Design and realization of the handicraft center

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Abstract

With the slowdown of China's economic growth and the increasingly fierce competition among enterprises, China's manufacturing industry has come to a new crossroads. As a representative of traditional manufacturing industry, handicrafts have a long history of development in China, and are the essence and treasure of Chinese culture and art. China's handicraft products face many problems, including: first, backward production mode, second, a single trade channel, third, the lack of enterprise brand, lack of innovation. Therefore, in order to reduce operating costs and expand operating space, it is necessary to use more effective information means. In order to solve the problems in the development of handicraft enterprises, the management of handicraft enterprises is more scientific, more standardized and more efficient is an inevitable step to enhance the brand effect of enterprises and promote the modern management of traditional enterprises. Through SSM framework technology, based on the on-site investigation and management knowledge of enterprises, this thesis comprehensively analyses the requirements of management system, and divides the system into two parts: front-end display and back-end management. The front-end realizes the user registration, user message, crafts ordering, crafts information and news. The back-end realizes the management, message management, news management and order management.

Keywords

Handicrafts, E-Shop, MySql.

1. Introduction

With the increasing interest of modern people in handicrafts, as well as the continuous establishment of enterprises related to the production of handicrafts, the competition among various enterprises in China has become more and more intense, and many problems have been revealed, such as the lower degree of concentration of enterprises, the smaller scale of enterprises, and the weaker competitiveness in the market. The traditional promotion methods of enterprises are only newspapers, TV and magazines, but this can only make the users have the most basic understanding of handicraft enterprises, however, the traditional promotion methods can not satisfy the enterprises to realize the immediate release of product information and the comprehensive information in today's intensified competition.

This project aims at learning and researching, designing and realizing an e-commerce website with low coupling, high concurrency, high availability and distributed storage. The handicraft center can be used to release product dynamic information and realize the browsing of product information, through the display of handicraft center can also effectively manage the products and according to people's feedback on the product information after browsing so as to further improve the enterprise's products, the handicraft center website can enable people to understand the detailed information of all kinds of handicrafts as well as the purchase information, which is convenient for people's The handicraft center website can make people know the detailed information of all kinds of handicrafts and purchase information, which is convenient for people's travel and reduces their time in purchasing and consulting information. The handicraft center also cuts down all kinds of operation costs, expands the operation space of the enterprise, attracts more customers, and expands the customer groups.

2. Analysis and related research on the Handicrafts Centre's website

2.1. Feasibility analysis

This e-commerce site back-end SSM framework to build, the front-end use of the LayUI framework and BootStrap framework, the use of a MySQL database for data persistence, the development tools are Idea and Navicat 12 for MySQL, the server container for the Tomcat, the project management Maven, the application of these technologies are very mature, you can Efficient completion of the system structure, the code part is clear and concise, the comments are very detailed, there is no hard coding, which is conducive to the later development of the system maintenance, with technical feasibility.

This website is small in size and has a low economic investment. Therefore, the economic aspects will not affect the development of the site and it is economically viable.

The interface of Handicraft Center is simple and reasonable, easy to understand, and friendly to novices, so users do not need to be trained to operate this website, which is completely feasible to operate.

2.2. Requirements analysis

2.2.1. Feature Requirements

2.2.1.1 User Module

First, the user adds a new function, the user registers through the verification function, and the user who must fill in the unduplicated user name can successfully register as a member of the website. Secondly, the logged in user can view the details and price of the products, add shopping cart, view the orders that have been placed by the logged in user, evaluate the orders and modify personal information in the front-end page. Thirdly, the administrator can view all the information of the user in the back-end after login, and can also manage the operation of the corresponding modules and administrators according to his/her own authority, and update and maintain the information in the management module; the system administrator can add and delete the general administrators, and can set the authority of the general administrators as well.

2.2.1.2 Order Module

The module provides users with ordering operations, users can query the orders that have been placed, the administrator can query and modify all orders; orders should be processed in a timely manner, such as the expiration of the automatic confirmation of receipt, etc.; the user can evaluate the completed order.

2.2.1.3 Commodity Information Module

In this module, administrators can enter product information, upload pictures, batch update product status and other operations; all users can conduct a fuzzy search for product information, you can enter the corresponding theme through the search results; administrators can adjust the product information, prices and discounts at any time to facilitate the launch of promotional activities.

