# E-Commerce with Open Buying On the Internet (B2C TO B2B)

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**Abstract :** *Abstract -Internet based e-Commerce is flourishing, but mostly in the Business-to-Consumer world. The lack of well- accepted standards is hindering the success in promoting Business-to-Business e-Commerce solutions. Open Buying on the Internet standard is one of the promising efforts in bringing business-to- business e-Commerce into corporate purchasing. Today we have various options to buy a product online but sometime we pay more than the price of product and we found similar products in local market in less price. The only difficulty is to search for the product in local market. The only option is to visit each and every shop in local market to buy a particular product. Buying products online sometime leads as to very bad shopping experience and we face many problems related to return policy provided by the seller but buying from local market is something leads us to a good hands on experience on the products and its demo so we don't have to worry about product quality The plus point of local market purchasing is 'Bargain'.  The only thing is matter is we have to search a lot for buying a product from local market because there is no way where we get all the details in one place. To overcome this problem we provide a solution where local seller shows their products and details in category wise and user browse through it and then purchase it from the shop by visiting it.*

*Keywords:* *Main objective is allows a local seller for online purchasing platform using java technology.*

## I.    Introduction

Internet based electronic commerce (e-Commerce) is flourishing, but mostly in the Business-to-Consumer (B2C) world like music, books selling etc. The lack of well-accepted standards is hindering the suggests in promoting Business-to-Business (B2B) electronic commerce solutions. VAN EDI based solutions are only accessible to large organizations due to the cost factor. Corporate buyers and suppliers, large and small, are looking for Internet based solutions to streamline the procurement procedures and to reduce the cost of establishing trading relationship and the trading transactions. Such demands put forward some fundamental challenge on issue like trust infrastructure on the Internet, standards and inter-operability etc. Open Buying on the Internet (OBI) is a promising emerging standard in meeting some of these challenges.

Open Buying on the Internet (OBI)

Open Buying on the Internet (OBI) is an e- Commerce standard that has been specified by the OBI, Consortium. OBI is "an open, flexible framework for business-to-business Internet commerce solutions. It is intended for the high volume, low-dollar transactions that account for 80% of most organizations' purchasing activity"> @ It is expected to streamline the non-mission critical procurement processes of organizations (e.g. MRO materials) by specifying a standard set of roles that OBI-compliant selling and buying parties must conform to. Furthermore, the standard is supposed to make it easier to achieve compliance by requiring usage of widely accepted, standards-based technologies such as HTTP, digital certificates (X509), secure sockets layer (SSL), and EDI.

"Business-to-Business E-Commerce: A Transition Model " presented by Louis A. Lefebvre, Luc Cassivi, Elisabeth Lefebvre They show that An empirically based technological model that helps organizations understand the requirements of moving towards the seamless integration of intra- and inter-organizational processes is proposed.

Online purchasing is one of the major components of such personal assistants. Existing techniques already allows users to their products from various sellers across the world. The giant online platform such as Amazon, Flipkart, EBay, Ali Express are providing high level services to consumers which affects the local sellers profits.

Advantages: These sites provide a popular way to buy products and daily needs from the home.

Disadvantage: The existing system not allow user to see how actual product will look likes

Main objective is allows local sellers for online purchasing platform using java technology.

