**Project Title: Second hand book Buying And selling online portal**

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**Introduction**

**Purpose:**

The purpose of this project is to create a user friendly web portal for selling and buying second hand books online.The Second hand books selling online portal is a web based appliction which is inteneded to provide complete solutions for vendors as well as customers through a single get way using the internet. It will enable vendors to sell books online by setting up onlineshop.The customer who wanted to buy a book but could not because it was too expensive,now they can easily browse through the shop and purchase them online without paying too much money as well as no need to visit the shop physically.

**Scope:**

This portal allows the enduser to maintain their books for add or remove the product over the internet.

**Definitions:**

**SHBBASOS**-- Second Hand Book Buying And Selling Online Portal

**SRS**-- - Software Requirement Specification

**GUI**---Graphical User Interface

**Portal**---Personalized Website

**Stackholder**—The person who will participate in the system and owner of system.

Ex.Customer,Administrator,Shopper etc..

**UML**---Software Engineering Notation for visualising in the form of diagrams.

**SSL**---Secure Socket Layer used for providing restricted access to application.

**BOD**---Board Of Directors(Management).

**RDBMS**---Relational database Management System.

**CLUSTERS**---Group of independent servers.

**Overview:**

This System provides an easy solution to customer so that they should have an easy way to buy and sell secondhand books online.

**Additional Information:**

The system work on internet server, so it will be operated by any end user for buying and selling the books with secure platform. This system protects the integrity of the sellers and buyers, provides easy return's, buying policies and offers.

**General Description:**

The Second Hand Book Buying and Selling Online application helps to manage the items in the shoppers' carts and also helps customers to purchase.Application uses the internet as the sole method for selling and buying purpose second hand books to its consumers.

**Functional Requirement:**

This section provides requirement overview of the system. Various functional modules that can be implemented by the system will be-

Anybody can browse books and their categories as well.

If customer wants to buy books and sell the books, then he/she must be registered,

Unregistered user can not get a shopping cart.

Login Customer logins to the system by entering valid user id and password for shopping.

End User can add books to her/his wishlist.

Payment for customer there are many of secure billing options such as prepaid as debit or credit cart, postpaid as after shipping ,check or bank draft.

Logout after the payment of the book the customer will logged out.

Report Generation after all transation, the system can generate the portable file (.pdf) and then sent one copy to customer's Email- address and another one for the system database to calculate the monthly transaction.

The term client/server refers primarily to an architecture or logical division of responsibilities, the client is the application (also known as the front-end), and the server is the RDBMS (also known as the back-end).

A client/server system is a distributed system in which,Some sites are client sites and others are server sites.

All the data resides at the server sites.

All applications execute at the client sites.

**Technical Issues:**

This system will work on client-Server architecture. It will require an internet server. The system should support some commonly used browser such as Chrome etc.

Interface Requirement Various interfaces for the book product could be

1.Login Page,

2.Registration form

There will be a screen displaying information about book.

The customers may select the different options which will be open in another screen as

1.Login Page

2.Registration Form

3.Book Page

4.Shopping Cart

5.Shipping Details

6.Purchase history

7.Account Settings

8.Payment Gateways

**Hardware Interface:**

The System must run over the internet.

All the hardware shall require to connect to internet will be hardware interface for the system.

e.g. modem, WAN, LAN

Specialized Server Infrastructure Hardware

The system should use distrubuted servers i.e cloud for managing large amount of data so as to make it appear as single unit for end-user.

The system should have proper clusters for backup.

**Software Interface:**

The system is on server so it requires any scripting language like JSP or PHP or ASP, ETC.

The system should be able to exchange data using XML, JSON or any advance technology.

The system require DataBase also, to store any transaction of the system like MySql or oracle, or SQL server etc.

System also require DNS (Domain Name space) for the naming on the internet.

At the end-user need web browser for interact with the system.

**Performance Requirement:**

There is no performance requirement in this system, because the server request and respone to client is totally based on internet connection of enduser.

**Design Constrains:**

This system should be developed using Standard Web Page Development Tool , which conforms GUI standards such like HTML, XML, JSON,etc.

The system should support various RDMS and Cloud Technologies.

**Non-Functional Requirements**

**1.Security:**

SSL

The System use SSL (Secure Socket Layer) in all trancations that include any confidential customer information.

The system must automcatically log out all customers after a period of inactivity.

The system should not leave any cookies on the customer's computer containing users's password.

The system's back-end servers shall only be accessible to authenticated administrators.

Sensitive data will be encrypted before being sent over insecure connections like internet.

The proper firewalls should be developed to avoid intrusions from the internal or external sources.

**2.Reliability:**

The system provides storage of all databases on redundant computers with automatic switchover.

The main pillar of reliability of the system is the backup of the database, which is conitinously maintained and update to reflect the most recenet changes.

**3. Availability:**

The system should be available at all times,meaning the user can access it using web browser, only restricted by the down time of the server on which the system runs.

In case of a of a hardware failure or database corruption, a replacement page will be shown.

uptime : It mean 24 \* 7 availability.

**4. Maintainability:**

A commercial database is used for maintaining the database and application server takes care of the site.

The maintainability can be done efficiently.

**5.Portability:**

The application is HTML and scripting language based (Javascript). So the end user part is fully portable and any system using any web browser should be able to use the features of the system,including any hardware platform that is available or will be available in the futuer.

An end-user is used this system on an OS;either it is Windows or Linux.

The System shall run on PC, Laptops and PDA.etc.

The technology should be transferable to different environments easily.

**6.Accessibility:**

Only registered users should be allowed to process the orders after authentications.