2.2.1.4 Message Board Module

This module provides a platform for users to submit comments, users can log in successfully after the message board to write articles, publish their own thoughts, find their own desired

handicrafts, you can also delete their own messages; administrators can be viewed in the backend of the user's message, you can also delete inappropriate messages and other operations.

2.2.1.5 Shopping Module

For unregistered users, you can only browse the home page, index quick search products, view product details and other partial operations; while for users who have been successfully registered and logged in, you can browse the product home page, index quick search products, view product details, bookmark the product, place an order and view the orders of the products you have purchased and other operations.

2.2.1.6 Content Module

This module is to update the pictures on the homepage of the website to show the latest activities; to update the headline column of the homepage of the mall to show the latest information; to cache and categorize the homepage content for management, so that users have a better experience.

2.2.2. Performance Requirements

Because this website is oriented to the general public, it must be used smoothly on most computers and be compatible with major mainstream browsers to meet user needs. Because of the large amount of visits and data, it is necessary to meet the demand for mass storage.

2.3. Introduction to the framework

2.3.1. Spring

As we all know, Spring's core idea is IOC (Inversion of Control), DI (Dependency Injection), AOP (Facet Oriented Programming), IOC containers will need the class object and it depends on all the class objects are created and dependent on the injection, once the container has been established, Spring will be able to work for you, Core components and what is the use of it, in fact, the Core is to found that the establishment and maintenance of the relationship between each bean required by a series of tools, from this point of view, the Core component called Util more understandable, Spring will be based on your configuration file to create the required classes into the IOC container, created with IOC, DI injection, so there is no need to consider new objects, AOP is in the implementation of the entire process of Add the appropriate operations, mainly in support of user-defined cutouts and provide declarative transaction management[1].

2.3.2. Spring MVC

In the Spring MVC framework, the first browser to send DispatcherServlet request, the frontend controller to receive the request entrusted to other parser processing, the processor mapper maps the request to HandlerExecutionChain object, the processor will be packaged as an adapter that can support a variety of processor types, and then return the ModelAndView object. HandlerAdapter can call the processor function to handle the method, and then return ModelAndView object, ModelAndView object can be logical view name resolution for the specific View, View rendering incoming Model model, and finally the return control to the DispatcherServlet to return to the user! This is the specific process of SpringMVC[2].

2.3.3. MyBatis

MyBatis is the process of JDBC database to encapsulate the persistence layer framework, the developer does not need to deal with the process code in addition to the SQL itself, you only need to configure the SqlMapConfig.xml file as a global configuration file, mapper.xml configure the database statements, SqlMapConfig.xml file is used to load the configuration file and map the results into Java objects and return[3].

2.3.4. LayUI

First of all, when the page calls the use method, it will execute the first time to load the module program (createElement), and then detect whether the define method has passed two parameters, if so, it has been cycling through the first time to load different modules, until the define method only passes a parameter, then it will call the onCallback method, to activate the status status of the last module to be loaded. status of the last loaded module, i.e., execute the script of the loaded module (exposing the operation object, such as jquery) and store it in the layui object for the next call, after the end of the module loading cycle, the layui object will save all the required module data, so that you can use the methods of each module with each other[4].

2.3.5. BootStrap

BootStrap is mainly composed of grid system, basic layout components, JQuery, CSS components, JavaScript plug-ins and responsive design, the grid system is defined by the media query to achieve the smallest width, so that BootStrap to make the web page can only be compatible with the large, the basic layout components are considered to be tags to define a unified style, CSS components to make the running effect of a more beautiful, but also speed up the efficiency of the development of the JavaScript plug-ins can be achieved through the setting of specific code and the corresponding attributes, responsive is to adjust the page through the screen size automatically[5].

3. Handicraft Center E-Commerce Website Outline Design

3.1. System functionality and data design

Before designing and implementing the Handicraft Center website, an overall functional analysis of the Handicraft Center is required. The handicraft center is divided into front and backend systems, and each system is divided into a number of modules, each module of this website has a direct or indirect connection[6]. Dividing a project into several modules can make the project architecture hierarchical and the code structure clear, which is conducive to the maintenance and expansion in the later stage. Under the condition of simultaneously satisfying the wholeness and functionality, a holistic system design is made for the system, and the overall functional structure of this system is shown in Fig. 1 and Fig. 2. The system use case diagram is shown in Fig. 3 and Fig. 4.



