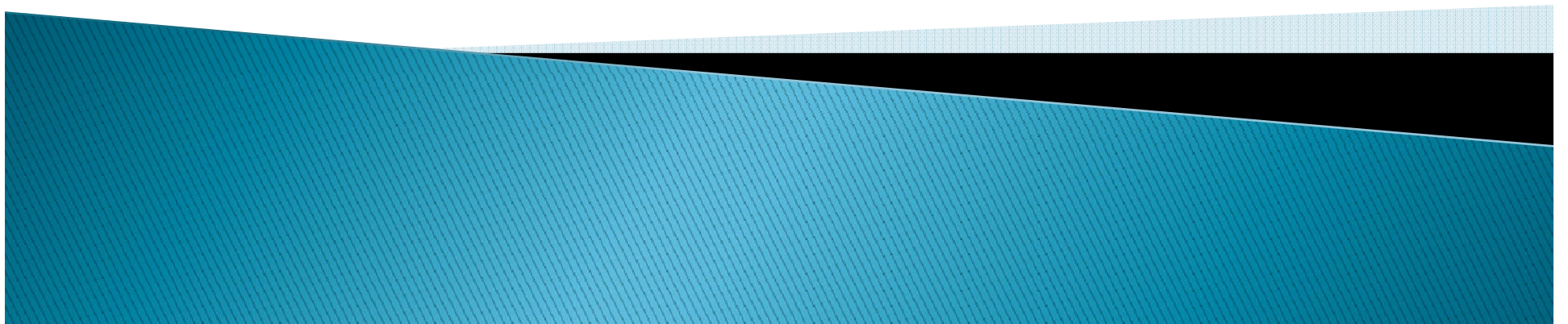


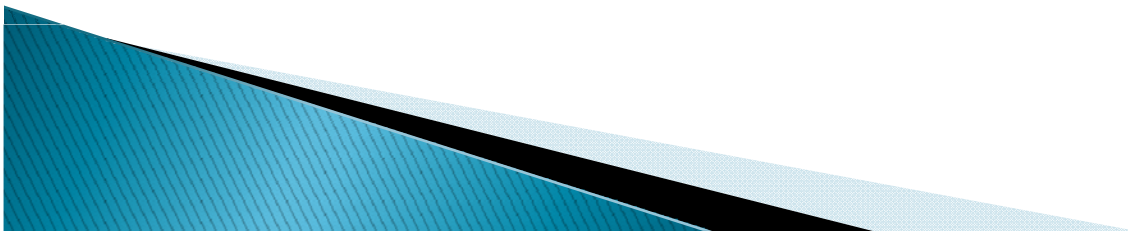
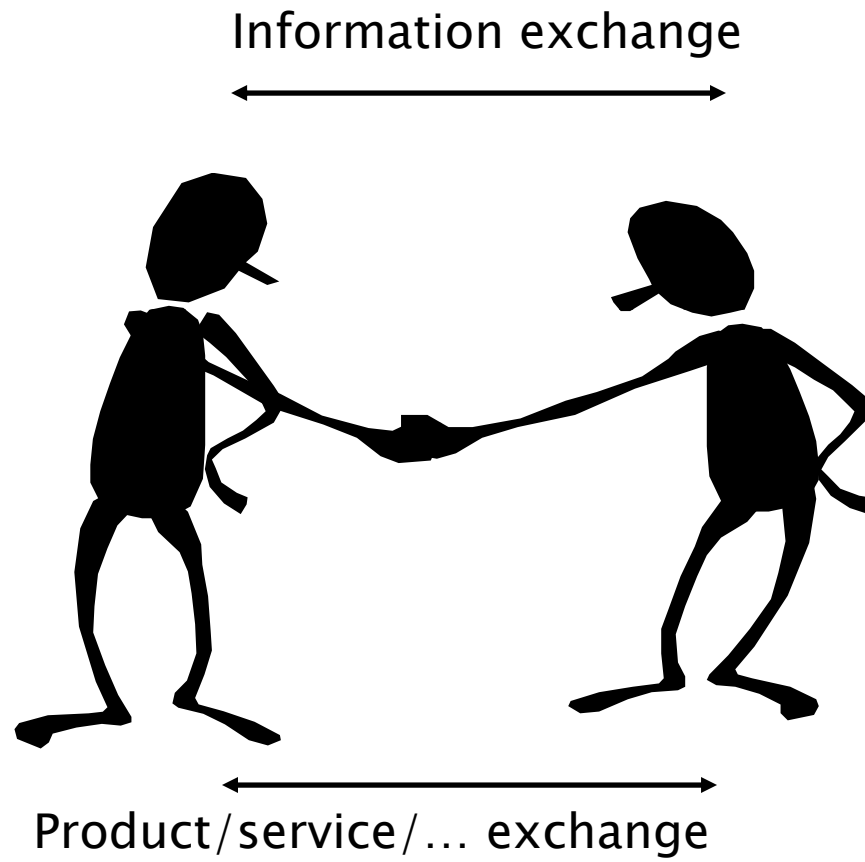
# U-IV Electronic Business & Legal Issues



# Outline

- ▶ Evolution and development in E-commerce
- ▶ E-Commerce models– B2B, B2C
- ▶ Paper vs paperless contracts
- ▶ E security.

