Search Ambiance

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Abstract: The e-commerce platform has been increased enormously in the fields like furniture, fashion and electronics. Fields like furniture, there are multiple online sites for shopping first hand furniture, second hand furniture and renting it. But the ambiguity is that there is no online shopping site comprising all of these. However, if a site has firsthand furniture and second-hand furniture there will not be an option for renting the furniture or vice versa. "Furniture is a soul of the house it gives a sense of fulfilling of needs. Types of furniture are of many designs and categories. It can be as small as mouse to as gigantic as elephant". The idea is to create a platform for customers to purchase or select products from first hand, second hand and rentals (especially during occasions). Search Ambiance is a platform designed to provide first hand, second hand as well as rental furniture online. It is full-fledged web application which is a collaborated website which allows user to buy and sell furniture. Search Ambiance allows users to rent or purchase occasional furniture such has canopies, chairs, tables, stage and party decorations online. People might be searching furniture during occasions which may not be available in their house. This system may help people to get specified furniture for specified occasion. People prefer searching in internet for different websites than going to the main shops just for canvassing or choosing for the product they want to buy or purchase.

Keywords: Search ambiance, furniture, furniture management, ecommerce system, system, management, inventory system.

1. Introduction

Use of web Technology and server in Ecommerce sector provided a different dimension to marketing practice by which furniture company's responsibilities substantially increased to protect the furniture sales from brokers and middlemen and supply them public. This website plays an important role in connecting first hand owners or second-hand owners or rental owners with users by eliminating the brokers or middlemen or retailer. Scope also spreads to by connecting nearest users with nearest owners or sellers, where the application plays an adaptive role in connecting people on search and distance basis. The search engine should always have faster and reliable searching processing. It also helps to process search on basis of distance and location. The primary objective of this web application is to provide the details for booking furniture from the nearest location or the nearest shops. This system helps in search analysis and finds the nearest shop. This application is very useful for people who rent furniture and needs furniture from the nearby shops. The search analysis helps user to get the details of various furniture. People can save time and look for many options sitting in one place. Website can be used in laptops and android phones which is more portable and user friendly. So, we created this system for the convenience of the costumers. Multiple research projects have been published and a lot of efforts have been done in the last few years to establish digital markets using latest web technologies for the convenience of users. Using Latest web development technologies, we can make a user-friendly application which will be reached worldwide. Applications developed using web technologies are portable and can be used in android phones, laptops and computers.

2. Literature Survey

According to the findings of the literature review, there is a need for a web technologies, database and server which can store the data and process according to the need of user. In Search ambiance data would include furniture details which would be the details collected from the furniture owner. When the customers trigger to know the details of furniture data will be retrieved automatically based on user requirement. As a result, data will be stored and retrieved whenever required using latest web technologies. Various Ecommerce websites are designed using similar approach.

Giovanna Castellina [1] presented a paper "ECommerce and web marketing in the furniture industry" which analyses trends in E-Commerce and web marketing in the furniture industry, from both the Business-to-Business and the Business to Consumer perspective. Data and information are provided on: spread of the Internet and online purchasing trends, use of the Internet by furniture consumers (analysis of the online furniture purchasing process), furniture distribution on the Internet (between furniture manufacturers and distributors), e-procurement (between furniture manufacturers and suppliers to the furniture industry). They present an overview of the world furniture market (focusing on Europe and the United States) with data on furniture consumption, furniture imports and exports, furniture distribution. About 50 profiles of websites are available, covering a wide range of online services of interest to both furniture consumers and furniture industry professionals (manufacturers, distributors, designers, office furniture

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purchasers): B2B, B2C, e-procurement and marketplaces, showcase sites, portals and directories, software and business solutions. Profiles refer to American, European and Asian companies and provide data and information on: website structure and online services, availability of ecommerce, products, delivery conditions, commercial networking, number of site visitors.

Antonio Foglio [2] in topic "E-Commerce and Web Marketing as an Answer to the Global Market. Methods in Web Marketing" as the process of web marketing as a specific subject and as an integration of the traditional marketing. The conclusion is that e-commerce and web marketing are a pragmatic and modern answer to the globalization; presenting the process of web marketing the authors outline the necessary methods in teaching web marketing and the new professionalism required.