Fig. 1 Handicraft Center Front Desk System



Fig. 2 Handicraft Center Backstage System

3.2. System use case diagram design

Through the needs analysis of this website, the roles suitable for this handicraft center are standardized, and it is a series of related actions such as users and back-end administrators, and so on, as a result of which the use cases are composed[7]. The use case diagram for the user role is mainly used to search for handicraft, buy handicraft, add handicraft to the shopping cart, comment on the website, and view or modify personal information, as shown in Fig. 3. The use case diagram for the background administrator role is mainly used to manage handicraft information, news bulletin content, user management, after-sale requests and message board management, with specific information shown in Fig. 4.



Fig. 3 User Case Diagram



Fig. 4 Administrator use case diagram

3.3. System class diagram design

The class diagram of this website describes the structure of the entity classes such as Content(Fig. 5), Handicrafts Basic Information(Fig. 6), Handicrafts Description(Fig. 7), Users(Fig. 8) and Handicrafts Reviews(Fig. 9).

н.				
	C %	Info		
	(f) %	id	Integer	
	(\mathbf{f}) %	title	String	
	(f) %	content	String	
	$(f) \ge$	idate	Date	
	m %	getId()	Integer	
1	m %	setId(Integer)	void	1
	m %	getTitle()	String	
	m %	setTitle(String)	void	
	m %	getContent()	String	
	m %	setContent(String)	void	
	m %	getIdate()	Date	
	m %	setIdate(Date)	void	

Fig. 5 Content	Class	Diagram
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C %	Produce	
(f) %	id	Integer
(f) %	name	String
(f) %	price	Integer
1 1	type	String
(f) %	des	String
(f) %	pic	String
m %	getId()	Integer
m %	setId(Integer)	void
m %	getName()	String
m %	setName(String)	void
m %	getPrice()	Integer
m %	setPrice(Integer)	void
m %	getDes()	String
m %	setDes(String)	void
m %	getPic()	String
m %	setPic(String)	void
m %	getType()	String
m %	setType(String)	void
owered	setType(String)	void

Fig. 6 Handicrafts Basic Information Class Diagram

💿 🚡 Detail	
🕐 🕤 id	Integer
🗊 🚡 name	String
🗊 🕤 img	String
🕧 🚡 price	Float
🗊 🚡 num	Integer
🗊 🕤 date	Date
🗊 🚡 pos	Integer
🕤 🚡 loginUser	String
🖮 🕤 getId()	Integer
៣ 🕤 setId(Integer)	void
🍘 🕤 getName()	String
🗑 🕤 setName(Strin	ng) void
🍘 🖕 getImg()	String
m 🕤 setImg(String) void
📾 🕤 getPrice()	Float
៣ 🕤 setPrice(Float) void
៣ 🕤 getNum()	Integer
🗑 🕤 setNum(Integ	er) void
🍘 🕤 getDate()	Date
m 🕤 setDate(Date)	void
m 🕤 getPos()	Integer
៣ 🕤 setPos(Intege	r) void
🍘 🕤 getLoginUser	0 String
🍘 🕤 setLoginUser	(String) void
owered by yriles	

Fig. 7 Handicraft Description Class Diagram

User	
id	Integer
name	String
email	String
password	String
pos	Integer
getId()	Integer
setId(Integer)	void
getName()	String
setName(String)	void
getEmail()	String
setEmail(String)	void
getPassword()	String
setPassword(String)	void
getPos()	Integer
	User id name email password pos getld() setld(Integer) getName() setName(String) getEmail(0 setEmail(String) getPassword(0 setPassword(String) getPos()

Fig. 8 Users Class Diagram

C %	Mes	
(f) %	id	Integer
(f) %	name	String
(f) %	email	String
(f) %	phone	String
(f) %	mes	String
f %	date	Date
m %	getId()	Integer
m %	setId(Integer)	void
m %	getName()	String
m %	setName(String)	void
m %	getEmail()	String
m %	setEmail(String)	void
m %	getPhone()	String
m %	setPhone(String)	void
m %	getMes()	String
m %	setMes(String)	void
m %	getDate()	Date
m %	setDate(Date)	void

Fig. 9 Handicrafts Reviews Class Diagram

System database design 3.4.

