SOFTWARE REQUIREMENTS SPECIFITION FOR ONLINE SHOPPING MART

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1.Abstract

The Online Shopping Mart Software requirements specifications(SRS) report outline the essential specifications and requirements and user friendly online shopping platform. In the current digital era, e-commerce has become an essential part of the retail environment. This SRS document offers the framework for creating an efficient and user-friendly online purchasing experience for both administrators and customers. This project's main goal is to design, develop. And implement an online shopping system that satisfies the diverse demands of modern consumers. This system will offer a wide range of products, user-friendly interfaces, secure payment options, and efficient order management for clients. It will also give administrators and sales administration tools. In order to develop an e-commerce website, a number of Technologies must be studied and understood. These include multi-tiered architecture, server and client side scripting techniques, implementation technologies, programming languages and relational databases. This is a project with objective to develop a basic website where a consumer is provided with a shopping cart application and also to know about the technologies used to develop such an application. This document will discuss each of the underlying technologies to create and implement an e-commerce websites.

2.Introduction

2.1 Objective

The objectives of online shopping mart are to have clear goals that drive the strategies and actions of purchases. Online shpping Mart, has transformed the way businesses operate in the digital age. As more and more consumers turn to online shopping for their products and services, online shopping are becoming increasingly prevalent. However, simply having an online shopping website is not enough to succeed in today's competitive market. To be successful, online shopping need to have clear objectives that drive their strategies and actions. To be a secure and preferable platform for online shopping with a variety of options and requirements according to the clients. By achieving these goals, the Online Shopping Mart project will improve the satisfaction of customers.

2.2 Purpose

The purpose of this software requirement specification is to provide a documented model for the online shopping mart. This document provides a user-friendly online shopping platform. The system includes two sides, one is the client side as well and another one is the seller side. The online shopping system provides a platform for conducting sales of a wide variety of goods across the globe. It is implemented as an internet-based enterprise and has a vast number of products from books, houseware, electronics, groceries, and much more. Sellers use this system to easily expand their service to a more global platform. Nowadays online shopping is consistently used because of upgrading the

products with multiple varieties and brands. It will provide that client need not worry about the product,.As it follows the reliability.

2.3 Scope

One of the biggest impacts of the pandemic on the grocery industry has been the boom in online ordering. According to a report, the consumers' shopping habits shifted from monthly to weekly after the onset of the pandemic. This was mainly driven by the increase in essential shopping during this period.

Owing to the high preference for online shopping and the disruption caused by online grocers, we can expect a rising pressure on the brick-and-mortar stores in the coming days.

2.4 Definition

Online shopping is the process of researching and purchasing products or services over the Internet. The earliest online stores went into business in 1992, and online retailing took over a significant segment of the retail market during the first decade of the twenty-first century, as ownership of personal computers increased and established retailers began to offer their products over the Internet.

2.5 Overview

Welcome to the Online Shopping Mart, our platform is not just a place to shop; it's an immersive experience designed to delight users at every click. Our ultimate goal is to redefine the way people shop online.

3. SDLC Models

There are many different SDLC models in software engineering, and they vary according to many factors. Still, the sequence of software life cycle phases usually remains the same, with a few exceptions.

3.1 Phases of SDLC

Let’s see what software life cycle phases there are and what should be done during each.

1. Requirements Gathering
2. Design
3. Implementation
4. Testing
5. Deployment and Maintainance

4. Functional Requirements

Registration

If customer wants ro buy the product then he/she must be registered, unregistered user can not go to the shopping cart.

Login

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

Changes to cart

Changes to the cart means the customer after login or registration can make order or cancel order of the product from the shopping cart.

Payment

In this system we are dealing the mode of payment by cash, we will extend this to credit card, debit card etc.., in the future.

Log out

After ordering or viewing the product in the software the customer has to logout from the software.

5.Non Functional Requirements

Performance

The system should respond to user actions within a defined timeframe, typically measured in milliseconds. The software should be able to scale up or down seamlessly to user traffic with out sacrificing performance.

Availability

The system should be available for users to access and se whenever needed, aiming for high availability. The system to continue to operate properly in the event of failures, such as server crashes or network issues, minimizing downtime.

