Business-To-Business E-Commerce with Open Buying On the Internet

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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 are no way where we get all the details in one place. To overcome this problem we provide a solution where local seller show their products and details in category wise and user browse through it and then purchase it from the shop by visiting it.

Keyword— Main objective is allows local sellers 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

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II.   RELATED WORK

Open Buying on the Internet (OBI)

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Net.Commerce and OBI

Net.Commerce is one of IBM's leading merchant servers. It already provides powerful cataloguing, user management, fulfilment and payment facilities to support Internet e-Commerce. What is needed is a new front end for handling digital certificates based user processing and an additional back-end engine for processing OBI-style transactions. This is very important because a large number of buying organizations would like a simple, standards-based way to interact with their many suppliers and are looking towards standards such as OBI and systems based on such standards to address this issue.

OBI-ENABLEMENT FOR NET.COMMERCE

Lots of e-Commerce buying and selling solutions are running today, and lots of commercial merchant servers are available today. These systems already provide many of the basic functionality required by B2B e-Commerce, e.g. catalog, shopping cart and purchase order composition support. There is no reason to construct OBI-style solutions from scratch.

This paper describes an OBI extension to IBM's leading merchant server Net.Commerce so as to make it capable of serving as an OBI-enabled selling (merchant) server, as well as an OBI-enabled buying server. Our extension is designed as add-on components that can be installed after the base Net.Commerce system is up and running. Our effort should shed some light to how to make an existing e- Commerce solution OBI-ready. We focus on the OBI Selling Server (OBI/SELL) in the rest of the paper, and then a summary of the OBI Buying Server (OBI/BUY).

Net.Commerce, like many of the existing merchant servers, mainly serves the B2C paradigm.

III.   METHODOLOGY

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

In this work we will implement following modules.

MODULES

Following are the modules in Offline Cart

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.
2. Retailer Module
   The retailer module consists of registrations, login, products details, category and database.
3. Product Module
   The product modules consist of product management functionality.
4. DAO Module
   DAO (Data access object) module will be used to handle the database operations.
5. Services
   The service module will contains REST API which will be consumed by GUI and Android App
6. Payment Gateway
   We will implement a prototype module for payment getaway.

Activity chart

This system will be developed using J2EE of java. In this system we will use bootstrap &j -query for developing the client UI. The client request and response will be handling by the service layer which will be implemented using Java servlet API. Servlet technology is robust and scalable because of java language. On the database side we are going to use MySQL database server which is an open-source relational database management system (RDBMS). For database connectivity we will use JDBC which is is a java API to connect and execute query with the database. JDBC API uses jdbc drivers to connect with the database. In another word Java Database Connectivity (JDBC) is an application programming interface (API) for the programming language Java, which defines how a client may access a database.
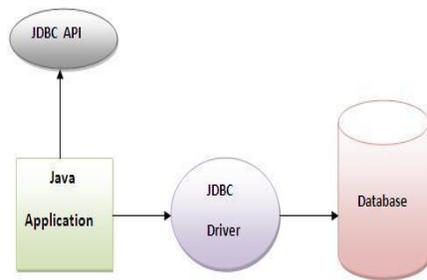
Fig: activity cha

IV. RESULTS AND DISCUSSION

In this paper we intend to provide a new Platform system which will be designed using Java J2EE. This system will be a e-commerce platform that will allow user to buy products and services from the local market The system will also be integrated with payment gateway for paying online or using E-Wallet features of application. From retailers end this platform will provide all options to show their products with all specifications.

- 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.

V. CONCLUSION AND FUTURE SCOPE

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.

systems through a usability study assessing task time, error rate ultimately.

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.

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