

## SUBHARAM GOVT.DEGREE COLLEGE, PUNGANUR-517247

### COMPUTER APPLICATION DEPARTMENT

### PROJECT

### WORK BY STUDENTS

| S.L No. | YEAR    | NAME OF THE STUDENT | PROGRAM       | NAME OF THE MENTOR | DEPARTMENT           | PROJECT TITLE                              |
|---------|---------|---------------------|---------------|--------------------|----------------------|--------------------------------------------|
| 1       | 2022-23 | C.HEMALATHA         | III B.COM(CA) | M.SRAVANI          | COMPUTER APPLICATION | E-COMMERCE MODELS                          |
| 2       | 2022-23 | Y.MOHENDRA REDDY    | III B.COM(CA) | M.SRAVANI          | COMPUTER APPLICATION | FEATURES OF E-GOVERNANCE                   |
| 3       | 2022-23 | K.ASHOK KUMAR       | III B.COM(CA) | M.SRAVANI          | COMPUTER APPLICATION | TYPES OF E-GOVERNANCE                      |
| 4       | 2022-23 | S.AKRAM BASHA       | III B.COM(CA) | M.SRAVANI          | COMPUTER APPLICATION | ADVANTAGES AND DISADVANTAGES OF E-COMMERCE |
| 5       | 2022-23 | G.MANOJ KUMAR       | III B.COM(CA) | M.SRAVANI          | COMPUTER APPLICATION | ELECTRONIC GOVERNANCE                      |
| 6       | 2022-23 | M.BALAJI            | III B.COM(CA) | M.SRAVANI          | COMPUTER APPLICATION | NATIONAL DIGITAL HEALTH BLUEPRINT          |
| 7       | 2022-23 | D.CHARAN KUMAR      | III B.COM(CA) | M.SRAVANI          | COMPUTER APPLICATION | FEATURES OF E-GOVERNANCE                   |
| 8       | 2022-23 | O.VENUGOPAL NAIDU   | III B.COM(CA) | M.SRAVANI          | COMPUTER APPLICATION | STRUCTURE OF HTML                          |
| 10      | 2022-23 | K.JYOTHI            | III B.COM(CA) | M.SRAVANI          | COMPUTER APPLICATION | GOOD GOVERNANCE                            |
| 11      | 2022-23 | HAMSAVENI           | III B.COM(CA) | M.SRAVANI          | COMPUTER APPLICATION | EGOVERNANCE MODELS                         |
| 12      | 2022-23 | V.PAVANKUMAR        | III B.COM(CA) | M.SRAVANI          | COMPUTER APPLICATION | MULTI DIMENSIONAL ARRAY IN PHP             |
| 13      | 2022-23 | V.AMBIKA            | III B.COM(CA) | M.SRAVANI          | COMPUTER APPLICATION | LISTS IN HTML                              |
| 14      | 2022-23 | G.HARITHA           | III B.COM(CA) | M.SRAVANI          | COMPUTER APPLICATION | CONTROL STRUCTURE IN JS                    |
| 15      | 2022-23 | S.ASIYA             | III B.COM(CA) | M.SRAVANI          | COMPUTER APPLICATION | E-GOVERNANCE FOR RURAL DEVELOPMENT         |
| 16      | 2022-23 | K.BHARGAV           | III B.COM(CA) | M.SRAVANI          | COMPUTER APPLICATION | JAVASCRIPTING STRUCTURE                    |
| 17      | 2022-23 | K.ASHOK KUMAR       | III B.COM(CA) | M.SRAVANI          | COMPUTER APPLICATION | FORMATING TAGS                             |