Authentication and authorization

Only authorized users should be able to access specific functionalities or date within the system, with robust authentication mechanisms

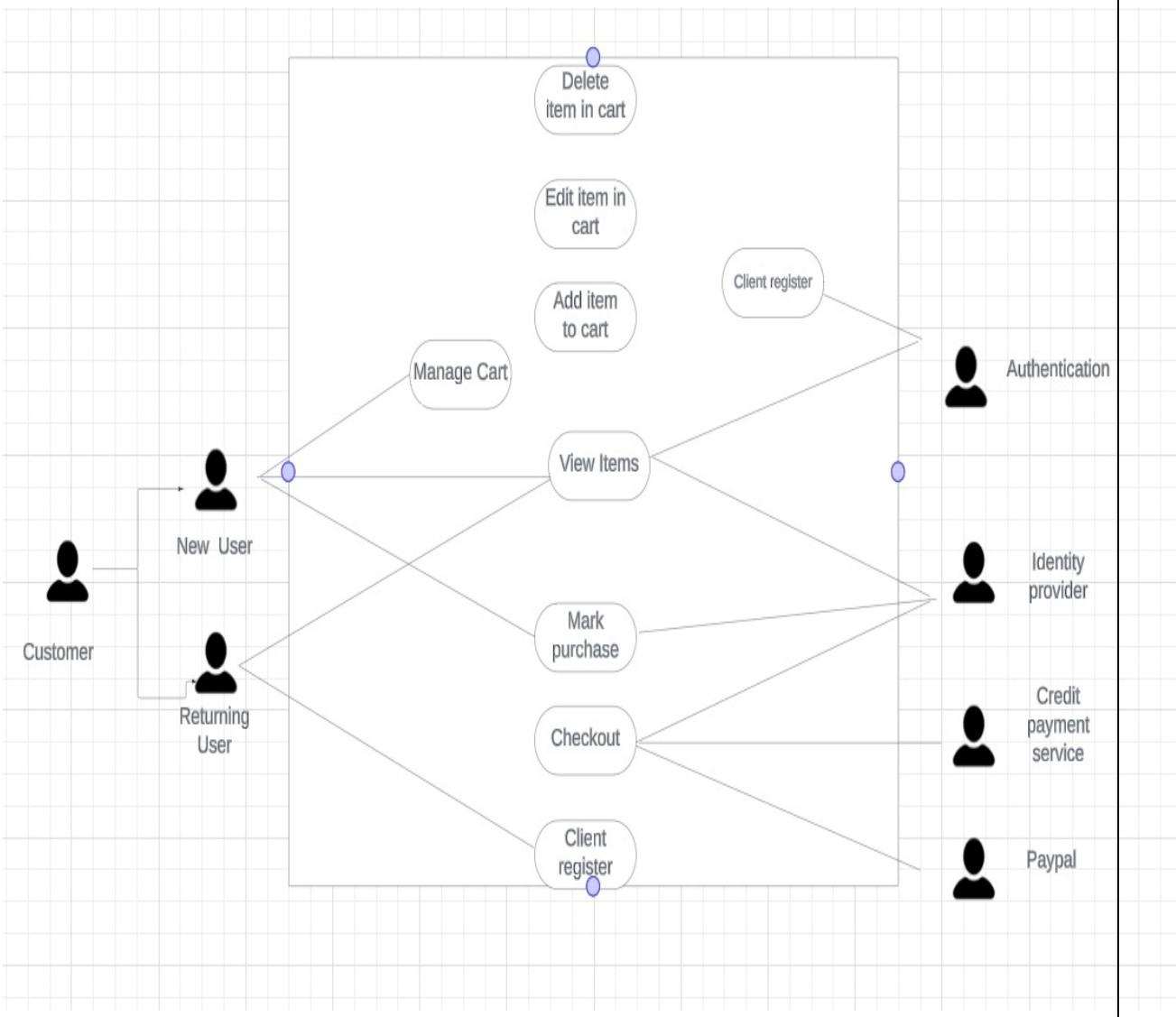
User interface design

The interface should be intuitive and user-friendly, making it easy for users to navigate, search for products, and complete transactions.

