# Chapter 2: Analysis

## 2.1: Introduction to Analysis

An analysis is a process of determining the user needs and expectation for the new or upgraded products. These features are called requirements. In this process, a systematic examination and evaluation of information or data are performed to discover the important components to build the system.

The analysis is the first phase of the software development life cycle (SDLC). In this software development conceptual model, analysis focuses on the following parts:

* Gather, analyze, and ratify the information.
* Define the requirements and prototypes for new system.
* Evaluate the alternatives and prioritize the requirements.
* Examine the needs of end-user and enhance to meet the system goal.
* Prepare the Software Requirement Specification (SRS) document, which specifies the software, hardware, functional, and network requirements of the system.

## 2.2: Analysis Methodology

The project uses Object-Oriented Analysis and Design Methodology. It is a technical method of analyzing and designing a system based on their object models. An object is an instance of anything that represents a real-world object and has all the same types of characteristics (properties), behavior (methods), and states (data). This methodology not only focuses on processes or data of the system but outlook the system as a collection of object that can interact with each other to accomplish tasks.

Object-Oriented Analysis and Design (OOAD) often include stages i.e. requirements, planning, design, coding, testing, deployment, and maintenance. These stages are similar to the waterfall SDLC and does not require additional tasks for the project as the requirement are well defined. That’s why I have decided to use OOAD for this project.

In the Object-oriented Analysis, we undertake the following tasks as mentioned below:

1) Elicit requirements: Define what the problem the system is trying to solve, what the system needs to perform.

2) Specify requirements: Describe the requirements i.e. use cases or user stories.

3) Conceptual model: Identify the significant objects and define their relationships and behavior.

## 2.3: Feasibility Study

The feasibility study deals whether the project’s practical extent that can be performed successfully. Basically, feasibility study is performed to determine whether the solution to a problem is practical in real world scenario. There are different types of feasibility studies, i.e.:

|  |  |  |
| --- | --- | --- |
| Type of feasibility study | About the study | Association with the project |
| Economic Feasibility | Deals whether the allocated budget is sufficient enough to complete the project successfully. | The development does not demand additional budget to complete project as the requirements for the system are little. |
| Technical Feasibility | Deals whether the current Technical capabilities as well as the capabilities of the person using the system. | The resources available to me are sufficient enough to develop this project. |
| Cultural Feasibility | Local and greater societal and cultural impact. | This system helps easy management of the stocks and sales and increase the efficiency. |
| Schedule Feasibility | Deals whether allocated time and resources are enough to complete the project. | Limited requirements are well recognized, the project can be completed in time unless there will be any exceptions. |
| Resources Feasibility | Deals what resources are needed and is sufficient enough to complete the project successfully. | The store needs to install new computer if there are no computers. Or upgrade the computer if it does not meets the hardware and software requirements. |

## 2.4: Requirement Analysis

The requirement analysis is the process of gathering, analyzing and defining the technical requirements of the users for the system.

## 2.4.1: Functional Requirement

The functional requirements generally defines tasks or processes of what a system should do.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| ID | Description | Data | Rational | Dependency |
| F1 | Initial Register | Pin, Recovery code | Create the user through pin code |  |
| F2 | Login | Pin | To verify user and give user access to the system facilities | 1 |
| F3 | Forgot pin | Recovery code | To recover the pin using recovery code | 1,2 |
| F4 | Add liquor category | Category name | Let user to add liquor category | 2 |
| F5 | Update liquor category | Category name | Let user to update, edit the existing category | 2,4 |
| F6 | Remove liquor category | Liquor category or category id | Let user to remove the existing category | 2,4 |
| F7 | Add a new liquor | Liquor name, Price, Quantity | Let user to add a new liquor product | 2,4 |
| F8 | View liquor stock | Liquor name, Price, Quantity | Let user to view all existing liquor stock | 2,7 |
| F9 | Update existing liquor stock | Liquor name, Price, Quantity | Let user to update, edit the existing liquor | 2,7 |
| F10 | Delete a liquor | Liquor name | Let user to delete the existing liquor | 2,7 |
| F11 | Create customer bill | Liquor details | Let user to create bills | 2 |
| F12 | Dynamic update liquor stock | N/A | Automatically changes stock quantity when creating bill | 2,11 |
| F13 | Add loyal customer | Email | Let user to add loyal customer | 2 |
| F14 | Delete loyal customer | Email | Let user to delete loyal customer | 2,13 |
| F15 | Update customer loyal point | N/A | Loyal customer automatically gains point according to their spending | 2,11,13 |
| F16 | Search liquors | Liquor name | Let user to search liquor using liquor name | 2,8 |
| F17 | Filter liquor through category | Liquor category | Let user to filter liquor using liquor category | 2,8 |
| F18 | Set Default loyalty discount | Discount percent | Set default value of discount percent when loyal customer gets discount | 2 |
| F19 | Set Default consumer tax | Tax percent | Set default tax percent for bill | 2 |
| F20 | Set stock threshold level | Threshold quantity | Allow user to set stock threshold quantity. | 2,7 |
| F21 | Liquor stock status | N/A | Notify if stock quantity is less than threshold quantity. | 2 |
| F22 | Create stock sales report | N/A | Create sales report of the liquor stock | 2 |
| F23 | Logout | N/A | To exit the system access. | 2 |