|    |         |                   |               |           |                      |                                            |
|----|---------|-------------------|---------------|-----------|----------------------|--------------------------------------------|
| 18 | 2022-23 | S.ASIYA           | III B.COM(CA) | M.SRAVANI | COMPUTER APPLICATION | HTML TABLES                                |
| 19 | 2022-23 | K.JYOTHI          | III B.COM(CA) | M.SRAVANI | COMPUTER APPLICATION | DISCUSS ABOUT HTML                         |
| 20 | 2022-23 | O.VENUGOPAL NAIDU | III B.COM(CA) | M.SRAVANI | COMPUTER APPLICATION | EXAMPLE OF HTML DOCUMENT                   |
| 21 | 2022-23 | C.SWETHA          | III B.COM(CA) | M.SRAVANI | COMPUTER APPLICATION | COMPONENTS OF E-GOVERNANCE                 |
| 22 | 2022-23 | A.CHACRADHAR      | III B.COM(CA) | M.SRAVANI | COMPUTER APPLICATION | ELECTRONIC GOVERNANCE                      |
| 23 | 2022-23 | A.CHACRADHAR      | III B.COM(CA) | M.SRAVANI | COMPUTER APPLICATION | ADVANTAGES AND DISADVANTAGES OF E-COMMERCE |
| 24 | 2022-23 | G.MANOJ KUMAR     | III B.COM(CA) | M.SRAVANI | COMPUTER APPLICATION | NATURE AND SCOPE OF E-COMMERCE             |
| 25 | 2022-23 | S.AKRAM BASHA     | III B.COM(CA) | M.SRAVANI | COMPUTER APPLICATION | GOVERNMENT,GOVERNANCE AND GOOD GOVERNANCE  |
| 26 | 2022-23 | K.RAGANJALI       | II B.COM(CA)  | M.SRAVANI | COMPUTER APPLICATION | STRUCTURE OF C PROGRAMING                  |
| 27 | 2022-23 | N.NAGARAJA        | II B.COM(CA)  | M.SRAVANI | COMPUTER APPLICATION | HISTORY OF C-LANGUAGE                      |
| 28 | 2022-23 | M.SIREESHA        | II B.COM(CA)  | M.SRAVANI | COMPUTER APPLICATION | OPERATORS IN C LANGUAGE                    |
| 29 | 2022-23 | G.NARENDRA        | II B.COM(CA)  | M.SRAVANI | COMPUTER APPLICATION | IDENTIFIERS IN C                           |
| 30 | 2022-23 | C.CHANDU          | II B.COM(CA)  | M.SRAVANI | COMPUTER APPLICATION | HISTORY OF C-LANGUAGE                      |
| 31 | 2022-23 | Y.RAJESH          | II B.COM(CA)  | M.SRAVANI | COMPUTER APPLICATION | HISTORY OF C-LANGUAGE                      |
| 32 | 2022-23 | G.NAGENDRA BABU   | II B.COM(CA)  | M.SRAVANI | COMPUTER APPLICATION | STRINGS IN C-LANGUAGE                      |
| 33 | 2022-23 | S.SREEKANTH       | II B.COM(CA)  | M.SRAVANI | COMPUTER APPLICATION | DATA TYPES IN C-LANGUAGE                   |

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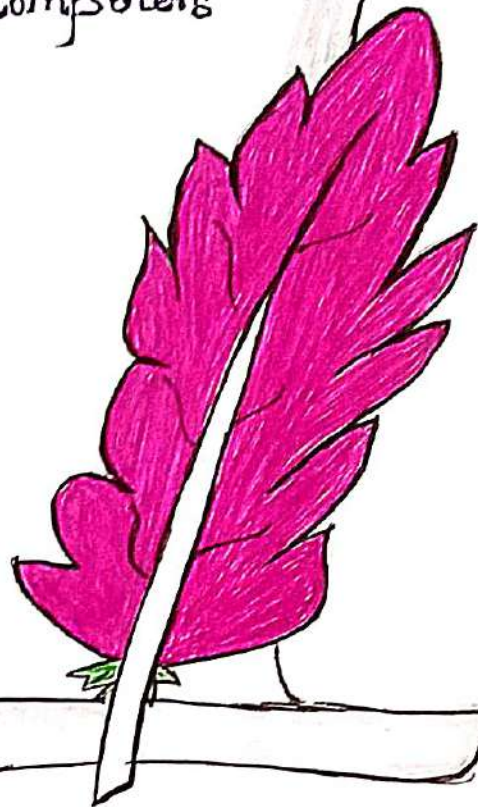
Project work

Topic : E-Commerce & Traditional Commerce

Name : C. Hernadatha

Group : III B. Com (CA)

Department of Computers



1. Discuss about types of E-Commerce models?

Electronic commerce can be classified into six main categories. The basis for this simple classification is the parties that are involved in the transactions. So the six basic electronic commerce models are as follows,

**Business to Business (B2B):** This is Business to Business transactions. Here the companies are doing business with each other. The final customer is not involved. So the online transactions only involve the manufacturers, wholesalers, retailers etc.