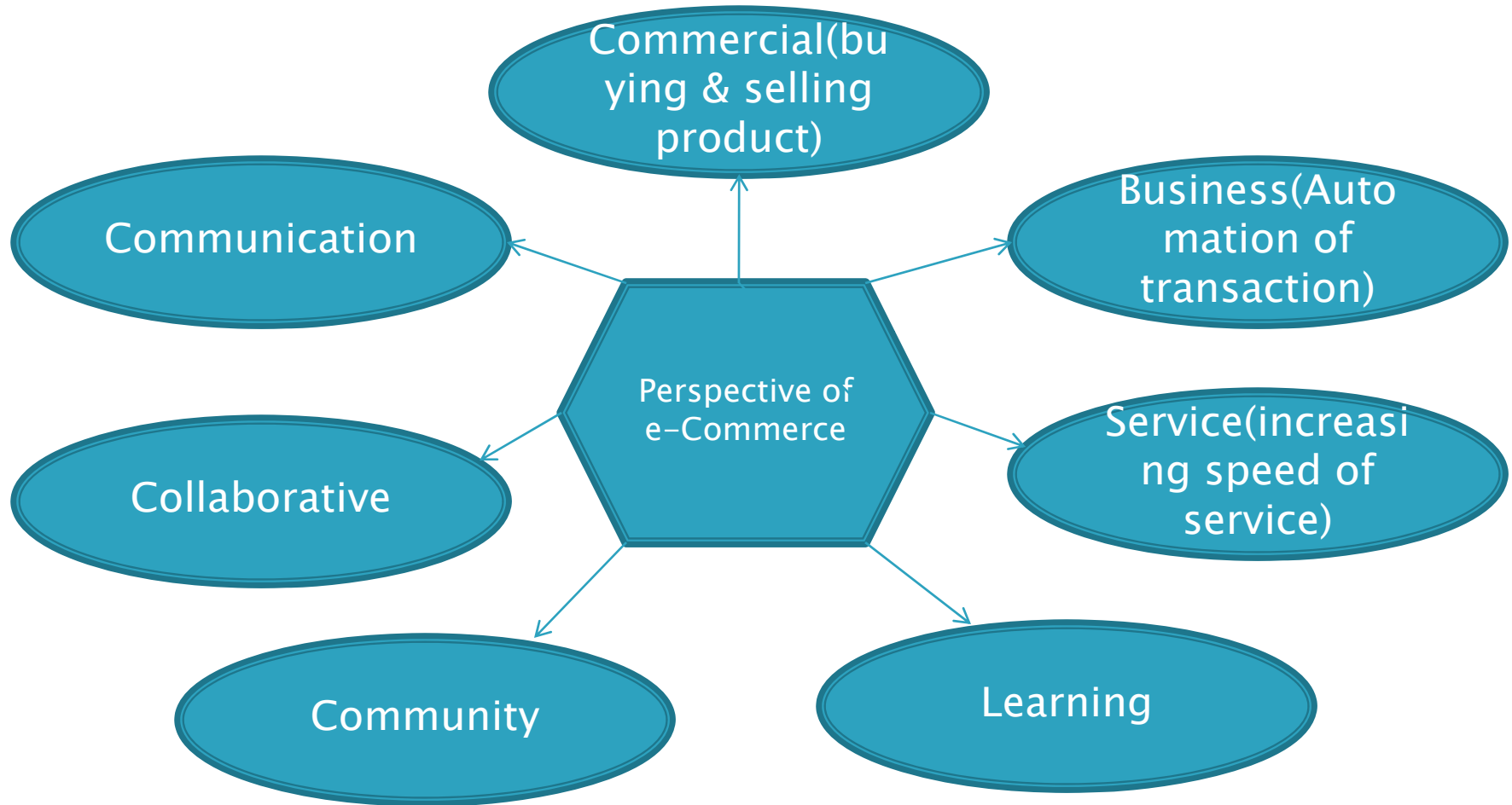
# Commerce



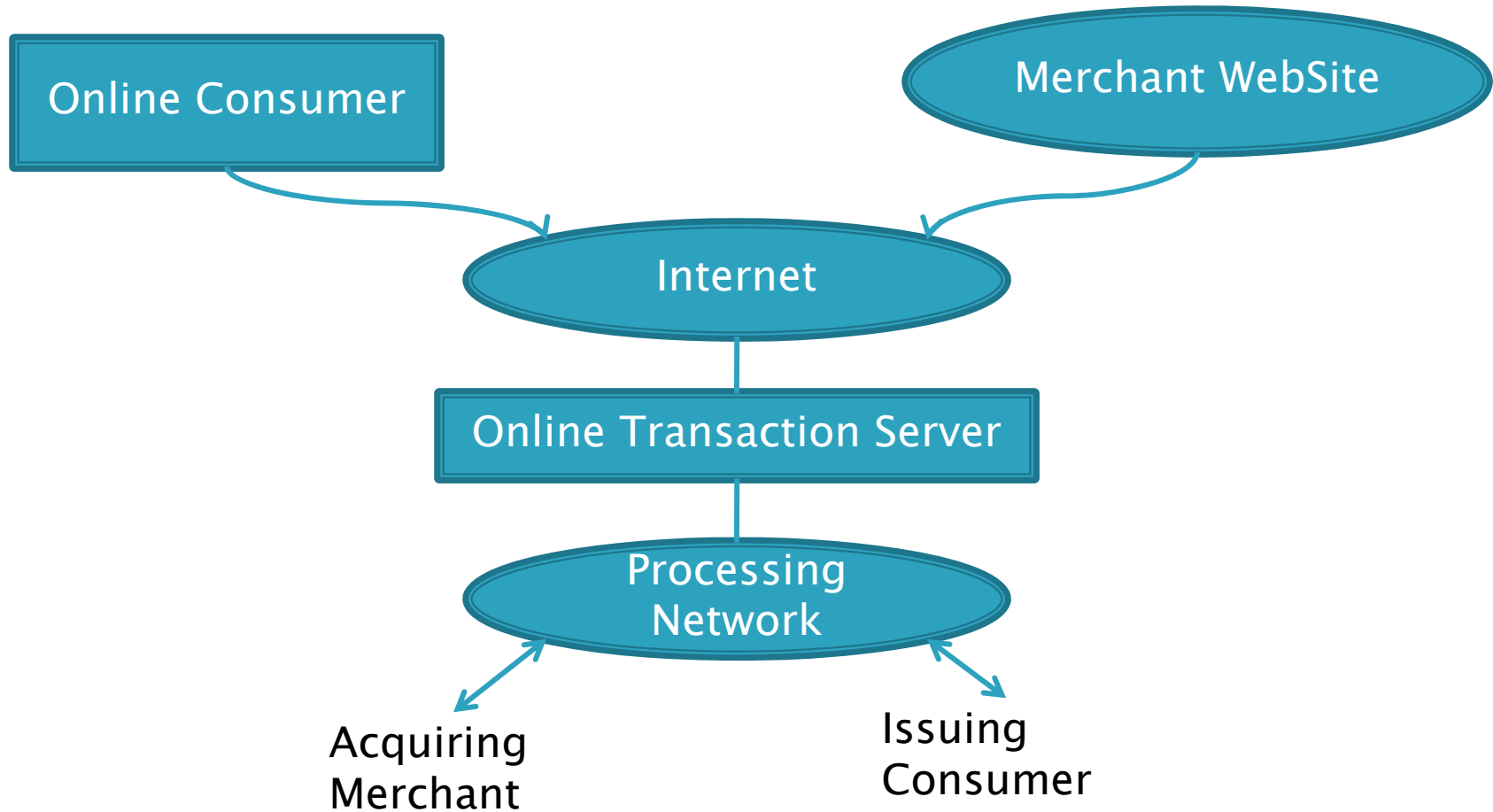
# Electronic Commerce (E-Commerce)

- ▶ Commerce refers to all the activities the purchase and sales of goods or services.
  - Marketing, sales, payment, fulfillment, customer service
- ▶ Electronic commerce is doing commerce with the use of computers, networks and commerce-enabled software (more than just online shopping)

# Perspectives of e-Commerce



# Working of e-Commerce



# Brief History

- ▶ 1970s: Electronic Funds Transfer (EFT)
  - Used by the banking industry to exchange account information over secured networks
- ▶ Late 1970s and early 1980s: Electronic Data Interchange (EDI) for e-commerce within companies
  - Used by businesses to transmit data from one business to another
- ▶ 1990s: the World Wide Web on the Internet provides easy-to-use technology for information publishing and dissemination
  - Cheaper to do business (economies of scale)
  - Enable diverse business activities (economies of scope)

# E-commerce applications

- ▶ Supply chain management
- ▶ Video on demand
- ▶ Remote banking
- ▶ Procurement and purchasing
- ▶ Online marketing and advertisement
- ▶ Home shopping
- ▶ Auctions



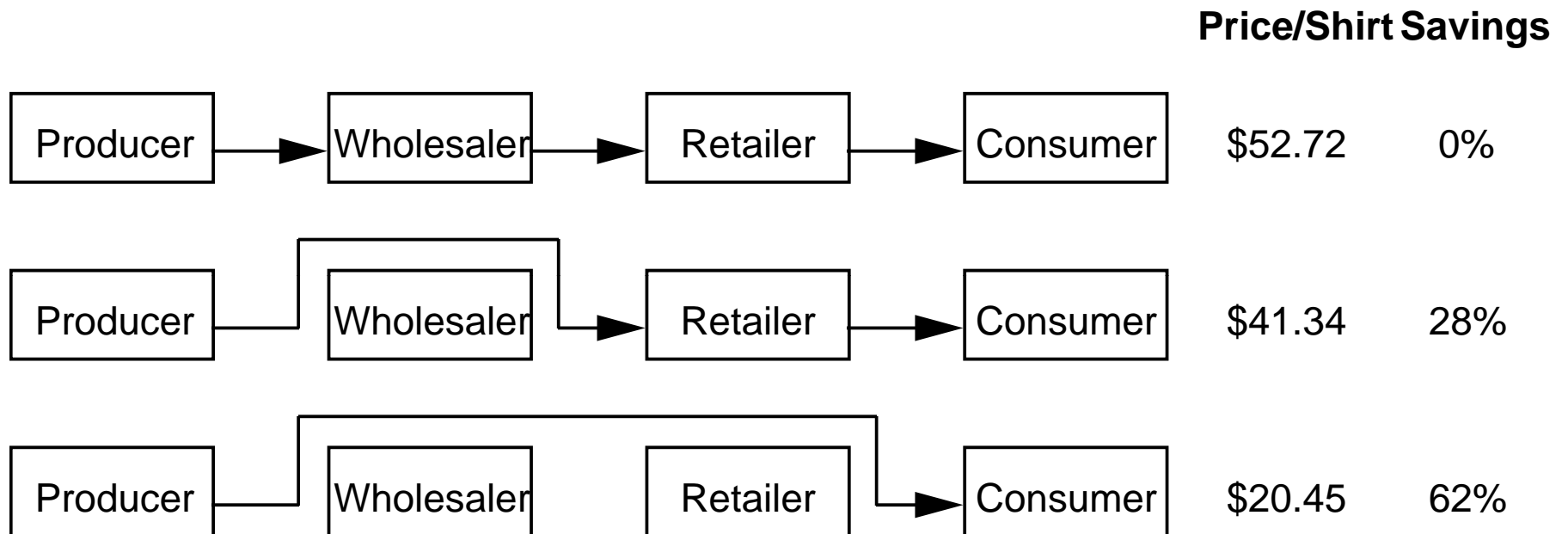
# E-Commerce infrastructure

- ▶ **Information superhighway infrastructure**
  - Internet, LAN, WAN, routers, etc.
  - telecom, cable TV, wireless, etc.
- ▶ **Messaging and information distribution infrastructure**
  - HTML, XML, e-mail, HTTP, etc.
- ▶ **Common business infrastructure**
  - Security, authentication, electronic payment, directories, catalogs, etc.
- ▶ **Web architecture**
  - Client/server model
  - N-tier architecture; e.g., web servers, application servers, database servers, scalability

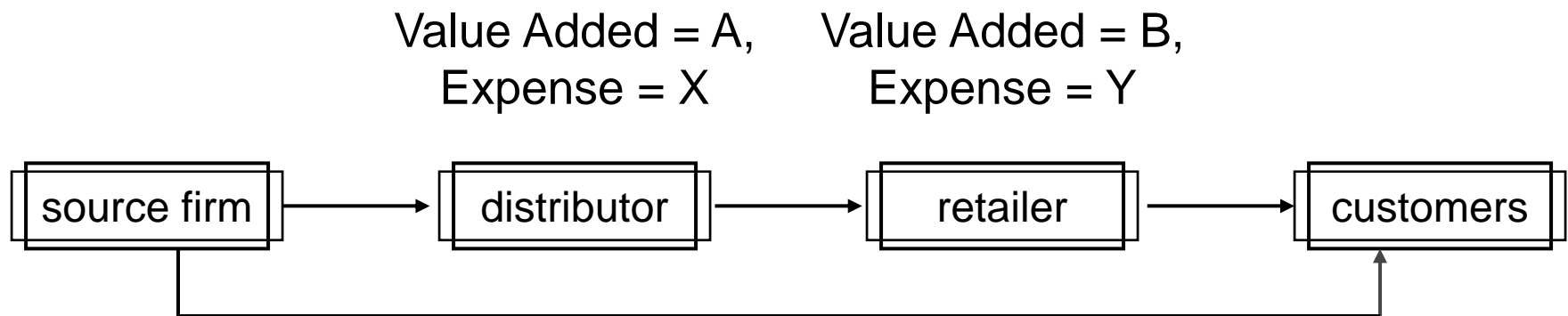
# The Main Elements of E-commerce

- ▶ Consumer shopping on the Web, called B2C (business to consumer)
- ▶ Transactions conducted between businesses on the Web is called B2B (business to business)
- ▶ Transactions and business processes that support selling and purchasing activities on the Web
  - Supplier, inventory, distribution, payment management
  - Financial management, purchasing products and information