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2019 (ICI-ETSM-2019)*
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Road, Village Lonara, Nagpur-441111.*
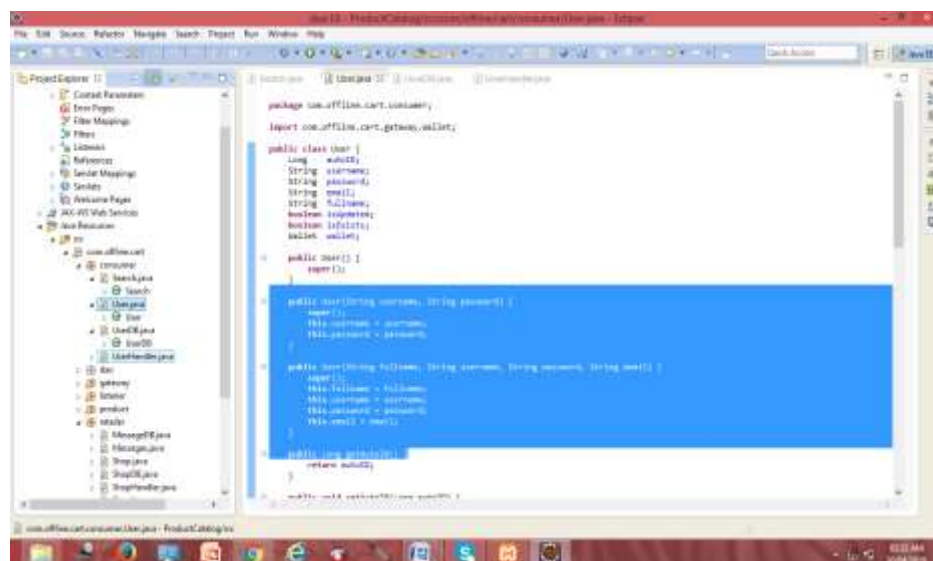
## II.    Implementation

The main purpose of this research was proposing a online purchasing platform system for local sellers using java technology. Our system represents a hybrid system, which will includes an payment getaway, easy use product search, without registration product purchase option.
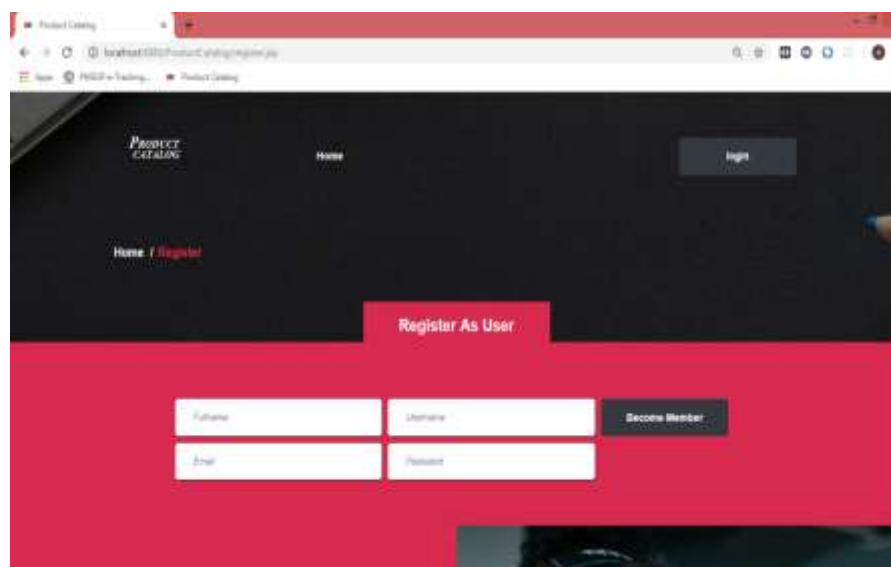
These are the following modules:

1.1  Consumer Module
1.2  Retailer Module
1.3  Product Module
1.4  DAO Module
1.5  Services
1.6  Payment Gateway
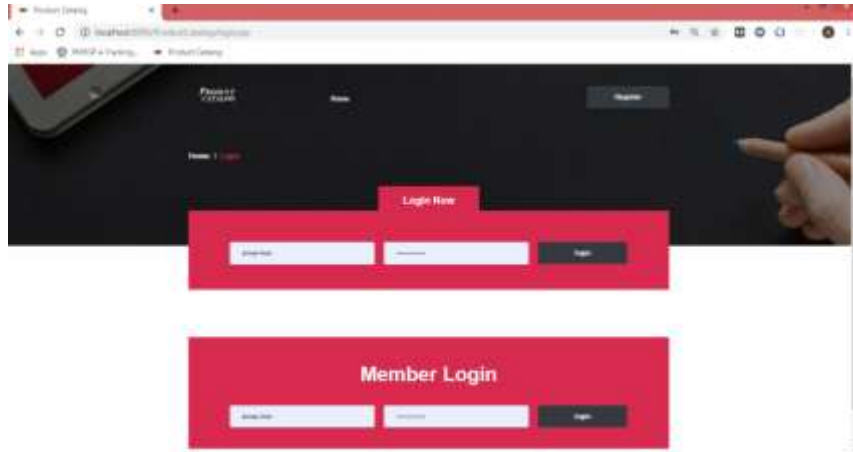
### 2.1 Consumer Module

The consumer module is simple search engine type module which allows user to search through the database or browser through the category list. This module also consist registration and login of consumer (end-user).
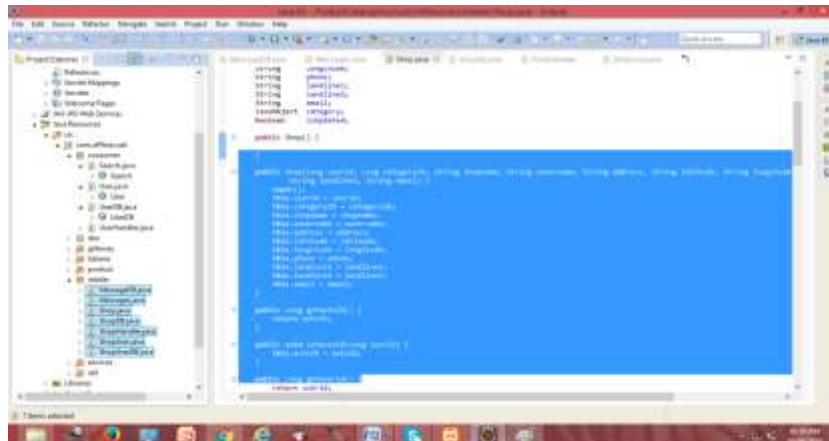


2.1.1: consumer module (login/registration)



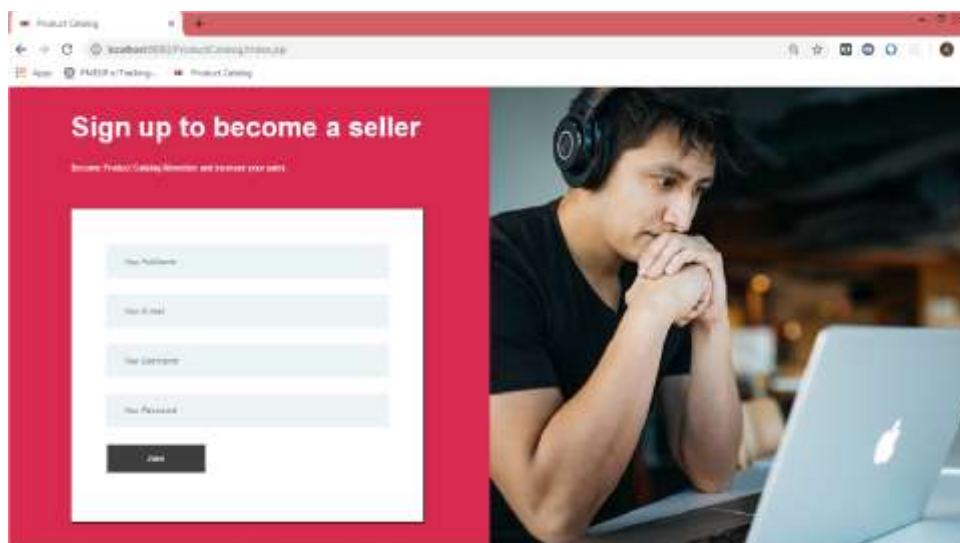2.1.2: Consumer registration (to become a member)