**Business to Consumer (B2C):** Business to consumer. Here the company will sell their goods and/or services directly to the consumer. The consumer can browse their websites and look at products, pictures, read reviews. Then they place their order and the company ships the goods directly to them. Popular examples are Amazon, Flipkart, Jabong etc.

**Consumer to consumer (C2C):** Consumer to consumer, where the consumers are in direct contact with each other. No company is involved. It helps people sell their personal goods and assets directly to an interested party. Usually, goods traded are cars, bikes, electronics etc. OLX, Quikr etc follow this model.

**Consumer to Business (C2B):** This is the reverse of B2C, it is a consumer to business. So the consumer provides a good or some service to the company.





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## PROJECT WORK



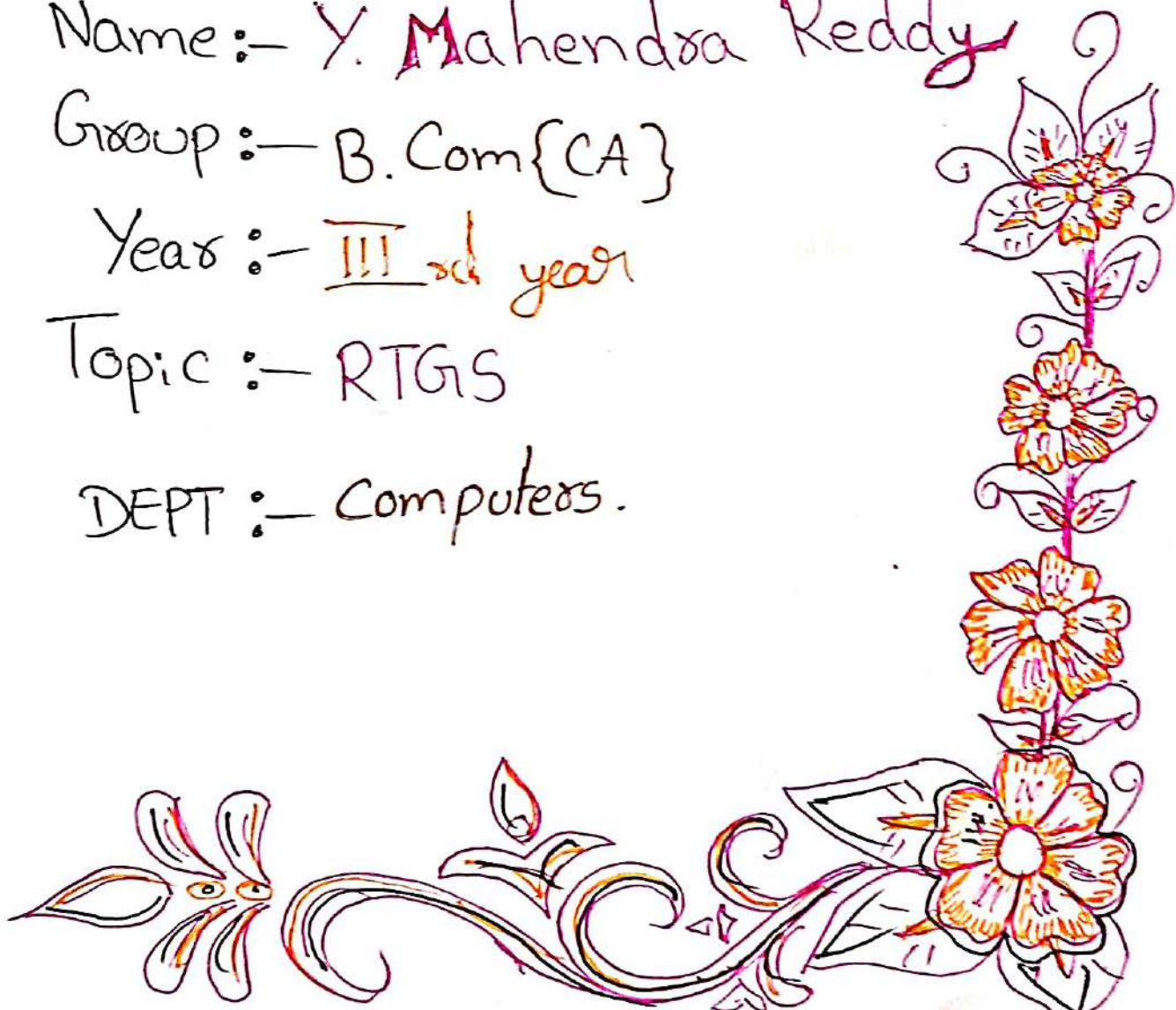
Name:— Y. Mahendra Reddy

Group:— B.Com{CA}

Year:— IIIrd year

Topic:— RTGS

DEPT:— Computers.





## Types of E-commerce models?

Electronic commerce can be classified into six main categories. The basis for this simple classification is the parties that are involved in the transactions so the six basic e-commerce models are as follows.

### 1. Business to Business (B2B):

This is Business to Business transactions. Here the companies are doing business with each other. The final consumer is not involved so the online transactions only involve the manufacturers, wholesalers, retailers etc.

### 2. Business to consumer (B2C)

Business to consumer to Business transactions. Here the companies are doing business with each other. The final consumer is not involved so the consumer can browse their websites and look at products pictures, read reviews then they place their order and the company ships the goods directly to their home. Popular, Jabong etc.

### 3. consumer to consumer (C2C):

consumer to consumer where the consumers are in direct contact with each other. No company is involved and in direct contact with each other. No company is involved. It helps people sell their personal goods and assets directly to an interested party. Usually goods traded are cars, bikes, etc., guitars etc follow this model.