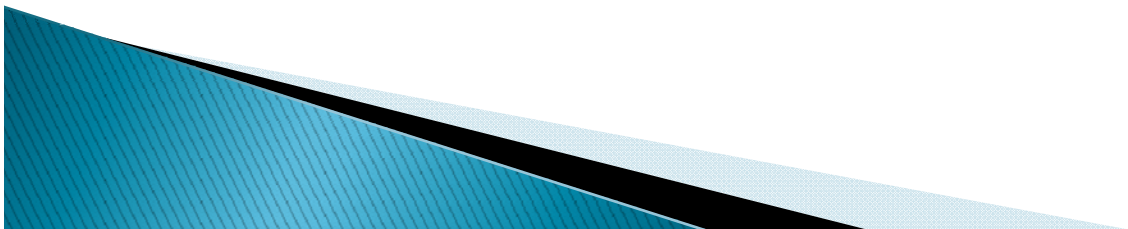
# Disintermediation



# Value Gaps



Expense Savings =  $(X+Y)$  - Cost of New Effort  
Value Gap =  $(A+B)$  - Value Added by New Effort



# Advantages of Electronic Commerce

- ▶ Increased sales
  - Reach narrow market segments in geographically dispersed locations
  - Create virtual communities
- ▶ Decreased costs
  - Handling of sales inquiries
  - Providing price quotes
  - Determining product availability
- ▶ Being in the space

# Disadvantages of Electronic Commerce

- ▶ Loss of ability to inspect products from remote locations
- ▶ Rapid developing pace of underlying technologies
- ▶ Difficult to calculate return on investment
- ▶ Cultural and legal impediments

# The process of e-commerce

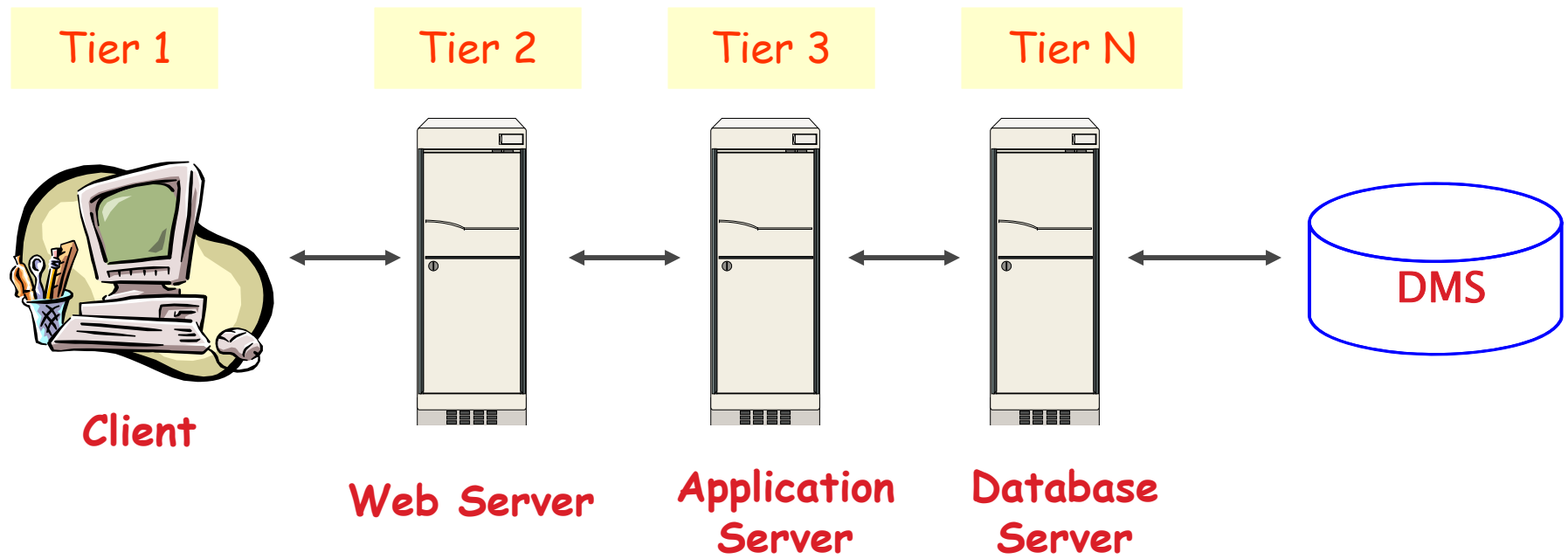
1. Attract customers
  - Advertising, marketing
2. Interact with customers
  - Catalog, negotiation
3. Handle and manage orders
  - Order capture
  - Payment
  - Transaction
  - Fulfillment (physical good, service good, digital good)
4. React to customer inquiries
  - Customer service
  - Order tracking

# E-commerce Technologies

- ▶ Internet
- ▶ Mobile technologies
- ▶ Web architecture
- ▶ Component programming
- ▶ Data exchange
- ▶ Multimedia
- ▶ Search engines
- ▶ Data mining
- ▶ Intelligent agents
- ▶ Access security
- ▶ Cryptographic security
- ▶ Watermarking
- ▶ Payment systems



# Web-based E-commerce Architecture



# E-Commerce Software

- ▶ Content Transport
  - pull, push, web-caching, MIME
- ▶ Server Components
  - CGI, server-side scripting
- ▶ Programming Clients
- ▶ Sessions and Cookies
- ▶ Object Technology
  - CORBA, COM, Java Beans/RMI
- ▶ Technology of Fulfillment of Digital Goods
  - Secure and fail-safe delivery, rights management

# System Design Issues

- ▶ Good architectural properties
  - Functional separation
  - Performance (load balancing, web caching)
  - Secure
  - Reliable
  - Available
  - Scalable

# Creating and Managing Content

- ▶ What the customer see
- ▶ Static vs. dynamic content
- ▶ Different faces for different users
- ▶ Tools for creating content
- ▶ Multimedia presentation
- ▶ Integration with other media
- ▶ Data interchange
- ▶ HTML, XML (Extensible Markup Language)

# What is for Sale

- ▶ Physical media
  - Books, parts, cars, music, antiques, junkie, etc.
- ▶ Virtual media
  - Programs, memberships, searches, greeting cards, money, etc.
- ▶ Advertising
  - Anyone can be a publisher!

Southwest Airlines - Netscape

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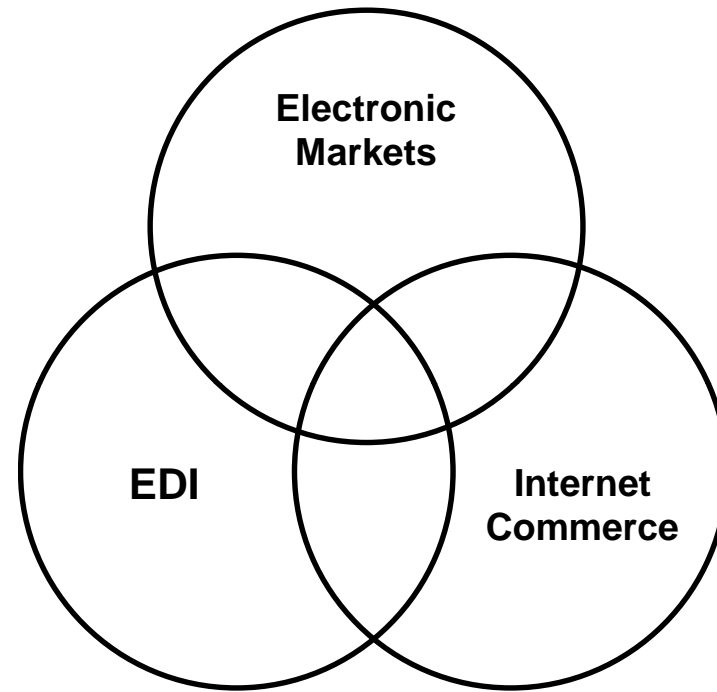
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# E-Commerce Technologies



- ▶ The three e-Commerce technologies are:
  - Electronic Markets
  - Electronic Data Interchange
  - Internet Commerce

# Electronic markets

- ▶ The use of ICT enable:
  - The purchaser to compare the prices
  - Make a purchase decision.
- ▶ The usual example of an electronic market is an airline booking system.
- ▶ There is the potential for new electronic markets to be created using Internet technologies.

# Electronic Data Interchange (EDI)

- ▶ EDI provides a standardised system for coding trade transactions so that they can be communicated directly from one computer system to another.
- ▶ EDI removes the need for printed orders and invoices and avoids the delays and errors implicit in paper handling.
- ▶ EDI is used by organisations that make a large number of regular transactions. Examples are the large supermarket chains and the vehicle assemblers which use EDI for transactions with their suppliers.

# Internet commerce

- ▶ ICT can also be used to advertise and make sales of a wide range of goods and services.
- ▶ This type of e-Commerce is typified by the commercial use of the Internet.
- ▶ The Internet can, for example, be used for the purchase of books that are then delivered by post
- ▶ It is to be noted that the Internet is not the only technology used for this type of service.

