DEVELOPING AN E-COMMERCE APPLICATION WITH MULTIMEDIA ELEMENTS FOR LOCAL FISH BUSINESS

Prepared by: Tang Kah Heng

ABSTRACT

The purpose of this project is to build an e-commerce application incorporated with multimedia elements for local fish business. The application could ease the fish vendors operations, as they are able to book the suitable place to store their fish before distribute it to their customers. The company implements the e-commerce applications a middlemen providing services of selling fish products, nets and equipments. In this project, a database will be used to store client's information. In addition, the online system provides information about the company, categories of fish, and the business activities. The system will be designed base on good human computer interaction and multimedia concepts. Various tools such as Active Server Pages developer kits, multimedia application and other graphic tools will be used to implement the application.