Chapter 46 Security Issues and Countermeasures of Online Transaction in E–Commerce

Harshita

Mody University of Science and Technology, India

Sarvesh Tanwar Mody University of Science and Technology, India

ABSTRACT

Nowadays, e-commerce is one of the most growing sectors in the field of internet. It gives the flexibility to shop online, transact online, transfer money online and many more feature to its internet users. As the growth of e-commerce increases, e-commerce security also comes out a major concern to ensure its user a secure transaction without any fear over the network. Banking sector is one of the most prominent sectors of growth in world of e-commerce, but as its demand increases the security and risks along with it also increases. E-commerce security must ensure major security features of cryptography: privacy, authentication, access control, confidentiality and protect data from un-authorized access. In this chapter, all aspects regarding e-commerce describes from its introduction to its security, countermeasures and an example of doing secure payment from any website.

INTRODUCTION TO E-COMMERCE

Now days, e-commerce is a booming sector in the world of internet. E-commerce replaces the method of doing shopping traditionally by electronically over internet. E-commerce is stands for electronic commerce which involves the use of Information and Communication Technology (ICT) and Electronic Funds Transfer (EFT) in making commerce between consumers and organizations, organization and organization or consumer and consumer. With growing of internet Electronic data exchange (EDI) also increases which provides to do digital shopping in e-mall (electronic-mall). There are various types of business models for e-commerce which categorized as given below:

DOI: 10.4018/978-1-5225-2599-8.ch046

- 1. **Business-to-Business (B2B):** B2B e-commerce, the commerce takes place between two business entities or two business organizations. For an example, main buyer (say any top company) first sales their product to any intermediate buyer (say any BPO or website owner) and then the intermediate buyers will send the product to their end customers (Figure 1).
- 2. **Business-to-Consumer (B2C):** In B2C model any business organization or a company directly deals with its customer. Customer places order by seeing product on their website and company supplies product directly to customer (Figure 2).
- 3. **Consumer-to-Consumer (C2C):** In C2C business model, one end customer directly deals with another end customer by giving some advertisement of goods which he/she wants to sell over some website and another customer who wants to purchase that goods directly deals with that customer. In India, the website named OLX, giving this facility to sell your old or new product by uploading its advertisement on the website along with your details (Figure 3).



Figure 1. B2B e-commerce model

30 more pages are available in the full version of this document, which may be purchased using the "Add to Cart" button on the publisher's webpage: www.igi-global.com/chapter/security-issues-and-countermeasures-of-onlinetransaction-in-e-commerce/183325

Related Content

Adopting Open Source Software in Smartphone Manufacturers' Open Innovation Strategy

Mohammad Nabil Almunawar, Muhammad Anshariand Heru Susanto (2019). Advanced Methodologies and Technologies in Network Architecture, Mobile Computing, and Data Analytics (pp. 1325-1338). www.irma-international.org/chapter/adopting-open-source-software-in-smartphone-manufacturers-open-innovationstrategy/214703

Empirical Evaluation of Smartphone Augmented Reality Browsers in an Urban Tourism Destination Context

Zornitza Yovcheva, Dimitrios Buhalis, Christos Gatzidisand Corné P.J.M. van Elzakker (2014). *International Journal of Mobile Human Computer Interaction (pp. 10-31).*

www.irma-international.org/article/empirical-evaluation-of-smartphone-augmented-reality-browsers-in-an-urban-tourismdestination-context/112028

A Case Study of Research through the App Store: Leveraging the System UI as a Playing Field for Improving the Design of Smartphone Launchers

Matthias Böhmerand Antonio Krüger (2014). *International Journal of Mobile Human Computer Interaction* (pp. 32-45).

www.irma-international.org/article/a-case-study-of-research-through-the-app-store/112029

Beyond the Screen: Creating Unconventional Artifacts to Support Long-Distance Relationships

Hong Li (2019). International Journal of Mobile Human Computer Interaction (pp. 31-39). www.irma-international.org/article/beyond-the-screen/237172

Developing a Glossary for Software Projects

Tamer Abdou, Pankaj Kamthanand Nazlie Shahmir (2019). *Advanced Methodologies and Technologies in Network Architecture, Mobile Computing, and Data Analytics (pp. 1358-1372).* www.irma-international.org/chapter/developing-a-glossary-for-software-projects/214706