

“EASY SHOP”

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This Report Presented in Partial Fulfillment of the Requirements for the Degree of
Bachelor of Science in Computer Science and Engineering

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APPROVAL

This Project/internship titled “**Easy Shop**”, submitted by MD Al Amin Ripon, ID No: 163-15-8370, Musavvir Al Jami, ID No: 163-15-8274 and Anup Paul, ID No: 163-15-8324 to the Department of Computer Science and Engineering, Daffodil International University has been accepted as satisfactory for the partial fulfillment of the requirements for the degree of B.Sc. in Computer Science and Engineering and approved as to its style and contents. The presentation has been held on 8th October 2020.

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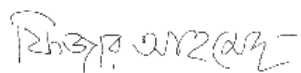
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DECLARATION

We hereby declare that, this project has been done by us under the supervision of **MD Jueal Mia, Senior Lecturer, Department of CSE, Daffodil International University**. We also declare that neither this project nor any part of this project has been submitted elsewhere for award of any degree or diploma.

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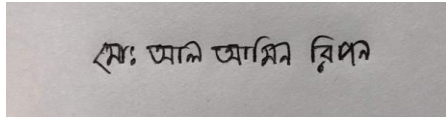
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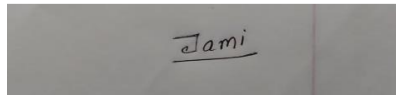


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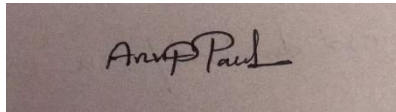


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ACKNOWLEDGEMENT

First we express our heartiest thanks and gratefulness to almighty God for His divine blessing makes us possible to complete the final year project successfully.

We really grateful and wish our profound our indebtedness to our Supervisor **Md Jueal Mia, Senior Lecturer**, Department of CSE Daffodil International University, Dhaka. Deep knowledge & keen interest of our supervisor in the field of app development to carry out this project. His endless patience, scholarly guidance, continual encouragement, constant and energetic supervision, constructive criticism, valuable advice, reading many inferior draft and correcting them at all stage have made it possible to complete this project.

We would like to express our heartiest gratitude to **Dr. Syed Akhter Hossain Professor and Head**, Department of CSE for his kind help to finish our project and also to other faculty members and staff of CSE department of Daffodil International University.

We would like to thank our entire course mate in Daffodil International University, who helped us to enhance our knowledge including and excluding this project.

Finally, we must acknowledge with due respect the constant support and patients of our parents.

ABSTRACT

We have implemented an android application named “EASY SHOP”, which can work as a connection between international e-commerce sites and local consumers of our country. The user can use this app to order products from international e-commerce sites such as : Amazon, Alibaba etc. The most common problem a consumer can face using this e-commerce sites is that a credit card is mandatory to purchase any product. Majority of the population of our country is middle class, lower middle class. These people may have the money to purchase a moderate product from these e-commerce sites but most of them don’t use credit or debit card for a very complex process and a large amount of money must be expensed per month to keep the card running and meet the target. As a result without credit or debit card they don’t get the access of these reputed international e-commerce sites. Through our application they will have the chance to visit some particular international ecommerce sites and purchase their desirable products.

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CHAPTER 1

INTRODUCTION

1.1 Introduction

From the very beginning of mankind people learnt the necessity of trade and commerce. Trade means the transfer or exchange of goods or services. In the early era people used one kind of products to exchange other kind of products. For example if someone has a cow but he is in need of wheat. Then He would give his cow to someone who has wheat and in return he will receive wheat. In this trading process the main problem was the value of products were not equal in most cases. If we notices, no matter how much wheat the man gets the value of a cow will always be greater comparing with wheat. This was something a great problem, in order to solve the problem currency was invented. But at first stage currency was not something like we see today. Salt, animal skin and advanced weapons were used as currencies and gradually this process spread out in the whole world. In the modern world trade has a whole new definition. People use money to trade and there are specific outlets where people can find specific products. We can see a huge change and the change is still continuous with the flow of time. The development of technology has a great impact on every sector. Trade and commerce is also influenced by technology. E-commerce is the result of this change. E-commerce stands for electronic commerce, is the activity of buying or selling products over the internet. It all started basically in 1990 with the invention of World Wide Web. In 1994 and 1995, the first third party services began to appear for online credit card sales. In July, 1995 the first ever product was sold by amazon and it was a book. At the same time another company was planning to make it big in the e-commerce industry and it was eBay ([1]). Now people can shop every kind of products in one place sitting at their houses. There are many international and local e-commerce sites which provide services to consumers. In our country people have a easy access to the local e-commerce sites like: Daraz, Evilly, Bikroy.com, Rokomari etc. These sites often face criticism for faulty product delivery, late delivery, bad service etc. So people mostly trusts international sites such as: Amazon, Alibaba, eBay etc. But a limited number of people from our country have access to these sites because of a complex transaction process, complex shipment process etc.

There is an android application available on google play store and as a e-commerce website. It's name is Ali2BD ([2]). Though the concept is quite similar to our apps but our application has different from Ali2BD. Ali2BD has a very limited number of international websites in their inventory.

Our application "Easy Shop" plays the most important role right there to connect our local consumers with these highly reputed e-commerce sites. It allows consumers to order products from international e-commerce sites like: amazon, eBay etc. They will select the product using our application and we will use our credit card to buy and deliver the product to consumers.

1.2 Motivation

Whatever exists in this world, there is reason behind it. Most of the things that has been invented in this world is to solve some sort of problem for human kind. Our application also solves some major issues that was identified by us in terms of using international e commerce sites.

- i. Credit/debit card availability: In Bangladesh majority of the people are middle class and lower middle class. They don't use credit cards or master cards, this is a sign of luxury. So only the upper class people of the society use these cards and can purchase products from international e-commerce sites. So to make the purchase available to a majority of the people was our main focus.
- ii. Bad services of local e-commerce sites: There are many local e-commerce sites are available, they provide services to the people. But in every two days there are several complains about these sites regarding faulty/low quality products, late deliveries, higher rate, cheating with wrong products. It is clear that people are having trust issues with these e-commerce sites but they don't have an alternative as the international e-commerce sites don't operate in Bangladesh. They can use our application to shop through amazon or eBay, they won't have to pay, it will require just the selection of the product.

- iii. Custom complexity: Let's assume someone bought a product from amazon or from any international e-commerce sites. As the shipment of the product will be by ship or plane, the product must be collected from customs. To avoid these complexity most people don't order products.
- iv. Unavailable products: There are many products which are not available especially in Asia. As people don't have option they can't buy many products.

1.3 Objective

The main objective of our product is to construct a bridge between international e-commerce sites and local consumers. When most of the people will find a trustworthy source to connect with the international e-commerce sites the trade between these two parties, the trading will increase. There are some other objectives that are described below :

- i. To make the trading easy. When people will find attractive products without a complex process of buying, they won't hesitate to purchase products.
- ii. To build trustworthy trading environment. With our application people will have a option to enjoy cash on delivery. There will be no chance of cheating.
- iii. To make available the unavailable products. Many products from the western countries are not available in Asia. For example "GoldFish" is a famous snacks in the United States of America. But in subcontinent most of the people doesn't even know about such products. This products will become accessable.
- iv. When people will start to choose international e-commerce sites, the local e-commerce sites will have to make their services better and easy to stay in the long run. So people will be benefitted.

1.4 Expected Outcome

- The trade and commerce will increase as the main outcome and people will have access to products of international e-commerce sites without having any credit or debit card.
- The unavailable products will be available. People can buy an American branded hair pin to a Chevrolet car, which are not common in Bangladesh.
- New job opportunities will be created. As the purchased products needs to be delivered.
- Cash on delivery system will be ensured so, there will absolutely no chance of cheating.

1.5 Report Layout

The report contains 7 chapters in which we described all the possible and necessary things of our projects. This section is the preview of all chapters.

- Chapter 1 consists of introduction, motivation, objective and expected outcome.
- Chapter 2 consists of preliminary, related work, scope of problem and challenges.
- Chapter 3 consists of business process model and use case diagram.
- Chapter 4 consists of front-end design, back-end design and implementation requirement.
- Chapter 5 consists of implementation of database, implementation of back-design, testing implementation and result.
- Chapter 6 consists of impact of society, ethical access, sustainability plan.
- Chapter 7 consists of discussion and conclusion, further scope for development.