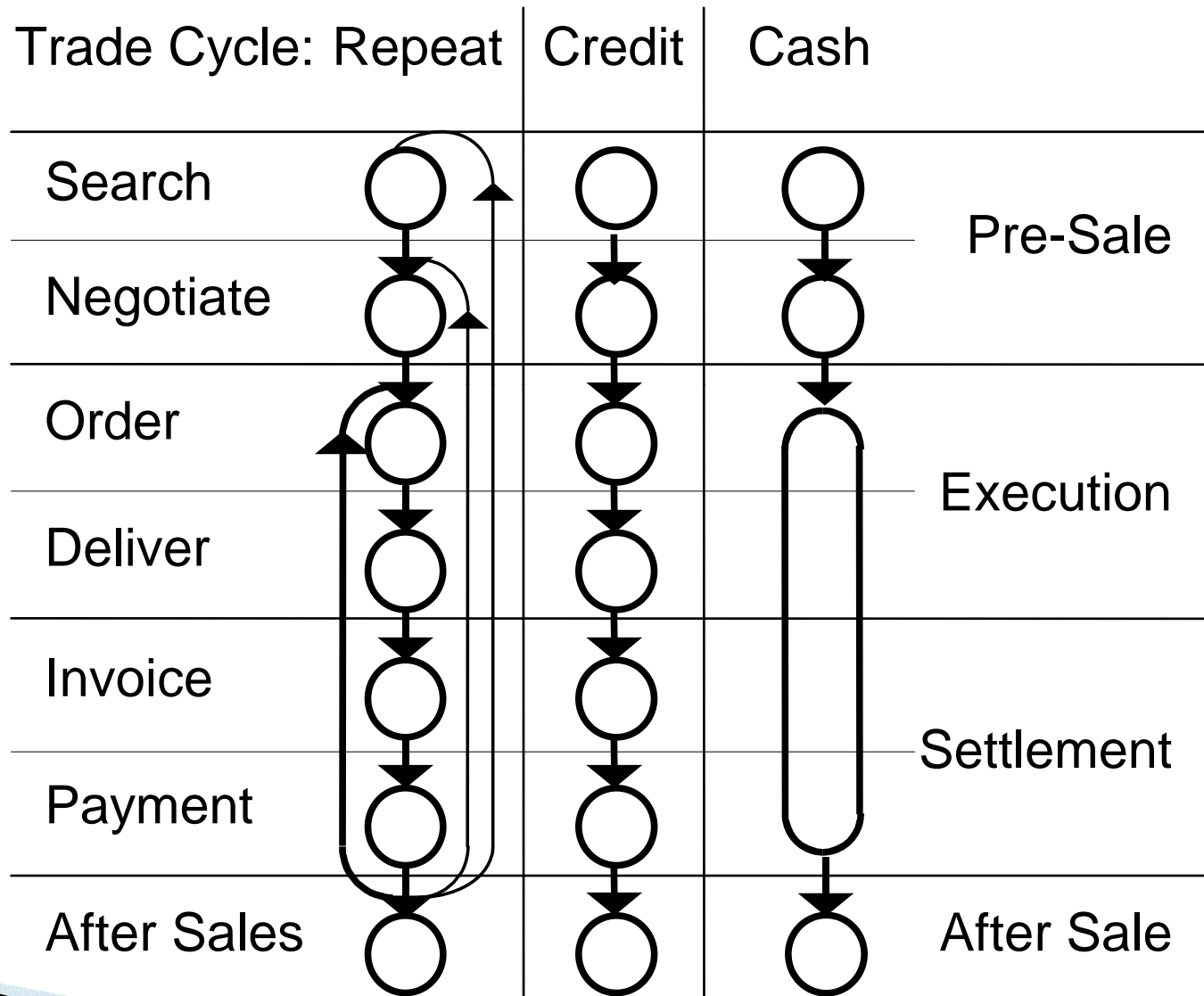
# The trade cycle

- ▶ Conducting a commercial transaction involves the following steps:
  - Pre-Sale:
    - Search – finding a supplier
    - Negotiate – agreeing the terms of trade
  - Execution:
    - Order
    - Delivery
  - Settlement:
    - Invoice
    - Payment
  - After-sales, e.g. warranty and service

# Generic trade cycles

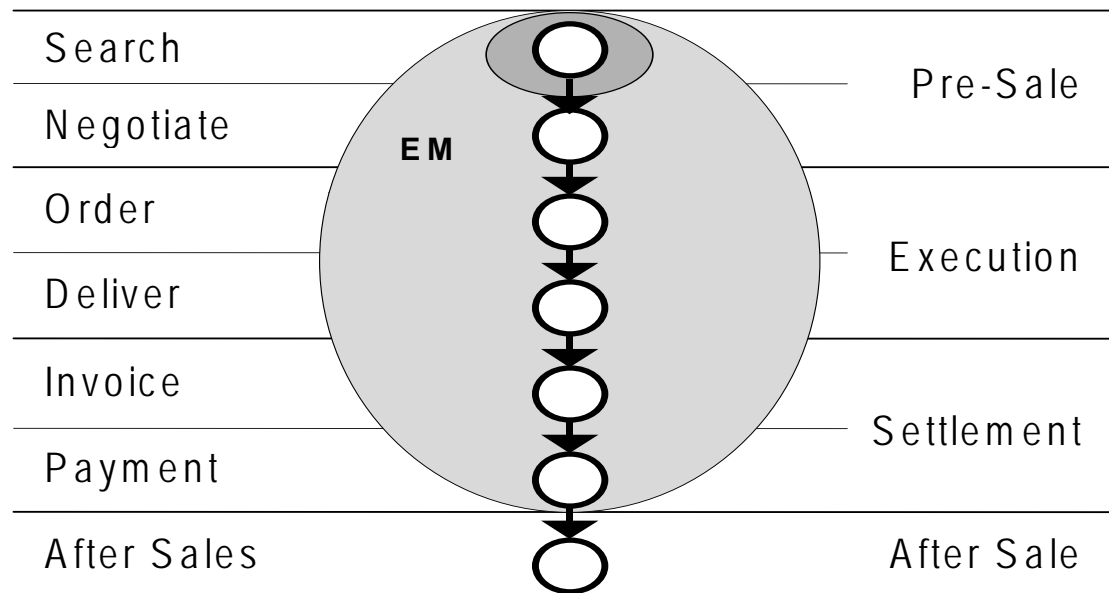
- ▶ The trade cycle varies depending on:
  - The nature of the parties to the transaction
  - The frequency of trade exchanges
  - The nature of the goods or services being exchanged.
- ▶ Three generic trade cycles can be identified:
  - Regular, repeat transactions between commercial trading partners (Repeat)
  - Irregular transactions between commercial trading partners (Credit)
  - Irregular transactions in once-off trading relationships (commercial or retail) (Cash)

# Generic trade cycles



# Electronic markets

- ▶ Emphasis on the search phase of the trade cycle
- ▶ Typically an inter-organisational credit trade cycle

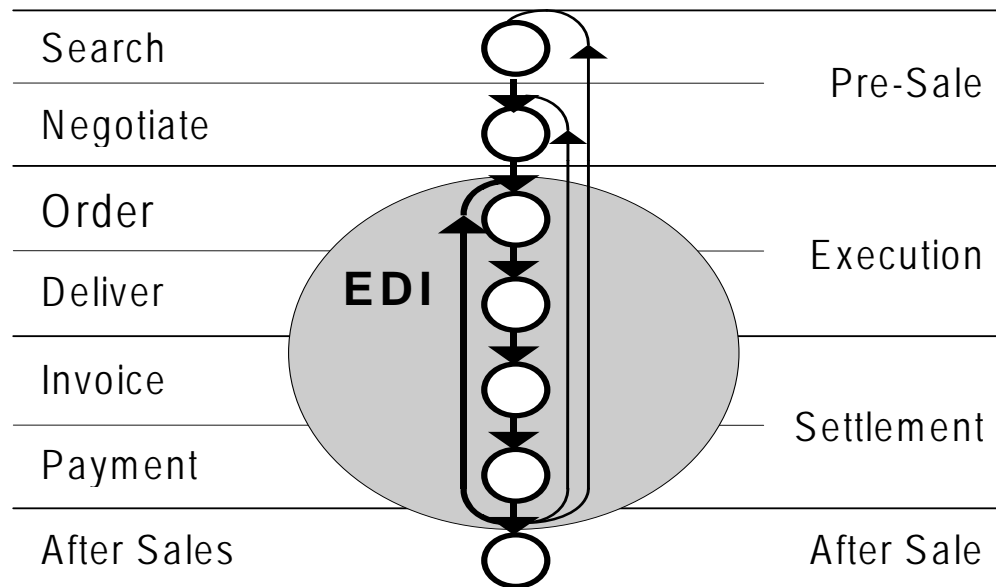


- ▶ Limited applications – airline seat bookings and financial sector – the operation of the electronic market is not necessarily in the vendor's interests.



# Electronic Data Interchange

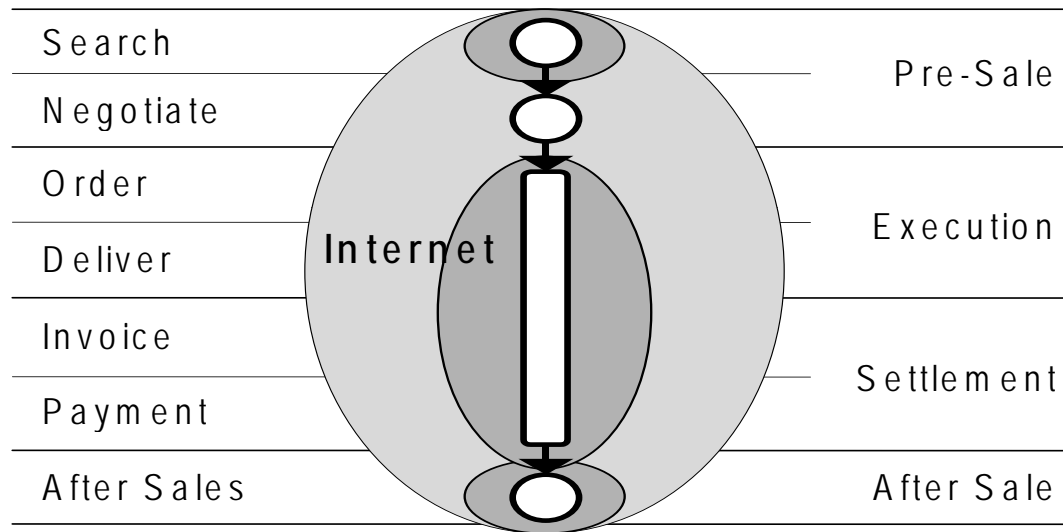
- ▶ Used for standardised, repeat, inter-organisational transactions



- ▶ Notable users of EDI are vehicle assemblers, component supplier's, and supermarkets (and other multiple retailers), ordering the goods to restock their shelves.