Only GUI access of the system should be permited to end users.

**7.Policies:**

The system should adhere to all the legal formalities of the particular countries.

The system should maintain security related to sensitive data.

**8.Efficiency:**

The system should provide good throughput and response to multiple users without burdening the system by using appropriate number of servers.

**9.Safety:**

Software should not harm ethical and environmental conditions of the end users machine.

**10.Modulariy:**

The system should have user friendly interface.

It should be easily updated,modified and reused.

**Operational Scenario:**

Customer Interaction

The Customer want to buy item. The system shows all product categories to customer. If customer select item then those items are listed in a shopping cart for buying. The payment will be made with credit card or debit card. If customer wants to cancel the order before shopping then he or she can cancel it. Customer can see the buying report on account details. Customer will receve email about purchase done.

Shopper Interaction:

Staff Interaction:

BOD (Board Of Directors)

**Preliminary Schedule:**

1.Login

2.Manage customer database Browse category

3.Add or remove item from cart

4. Manage customer database

5.Update item category

6.Approve/reject shop creation

7.Shipping order

8.Logout

9.Give feedback

10.Payment

11.By CreditCart, By Debit Card, By online banking

12.Visit Site

13.Create new account

14.View account details

15.Cancel order before shipping

16.Registration

17.Order tracking

18.Return Policies

19.Customer Support

**ER listing:**

**Books:**

bookId

bookTitle

bookAuthor

bookPublisher

bookDescription

bookCategory

bookPrice

Quantity/Availability

Comments

**Customer:**

customerId,

customerFirstName

customerLastName

customerEmailId

customerContactNo

customerLocation

**Admin:**

adminId,

adminFirstName

adminLastName

adminEmailId

adminContactNo

**User:**

userId

userFirstName

userLastName

userEmailId

userLocation

userContactNo

**Order:**

Customer

Book

item details

totalAmount

**Payment:**

paymentId

paymentDate

orderid

customerId

status

**Shipment:**

shipmentId

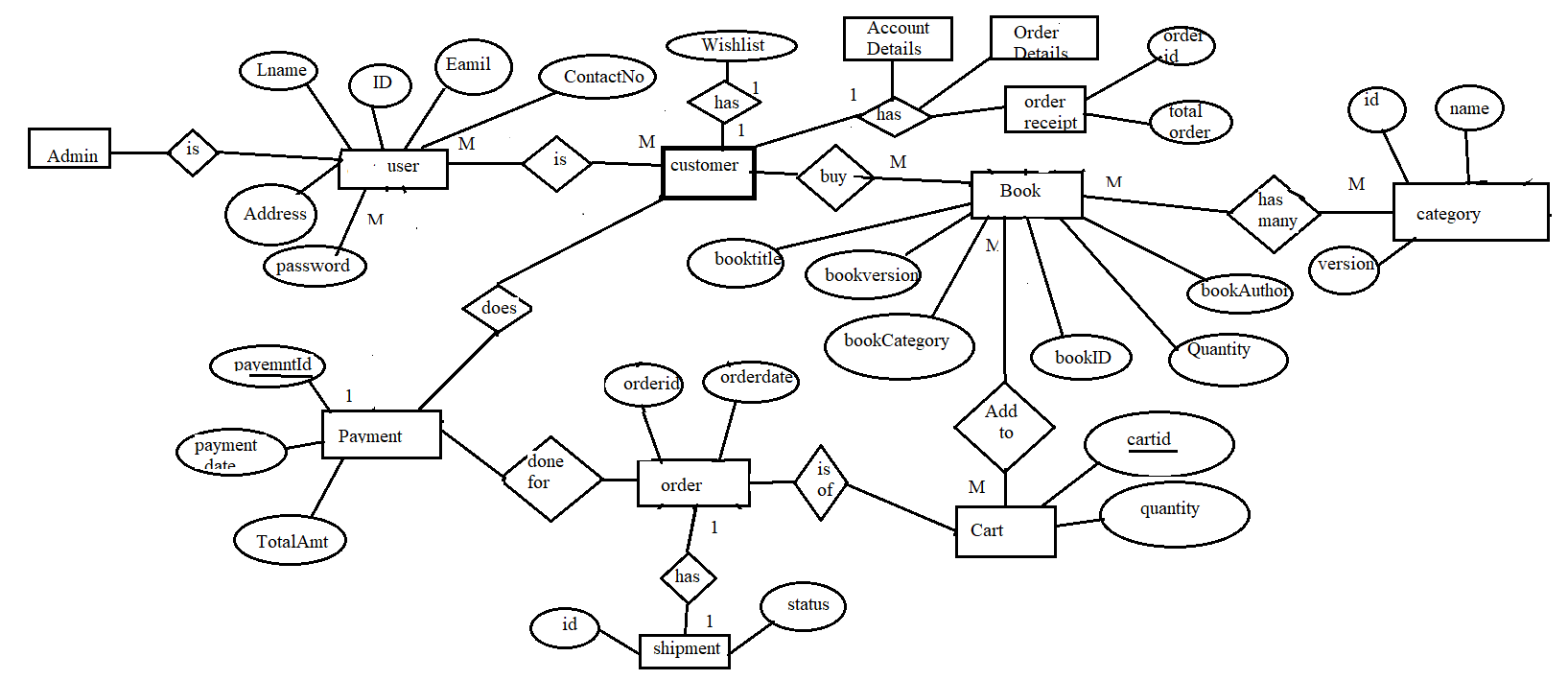
shipmentDate

Customer

status

Vendor

**ER-Diagram**



Use-Case Diagram

