**FINAL YEAR PROJECT PROPOSAL   
[FALL 2015]**

**Summary Table**

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| **Title of Project** | **Searchable Inventory** |
| **Nature of End Product** | Web App |
| **Team Organization** | YouRises Solution |
| **Programming Environment** | 32-bit windows |
| **Programming Languages** | C# |
| **Software Tools** | Visual Studio , SQL Server 2008 |
| **Software Development Model** | Iterative/Agile Model |
| **Data Link Model** | RDBMS |
| **Fault Tolerance** | Verification and Data Validation through White/Black/Grey Box testing |
| **Team Members** | Asfa Akhtar(58358)  Amin Merchant(58386) |

**Accepted / Rejected:**­­ \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ **Total Marks:**­­ \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ **Committee Review:** \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_  
  
  
**Committee Signatures:** \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

1. **Abstract**

We will make a web application in which we are putting the updated inventory of your Store on maps so the user (Internet Consumer) can easily find their desire product in nearest shops and get directions to the store.

1. **Introduction**
   1. **Background**

It is a general problem of everybody that for buying a specific product they have to make many efforts. They have to search many shops to buy their desire product. Now a days people want to save their time so for that they want an easiest thing through which they can easily search the place where they can find their desire product.

* 1. **Aim of Project /Motivation**

The aim of the project is to make a system which will help users to search their desire product in the nearer place easily and without making an efforts of it.

* 1. **Comparative survey of Past Work and Current Objective**

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| --- | --- | --- |
| **#** | **Current Features** | **Proposed Features** |
| 01 | **Manual shopping** | **Make updated inventory online** |
| 02 | **No automated system for buying product from nearer stores** | **Provide automated system for buying a product from nearer store** |
| 03 |  | **Confirm your order before coming to shop** |

1. **Features / Challenges presented by the project**
   1. **Your project has ability to do this**
      1. Gives you nearer place from where you can easily buy your desire product and confirm your parcel.
      2. Gives direction to that store through Google map

* 1. **Data processing / Calculation procedures**
     1. Implementation of Algorithms. Dijkstra Algorithm
     2. Alternative Algorithms. A\* Algorithms

**Reason for using Djikstra**

The main reason for implementing this algorithm in our app is to find or get the product from nearest store .

So on behalf of that, djikstra algorithm is best for our system

**Complexity of Djikstra**

The complexity of djikstra is derived from this formula

O(V^2)

* 1. **Results and Reports**
     1. Help you to get the desire product as per order**Nature of End-Product**
  2. **Type:** It will be a Web Application capable of running on any browser except Internet Explorer .
  3. **Applicability / Impact on People’s life**: The product is aimed for providing people an easy way to shop or buy their desire product without making any effort for the search of a particular product and to save their time.

1. **Learning Out Comes**

It is a project that incorporates Web application development and a bit of artificial intelligence to help a very moral and social cause.

1. **Methodology**
   1. **Software Development:**  
      Project will be developed using Agile Development
   2. **Code Pattern:**  
       Object Oriented Programming, Structured Programming, and Object Oriented Analysis.
2. **Testing Criteria**
   1. **Test Environment:** Manual Testing
   2. **Testing Approach:** White Box, Black Box& Grey Box.
3. **Project Planning & WBS**
   1. **Time per activity - division in weeks &percentage**

|  |  |  |
| --- | --- | --- |
| **Activity** | **Weeks** | **%age of time** |
| Requirement Analysis | 4 weeks | 15% |
| Design | 4 weeks | 15% |
| Implementation | 8 weeks | 25% |
| Testing | 4 weeks | 13.75% |
| Evaluation | 4 weeks | 12.5% |
| Documentation | 6 weeks | 18.75% |

* 1. **Milestones for Semester One**

|  |  |  |
| --- | --- | --- |
| Week 1 | Collection of data | Collection of data |
| Week 2 | Sorting of data as per category | Sorting hadith as per category |
| Week 3 | Set up and install required tools | Set up and install required tools |
| Week 4 | Search for the techniques | Search for the techniques |
| Week 5 | Search Integration techniques | Search Integration techniques |
| Week 6 | Making categories of products | Making categories of products |
| Week 7 | Reviewing all documents | Reviewing all documents |
| Week 8 | Prototyping - paper prototype (Pictive) | Prototyping - paper prototype (Pictive) |
| Week 9 | Data flow diagrams | Logic modeling |
| Week 10 | Decision trees | ERD |
| Week 11 | Database Designing | Database Designing |
| Week 12 | Creating Stored Procedures and making relationship among tables | Creating Stored Procedures and making relationship among tables |
| Week 13 | Application Designing | Application Designing |
| Week 14 | Verification and Validation testing | Verification and Validation testing |
| Week 15 | Algorithm Searching | Algorithm Searching |
| Week 16 | Incorporate internal  Information | Incorporate internal information |

**c. Milestones for Semester Two**

|  |  |  |
| --- | --- | --- |
| **Week** | **Student 1 Task** | **Student 2 Task** |
| Week 1 | Object Oriented Research | Object Oriented Research |
| Week 2 | Object Oriented Implementation | Object Oriented Implementation |
| Week 3 | Testing | Testing |
| Week 4 | Setting user rights | Setting user rights |
| Week 5 | Creating Databases & Testing | Creating Databases & Testing |
| Week 6 | Store products in database | Store products in database |
| Week 7 | Store products in database | Store products in database |
| Week 8 | Apply Djisktra algorithm | Apply Djisktra algorithm |
| Week 9 | Creating Databases & Testing | Creating Databases & Testing |
| Week 10 | Entering path info in database | Entering paths info database |
| Week 11 | Creating Tables | Creating Tables |
| Week 12 | Creating Databases & Testing | Creating Databases & Testing |
| Week 13 | Code Refractor | Code Refractor |
| Week 14 | SQA Testing | SQA Testing |
| Week 15 | Documentation | Documentation |
| Week 16 | Finalizing | Finalizing |

* 1. **Project Budget & Costing**
  2. **Budget &Costing Model**

We will give 3 month free trial for stores and marts and then put subscription fee on it. We will get some amount of profit on sold product from your store’s revenue. We will provide you the list of traffic came through our website.

* 1. **Revenue Generation**

The expenses would be split in two and the partners would bear them at their own discretion.

* 1. **Project Sponsor**

There are no current sponsors however we might have a software house on board that could either sell or use our system and be willing to invest in exchange of our product or we’ll launch it as an individual company.

**Hardware & Software Requirements**

* 1. **Hardware**
     1. Android
     2. Tablet
     3. General PC
  2. **Software**
     1. Visual Studio
     2. SQL Server 2008

1. **Language & Skills**

|  |  |
| --- | --- |
| **Language / Skill** | **Expertise Level** (out of 10) |
| C# | 8 out of 10 |
| SQL Server | 7 out of 10 |

1. **References**