CHAPTER 2

BACKGROUND

2.1 Preliminaries

With the invention of internet in 1991, the possibility of e-commerce was visible. After the development of security protocols in the early 2000 a great number of business companies represented their services in the World Wide Web. E-commerce sales were growing at a decent pace in the next few years. By the end of 2007 the e-commerce sales was accounted for 3.4 % out of the total sales ([3]). Companies like Amazon, eBay played an important role to grow the e-commerce sector where it is today. Let's see the annual e-commerce sales of United States from 2000 to 2012 .

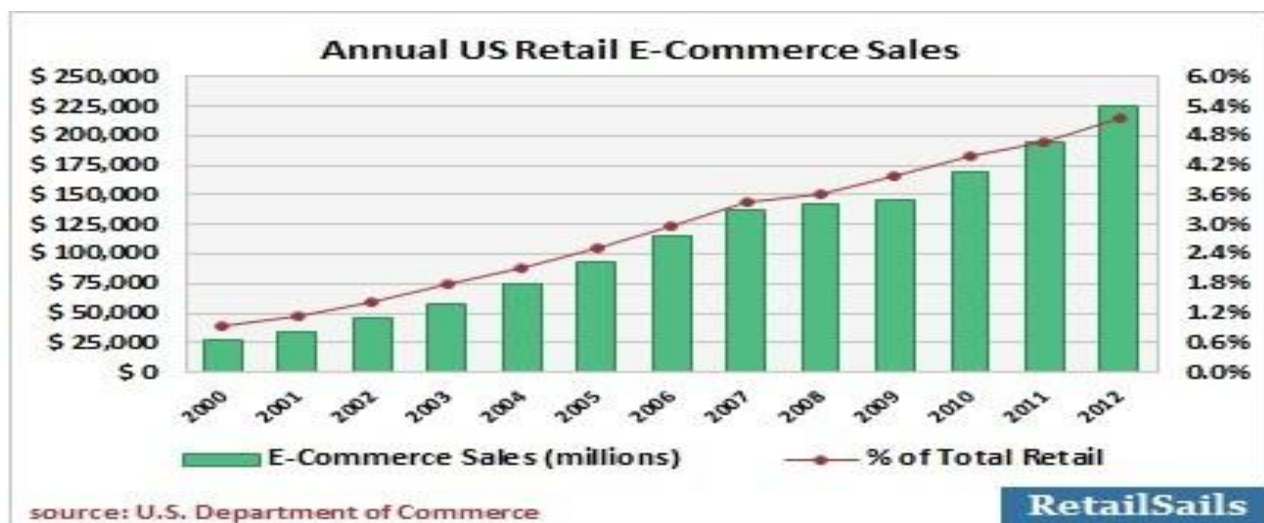


Figure 2.1 : Annual US Retail E-Commerce Sales. ([4])

In Bangladesh the growth rate e-commerce is magnificent, it is growing at a rate of 72% per month. E-commerce industry in Bangladesh began to evolve from the year 2012. In 2016 \$50 million was invested in the e-commerce sector of Bangladesh. The e-Commerce Association of Bangladesh (e-CAB) founded that the outreach of the e-commerce business market exceeded to 17 billion TK in 2017 from 4 billion TK in 2016. By 2021 it is expected that the market value will exceed to 70 billion TK ([5]).

2.2 Related Works

There is an application available on the google play store named Ali2BD. The concept is quite similar to ours yet the details inside is very different from what we are offering in our project. First of all the app offers only two Indian e-commerce sites amazon India and flip kart and two Chinese e-commerce sites but the main problem lies in here. Whenever user selects amazon India or flip kart or ali express they directly sees the product with a MRP. The main question is there is no way to verify whether it is the authentic product of that particular site or not as consumers don't have a chance to order from the authentic site. Also the pricing of the application is questionable.

In some of the reviews of the application few customer complained that the application shows "Ali2BD" stopped working and they are not delivering any products. If this is the truth they are not in the market anymore .

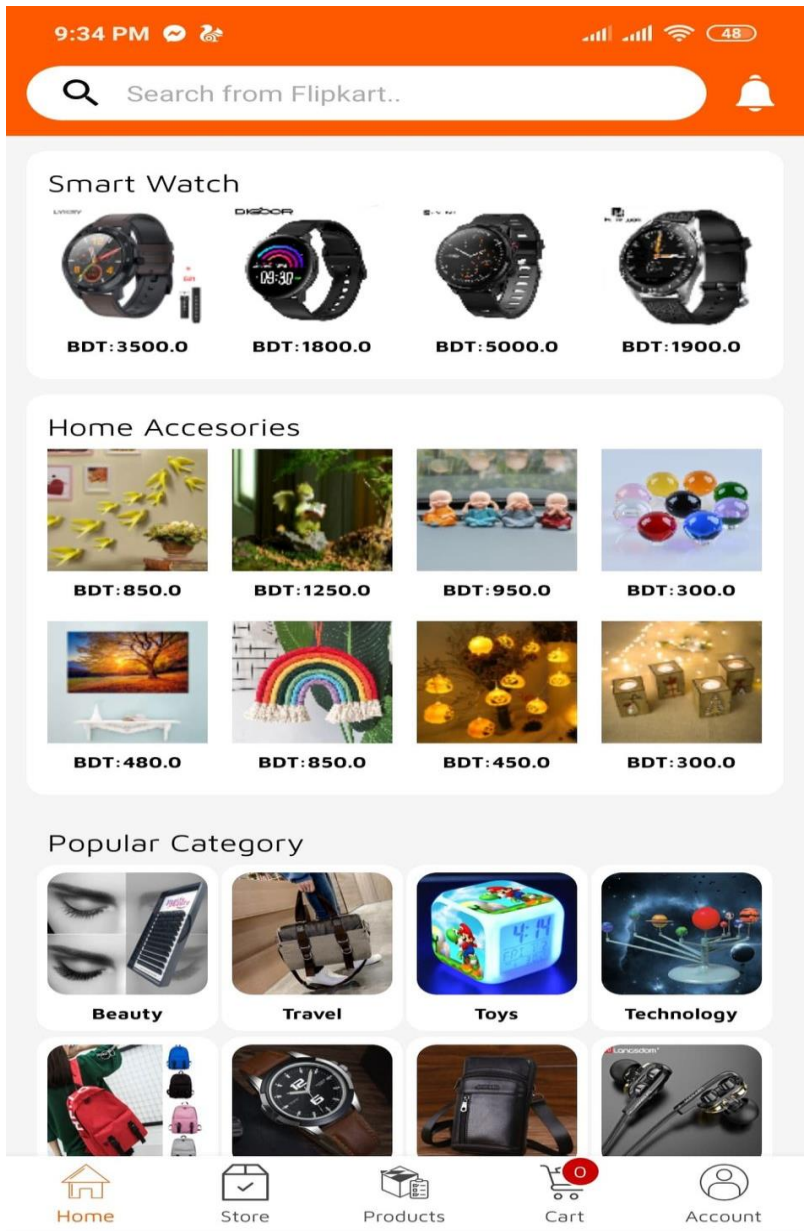


Figure 2.2 : Home page of Ali2BD

2.3 Scope of the Problem

In the recent time e-commerce has a great chance. This project of ours doesn't directly goes in the business of e-commerce, but we are using the existing international e-commerce sites for product but what we are delivering the customers are :

- A easy transaction process. Any transaction through any card requires a lot of numbers to be filled and most importantly the consumer will have to be a card holder to purchase any products from the international e-commerce sites. As we know a large number of people in Bangladesh doesn't use any kind of master card, so it gives our application a open scope to run smoothly in the field.
- Whenever any product arrives in Bangladesh from overseas the consumer has to collect the product from customs, they don't want to face these process because it takes time for the paperwork. If we provide them a home delivery service and do all the needed paper work, it will create attraction and scope to our application.
- When the consumers can order unique, popular and unavailable products through our application, they will think twice before choosing any local e-commerce site or application over our application.
- Sometimes people get cheated by fraud e-commerce sites. These sites demand the full or partial payment before the delivery of the product. Many consumers have bitter experience after they paid the money before product delivery. Through our application they will have cash on delivery option, which will work as a positive point for our application.
- There are more options of e-commerce sites in our app, the sites are not particularly Indian or Chinese apps but we are providing global e-commerce sites. As the consumers can directly select the item from the authentic sites there is no question of fake products and over charge.