# Internet commerce

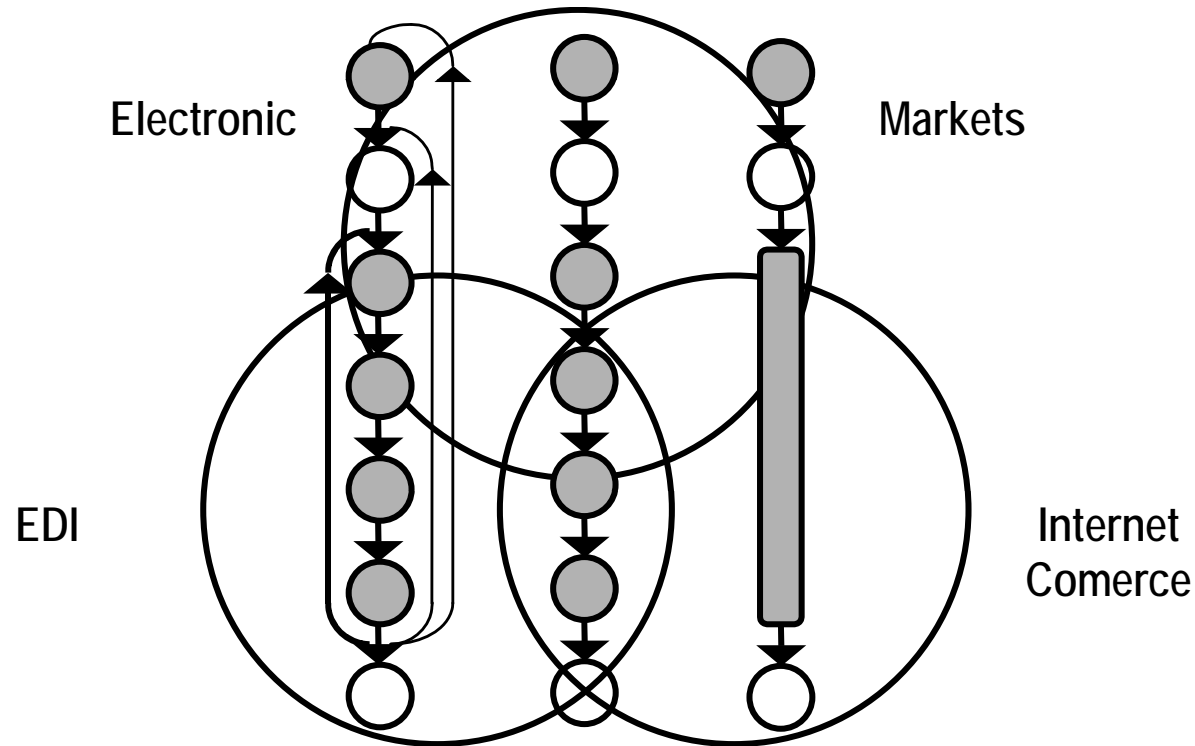
- ▶ Used for once-off transactions – consumer or inter-organisational transactions.



- ▶ Can apply to Search, Execution / Settlement and / or After Sales.
- ▶ Consumers pay at time of ordering – businesses may have credit arrangements with the suppliers.

# e-Commerce in perspective

- ▶ e-Commerce is not appropriate to all business transactions and, within e-Commerce, there is no one technology that can or should be appropriate to all requirements.



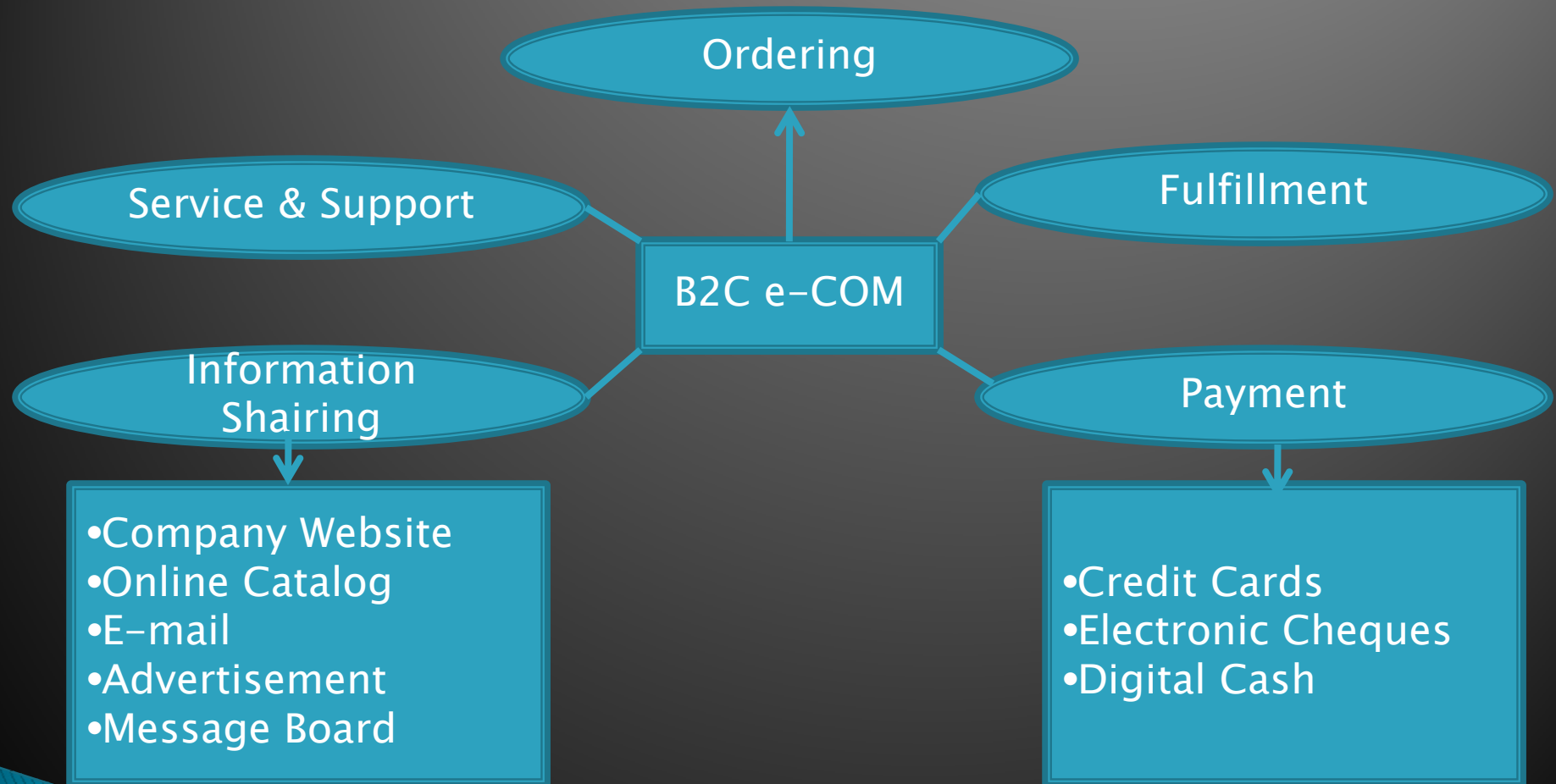
# e-commerce Models

- ▶ B2C (Business to Consumer)
- ▶ B2B (Business to Business)
- ▶ C2C/P2P (Consumer to Consumer/Peer to Peer)
- ▶ C2B (Consumer to Business)
- ▶ B2G (Business to Government)

# B2C e-commerce

- ▶ One of the most common model
- ▶ Applies to any business or organization that sells its product or service to consumer
- ▶ Provides direct sale between supplier & consumer
- ▶ It is also refer as e-tailing (electronic retailing)
- ▶ B2C started in 1995 when companies like ebay.com , amazon.com launched

# Major Activities



# Major Challenges in B2C e-Com

- ▶ Getting Browsers to buy things
- ▶ Building customers trust/Privacy
- ▶ Building customer loyalty
- ▶ Fulfillment

# B2B e-commerce

The important differentiating factor is:

- ▶ The vendor and the buyer of the goods or services involved in a transaction are both business organisations rather than individual customers who are the end users of the goods purchased.

