   src="4.jpg"   width="150" height="150"># 500

          </td><td   width="13%"   align="center"><img   src="5.jpg"   width="150" height="150"># 2500

```
                        </td><td    width="13%"    align="center"><img    src="6.jpg"    width="150"
height="150"><font color="white"><b># 800</b></font>

                        </td><td    width="13%"    align="center"><img    src="7.jpg"    width="150"
height="150"><font color="white"><b># 8500</b></font></td>
</tr>


<tr height="150">

   <td width="13%" align="center"><img src="8.jpg" width="150" height="150"><font
color="white"><b>#8500</b></font></</td>

   <td width="13%" align="center"><img src="9.jpg" width="150" height="150"><font
color="white"><b># 4500</b></font></</td>

   <td width="13%" align="center"><img src="10.jpg" width="150" height="150"><font
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color="white"><b># 6500</b></font></</td>

   <td width="13%" align="center"><img src="12.jpg" width="150" height="150"><font
color="white"><b># 500</b></font></td></td>

   <td width="13%" align="center"><img src="13.jpg" width="150" height="150"><font
color="white"><b># 500</b></font></</td>

   <td width="13%" align="center"><img src="14.jpg" width="150" height="150"><font
color="white"><b># 5500</b></font></</td>

</tr>


<tr height="150">

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color="white"><b># 500</b></font></</td>

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color="white"><b># 2000</b></font></</td>

   <td width="13%" align="center"><img src="17.jpg" width="150" height="150"><font
color="white"><b># 1500</b></font></</td>

   <td width="13%" align="center"><img src="18.jpg" width="150" height="150"><font
color="white"><b># 3500</b></font></</td>

   <td width="13%" align="center"><img src="19.jpg" width="150" height="150"><font
color="white"><b># 3000</b></font></</td>
```

```html
    <td  width="13%"  align="center"><img  src="20.jpg"  width="150"  height="150"><font
color="white"><b># 500</b></font></</td>

    <td  width="13%"  align="center"><img  src="21.jpg"  width="150"  height="150"><font
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color="white"><b># 500</b></font></td>

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    <td  width="13%"  align="center"><img  src="25.jpg"  width="150"  height="150"><font
color="white"><b># 5500</b></font></</td>

    <td  width="13%"  align="center"><img  src="26.jpg"  width="150"  height="150"><font
color="white"><b># 500</b></font></</td>

    <td  width="13%"  align="center"><img  src="27.jpg"  width="150"  height="150"><font
color="white"><b># 3500</b></font></</td>

    <td  width="13%"  align="center"><img  src="28.jpg"  width="150"  height="150"><font
color="white"><b># 500</b></font></td>

</tr>


<tr height="150">

    <td  width="13%"  align="center"><img  src="29.jpg"  width="150"  height="150"><font
color="white"><b># 15,000</b></font></td>

    <td  width="13%"  align="center"><img  src="30.jpg"  width="150"  height="150"><font
color="white"><b># 500</b></font></td>

    <td  width="13%"  align="center"><img  src="31.jpg"  width="150"  height="150"><font
color="white"><b># 5,200</b></font></td>

    <td  width="13%"  align="center"><img  src="32.jpg"  width="150"  height="150"><font
color="white"><b># 500</b></font></td>

    <td  width="13%"  align="center"><img  src="33.jpg"  width="150"  height="150"><font
color="white"><b># 5,000</b></font></td>
```

```html
<td width="13%" align="center"><img src="34.jpg" width="150" height="150"><font color="white"><b># 100</b></font></td>

<td width="13%" align="center"><img src="35.jpg" width="150" height="150"><font color="white"><b># 52,000</b></font></td>

</tr>




</table>




<tr height="50">

<td><a href="https://www.facebook.com/lawal adesola" <img src="facebook.jpg" height="30" width="30"></a>

<a href="https://www.instagram.com/i_adenimz" <img src="instagram.jpg" height="30" width="30"></a>

<td colspan="6" align=right>copyright 2017 designed by sola</td>

</tr>

</body>

</html>
```

CONNECT.PHP

```php
<?php

|$servername = "localhost";

$username = "root";

$password = "";

$db = "solamarket";



$dbc = mysqli_connect($servername,$username,$password,$db);



if(!$dbc){

    die("dbcnecton failed: ".mysqli_connect_error());
```

```php
}


?>
```
```php
<?php

if( isset($_POST['register'])){

  $firstname = $_POST['firstname'];

  $lastname = $_POST['lastname'];

  $username = $_POST['username'];

  $password = $_POST['password'];

  $email = $_POST['email'];

  $dob = $_POST['dob'];

  $gender = $_POST['gender'];


  $query        =        "INSERT        INTO        customers        VALUES
(NULL,'".$username."','".$password."','".$email."','".$dob."','".$firstname."','".$lastname."','".$gender."')";


  $result = mysqli_query($dbc,$query);


  if($result){

    echo 'it worked';

  }else{

    echo mysqli_error($dbc);

  }

}


?>
```
```html
<html>

<head><title>HOME</title>
```

```
</head>

<body bgcolor="orange">

<table border="1" width="80%" align=center bgcolor=red>

<tr height="100"><td colspan="6" align="center"><h1><font color="green">ADENIMZ_empire_</font></h1></td></tr>

<tr height="50"><td align=center><a href="HOME.html">HOME</a> </td><td align=center><a href="ABOUT US.html">ABOUT US</a></td><td align=center><a href="REGISTRATION.html">REGISTRATION</a></td><td align=center><a href="PRODUCT.html">PRODUCT</a></td><td align=center><a href="CONTACT US.html">CONTACT US</a></td><td align=center><a href="FAQ.html">FAQ</a></td></tr>

<tr height="400"><td colspan="6" align="center"><h1><font color="green">WELCOME TO CONTACT</font></h1></td></tr>

<tr height="50"><td colspan="6" align=right>copyright 2017 designed by sola</td></tr>

</table>

</body>

</html>
```