2.4 Challenges

There are many challenge that we might face after launching the application :

- Security Challenges: As we are working with transaction of money in our application we can face problem of hacking. Hackers can hack information of our users.
- Customer Service: We need to plan a perfect strategy to satisfy our customers, unless we can face problems such as : late deliveries , stock out products etc.
- Competition: If we have to survive in the market we have to out number our competitors, e-commerce business is not a very small business. There are many gigantic companies out there and we have to be ready to compete with them.
- Poor experience: If our customer have any poor experience with us, it will be a very big issue. Regaining customer trust is the most important and complex thing to achieve.
- Finding right market : Targeting the right audience is the most key challenge we have to face. If we target the higher class and rich consumers our idea can be a failure.

CHAPTER 3

REQUIREMENT SPECIFICATION

3.1 Business Process Model

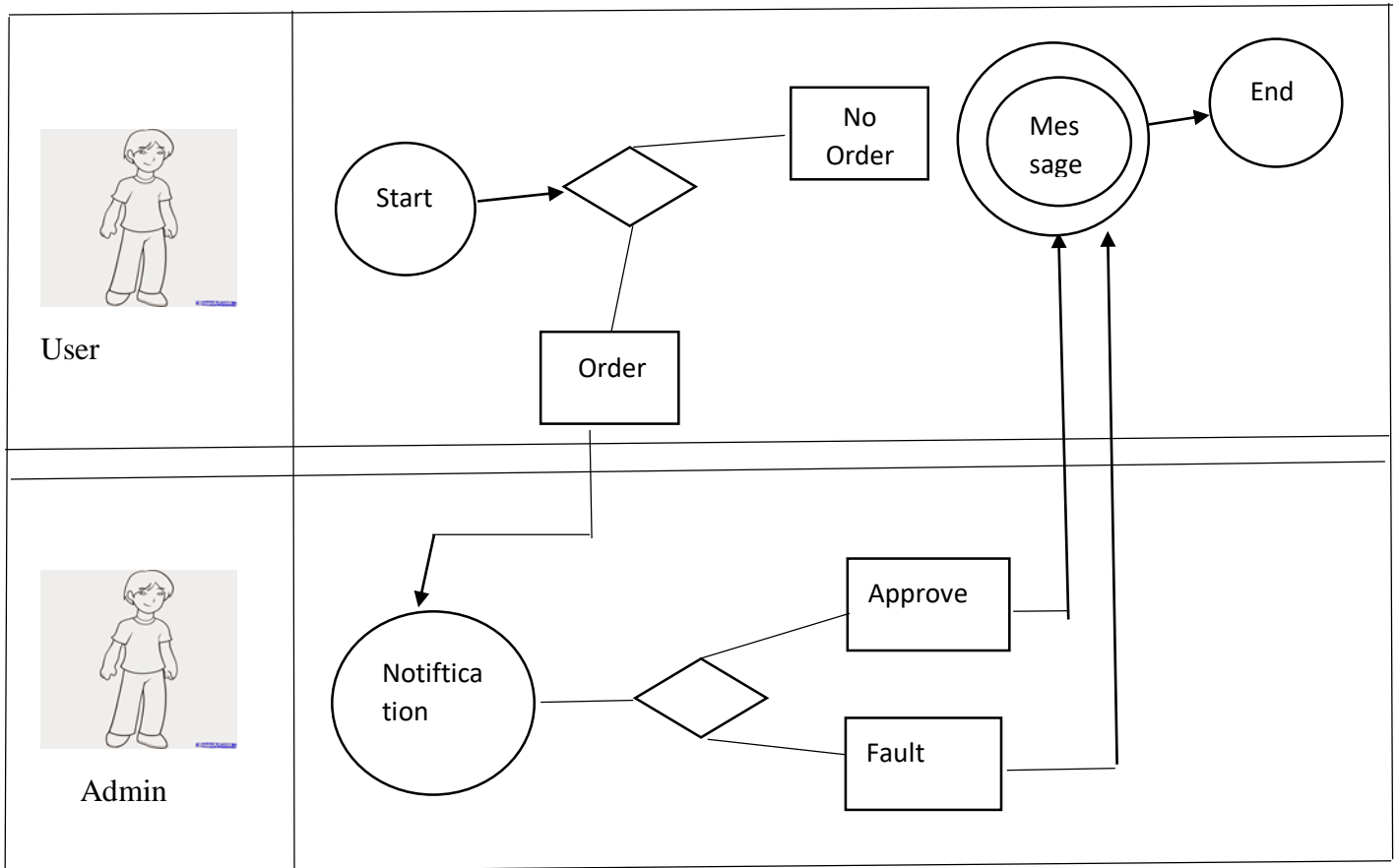


Figure 3.1 : Business Process Model

3.2 Use Case Modeling and Description

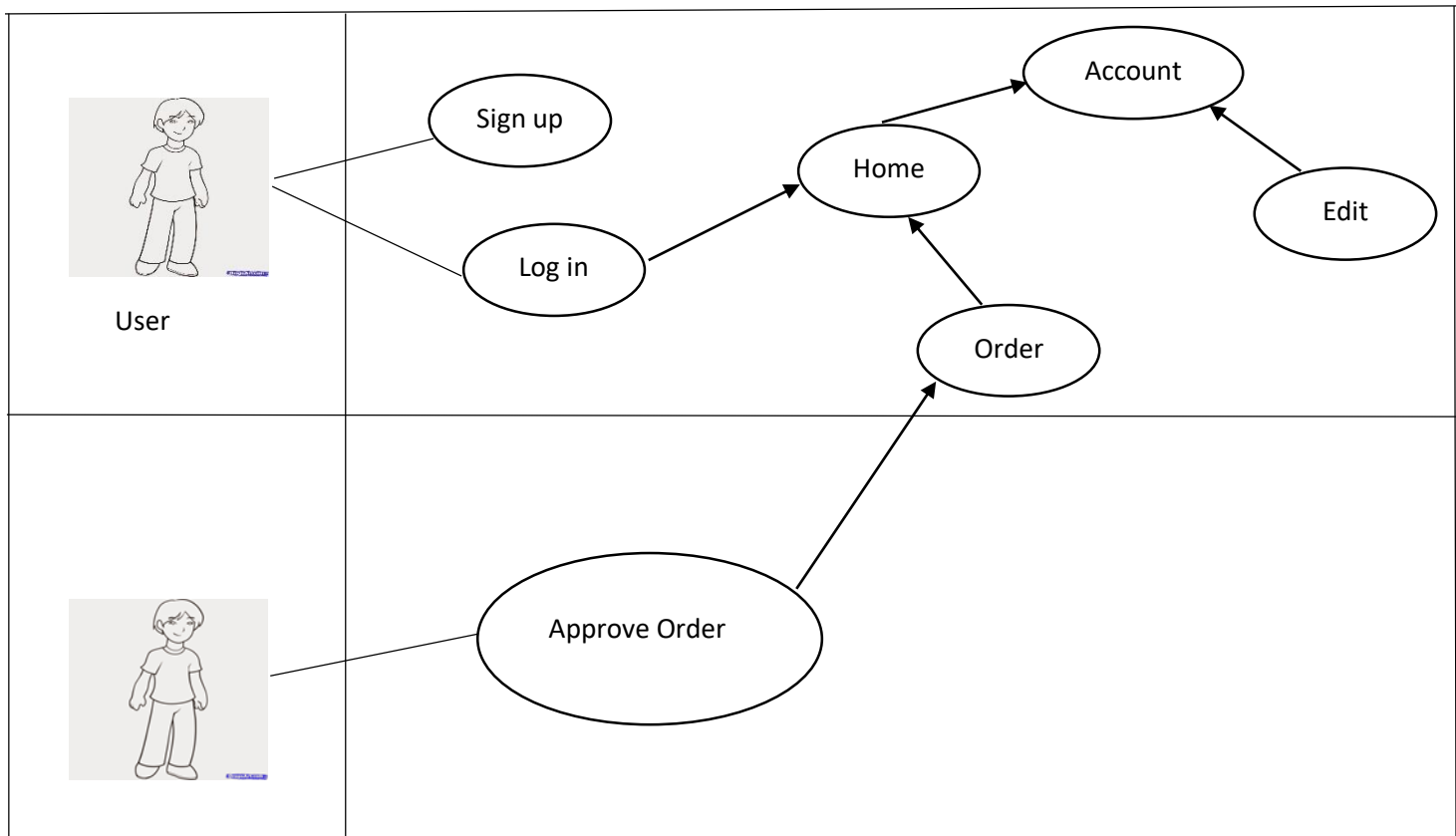


Figure 3.2 : Use Case Diagram

The use case diagram of our application is very simple. User has direct action which is sign up and log in. After log in user will go to home page, here he can either give order or not. He can also move to account where he will find details, he can also edit the details if he wants.