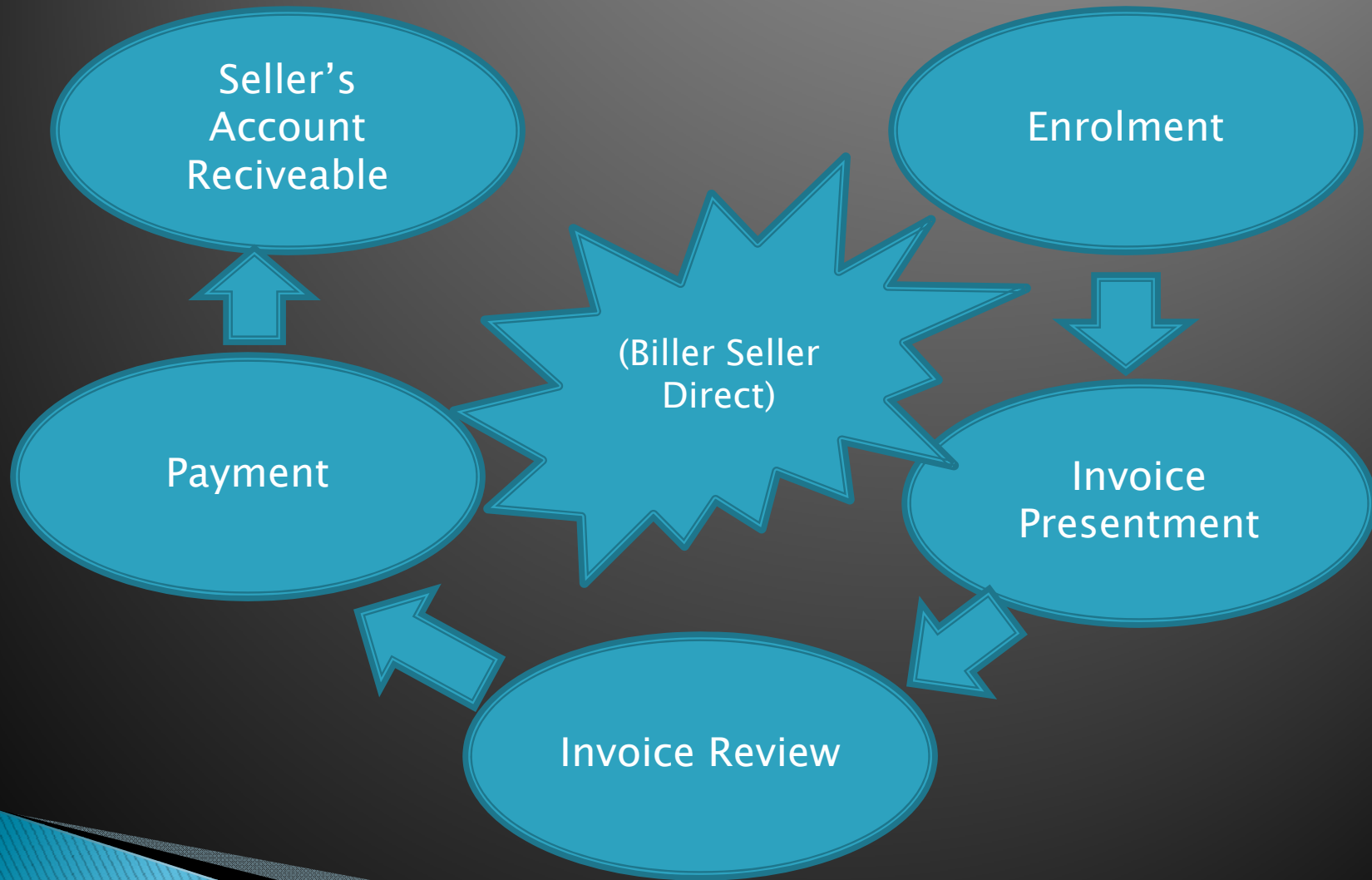


# Advantages of B2B e-commerce

In e-commerce we normally argue for:

- ▶ Global rather than local sales;
- ▶ Global purchasing;
- ▶ Ability to buy/sell
- ▶ Savings of staffing, premises, showrooms;
- ▶ Better customer service.

# Biller Seller Direct Model(B2B)



# Advantages of B2B e-commerce

More significant advantages arise from the factors of:

- ▶ Automating Supply Chain Management (SCM) and Demand Chain Management (DCM);
- ▶ Automation of the business processes within a business enterprise;
- ▶ Integration of back-office systems resulting in Enterprise resource planning (ERP);
- ▶ Integration between the front-end and internet, and web-server systems and backend systems;
- ▶ Just-in-time (JIT) manufacture and delivery, mass customisation and Data warehousing.

# Features of B2B e-commerce

B2B is characterised by a number of features:

- ▶ High volume of goods traded;
- ▶ High net value of goods traded;
- ▶ Multiple forms of payment methods involving bank instruments and schemes;
- ▶ Agreements and contracts between partners;
- ▶ High level of information exchange between different trading partners involved in the business cycle;
- ▶ Multiple levels of authorisation of purchases;
- ▶ Different types of taxation regimes are the subject of a transaction.

# Business models

For tangible goods we can distinguish between:

- ▶ A buyer-oriented e-commerce system;
- ▶ A seller-oriented e-commerce system;
- ▶ A virtual market place with multiple buyers and sellers.

Focus is on purchase requisition and purchase order submission.

# Business models

For services we also need to include:

- ▶ Actual delivery of the service;
- ▶ Monitoring of the stages of the service and its status at any time;
- ▶ Invoicing and payment on completion of the service.

# Buyer-oriented e-commerce

Buyer-oriented e-commerce models suit large volumes of items of different types:

- ▶ Maintenance, repair, and operating goods;
- ▶ Products needed to service a given product;
- ▶ Components of raw materials used in a manufacture;
- ▶ Goods traded by a wholesaler;
- ▶ Large, less frequently ordered capital items.

# E-Procurement

Starts with purchase requisition and involves:

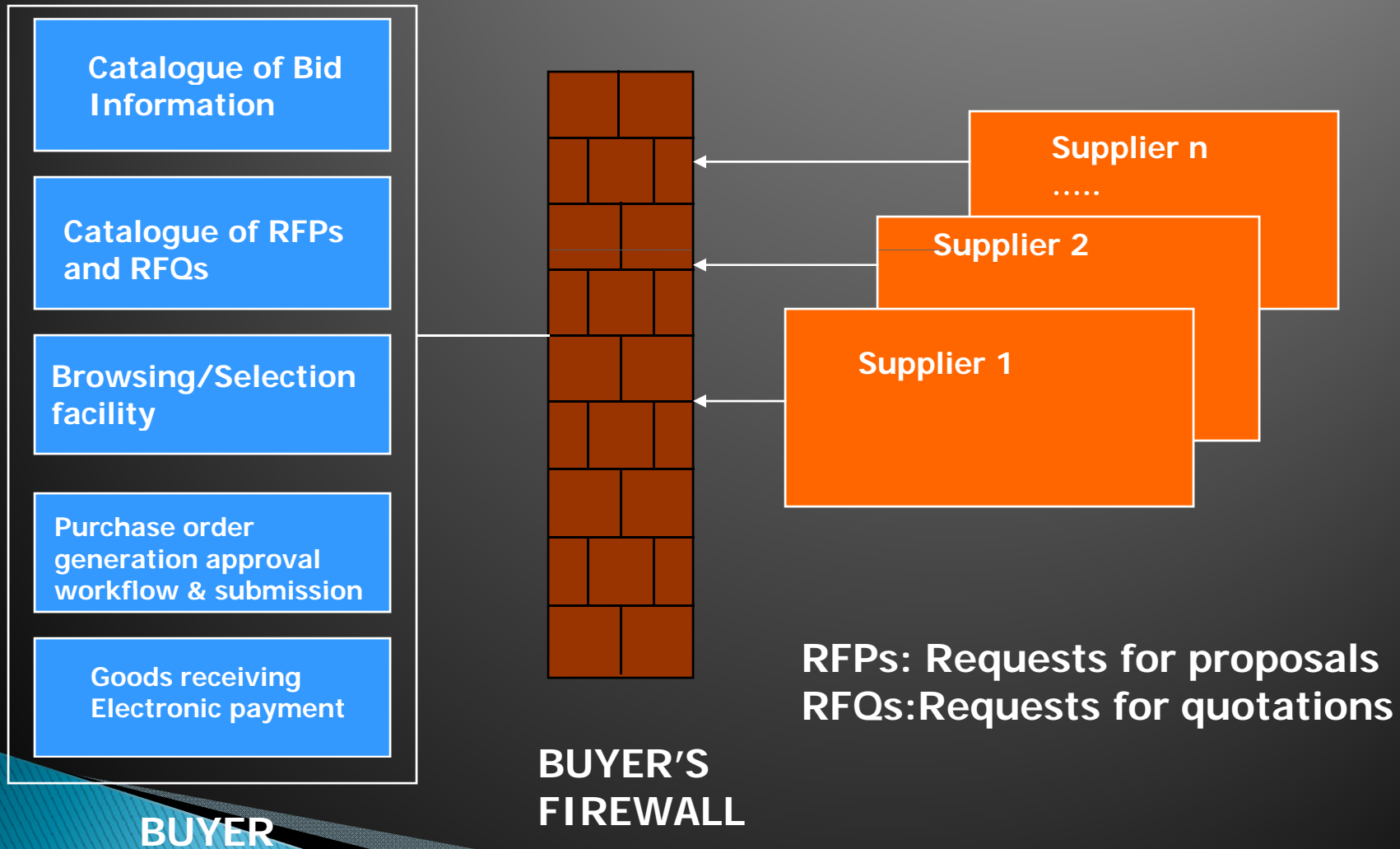
- ▶ Different levels of authorization;
- ▶ Selection of suppliers;
- ▶ Requests for quotations;
- ▶ Monitoring the order fulfilment;
- ▶ Payment.