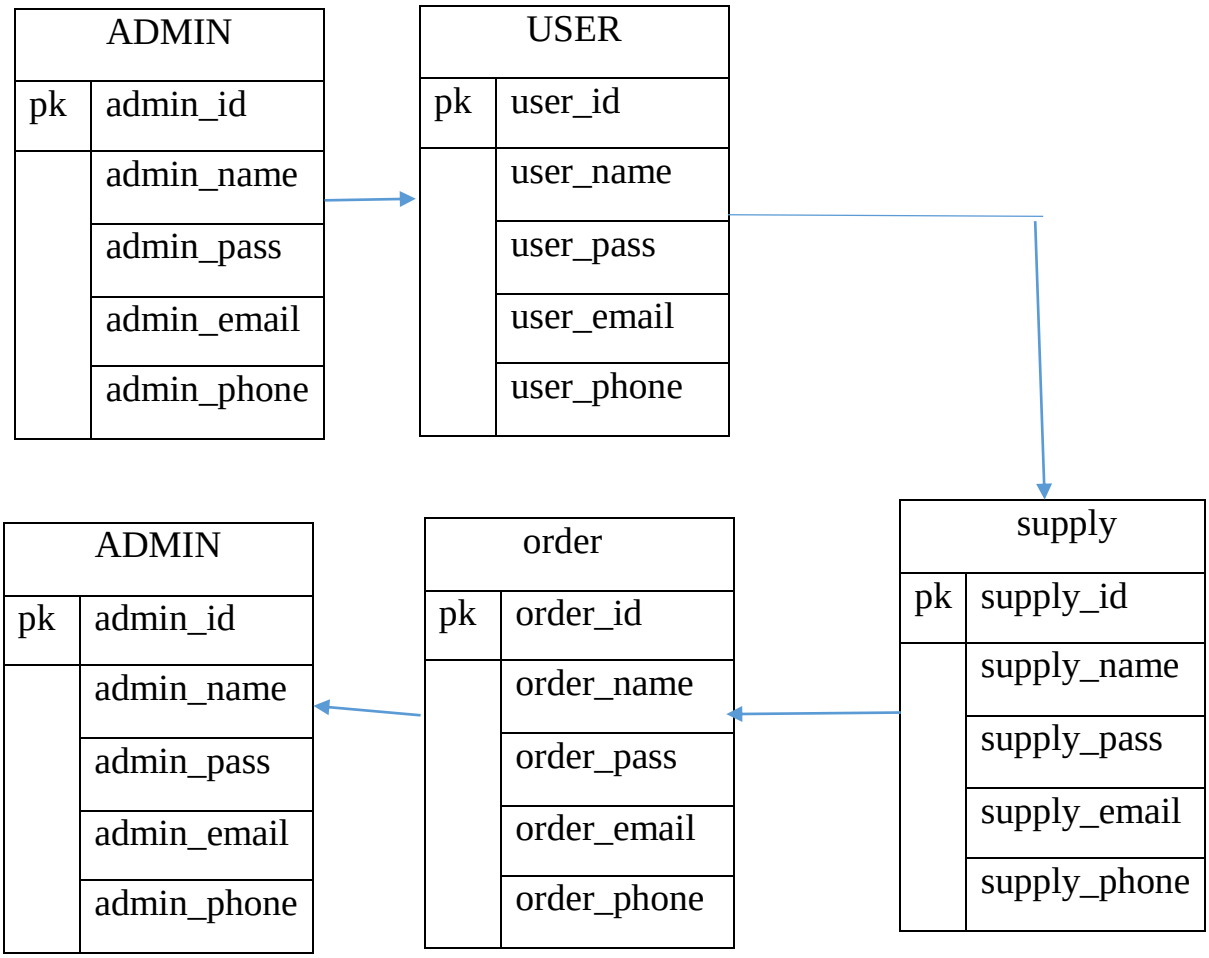
Accessibility

The platform should be accessible to users with disabilities, adhering to accessibility standards such as Web content accessibility guidelines.

6. UML Diagrams



7. Class Diagram



8. Sequence Diagram