Admin has only one action here, when user orders something the task of the admin is to approve the order.

CHAPTER 4

SPECIFICATION

4.1 Front-end Design

At the starting of our application the user will find a log in option, if he has an account he can log in using the email and password he provided. In case he doesn't have an account , he can go to the sign up option and open an account by providing required information. After a user logs in he will find a home page with three buttons at the lower side of the screen. Home page will consists of the e-commerce sites from where he can directly go to the site and copy the link of the desired items and paste it to the order option. In the account section the user will find his details including the orders he have made so far. There will be a option to change his personal details.

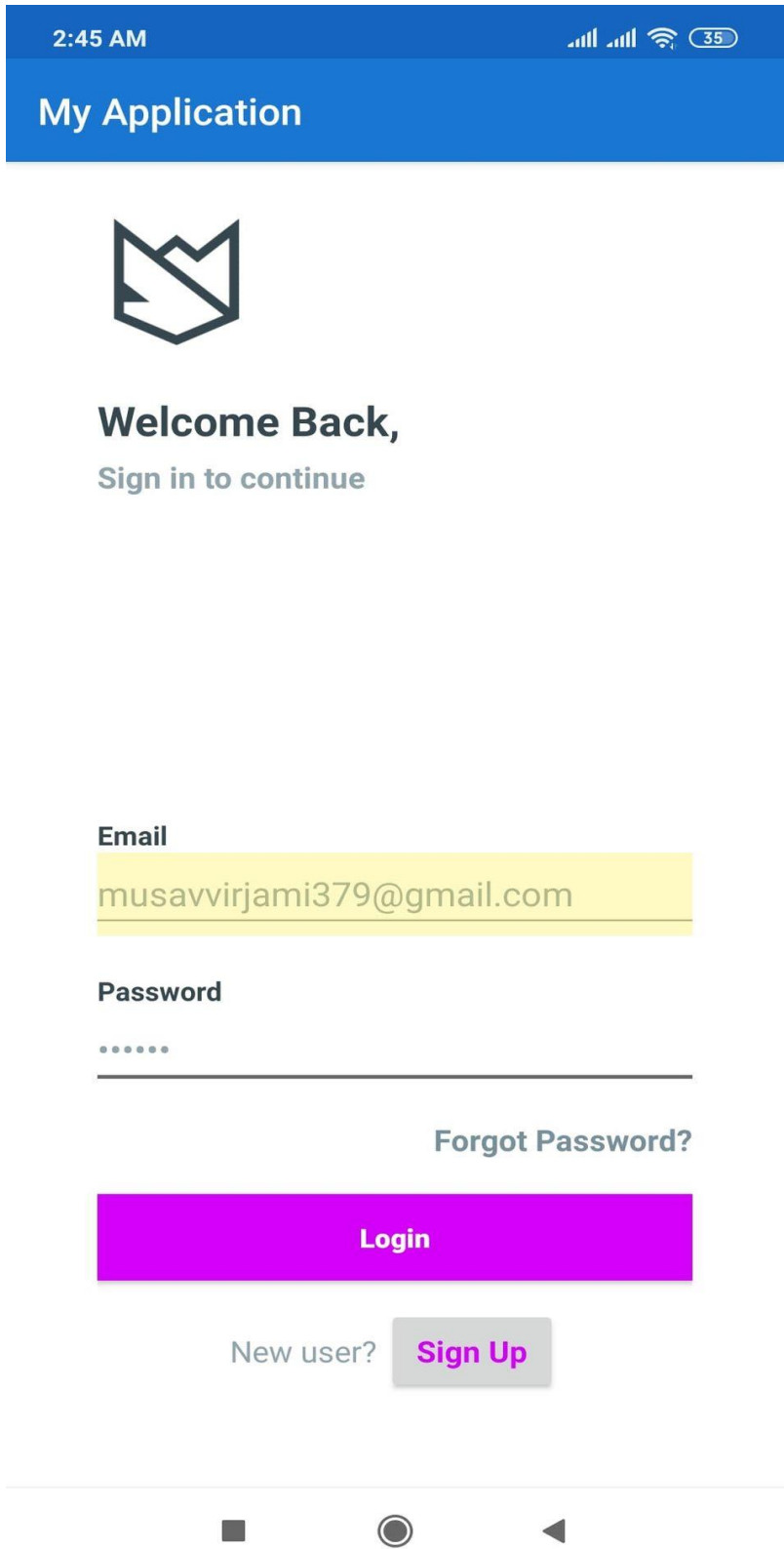


Figure 4.1 : Front-end Design of Log-in Page

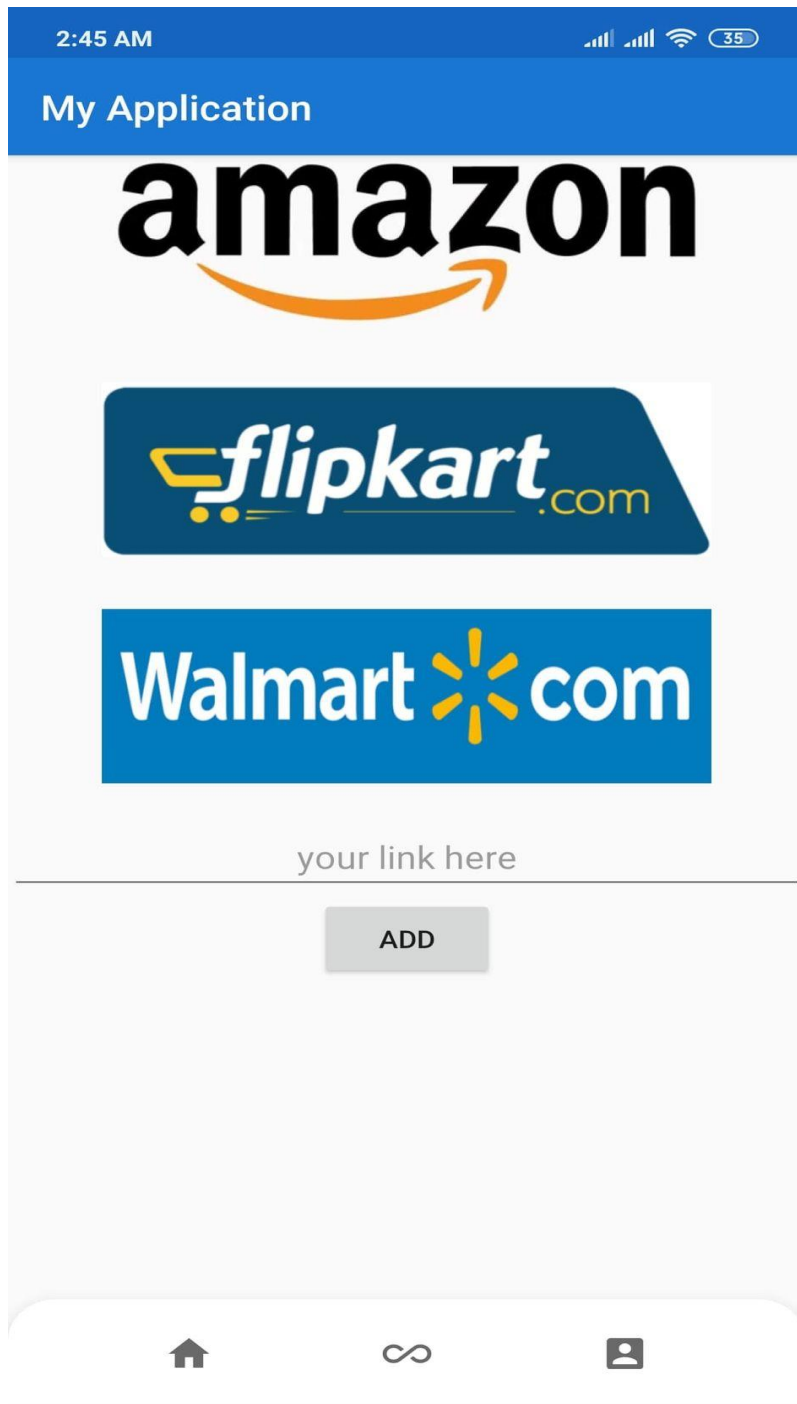


Figure 4.2 : Front-end Design of Home Page

4.2 Back-end Design

The back-end design for sign up page

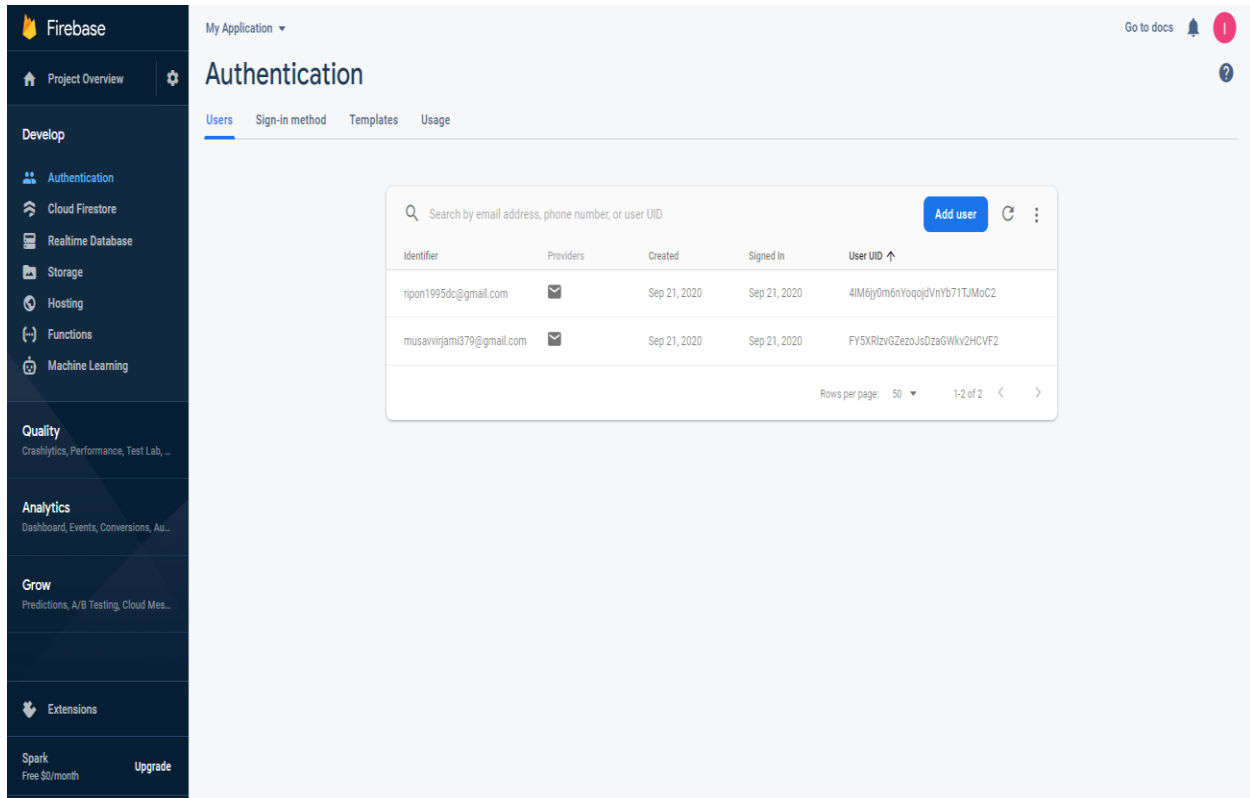


Figure 4.3: Back-end design of sign up.

4.3 Implementation Requirement

The implementation of the code is as follows :

#XML code for layout

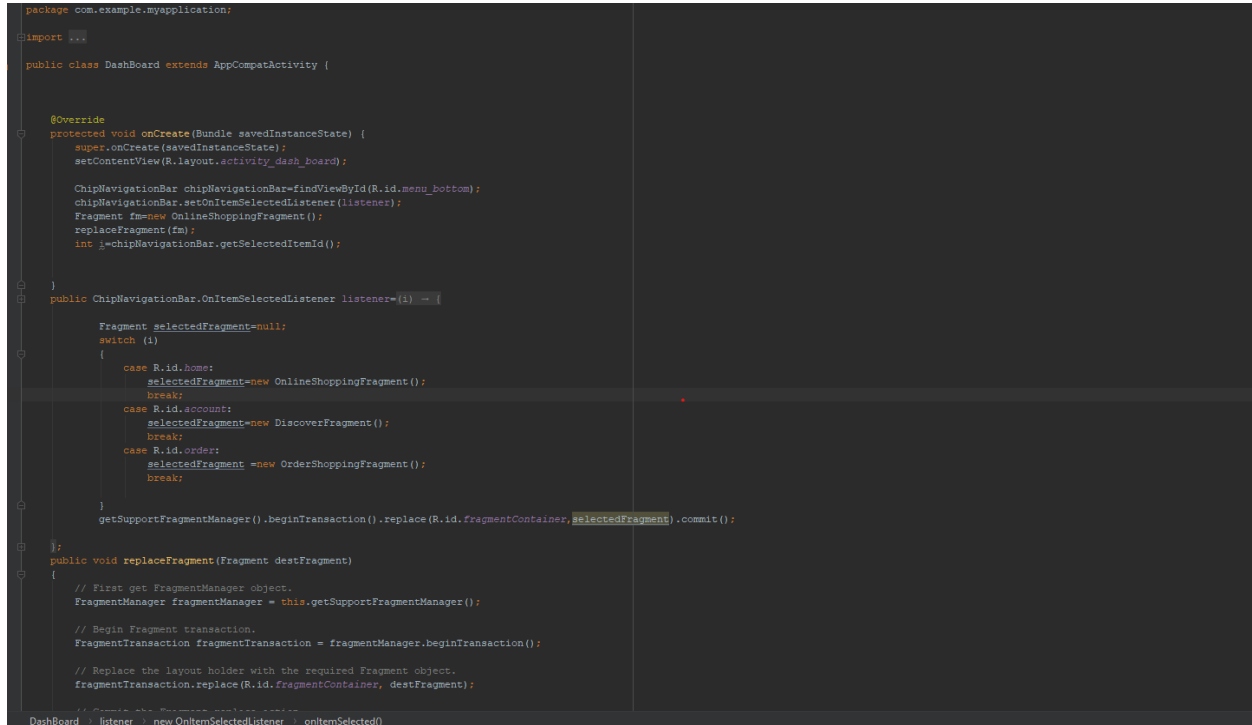
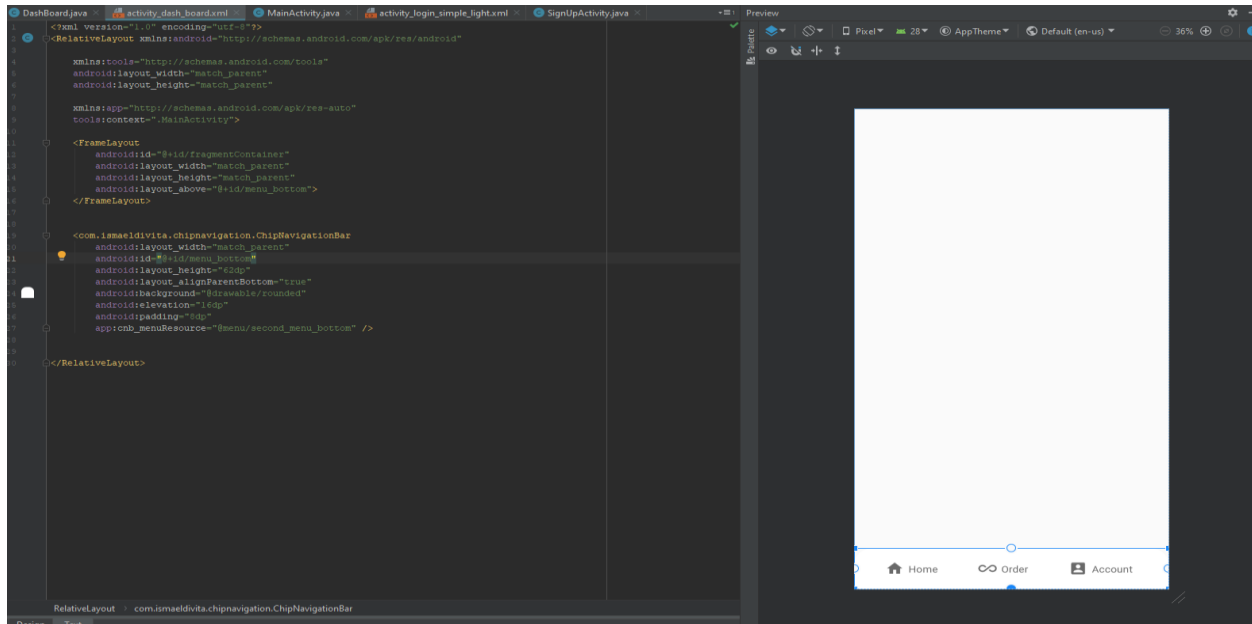


