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GLAMOUR FASHION SOFTWARE WITH E-COMMERCE

An Undergraduate Thesis

Submitted to the Faculty Members of the
College of Business and Entrepreneurship
Cavite State University
Imus, Cavite

In Partial Fulfillment
of the Requirements for the Degree of
Bachelor of Science in Computer Science

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Mhardie Dalipe Digo
Marianne Jem Crucillo Ortega

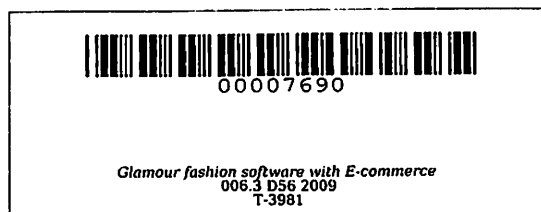
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**MHARDIE DALIPE DIGO
MARIANNE JEM CRUCILLO ORTEGA**

March 2009

ABSTRACT

Digo, Mhardie Dalipe, Ortega, Marianne Jem Crucillo. Glamour Fashion Software with eCommerce. Undergraduate Thesis Submitted to the Faculty Members of the College of Business and Entrepreneurship Imus, Cavite Adviser: Ms. Mildred T. Apostol

Due to the rapid growth of computer arts industries and technology, the researchers were challenged to conduct this study that enable users to virtually try on variety of clothes by uploading a photograph of himself on a specific pose and help Satina Ocampo advertise her products. A website, www.gfashioniztah.com was made containing details about the “Glamour Fashion” (GF) software. The website provides guidelines, tips on choosing clothes, and body measurements. The site intends to let browsers download the GF Software with features such as saving and printing images with background designs and borders, tutorials and changing the set of clothes. This study would like to help users (professionals, non-professionals, students) make shopping easier and give enjoyment to them. The study will also provide documentation and compilation of the essential data on “Glamour Fashion” software and E-commerce.

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GLAMOUR FASHION SOFTWARE WITH E-COMMERCE

**Mhardie Dalipe Digo
Marianne Jem Crucillo Ortega**

An undergraduate thesis outline submitted to the Faculty of the College of Business and Entrepreneurship Imus, Cavite. In partial fulfillment of the requirements for the degree of Bachelor of Science in Computer Science with contribution no. _____. Prepared under the supervision of Ms. Mildred T. Apostol.

INTRODUCTION

Computer software or just software is a general term used to describe a collection of computer programs, procedures, and documentation that perform some tasks on a computer system. Software includes websites, programs, video games etc. that are coded by programming languages like C, C++, etc. The term "software" was first used in this sense by John W. Tukey in 1958. In computer science and software engineering, computer software refers to all computer programs. Computer software has to be "loaded" into the computer's storage (such as a hard drive, RAM). Once the software has been loaded, the computer is able to execute the software.

A program called *Aveilan's Awesaba* developed in Japan allows people to create an online mannequin of their own self. To use the program, the client or user will upload a photograph of himself on a specific pose- face forward, standing straight, with arms rest on both sides a bit away from his body. Then the user would have his virtual self where he could virtually fit variety of clothes.