**SOFTWARE REQUIREMENT SPECIFICATION FOR ONLINE FURNITURE PORTAL.**

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# 1. Introduction

**1.1 Purpose**

* It’s now quite common to buy furniture online, and there is now greater competition between furniture shops selling online. Good website design can help a furniture company stand out from the competition and convert a visitor in to a buyer. One of the most important factors to creating a good furniture website design is good usability and good functionality. Customer to browse through the shop and purchase them online without having to visit the shop physically. The administration module will enable a system administrator to approve and reject requests for new shops and maintain various lists of shop category

**1.2 Scope**

**Initial functional requirements will be: -**

* Secure registration .
* Browsing through the e-store to see the items that are there in each category of products like Home Decoration(Beds , chairs, etc) and accessories.
* Adequate searching mechanisms for easy and quick access to particular products and services.
* Creating a Furniture Shopping cart so that customers can shop ‘n’ no. of items and checkout finally with the entire shopping carts. Customers can add or delete items in the cart.
* Strategic data and graphs for Administrators and Shop owners about the items that are popular in each category and age group.
* Maintaining database of regular customers of different needs.
* Feedback mechanism, so that customers can give feedback for the product or service which they have purchased. Also facility rating of individual products by relevant customers.
* Adequate payment mechanism and gateway for all popular credit cards, cheques and other relevant payment options, as available from time to time.

**Initial non functional requirements will be: -**

* Secure access of confidential data (user’s details).
* Better component design to get better performance at peak time
* Advertisement space where it will effectively catch the customer’s attention and as a source of revenue.
* In addition to the above mentioned points, the following are planned to be delivered if deemed necessary:
* Warehousing within the very ambits of the project
* More payment gateways.
* Dynamic price model by which prices can be changed based on demand and supply
* Each customer can build a “scrapbook”, where they can have a collection of garments and accessories to create a specific look basing on inbuilt templates. The scrapbook created will be visible to other users who can like and/or comment on the style.
* This list is by no means, a final one. The final list will be dictated by implementation constraints, market forces and most importantly, by end user demands.

**1.3 Audience Definitions, Acronyms and Abbreviations**

**1.3.1 Audience Definitions**

The intended readers of this document are the developers of the site, testers, website owners, managers and coordinators.

**1.3.2 Acronyms and Abbreviations**

|  |  |
| --- | --- |
| **Acronym** | **Meaning** |
| FP | Online Furniture Portal |
| C# | C#.Net MVC 5 |
| SQL | SQL Server |

**1.4 References**

* IEEE 830-1998 standard for writing SRS document.
* Fundamentals of Software Engineering

## 1.5 Technologies to be used

* Programming languages:
* C#: C#.Net is a programming platform— part of the MVC 5 framework for developing and running distributed multi-task architecture web application
* HTML, XML: Hyper Text Markup Language and Extensible markup Language are the predominant markup languages for web pages. It provides a means to describe the structure of text-based information in a document and to supplement that text with interactive forms, embedded images, and other objects.

SQL Server: **Sql** server is used Tools & Development Environment

Microsoft Visual Studio: Microsoft Visual Studio is a toolkit which is designed for the creation of complex projects, providing fully dynamic web application.

**1.6 Overview**

The rest of this SRS is organized as follows: Section 2 gives an overall description of the software. It gives what level of proficiency is expected of the user, some general constraints while making the software and some assumptions and dependencies that are assumed.

Section 3 gives specific requirements which the software is expected to deliver. Functional requirements are given by the use case.

Section 4 describes the various interfaces and possible scenarios.

**2. Overall Description**

**2.1 Product Perspective**

* OPS is aimed towards the vendors who want to reach out to the maximum cross-section of customer and common people who can be potential customer. This project envisages bridging the gap between the seller, the retailer and the customer. OPS should be user-friendly, ‘quick to learn’ and reliable software for the above purpose. OPS is intended to be a stand-alone product and should not depend on the availability of other software. It should run on both UNIX and Windows based platform.