3.4.1. Table of contents

The handicraft website is designed with a table of content to store the information of the portal page. By modifying the table of content, it is easy to show the latest activities and information to the users, as shown in Table 1.

	Table 1 Table of contents (handicraft_info)				
Field	Туре	Remarks	Constraint		
id	int(6)	Content id	Primary key, self- incrementing		
title	varchar(200)	Content title			
content	varchar(200)	Content			
idate	datetime	Creation time	Not null		

3.4.2. Table of Handicraft Product Basic Information

This e-commerce site is designed with a handicrafts Item Summary Information Storage Table to store handicrafts Item Summary Information, as shown in Table 2.

		···· (· · · · · · ·	
Field	Туре	Remarks	Constraint
id	int(11)	Handicraft id	Primary key
name	varchar(50)	Handicraft name	Not null
price	double	Original price of the handicraft product	Not null
type	double	Туре	
des	varchar(255)	Details	
pic	double	Item Promotion	
		Price	

3.4.3. Handicrafts Merchandise Order Form

This e-commerce website is designed with a handicraft item order form, which is used to store orders for handicraft items, as shown in Table 3.

Table 3 H	Table 3 Handicrafts Merchandise Order Form (Crafts_Detail)			
Field	Туре	Remarks	Constraint	
id	int(11)	id	Primary key	
name	varchar(50)	Name		
img	varchar(50)	Picture		
price	double	Price	Not null	
num	int(11)	Number		
date	datetime	Create time		
pos	int(6)	Zip code		
loginUser	varchar(50)	Login User	Foreign key	

able 3 H	landicrafts	Merchandise	Order Form	(Crafts_Detail)	
				/	

3.4.4. User table

This e-commerce website is designed with a user table where users store user information, as shown in Table 4.

Table 4 User table (craft_user)				
Field Type Remarks Constraint				
id	int(11)	User id	Primary key	
name	varchar(50)	User name	Not null	
password	varchar(32)	password	Not null	
email	varchar(50)	Email		

3.4.5. Handicrafts item comment table

This e-commerce site is designed with a handicraft item comment form to store Handicrafts item comments, as shown in Table 5.

Table 5 Handicraits item comment table (crait_product_mes)				
Field	Туре	Remarks	Constraint	
id	int(11)	Comment id	Primary key	
name	varchar(50)	Name	Foreign key	
email	varchar(40)	Email		
mes	varchar(200)	Comment content	Not null	
phone	varchar(32)	Phone number	Not null	
date	datetime	Time	Not null	

Table F Handierafta itam aa ant table (anoft mus dust mas)

4. Detailed design and implementation of handicraft center

Design and Implementation of User Module 4.1.

4.1.1. User registration module

The user clicks into the user registration interface, the user enters the registered user name, email address, password and reconfirm the password, click the register button after the input is complete, the back-end will verify whether the user name is duplicated, after the verification is passed, it will send an Http request through AJAX, and carry the user name parameter, the back-end receives, it will call the database to find out whether the duplication of the user name, if there is no duplication of authentication, the back-end receives, it will call the service layer method, in the service layer method, it will set the id and user name for the user. After the backend receives it, it will call the service layer method, in the service layer method, it will set the id and username for the user, and then store the operation.

4.1.2. User Login Module

The user enters into the login interface, enters the user name as well as the password in the input box, and then can click the login button, at this time the page will send an HTTP request through AJAX, and carries the user name as a parameter to jump to the Action in the Controller, to see whether the user is registered or not, if it passes the validation, the back-end receives it, then it will call the method of the Service service layer, and in the Service layer method to get the user name to log in.

4.1.3. User Modification Module

Users enter the user's personal center page, enter the old password and the new password, after the input will be verified whether the duplication, after the verification, the user clicks on the Get button, will be sent through AJAX Http request and carry the user's username parameters, the back-end receives, will call the method for personal information modification.

4.1.4. User Deletion Module

After the administrator has successfully logged in, you can execute the delete operation on users and sub-administrators in the administrator page of the backend, send Http request and carry keyword parameters, and delete the users in the database through the method of service layer.

4.2. Design and Implementation of View Item Module

4.2.1. Keyword search for handicraft items

Users enter the content to be searched in the search box on the front-end page of the handicraft center, click the search icon, submit through the form, send Http requests and carry keyword parameters to the corresponding action in the controller, the search project determines whether the keyword is empty, and if it is empty, the default is random query, and use solrj to search for the product name, product details, etc. in the index database, and then the queried data will be passed to the Request field, and returned to the query data will be returned to the request field. The search for the product name, product details, etc. containing keyword terms, and then the queried data will be passed to the Request to the Request field and returned to the query results page to display.