4. consumer to Business (C2B) This is the reverse of B2C. It is a consumer to the company. Say for example an IT freelancer who develops and sells his softwares to a company. This would be a C2B transaction.

SUBHRAM GOVT DEGREE  
College  
Punganur

Project ~~work~~

Name :- K. Ashok Kumar

Topic :- types of E-Governance

Group :- III<sup>rd</sup> BCOM(CA)

Department of  
Computer Applications



Discuss about Government, Good Government and Governance?

Government :- Government is a group of people who rule or run administration of a country. In other words, it may be said that a government is the body of representatives that governs and control the state at a given time.

Government may be of different types. It may be a democracy or autocracy but most of the modern governments are democratic.

The Government may be labelled as good or bad according to their ways of working for the good of the people.

Governance :-

Governance is act of governing or ruling. It is the state set of rules and laws framed by the government that are to be implemented through the representatives of the state.

Governance is a concept that can be followed in an organization of any size be it single cell or an organism or all of humanity.





PROJECT work

E-Commerce  
Application  
Development

M. Balaji

B.Com (C.A)

DISCUSS about types of E-commerce models

1) BUSINESS to BUSINESS (B2B)

This is BUSINESS to BUSINESS transactions. Here the companies are doing business with each other.

2) BUSINESS to CONSUMER (B2C)

BUSINESS to CONSUMER. Here the company will sell their goods and/or services directly to the consumer.

3) CONSUMER to CONSUMER

CONSUMER to CONSUMER where the consumers are in direct contact with each other.

4) CONSUMER to BUSINESS (C2B)

This is the reverse of B2C, it is a consumer to business. So the consumer provides a good or some service to the company.

5) BUSINESS to ADMINISTRATION (B2A)

B2A e-commerce refers to transactions between businesses and public administration, which includes areas such as social security, employment and legal.



