

Second Handed Computer Purchasing Web-based System

Osama Ahmed A. Elgweal

University Utara Malaysia

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**Second Handed Computer Purchasing Web-based
System**

A thesis submitted to the Graduate School, College of Arts and Sciences in partial
fulfilment of the requirements for the degree Master of Science (ICT)

University Utara Malaysia

By

OSAMA AHMED A.ELGWEAL

(Matric No: 88322)

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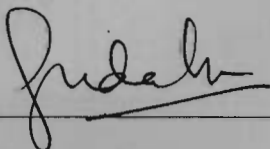
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Abstract

In this paper we describe a web-based information system, which serves for a first contract between a university seller and buyers of second-handed computer materials. We describe advantages of an involvement of the transaction into the virtual space within a university. Our e-transaction system covers the whole sales and buys process. The objective is to make the communication between the buyer and the seller more effective and consequently to achieve considerable time and resource savings at the both parts when it comes to purchase second-hand computer material virtually.

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Chapter One

INTRODUCTION

1.0 Introduction

Basically, the traditional shopping activities necessitate some great efforts from a user and involve searching for parties interested in selling or buying what the user wants to buy or sell (e.g., by sifting through catalogs, advertisements in newspapers and television, shelves in stores, etc.), comparing prices and other features of the good or service to help make an optimal purchase decision, and exchanging currency for product through some agreed upon, and ideally secure, channels (Maes, 1995).

According to Foner, L. (1996), the activity of buying and selling among end-consumers (e.g., classified ads, yard sales and flea markets) is a particularly time-consuming and inefficient form of shopping and often includes additional steps such as negotiating on price or other features. It can be emphasized that the effective use of online agent can dramatically reduce transaction costs involved in electronic commerce, in general, and in consumer-to consumer transactions, in particular. Moreover, the pervasiveness and growing popularity of networks such as the Internet and online services have made it possible to facilitate automated transactions. However, existing efforts in the area of electronic commerce are still fairly simple, in the sense that they don't radically change the way transactions happen or don't create any new markets. Therefore, new presented efforts include the ability to pay at online stores with a credit card or with electronic cash

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