4.2.2. Handicrafts commodity information entry

The administrator clicks on the add button in the background commodity list page, the modal box for adding new commodities will pop up, after the loading of the commodity information list page is completed, the request will be sent to the back-end through AJAX, the back-end obtains all the information about the items and the classification of the items, and then responds to the JSON data, and after the success of the AJAX request, the data will be set to the text box; the administrator will enter the name of the commodities in order, choose the type of the item, enter the price of the item in the input box, upload the picture of the item, and enter the description information of the item, where the item classification is selected in the radio box. Administrator mouse click upload select image button, will pop up the local file selection box, select the image to be uploaded, and then mouse click upload image button, it will transfer the image data to the back-end, the back-end will upload the image, the upload is successful and return the url of the image to access the path, and then the url path and upload status response to the upload button, and finally will be the image will be displayed on the page. After successful entry of handicraft products, a message will be sent to the search project to notify the search project to update the index database.

4.2.3. Handicraft product information modification

When the administrator clicks the button to update the picture, he can execute the modification of the information of the commodity picture, it will pop up the local file selection box, select the picture to be uploaded, and then the mouse clicks the button to upload the picture, it will transfer the picture data to the back-end, and the back-end will upload the picture, and then it will return to the url access path of the picture after the upload is successful, and then it will respond to the upload button with this url path and uploading status, and the upload button will The upload button will display the image on the page, and you can modify the product image information.

The administrator clicks the modify button in the list of handicrafts product information, will get the id of the item, and then request the back-end to query the item information through the item id, the administrator will input the item name, input the price of the item, select the type of the item, and input the description of the item in order, the administrator will perform form validation after inputting each item, click the submit button, and then send it to the back-end through AJAX after the validation is passed, and the back-end receives it, and then sends it to the back-end through the AJAX. backend, the backend receives it and updates the item information and item details in separate tables. After successful entry of handicraft item information, a message is sent to the search project to notify the search project to update the index database.

4.3. The realization of the message board function

Users click on the message board comments, you can write comments on the page, enter the contact name, email, phone number and comments, click the submit button will make the AJAX to send a request to the back-end, the back-end to get the content of the post in response to JSON data, AJAX request successfully inserted into the database and return data results, and then the results returned to the front-end display through AJAX message successful tips.

4.4. Shopping cart and the realization of the settlement function

The user clicks on the shopping cart icon, first determine whether the user is logged in or not, if the user is not logged in or registered, it will jump to the page where the user is logged in, if the user has logged in successfully, it will get the product interface from the local database, if the list of shopping carts is empty, then it will return to the user's an empty shopping cart. The user enters the shopping cart page to change the selected items, each time the user clicks on it, it will send an Http request through AJAX and carry the product id to the backend, after receiving the backend, it will first get the user's shopping cart list through the user's id and then update the user's shopping cart list, and then finally, it will respond to the message of successful modification by updating the total amount of the product and the total amount of the shopping cart list. The back-end query database content into the List collection, and finally bring the collection back to the front-end page cycle display.

4.5. The realization of the order function

The user enters the shopping cart page and clicks the checkout button, which will be sent to the back-end of the order system by sending an Http request. The back-end of the order system receives the request, puts the user's information into the Request field, and then makes the user's id and calls the service of the order system in order to display the data on the page and jumps to the order page.

4.6. Realization of the news announcement function

4.6.1. The realization of adding announcement function

When the administrator clicks the Add Announcement button, the backend will send a request request, at this time, the input box for the title and content of the announcement will be popped up, and after the input is completed, the backend will call the method of the Service service layer when it receives it, and in the method of the Service service layer, it will save the title and content and other information for the administrator, and then carry out the storage operation.

4.6.2. Implementation of Delete Announcement Function

After the administrator clicks the Delete Announcement button, it will send an Http request to the back-end, the back-end sends a request request, at this time, the confirmation box will pop up to confirm the deletion of the confirmation box, click OK, the back-end receives it, it will call the method of the Service Service Layer, and in the method of the Service Service Layer, the administrator will delete the title and the content and other information.