Two distinct classes of activities:

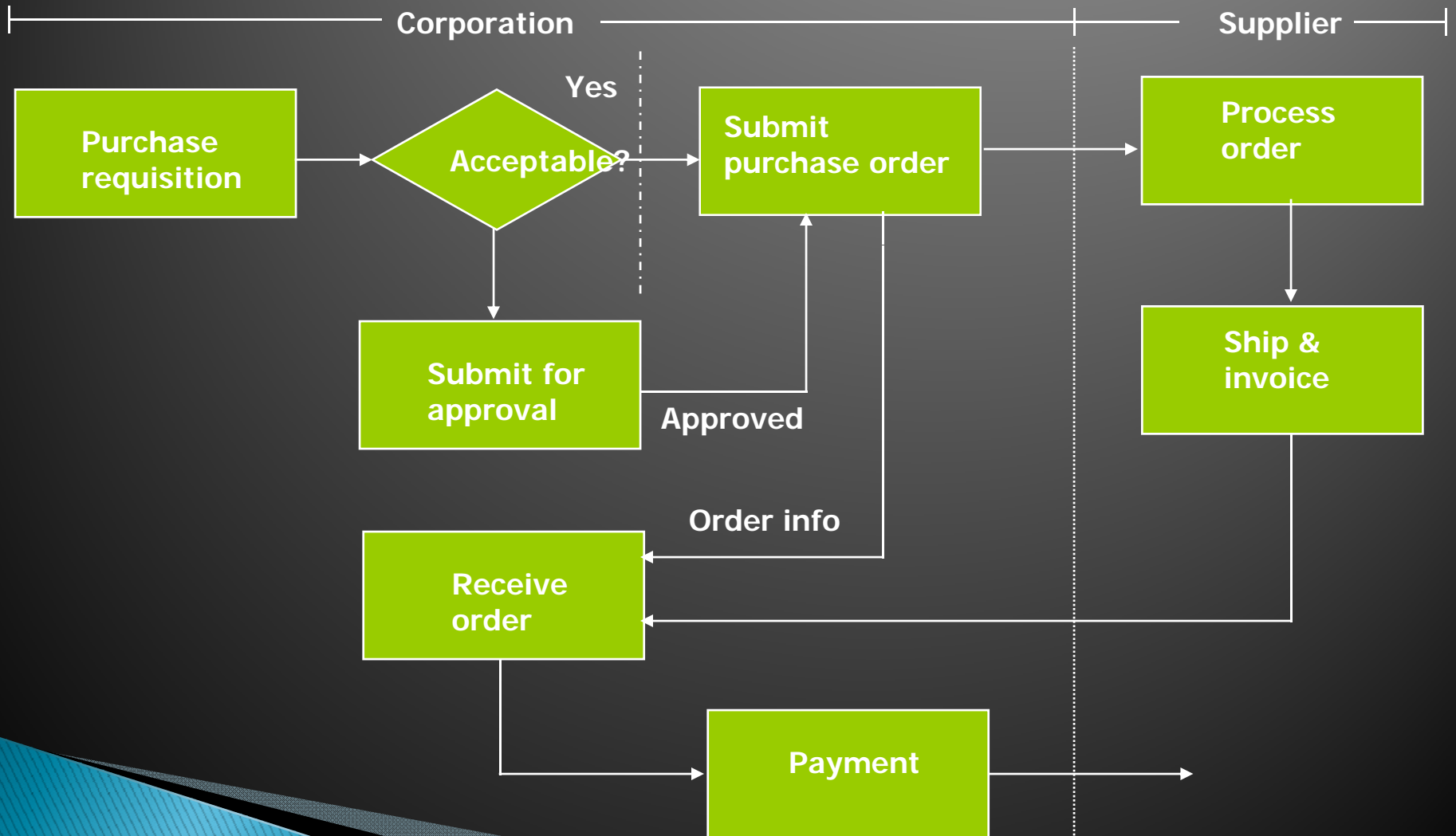
- ▶ Intra-company activities;
- ▶ Inter-company activities.



# Buy-side e-commerce system



# Purchasing in “buy-side e-commerce”

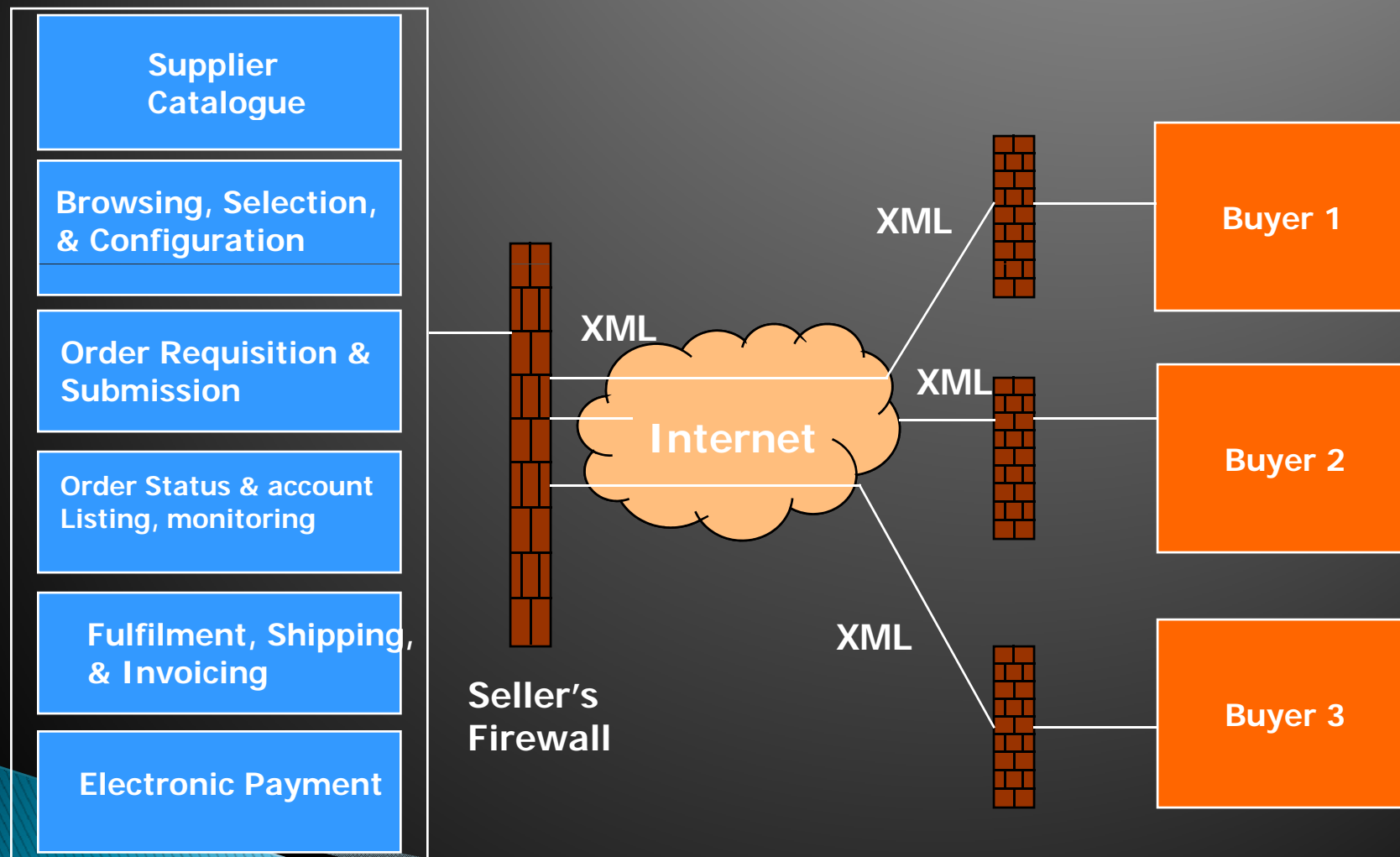


# Sell-side e-commerce

A supplier-to-buyers system providing:

- ▶ Product catalogue;
- ▶ Product configuration;
- ▶ Business roles (for automating approval & ordering);
- ▶ Customer service;
- ▶ Fulfilment and shipping;
- ▶ Accounts receivable/invoicing and e-payments;
- ▶ Monitoring of order status and history.

# Sell-side e-commerce system



E-commerce  
Application

# Sell-side Software Platforms

Systems include:

- ▶ sell.com - a platform that allows one to build a sell-side system;
- ▶ WebDB - a front-end to Oracle DBMS, which allows one to build a portal that communicates with Oracle DB.