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2.1.3: Consumer login

**2.2     Retailer Module**

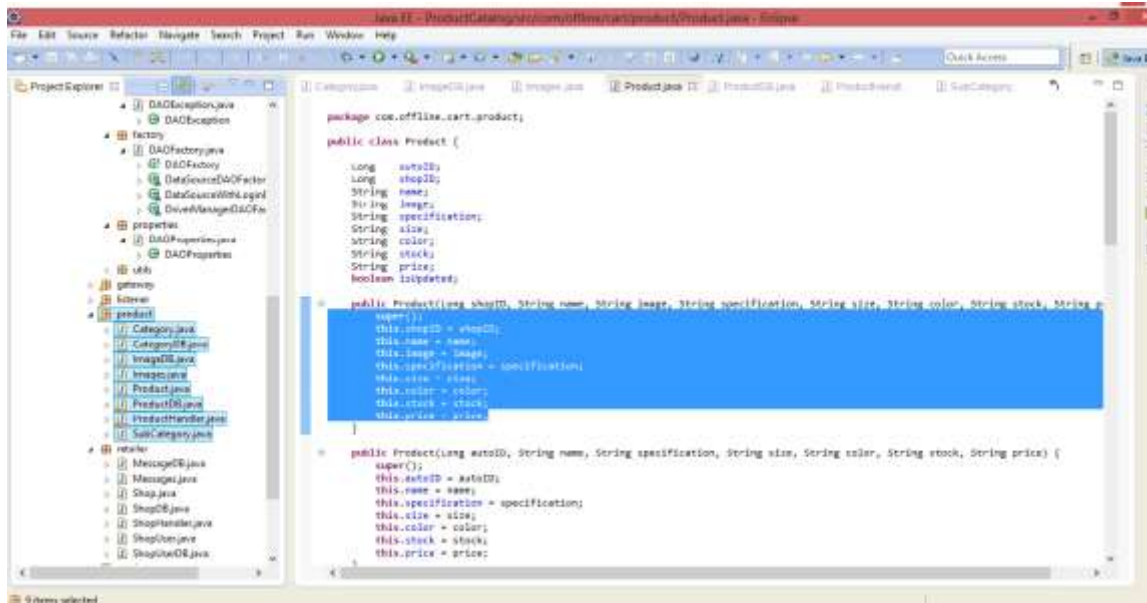The retailer module consists of registrations, login, products details, category and database.



2.2.1: Retailer module (login,registration,messageupdates)



2.2.2: Retailer registration (registration to become a seller)

*International Conference on Innovations in Engineering, Technology, Science & Management –*     75 | Page
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**2.3 Product Module**

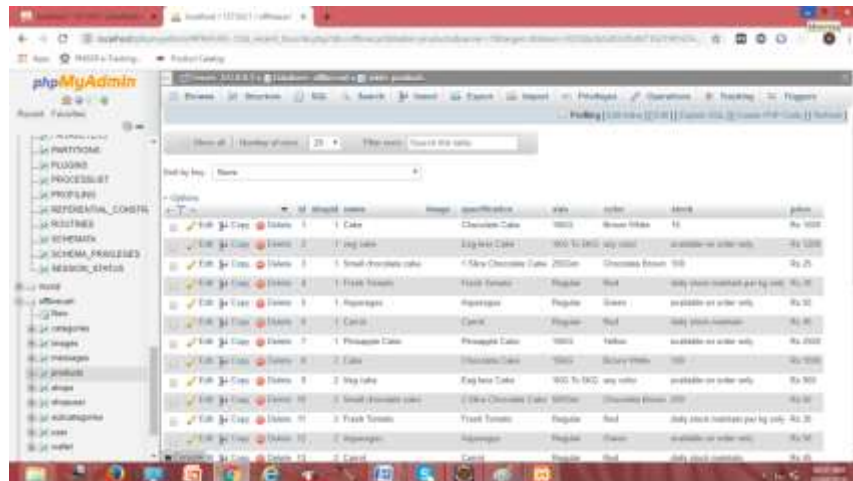The product modules consist of product management functionality.