Rıfat Kurt [3] presented "Mobilya Sektöründe ETicaret'in GZFT Analizi İle Değerlendirilmesi (Evaluation of E-Commerce in Furniture Industry with SWOT Analysis)" In globalizing world, the internet has become an indispensable part of our daily lives and gradually began to be used more widely. This made it easier for businesses to penetrate into national and international markets. Electronic Commerce (E-Commerce), which provides shopping opportunities to customers anywhere in the world, independent of time and space, has started to be used almost in any field. One of these areas is the furniture sector. In this study, developments in E-Commerce in the Turkish furniture industry and changes related to enterprises in the sector have been examined and the data relating directly or indirectly to ECommerce in the furniture sector have been evaluated. As a result, a SWOT analysis of the furniture sector and various suggestions have been made to businesses that want to enter ECommerce.

Dimitrios Kavallieros [4] in the topic "Dark Web Markets" studies the marketplaces, which are operating in the Dark Web. It analyses the various characteristics and features of the most popular recently active darknet markets and vendor shops with the types of goods and services they provide, the various digital cryptocurrencies available as the only acceptable currencies in the Dark Web and the type of charges and payments which are used in the trading transactions carried out between buyers and sellers anonymously within this online dark marketspace. Finally, the chapter presents at the end the coordinated and efficient actions of European and American law enforcement agencies against the illegal trading of these markets as well as the trends, challenges and opportunities which are open in the future for all stakeholders involved.

Ray Y. Zhong [5] in paper "E-commerce logistics in supply chain management: Implementations and future perspective in furniture industry" presents about E-commerce logistics in supply chain management by investigating worldwide implementations and corresponding models together with supporting techniques via furniture industry.

Design/methodology/approach Typical Ecommerce logistics companies from North America, Europe, and Asia Pacific are comprehensively investigated so as to get the lessons and insights from these practices. Findings Future technologies like Internet of Things, Big Data Analytics, and Cloud Computing would be possibly adopted to enhance the E-commerce logistics in terms of system level, operational level, and decision-making level that may be real time and intelligent in the next decade. Research limitations/implications This paper takes the furniture industry for example to illustrate the Ecommerce logistics and supply chain management (LSCM). Other industries like electronic appliance industry are not considered. Practical implications Opportunities and future perspectives are summarized from practical implementations so that interested parties like Ecommerce and logistics companies are able to get some guidance when they are contemplating the business. Social implications E-commerce is booming with the development of new business models and will be continuously boosted in the near future.

3. System Architecture

The collection of data from furniture owner is the first step in the picture above. Customers takes a look at the furniture collections and orders a furniture based on their requirement. The order will be sent to the furniture owners such as first hand, second hand or rental owners depending on the customer requirement. Orders will be scheduled based on first come first served method. Orders will be mapped with customer details and sent to the furniture owners. Tasks are scheduled in severs and based on first come first served method and orders will be scheduled to owners.

Data will be processed and mapped with order numbers and sent to owners. Customer details will be fetched and mapped with furniture by the furniture owners and delivery details will be mapped and sent back to customers.

4. Methodology

1) Data Collection

Data gathering is a primary step. We gather information of both furniture owner and customer in order to understand the needs of customer. Data is vital we get all necessary information in this method. These details will be stored in database and the data collected will be mapped based on the requirements.

2) Data processing

After the collection of data, we process it and store them in data base for further needs. The processed furniture data such has firsthand, second hand or rental are stored separately. These data of furniture will be used throughout the application. This processed data will be made ready to be available for the customer. This data will be fetched automatically when customer triggers the details of furniture.

3) Data Analysis

Data is analyzed and categorized based on some conditions and placed in different cells. Raw data collected from furniture owners will be analyzed and processed based on certain conditions and stored in data store as first hand, second hand or rental furniture.

4) Data Storage and Retrieval

Data storage is place where all the data relating to furniture

are stored. This furniture details are retrieved when necessary, using web technology concepts.

5. Conclusion

This project has helped us a lot in understanding the basics of web technologies and data base concepts. This Search Ambiance project has also helped in learning new concepts in CSS, PHP and HTML. The technology will be prominent for ECommerce Websites since it was chosen after being tested on sample data. This approach can be used on many more Ecommerce Platforms for buying and selling of goods and services. This concept suits good for all kinds of marketing of goods and services by reducing the middle men in markets.

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