4.6.3. Implementation of Modify Announcement Function

The administrator clicks the Edit Announcement button, the background will send a request request, at this time will pop up the announcement title and content of the input box, input is complete, the back-end receives, will call the method of the Service service layer, in the method of the Service service layer, will be modified for the administrator of the title and content of the information, and then store the operation.

5. Handicraft Center Operation Analysis

5.1. Effect of user module

Users click on the registration button to enter the registration module page, according to the prompts to enter the user name, e-mail, password and confirm the password, and then click on the registration, if the user name is not duplicated, will pop-up registration success dialog box, as shown in Fig. 10.

	Registration Success	
isers:		
111	define	
mail:		
fmo c f@qq.com		
assword:		
111		
onfirm Password:		
444		

Fig.10 Sample diagram of user registration

After entering the correct URL and clicking on the login icon, you can enter the login interface. The user enters the user name and password according to the prompts and clicks on the login button; if the user name is entered, it enters the front-end user interface; if the administrator's name is entered, it enters the administrator's interface at the back-end, as shown in Fig. 11.

Home/Login	
	Welcome User Login
Users:	Confirm
qxy	
Password:	Procedure for creating a new user
•••	elf you do not have an account on this si
	Click Register to begin the process
Login	Register New User

Fig.11 Example of user login

5.2. See the item module in action

The user enters the home page of the website, clicks on the search box above, enters the keywords to be searched, and clicks on the query button to execute a fuzzy query on the product, see Fig. 12.

Biolife	Home Store Shopping	g cart Opinions Personal Center	
	S	٩	
Home/Store			
All Categories			arrange in order Price: low to high *
Handmade Clothing			
Handmade Small Goods		5555	
Others		Lorem ipsum dolor sit amet, consectetur adipisci Mauris vel maximus lacus. Duis ut mauris eget ju	ng elit. sto

Fig.12 Handicrafts Commodity Keyword Search Sample Chart

Administrator login background successfully, click on the left side of the commodity management list, and then click on the commodity list above the Add Commodity button, you can enter the name of the commodity, price, description, select the type, click on the upload button to upload the commodity picture, and finally click on the Add button, prompted to add successfully, the commodity entry is successful, as shown in Fig. 13.

Fig.13 Handicrafts Product Information Entry Sample Chart

5.3. Shopping cart and checkout function realization

Users can purchase in the product page after logging in successfully, click Add to Cart, you can view the added products in the shopping cart page, click Settlement, the pop-up dialog box of successful payment, that is, the purchase is successful, as shown in Fig. 14.

Home/Cart		Successful settlement	
My Cart Name	Price	Quantity	Total
ssss @	¥23 ¥95.00	1 🗘	¥23 ¥95.00

Fig.14 Shopping Cart Function Module Sample Diagram

6. Conclusion

The design and implementation of Handicrafts Center uses MySQL as the database, Idea as the development platform, Java as the development language, and Tomcat as the server. This platform has realized the query of commodity information according to the keywords inputted by the user, for example, inputting the keyword Ferris wheel, it will query the information of all commodities with Ferris wheel, which has greatly improved the speed of the query. This website has realized the administrator to add and modify user information, commodity information, announcement information and order information; users register, modify personal information, purchase commodities, inquire orders and give opinions.

In general, the completion of this project is still very high, however, although the project is completed, but this design still has many defects, in the process can also be seen on the lack of personal ability, in the future still need to work hard to learn professional knowledge. This handicrafts center mall after more than two months of demand analysis, design and coding to achieve, has been achieved more perfect, but because of the design capabilities, experience, time is limited, this e-commerce site can only support the needs of small and medium-sized handicrafts enterprises, unable to meet the needs of large enterprises, there are still many to be improved. For example, many e-commerce websites have limited time activities, coupons, full discounts and other promotional activities, the sub-functions of this website are still to be perfected, and there are still many unrealized functions, which need to be continued to improve in the future; and due to the lack of testers, the developers can only use the violence testing method on the website to conduct tests, and there is a lack of systematic, comprehensive and perfect testing. The specific research of this article can make the researchers learn the concept of0020e-commerce website management, improve the level and ability to write code, and have an understanding of e-commerce, as well as in-depth understanding of the business process of large domestic e-commerce website and the technical insides, to reduce the unnecessary steps and processes, so that their own e-commerce website has a substantial improvement in the performance of the system.

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