Figure 4.5 & 4.6 : Code Implementation

```

31     }
32     public ChipNavigationBar.OnItemSelectedListener listener=(s) = {
33
34         Fragment selectedFragment=null;
35         switch (l)
36         {
37             case R.id.homs:
38                 selectedFragment=new OnlineShoppingFragment();
39                 break;
40             case R.id.account:
41                 selectedFragment=new DiscoverFragment();
42                 break;
43             case R.id.order:
44                 selectedFragment =new OrderShoppingFragment();
45                 break;
46         }
47         getSupportFragmentManager().beginTransaction().replace(R.id.fragmentContainer,selectedFragment).commit();
48     };
49     public void replaceFragment(Fragment destFragment)
50     {
51         // First get fragmentManager object.
52         fragmentManager fragmentManager = this.getSupportFragmentManager();
53         // Begin fragment transaction.
54         FragmentTransaction fragmentTransaction = fragmentManager.beginTransaction();
55         // Replace the layout holder with the required fragment object.
56         fragmentTransaction.replace(R.id.fragmentContainer, destFragment);
57         // Commit the fragment replace action.
58         fragmentTransaction.commit();
59     }
60     public void removeFragment()
61     {
62         fragmentManager fm=this.getSupportFragmentManager();
63         Fragment cur=fm.findFragmentById(R.id.fragmentContainer);
64         FragmentTransaction ft=fm.beginTransaction();
65         ft.remove(cur);
66         ft.commit();
67     }
68 }
69 }
70 }
71 }
72 }
73 }
74 }
75 }
76 }
77 }
78 }
79 }

```

```

1 <?xml version="1.0" encoding="utf-8"?>
2 <LinearLayout
3     xmlns:android="http://schemas.android.com/apk/res/android"
4     android:orientation="vertical"
5     android:layout_width="match_parent"
6     android:layout_height="match_parent">
7
8     <Button
9         android:id="@+id/amazon"
10        android:padding="50dp"
11        android:background="@drawable/amazon"
12        android:layout_gravity="center"
13        android:layout_width="300dp"
14        android:layout_height="100dp">
15    </Button>
16
17    <Button
18        android:layout_marginTop="30dp"
19        android:id="@+id/flipkart"
20        android:padding="50dp"
21        android:background="@drawable/flipkart"
22        android:layout_gravity="center"
23        android:layout_width="300dp"
24        android:layout_height="100dp">
25    </Button>
26
27    <Button
28        android:layout_marginTop="30dp"
29        android:id="@+id/walmart"
30        android:padding="50dp"
31        android:background="@drawable/walmart"
32        android:layout_gravity="center"
33        android:layout_width="300dp"
34        android:layout_height="100dp">
35    </Button>
36
37    <EditText
38        android:layout_marginTop="20dp"
39        android:id="@+id/editlink"
40        android:hint="your link here"
41        android:gravity="center"
42        android:layout_width="match_parent"
43        android:layout_height="wrap_content">
44    </EditText>
45
46    <Button
47        android:layout_gravity="center"
48        android:text="Add"
49        android:id="@+id/btnNext"
50        android:layout_width="wrap_content"

```

Figure 4.7 & 4.8 : Code Implementation

Figure 5.1 & 5.2 : Database implementation of Log in

5.2 Implementation of Font-end Design

This is the where user will find option implementation of home page of e-commerce sites.

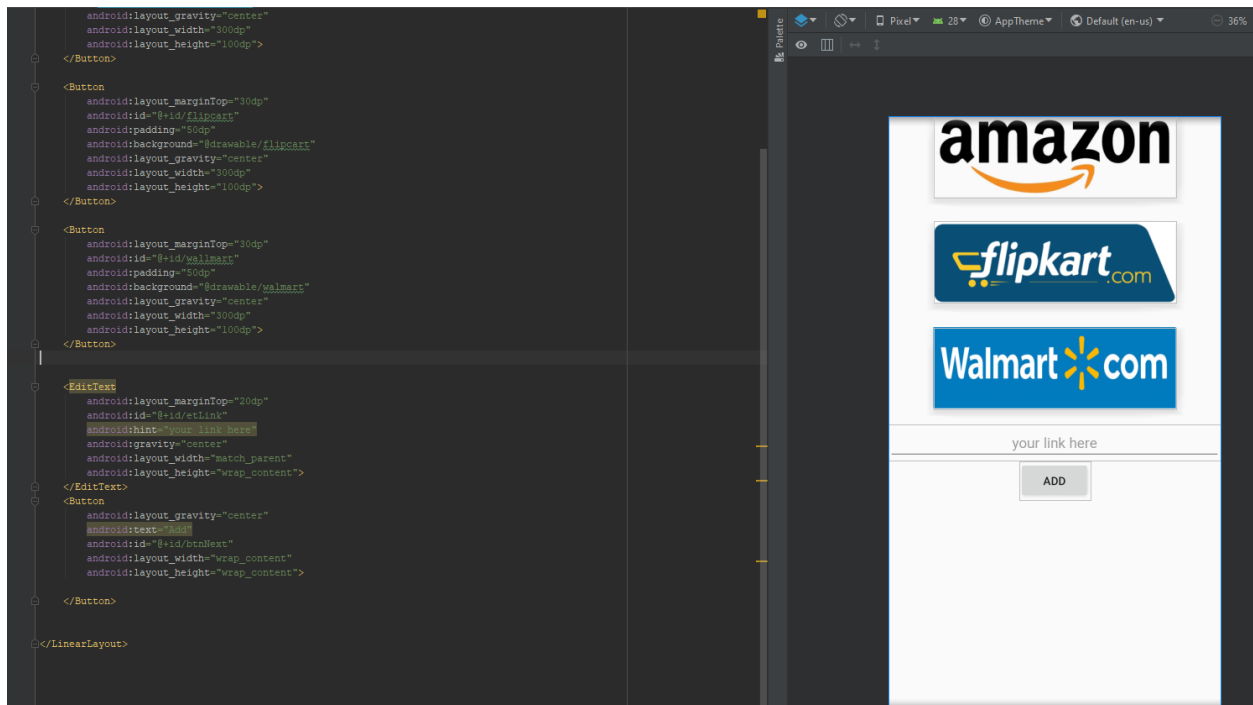
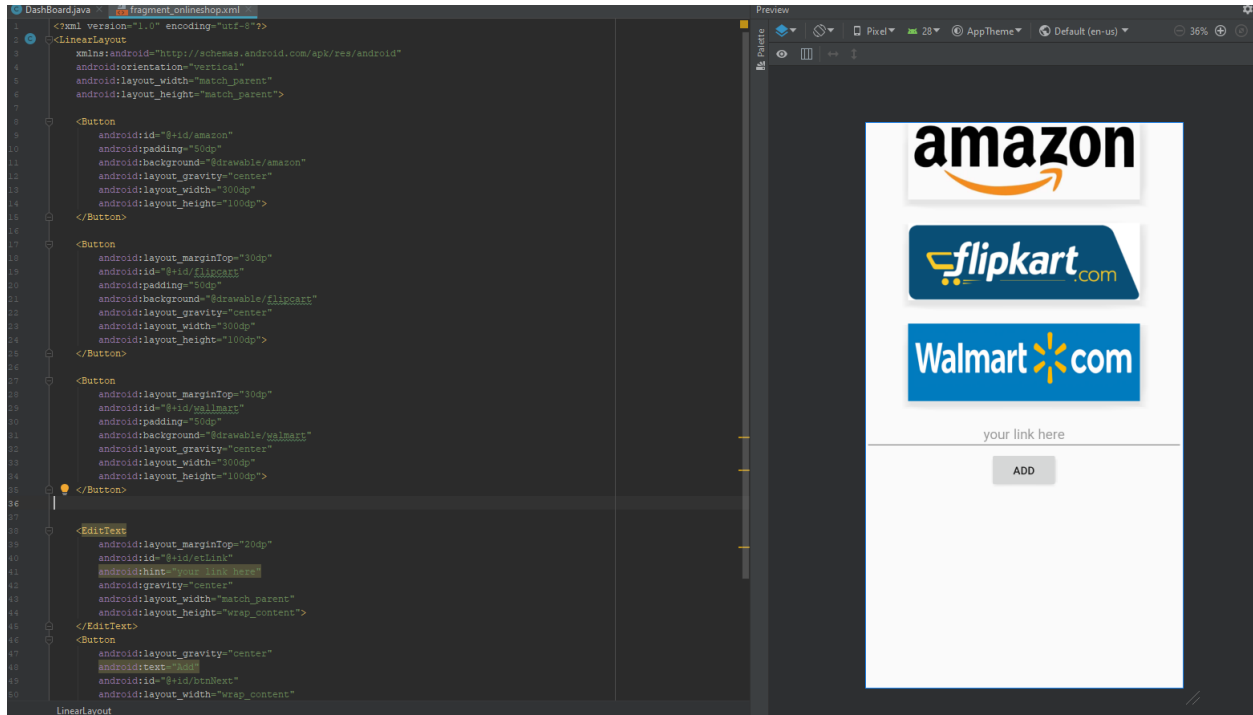


