## Universiti Teknologi MARA

"SuperHero Stuff"

E-Commerce Website

Wan Akmal bin Wan Mat

Thesis submitted in fulfillment of the requirement for Bachelor of Science (Hons) Business Computing
Faculty of Computer and Mathematical Sciences

## **DECLARATION**

This is to certify that I am responsible for the work submitted in this project, that the original work is my own except as specified in the references and acknowledgements, and that the original work contained herein have not been undertaken or done by unspecified sources or persons.

JULY 19, 2012

WAN AKMAL BIN WAN MAT

2009273306

## **ABSTRACT**

Nowadays, the emergence of personalization application for online shopping in business industries is the new approach to help business gain most benefits for their companies. E-Commerce, with the Internet as its main platform has a very large market network. The research has contributed online shopping for the international superhero merchandise. "SuperHero Stuff" E-Commerce Website has brought the new ideas to find the international and limited "SuperHero Stuff" merchandise in Malaysia through online. "SuperHero Stuff" E-Commerce Website contributed the ideas in integrating the online shopping and hoping that all user around Malaysia can purchased the international superhero merchandise easily. The system provides facilities for customers to place orders, purchases and a recommend products based on customer needs electronically. The system developed in the Windows environment using Macromedia Dreamweaver 8 as the scripting language. While, MySQL and Wamp Server are used as the database management system. During the development process, the Waterfall Model is implemented where it acts as a methodology in developing the system. The development of such system is expected to be the driver for the growth of product sales and market.

## **TABLE OF CONTENTS**

DECL.	ARATION	, <b>i</b>
APPR	OVAL	ii
ACKN	OWLEDGEMENTi	ii
ABSTI	i i	V
CHAP	TER 1: INTRODUCTION	1
1.1	Introduction	1
1.2	Problem Statement	3
1.3	Objectives of the Project	4
1.4	Scope of the Project	4
1.5	Significance of the Project.	5
1.6	Research Methodology	6
1.7	Summary	7
CHAP	FER 2: LITERATURE REVIEW	8
2.1	Introduction	8
2.2	Web Based/Online Application	8
2.3	Online Shopping	9
2.4	Shopping Cart Software	0
2.5	Online Payment	1
2.5	.1 Credit Card	1
2.5	.2 Internet Banking	2
2.6	Zen Cart for Building Online Store	2
2.7	PayPal Malaysia Guide for Online Business	3

	2.8	Evaluation an E-Commerce Provider	. 14		
	2.8	.1 Evaluate Real Web Sites	. 14		
	2.8.	.2 Evaluate Search Engine Placement	. 15		
	2.8.	.3 Evaluate Features Offered and Costs	. 15		
	2.8	.4 Evaluate Customer Service	. 16		
	2.9	A Comparison of Questionnaires for Assessing Website Usability	. 17		
	2.10	Summary	. 19		
C	CHAPTER 3: METHODOLOGY 20				
	3.1	Introduction	.20		
	3.2	Research Methodology	.20		
	3.2.	.1 Requirement Phase	. 22		
	3.2.	.2 Design Phase	. 24		
	3.2	.3 Implementation Phase	.29		
	3.2.	.4 Testing Phase	. 29		
	3.3	Summary	. 30		
C	CHAPTER 4: RESULT AND DISCUSSIONS				
	4.1	Introduction	.31		
	4.2	Respondents	.31		
	4.3	Questionnaires	.32		
	4.4	Demographic Data	.33		
	4.5	Analysis of User Interface Satisfaction	.35		
	4.6	Analysis of Usability of the System	.43		
	4.7	Page of "SuperHero Stuff" E-Commerce Website	. 49		
	4.8	Discussion	. 55		
	4.9	User Interface Satisfaction.	.55		
	4.10	Usability of the System	.56		