2.3.1: product module (consist product details as well as shop details)
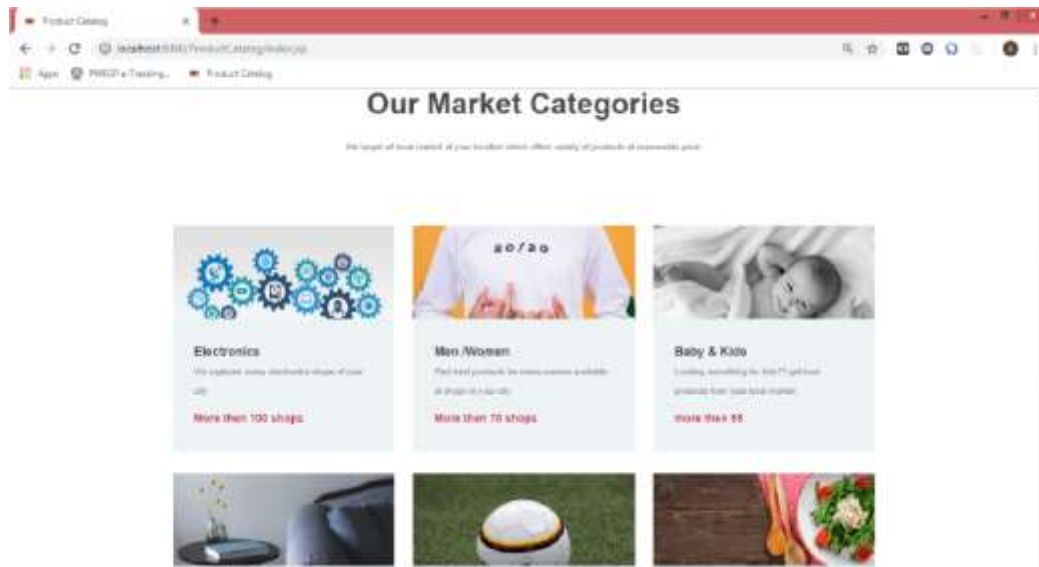


2.3.2: Product categories (consist list of products and their details)

**2.4     DAO Module (Module is in process)**

DAO (Data access object) module will be used to handle the database operations.

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2.4.1: DAO module (handling of entire data )