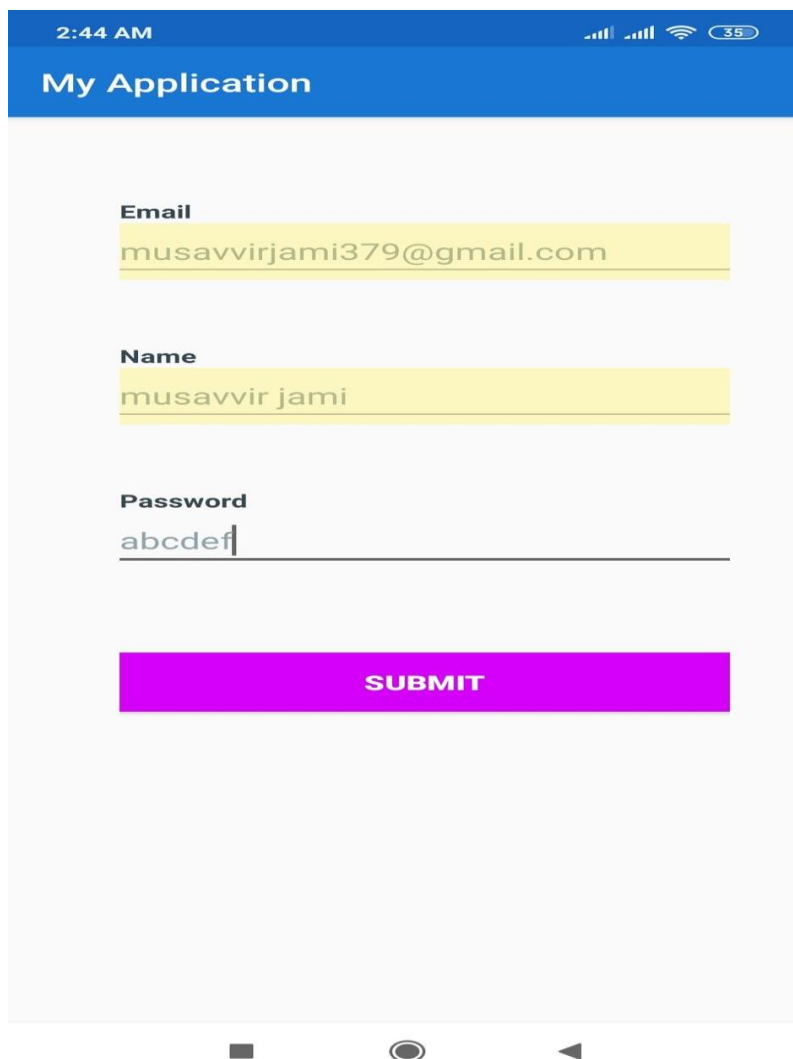
Figure 5.3 & 5.4 : Implementation of front-end design.

5.3 Testing Implementation & Result

For testing part, we have tested all the possible aspects of the application and will give two basic implementation and it's result.

The first testing is of the sign-up section. In this section we filled up the required information and our account was created .

The second testing is of the home page, we tested whether our home page was arriving or not after logging in.



The screenshot shows a mobile application interface for signing up. At the top, there is a blue header with the text "My Application". Below the header, there are three input fields: "Email" with the value "musavvirjami379@gmail.com", "Name" with the value "musavvir jami", and "Password" with the value "abcdef". A purple "SUBMIT" button is located at the bottom of the form. The status bar at the top shows the time as 2:44 AM, signal strength, Wi-Fi, and battery level at 35%.