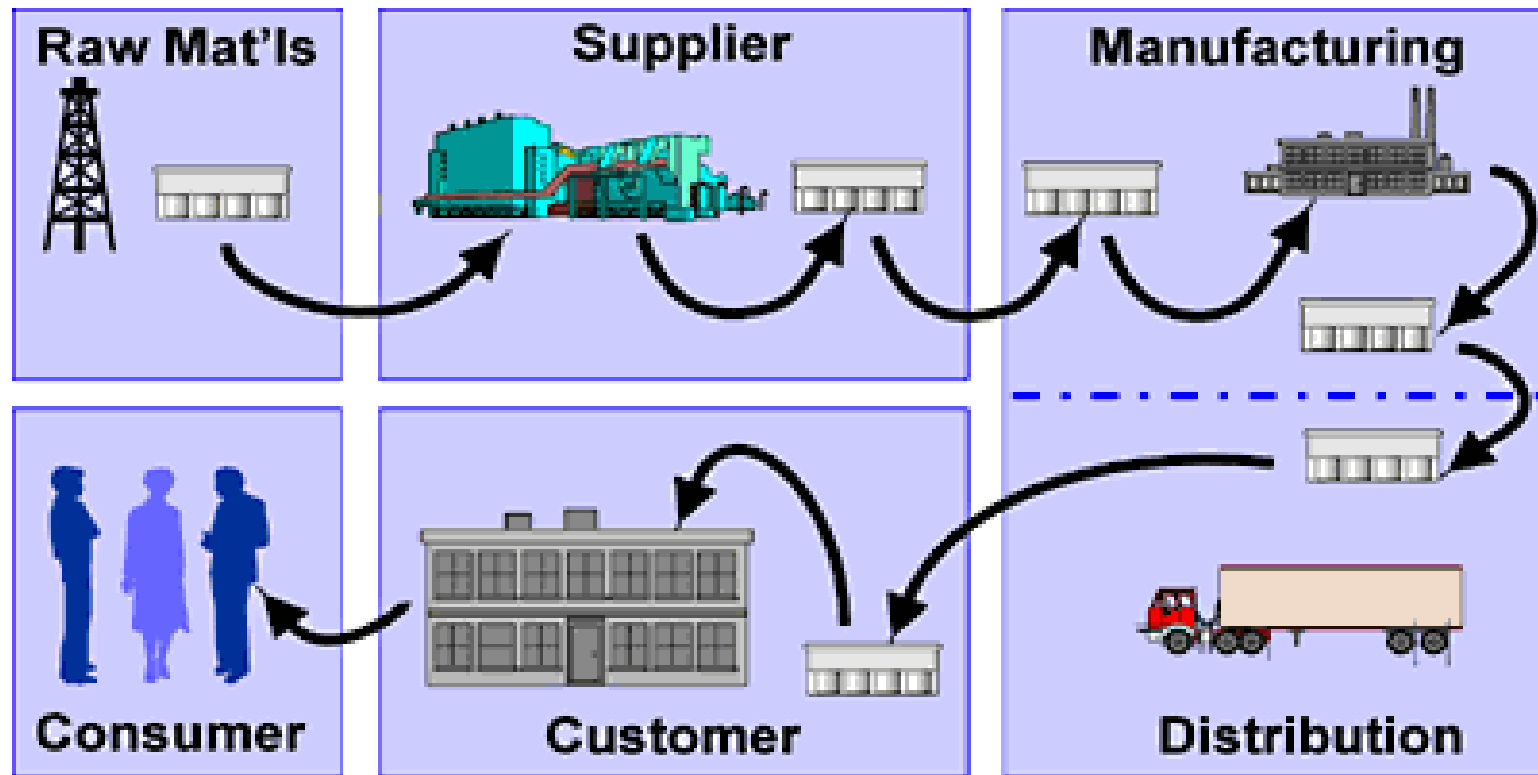
# Virtual Markets

Meeting places for vendors and buyers:

- ▶ Digital market places;
- ▶ Infomediaries;
- ▶ Vertical portals.

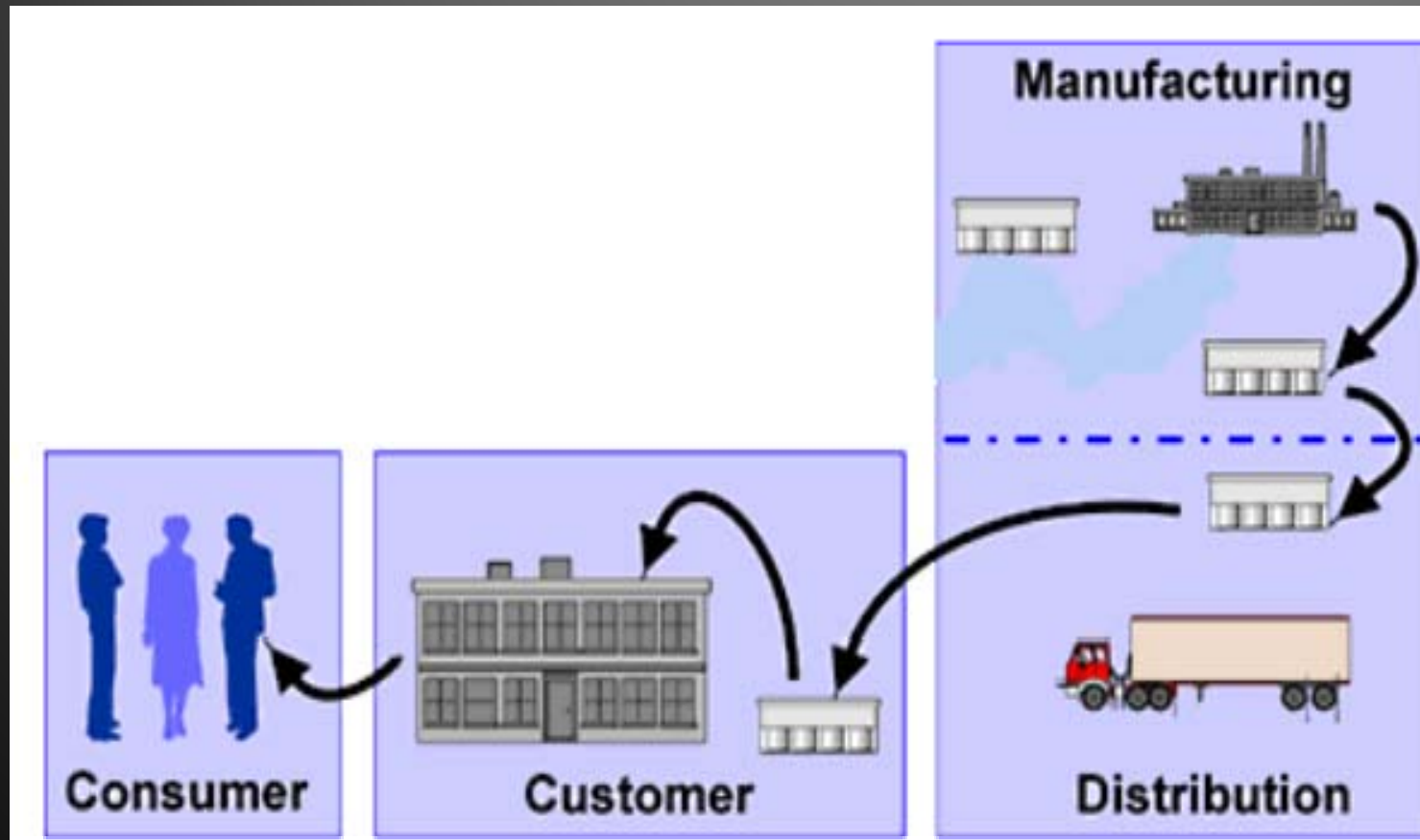
E.g. Boeing's PART – allows airlines to purchase spare parts from different suppliers.

# Supply Chain optimisation



*So many steps...so many inventories...so much time!*

# Downstream without e-commerce





# Downstream with e-commerce



# Integration Issues

B2B requires that companies integrate their systems:

## ▶ Intercompany Integration

- Need of standards and overcome problems with EDI and VPNs.
- Interoperation using XML (which acts as a business connector).

## ▶ Intracompany Integration

- Seamless integration of orders and back-end systems;
- Standardisation of information processes (e.g. through ERPs)
  - Order entry & fulfilment;
  - Logistics;
  - Inventory;
  - Production planning and monitoring;
  - Accounting entry and financial systems;
  - Human resources and payrolls.

# Questions

- (1) What is the important differentiating factor of B2B e-commerce.
- (2) What are the advantages of B2B e-commerce.
- (3) Briefly explain what are the characteristic features of B2B e-commerce.
- (4) In B2B e-commerce, what kind of business models can we distinguish for tangible goods? What additions do we require for services of items?
- (5) Which types of items is a buyer-oriented system suitable for? Briefly explain the different types of items.
- (6) Explain the features provided by a sell-side B2B system.
- (7) What is a virtual market? How does it optimise the supply chain?
- (8) What are the integration issues of B2B e-commerce?

# Paperless Transaction / Contracts

- ▶ EDI is used for paperless transactions/contracts
- ▶ Minimizes the amount of time used in inventory
- ▶ Helps in Minimizing the cost
- ▶ EDI is commonly applied in execution and settlement phase of trade cycle
- ▶ EDI can be used for Pre -Sale transaction there should be EDI messages developed for transaction of such contracts
- ▶ Can be used for after sales transaction but only if we standardize the formats

# Proper working of EDI following things are required

- ▶ Transaction format & data should be standardized
- ▶ Special Software should be developed for converting the message into a form suitable to other company
- ▶ Value added Network with mailbox
- ▶ Certain transaction would be still required to write in hard form

# Components used in EDI

- ▶ Trade agreement
- ▶ Standard document format
- ▶ EDI translation management software – Converts your application/document to agreed standard format
- ▶ Communication Software – Programming tool that enables you to write communication protocol or a separate application
- ▶ VAN (Value added Network)

# EDI Standards

- ▶ EDIA ( Electronic data interchange association) is non-profit organisation set out to serve as administrator for several industry group
- ▶ UCS -uniform communication standard
- ▶ ANSIX12
- ▶ EDIFACT
- ▶ EDI Data Standards
  - DES (Data Encryption Std.)
  - RSA ( Rivest Shamir Adleman)

# Reasons for slow acceptability of EDI

- ▶ Too many standards –ex. your company uses X12 std. while your trading partner follow EDIFACT
- ▶ Changing Standards–Each year most standard bodies publish revision to standards this creates problem to EDI Users
- ▶ EDI is too Expensive–Some companies do business with others who use EDI so in order to do business need to implement EDI
- ▶ Limits your trading Partners



# E-Security

- ▶ Authentication
- ▶ Access Control
- ▶ Encryption
- ▶ Firewall
- ▶ IDS (Intrusion Detection System)
- ▶ IPS (Intrusion Prevention System)
- ▶ Client Server Security
- ▶ Biometric Security
- ▶ Digital Identity & Digital Signature
- ▶ AV Software