## 2.5     Services (Module is in process)

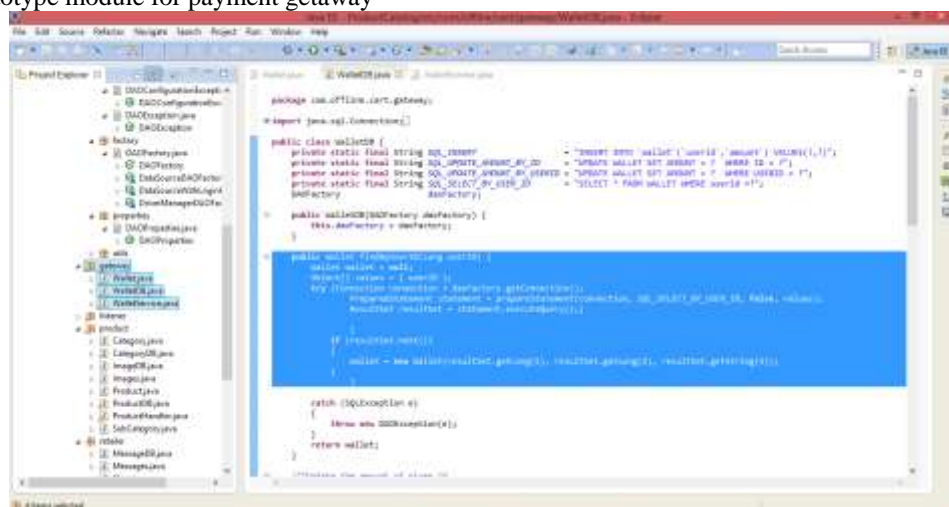Service module contains REST API which will be consumed by GUI and Android App. This is consist account setting also and offered account handling services.
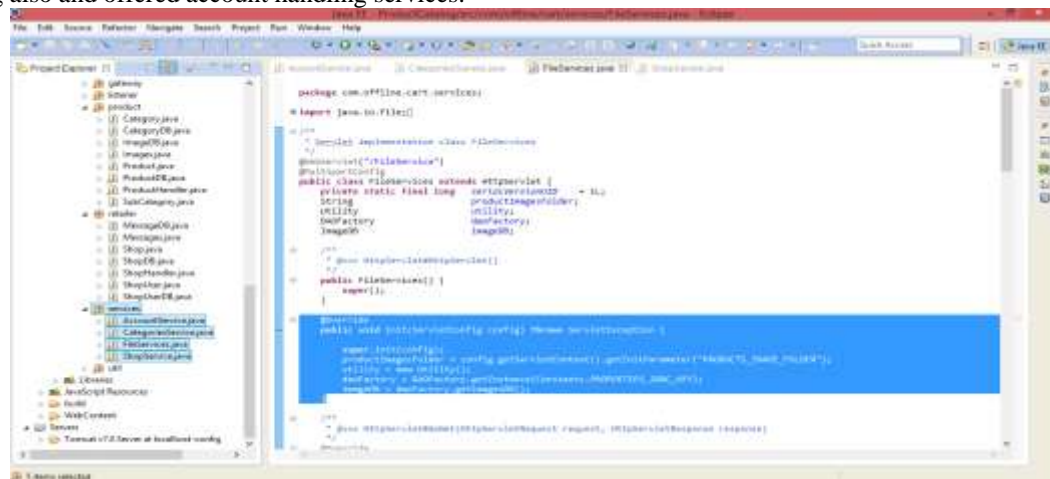


2.5.1: service module (provides services, handle API & GUI)

## 2.6     Payment Gateway (Module is in process)

This is prototype module for payment getaway



2.6: Payment Gateway (allow online transaction)

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## III.    Conclusion

In this paper, we have presented a prototype platform for business to business & business to consumer electronic commerce. In this form of e-commerce, different sellers join their services to form a virtual enterprise, which provides a business process that can be executed over the [Internet] for local markets. We call this platform Offline Cart which includes different components to define, enact and provide an online selling experience processes, supporting also the communication and coordination between the participants. The platform should be seen as an integration effort where several known technologies, as well as new ideas, are being brought together in order to provide a coherent technological solution. We believe that, within our platform, not only the system and overall approach is novel but also that many of the technology being developed to implement the important functionality of platform is also quite innovative.

Advantages: These sites provide a popular way to buy products and daily needs from the home.

Main objective is allows local sellers for online purchasing platform using java technology.

These sites provide a popular way to buy products and daily needs from the home.

Disadvantage:  System not allow user to see how actual product will look likes. Systems through a usability study assessing task time, error rate ultimately.

## IV.    Acknowledgements

### 4.1 Applications

Online shopping
E-commerce sites
Social networking

The use of this platform is for the local market where retailers and consumer can do the purchasing of products from the home.

This is the online e-commerce based web application and it's widely used for selling and purchasing the products and services which are available in the local market

### 4.2 Future scope

As compare to existing system, the purposed system is expected to provide more robust and better e-commerce experience to end user for purchasing product from their local markets. The purposed system may still require few more enhancements. In future we can implement a separate android Application which helps shops owner to manage their products from the android app. We will also implement advertisement option for shop owners.

## References

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