PROJECT

WORK

Subhaxam Govt.

degree college

Name : S. AKYAM BASHA

GROUP : III B. com. C.A

Department of  
COMPUTERS  
Applications

TOPIC : E-commerce Advantages &  
Disadvantages

## What is E-commerce? what are its Advantages and Disadvantages.

E-commerce or electronic mean buying and selling of goods, products, or services over the internet. E-commerce is also known as electronic commerce or internet commerce. These services provided online over the internet network. Transaction of money, funds and data are also considered as E-commerce. These business transactions can be done in four ways; Business to Business {B2B}, Business to Customer {B2C}, Customer to Customer {C2C}, Customer to Business {C2B}. The standard definition of e-commerce is a commercial transaction which is happened over the internet. online stores like Amazon, Flipkart, shopify, myntra, Ebay, Quikar, olx. are examples of E-commerce websites. By 2020, global retail e-commerce can reach up to \$27 Trillion.

### Advantages of E-commerce :-

- \* E-commerce provides the sellers with a global reach. They remove the barrier of place. now sellers and buyers can meet in the virtual world, without the hindrance of location.
- \* electronic commerce will substantially lower the transaction cost. it eliminates money fixed costs of maintaining brick and mortar shops.



Subharam Govt Degree Clg.  
PROJECT WORK

Name :- D Charan (Demar)

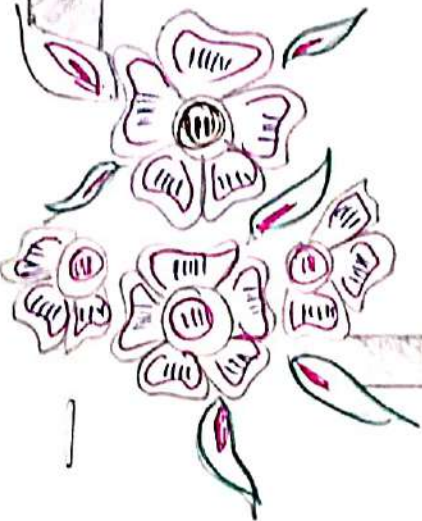
Group :- BCom CA III

Topic :- E-Commerce  
- Application Development.

Department of Computer  
- Application



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Discuss about types of E-commerce models.

Electronic commerce can be classified into six main categories. The basis for this simple classification is the parties that are involved in the transactions. So the six basic electronic commerce models are as follows.

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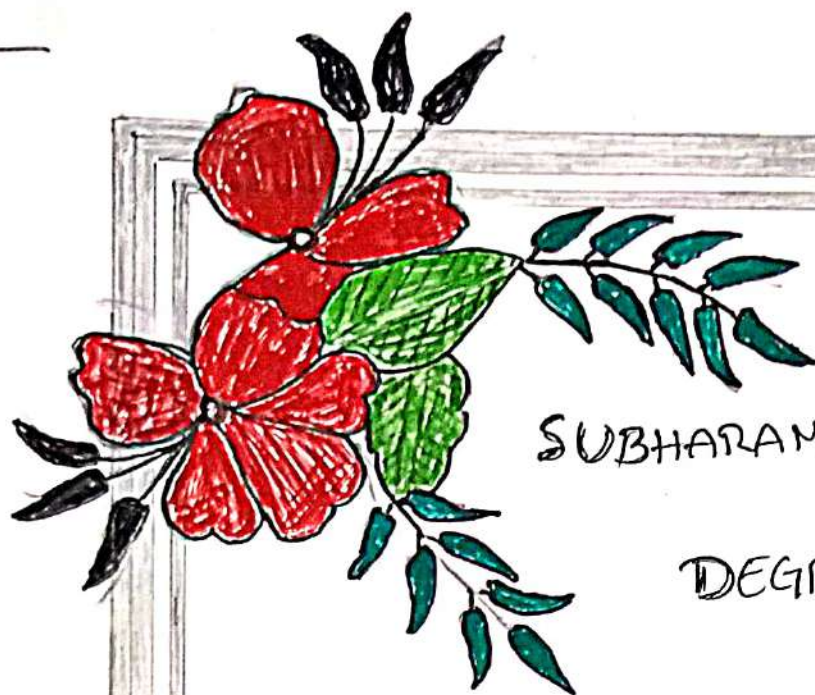
### 3. Consumer to Consumer (C2C) :-

Consumer to consumer, where the consumers are in direct contact with each other. No company is involved. It helps people sell their personal goods and assets directly to an interested party. Usually, goods traded are cars, bikes, electronics etc. OLX, Quikr etc follow this model.