## 2.4.2: Non-functional Requirement

The non-functional requirements are important features that defines the quality of a system. It covers all the remaining requirements which are not covered by the functional requirements.

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| ID | Requirement | Description | Rational | Dependency |
| N1 | Performance | The system should perform task fast and as expected. | To make user experience smooth and efficient. | N/A |
| N2 | Scalability | The system should able to scale according to the increase in the stock. | To make system acceptable when number of stocks increases. | N/A |
| N3 | Capacity | The system should able to handle multiple task simultaneously. | To ensure multiple task can be performed at a time. | N/A |
| N4 | Availability | The system should be available when needed. | To make system available whenever user needs. | N/A |
| N5 | Reliability | The system should consistency in performance during every runtime. | To ensure the user can trust the system whenever it is needed. | N/A |
| N6 | Recoverability | The system should be able to recover from any problem user faces. | To have a recoverable code if user forgets the pin code. | F1,F3 |
| N7 | Security | The system should have data security and proper access control. | To deny any unauthorized access. | F1,F2 |
| N8 | Data integrity | There should not be duplication and inconsistency in stored data. | To store the data accurately and maintain consistency of the data. | N/A |
| N9 | Maintainability | The system should be easy to maintain if any bugs exist. | To have sustainable runtime of the system and improve overtime. | N/A |
| N11 | Usability | The system should be acceptable to the end user and satisfy their requirements. | To make the system user friendly and easier to operate. | N/A |
| N12 | Documentation | The project should be well documented that should give overview of the system and how the system is built. | For user to learn how to use the system and for any third party developer to know about the system. | N/A |
| N13 | Legal | The system should be legally valid and available to use. | To have legal value in the market and avoid any legal problems. | N/A |

## 2.4.3: MOSCOW Prioritization

|  |  |  |
| --- | --- | --- |
| ID | Requirements | MoSCoW |
| F1 |  |  |
| F2 |  |  |
| F3 |  |  |
| F4 |  |  |
| F5 |  |  |
| F6 |  |  |
| F7 |  |  |
| F8 |  |  |
| F9 |  |  |
| F10 |  |  |
| F11 |  |  |
| F12 |  |  |
| F13 |  |  |
| F14 |  |  |
| F15 |  |  |
| F16 |  |  |
| F17 |  |  |
| F18 |  |  |
| F19 |  |  |
| F20 |  |  |
| F21 |  |  |
| F22 |  |  |
| F23 |  |  |
| N1 |  |  |
| N2 |  |  |
| N3 |  |  |
| N4 |  |  |
| N5 |  |  |
| N6 |  |  |
| N7 |  |  |
| N8 |  |  |
| N9 |  |  |
| N10 |  |  |
| N11 |  |  |
| N12 |  |  |
| N13 |  |  |

## 2.4.4: Software Requirement Specification

A Software Requirement Specification is a document, which specifies the software, hardware, functional, and network requirements of a system.

|  |  |
| --- | --- |
| Hardware Requirements | Software Requirements |
| * Processor: Intel Dual-core processor, 2.0 GHz or higher * RAM: Minimum 2 GB of RAM * Hard Drive: 500GB | * Operating System: windows 7 or higher * Front End: C# dotnet (visual studio 2017) * Back End: MS SQL Server |

## 2.5: Use Case Diagram

## 2.6: NLA and Initial Class Diagram