**2.2 Product Functions**

* User: Administrator
* Functions: The Administrator is the super user and has complete control over all the activities that can be performed. The application notifies the administrator of all shop creation requests, and the administrator can then approve or reject them. The administrator also manages the list of available product categories.
* User: Customer/Guests
* Functions: A Customer can browse through the shops and choose products to place in a virtual shopping cart. The shopping cart details can be viewed and items can be removed from the cart. To proceed with the purchase, the customer is prompted to login. Also, the customer can modify personal profile information (such as phone number and shipping address) stored by the application.
* User: Employees
* Functions: Purchase department under a Purchase manager to overlook purchasing activities if warehousing needs arise.
* Functions: Sales department under a Sales manager who will look after the sale of products and services, the most important activity.
* Functions: Accounts department under an Accounts manager to look after the accounting activities of the enterprise

## 2.3User characteristics

* The user should be familiar with the Shopping Mall related terminology like Shopping cart/Checking out/Transaction etc.
* The user should be familiar with the Internet.

## 2.4Constraints

* There is no maintainability of back up so availability will get affected.
* Limited to HTTP/HTTPS.
* Real-life credit card validation and Banking system is not implemented.
* No multilingual support

**2.5 Operating Environment**

The OPS is a website that shall operate in all famous browsers, for a model we are taking Microsoft Internet Explorer versions 7.0, 8.0 and 9.0 .And Google Chrome

**3. Specific Requirements**

**3.1 Functional Requirements**

1. **Administrator:**

* **Database Management:** Control the database and keep track of all records of customers and employee details.
* **View all details:** View the details of all employees and control the whole site.
* **Advertising the Site:** Responsible for making advertisements for the site.
* **View customer details:** View the personal details of the customer.
* **Managing Sales to Customers:** Responsible for properly allocating the selected product according to the customer’s choice and delivering product to the customer.
* **View Product Stocks:** Keep track of each product item’s stocks for selling purpose.

1. **Customers:**

* **Login:** Customers must have a valid login id to enter into the site.
* **Registration:** New users can sign up by creating new ID.
* **View and edit Own Details:** Can view/edit his personal details, payment details, anddetails about services provided.
* **Choosing products:** Can view all available products make a choice for purchasing products.
* **Purchasing:** Can purchase any product through valid credit card.
* **Logout:** Customer must logoutof the site after purchasing products.

**3.2 Non-functional Requirements**

**3.2.1 Performance Requirements**  
• The system shall accommodate high number of items and users without any fault.  
• Responses to view information shall take no longer than 5 seconds to appear on the screen.

**3.2.2 Safety Requirements**  
• System use shall not cause any harm to human users.

**3.2.3 Security Requirements**  
• System will use secured database  
• Normal users can just read information but they cannot edit or modify anything except their personal and some other information.  
• System will have different types of users and every user has access constraints.

**3.2.4 Error handling**

OPS shall handle expected and non expected errors in ways that prevent loss in information and long downtime period.

**4. Interfaces Possible Scenarios**

**4.2 Customer’s Interface:**

**4.1.1 Login:**

This interface will consist of two compulsory fields namely, “User Name” and “Password”. There will also be options for “New User’s Registration” which will redirect to “Registration” If the password entered is correct the Main User Interface opens up else an error message is displayed.

**4.1.2 Registration Interface**

The user will enter his personal details like Name, User Name, Password, Date Of Birth, Address, Registration Type, etc.

Users will be warned about any mistakes on data format or any other constrains by validation notes and error messages.

When the button "save" button is clicked, the server will check if the username or email is already taken and alert the user.

If everything is entered correctly and saved a new user will be created.

**4.1.3 Personal Data Editing**

If any member wants to change his personal information he can enter his profile by clicking on his name at the top right of the main page and he will be directed to the personal details editing page.

**4.1.4. Search**

The customer can enter the type of item he is looking for and the specifications he is interested in them he can click on “Search”. User can also use advanced search for more options. For eg: the user can filter the results basing on various aspects such as size, color , material, brand etc and also they can sort the product display according to their wish (relevance, price in ascending or descending, popularity)

**4.1.6 Cart**

This will be a space for the customer where he/she can store the items he/she whishes to buy. The user can also remove items from cart prior to checkout. Once the user decides to buy the items it cart, the user is directed to the payment page for making payment.

**4.1.7 Payment**

The user given options with various modes of payment (online payment through credit/debit cards, via net or mobile banking or cash on delivery) out of which he chooses one. The chose mode of transaction is carried therefore by proper verification and authentication of bank details.

**4.3 Interface for Administrator**

The shop owner will have a different login id using which he can access his account that contains a control panel that allows him to contact the administrator, set up/ maintain shop etc.

This control panel will allow the shop owner to do the following things:

* Add/Remove items. The corresponding changes will be done in the database by the Admin.
* Create advertisements for his products.
* Generate a sales report.
* Discontinue the shop.