### 4. Consumer to Business (C2B) :-

This is the reverse of B2C, it is a consumer to business. So the consumer provides a good or some service to the company, say for example an IT Freelancer who





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PROJECT WORK

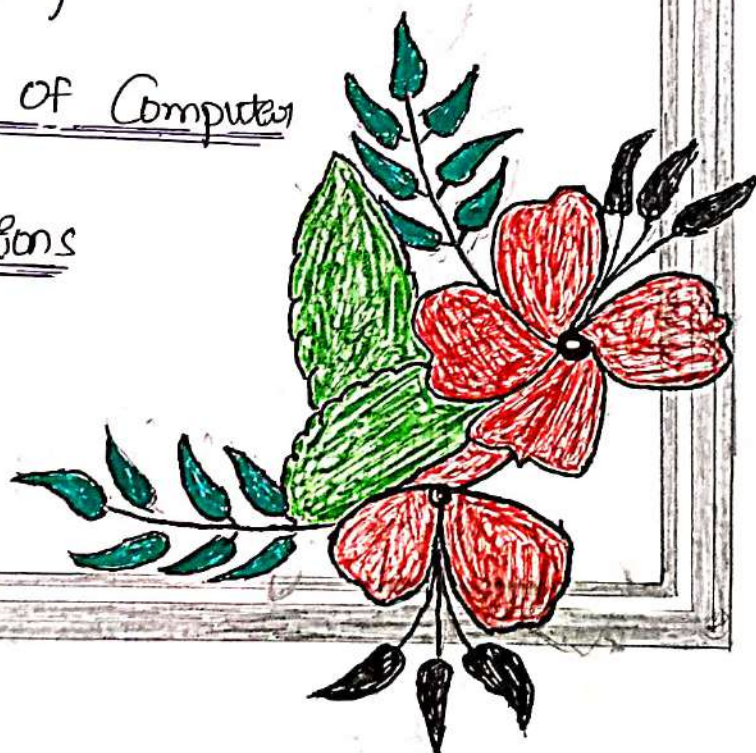
Name: G. Manoj Kumar

Group: III B.com(CA)

Topic: E-COMMERCE Application  
Development

Department of Computer

Applications



# 1) Discuss about Nature and scope of E-commerce.

E-commerce or Electronic commerce means buying and selling of goods, products, or services over the internet. E-commerce is also known as electronic commerce or internet commerce.

## Nature of E-commerce:-

It has also been described as a fusion of telecommunication and computing technology to conduct business that is the creation and management of relationships between buyers and sellers.

## Scope of E-commerce:-

The potential for e-commerce development is enormous. Now a days one can buy products online through some sites like Flipkart and Amazon.

1. Exchange of digitized information
2. Technology-enabled
3. customer retention
4. Accounting
5. supplier integration
6. support the exchange.





Project  
work

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Name: A. Chakradhar  
Group: III B.com(CA)  
Department of  
Computers  
Applications

Topic: E-Commerce Advantages &  
Disadvantages





1) What is E-commerce Advantages and Disadvantages?

Ans: Advantages of E-commerce:

\* E-commerce Provides the sellers with a global reach. They remove the barrier of place (geography). Now sellers and buyers can meet in the virtual world, without the hindrance of location.

\* Electronic commerce will substantially lower the transaction cost. It eliminates many fixed costs of maintaining brick and mortar shops. This allows the companies to enjoy a much higher margin of profit.

\* It provides quick delivery of goods with very little effort on part of the customer. Customer complaints are addressed quickly. It also saves time. It is a win-win situation for both the consumers and the companies.