Figure 5.5 : Testing of Sign up

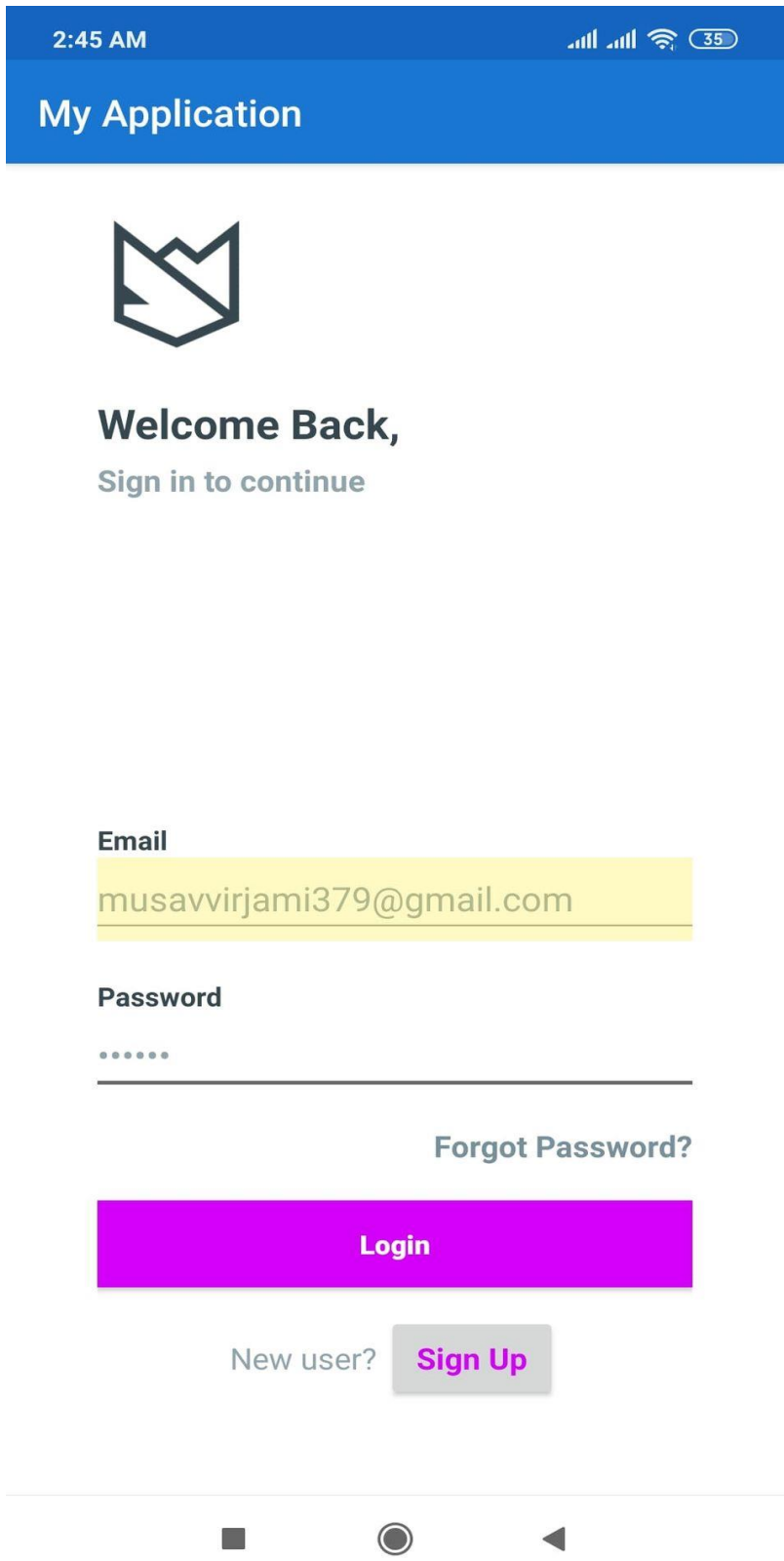


Figure 5.6 : Implementation of log-in

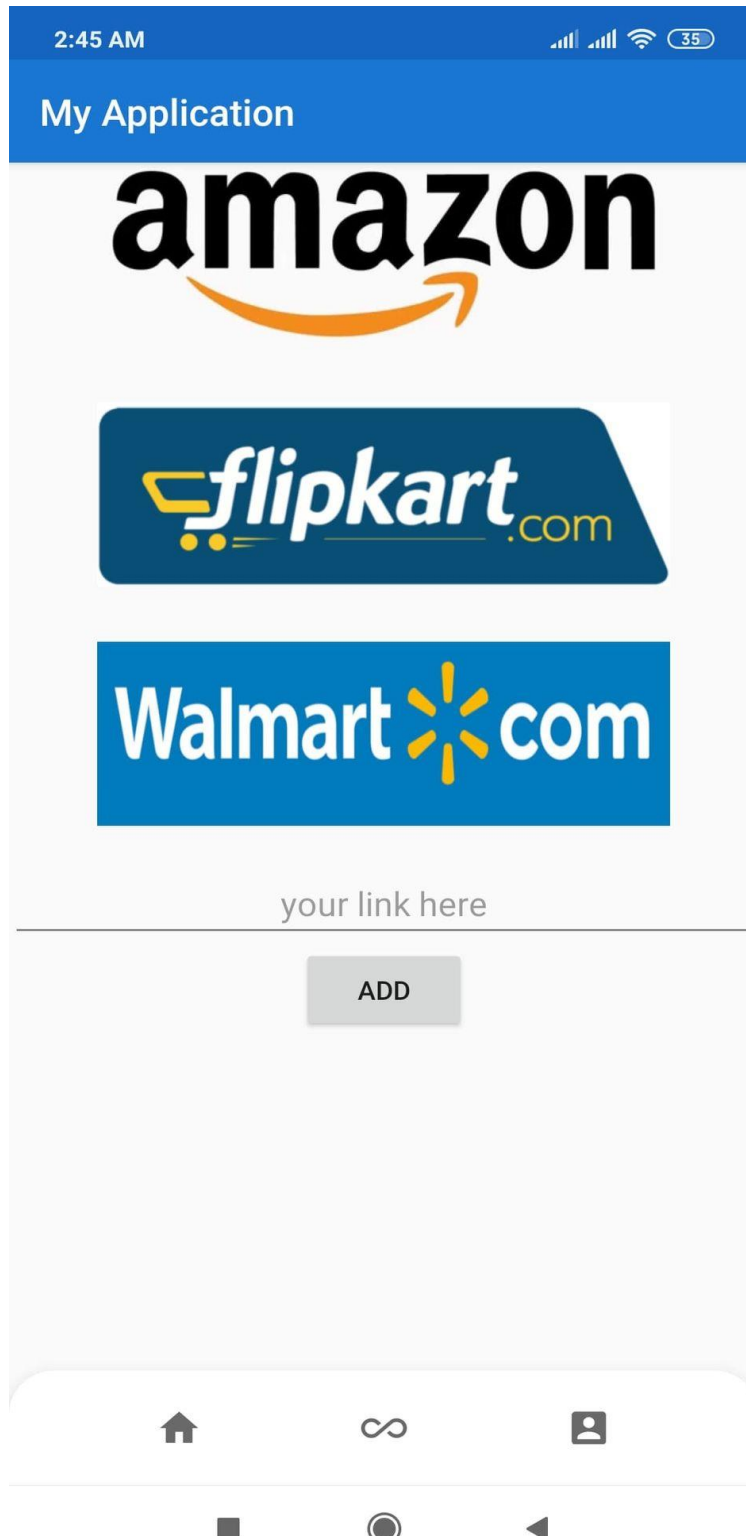


Figure 5.7 : After Log-in Result

CHAPTER 6

IMPACT on SOCIETY and SUSTAINABILITY

6.1 Impact on Society

Many of will think what will be the impact of an android application on the society, most people will say nothing. But it has a impact on the lives of the people and people are the part of the society.

- This application will provide job opportunities, so it will remove unemployment problem from a particular area. As a result the crime rate will also decrease, because many crime happens only for money. When they will have jobs many people will leave the path of crime.
- People will purchase products online, and the government will get taxes on each product that will be bought. This will have positive impact on the society.
- The number of fraud e-commerce sites will decrease as people can directly get the authentic product. For example in Bangladesh no international e-commerce sites run their business directly or indirectly. But recently an e-commerce site named amazon Bangladesh ltd. is going to start their operational work, there is no doubt they are using the name of amazon.
- We know how harsh it has been in 2020. The whole world is in a global pandemic because of covid-19. This virus is very dangerous, it can contaminate people through touching even through sneezing the virus can travel from one person to another. In this situation the more we stay in our houses the more safe we will be. As this application provides the option of shopping from home, it creates a safe environment for the consumers as they don't need to step out.

6.2 Ethical Access

Ethic is the set of moral principles that governs the person's behaviour or the conducting of an activity. This project was ethically right and when the application will be used by users, the ethical acts will not be violated at any condition.

- The idea of this project was fresh, There are many android apps have been developed regarding e-commerce sites around the world. But we didn't follow any of the existing ideas and decided to work with an unique and effective idea.
- There are some common case of violating ethics in e-commerce sites :
 - Faulty products.
 - Late delivery.
 - Fake bidding on own products.
 - Wrong product delivery.
- We will follow online rules.
- We will list the accurate products.
- The data of consumers must be protected.

6.3 Sustainability Plan

Sustainability stands for the ability to survive in the long run. There are many applications are developed every year. Many applications competes well and became no. one but many others can not stay in the long run and loses it's track. Everyone remembers the former phone giant company Nokia. It was one of the most successful companies back in early 2000s. Everything was going very smooth for Nokia. Then the world was introduced with android operating system, every company adopted the new system and changed their plans. But nokia stayed with their old plan and system, they survived for few years but eventually failed because they were lacking a sustainability plan.

Sustainability plan is very important we must follow some rules :

- Target the bigger portion of users.
- Adopt any changes.
- Reduce the cost.
- Recycle instead of wasting.
- Market promotions to grow trust.
- Regain the brands image if anything goes wrong.
- Look for any opportunities to grow.
- Mark areas that need to be improved.
- Create a vision and work according to it.

CHAPTER 7

CONCLUSION & FUTURE SCOPE

7.1 Discussion and conclusion

Today e-commerce has a great effect on modern world. From pin to pen, from cycle to car every item is being sold online .Though we are not providing direct facilities of an e-commerce sites, but through our application consumers can enjoy the service of many international e-commerce sites without any complex transaction process. This application provides customer with authentic reliable products and without any high charges.

7.2 Scope for Further Development

In the upcoming future if our application makes a perfect place in the market our main target will be to deal with the e-commerce sites that are available on our apps to make our business bigger. Our next target will be to develop the layout and infrastructure of the app.

We can also add variety of products if we get a positive response from our users. There will be an option for users with credit card who can use their cards to shop for others, in return if a product costs 500 TK including all charges , He will have the chance to earn profit. He will have option to choose what product he wants to buy using his card.

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