\* One other great advantage is the convenience it offers. A customer can shop 24x7. The website is functional at all times. It does not have working hours like a shop.

\* Electronic commerce also allows the customer and the business to be in touch directly, without any intermediaries. This allows for quick communication and transactions. It also gives a valuable personal touch.



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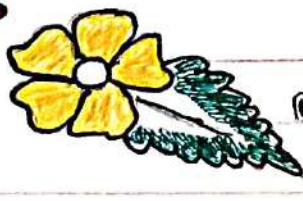
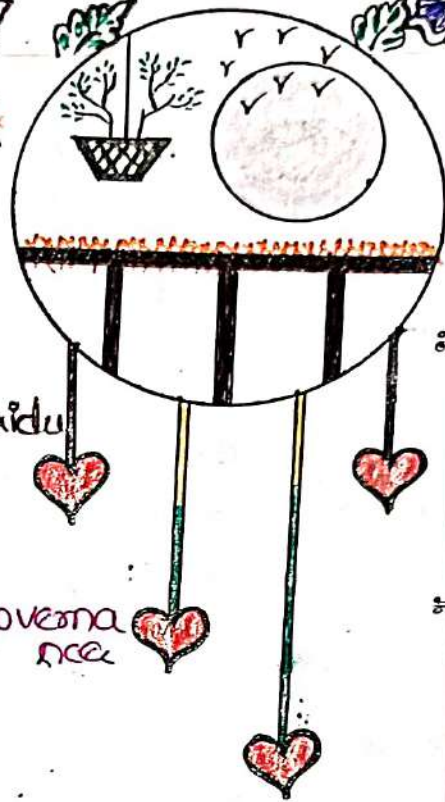
project work

Name :- O. Venugopal Naidu

Group :- Bcom(CA)

Topic :- Real Time Governance  
System

Department of Computer  
Applications



## Features of E-Governance:—

It has been proven from the concept of e-Governance that it is a powerful means of public service in the present era. Some of its features can be found by observing the functioning of E-Governance.

### 1. De-bureaucratization:—

Due to e-governance, the gap between the people and the government in all the services of the government is narrowing and the dependence of the people on the bureaucracy is also greatly reduced.

### 2. E-Services:—

Its main feature is the provision of services through the Internet. As a result, we get G2C, G2B, G2E, etc. This is already discussed in the section of types of Governance.

### 3. International services:—

Through E-Governance all the essential services can be delivered to the citizen who are essential services living out side of their country for job purpose or any other reason.

### 4. Economic Development:—

With the introduction of E-Governance, various information like Import-Export registration of companies, investment situations, etc. are available through the Internet. As a result, time is saved, procrastination is reduced and economic dynamism is increased.



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COLLEGE

Project  
WORK

NAME : C. SWEETHA

Group : III B.COM[CA]

Topic : Real Time

Governance  
system  
[RTGIS]

DEPARTMENT OF  
COMPUTER APPLICATIONS

Discuss about components of E-Governance?

E-Governance is the application of IT to the processes of government functioning to bring out smart, Moral Accountable, Responsive, Transparent Governance.

E-Governance is the application of information and communication technology for delivering interactions within the entire government framework.

Types of interactions in E-governance:

- 1) Government to citizen [G<sub>2</sub>C]
- 2) Government to Government [G<sub>2</sub>G]
- 3) Government to Employees [G<sub>2</sub>E]
- 4) Government to Business [G<sub>2</sub>B]

1) Government to citizen [G<sub>2</sub>C]:

G<sub>2</sub>C will aim at connecting citizens to government by talking to citizens and supporting of the E-citizen E-Transport, E-Medicine, E-Education, E-Registration.

2) Government to Government [G<sub>2</sub>G]: This can also be referred as E-Administration. The major areas are: E-Security, E-police etc --

3) Government to Employees [G<sub>2</sub>E]:

Government use of information and communication technologies to support good governance.

4) Government to Business [G<sub>2</sub>B]:

This constitutes the various services that a business house needs to get from the Government also flow from a business.