**WEBSITE SELLING TECHNOLOGY STUFFS**

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# **Introduction:**

Nowaday, technology is widely applied to life and many e-commerce stores are born to meet people's shopping needs. Making it more convenient for shopping, product selection, ordering, payment... Website selling technology products was born to help consumers conveniently order technology products online. With the form of online ordering on the website, it will make it easier and more convenient for users to buy technology products

# **Objective:**

* To develop a website.
* To sell/buy technology products easily

# **Scope:**

Our project aims to convenient and easy to buy technology products

1. It satisfies the user.

2. It is easy to buy technology products

3. It is easy to operate.

4. Have a good user interface.

5. It saves time and functions faster.

6. It helps the admin to insert a technology products.

We developed safe and secure software with above mentioned specifications.

# **Signification:**

* Easy to update information.
* Selling Process becomes faster.
* Access technology products information easily.
* Decrease the time of travelling by access the website
* Well-designed dashboard.
* Easy & fast retrieval of information.
* Providing better storage capacity.
* Robust database back-end.
* Creating and changing data at ease.

# **Modules:**

## **Login-Signup Module:**

The system allows both users and administrators to log in, but only users are allowed to register new accounts, and each administrative account will be granted separately.

## **Profile-Detail Module:**

The system allows users to see their profile and they can update their profile’s information

## **Product Module:**

In this module, the user can easily view products, products of categories

## **Single Product Module:**

In this module, the user can easily view detail of a product, quantity

## **Cart Module:**

In this module, the user can add any technology stuff to cart quickly and conveniently. Besides, the user can checkout or delete the cart.

## **Dashboard Module:**

In this module admin can add new products easily, edit product’s information

## **Order Module:**

In this module, users can easily view their order history

## **Order Detail Module:**

In this module, users can view the detail of order, products in an order, price, quantity

# **User Interface Design:**

User interface (UI) design or user interface engineering is the design of user interfaces for machines and software, such as computers, home appliances, mobile devices, and other electronic devices, with the focus on maximizing usability and the user experience. In computer or software design, user interface (UI) design primarily focuses on information architecture. It is the process of building interfaces that clearly communicates to the user what's important. UI design refers to graphical user interfaces and other forms of interface design. The goal of user interface design is to make the user's interaction as simple and efficient as possible, in terms of accomplishing user goals.

The following steps are various guidelines for User Interface Design:

* Make buttons and other common elements perform predictably so users can unconsciously use them everywhere. Form should follow function.
* Keep interfaces simple (with only elements that help serve users’ purposes)
* Minimize the number of actions for performing tasks but focus on one chief function per page.
* Put controls near objects that users want to control. For example, a button to submit a form should be near the form.
* Use appropriate UI design patterns to help guide users and reduce burdens (e.g., pre-fill forms)

# **Technologies Used:**

## **Front End:**

**Angular:**

Angular (also referred to as "Angular 2+") is a TypeScript-based free and open-source web application framework lead by the Angular Team at Google and by a community of individuals and corporations. Angular is a complete rewrite from the same team that built AngularJS.

### **HTML:**

HTML (Hypertext Markup Language) is the code that is used to structure a web page and its content. For example, content could be structured within a set of paragraphs, a list of bulleted points, or using images and data tables.

### **CSS:**

Stands for “Cascading Style Sheet”. Cascading style sheets are used to format the layout of Web pages. They can be used to define text styles, table sizes, and other aspects of Web pages that previously could only be defined in a page’s HTML.

### **JavaScript:**

JavaScript (JS) is a scripting language, primarily used on the Web. It is used to enhance HTML pages and is commonly found embedded in HTML code. JavaScript is an interpreted language. Thus, it doesn’t need to be compiled. JavaScript renders web pages in an interactive and dynamic fashion. This allows the pages to react to events, exhibit special effects, accept variable text, validate data, create cookies, detect a user’s browser, etc.

### **TypeScript:**

TypeScript is considered a more advanced version of JavaScript because it is designed to add more convenient functions, improve on the weaknesses of JavaScript such as object-oriented classes and Static Structural typing, besides TypeScript also can work widely for applications of Angular and Nodejs languages.

## **Back End:**

### **Java:**

Java is a general-purpose, class-based, object-oriented programming language designed for having lesser implementation dependencies. It is a computing platform for application development. Java is fast, secure, and reliable, therefore. It is widely used for developing Java applications in laptops, data centers, game consoles, scientific supercomputers, cell phones, etc.

### **Spring Boot:**

Spring Boot is an open-source micro framework maintained by a company called Pivotal. It provides Java developers with a platform to get started with an auto configurable production-grade Spring application. With it, developers can get started quickly without losing time on preparing and configuring their Spring application.

### **Spring Data JPA:**

JPA is a Java specification that is used to access, manage, and persist data between Java objects and relational databases. It is a standard approach for ORM.

### **Spring Security JWT:**

JWT (Json web Token) is an encrypted string attached in the header of the client request that helps the server verify whether the user request is valid or not. Commonly used in today's system APIs.

## **Database:**

### **Oracle SQL:**

SQL (pronounced sequel) is the set-based, high-level declarative computer language with which all programs and users access data in an Oracle database. Although some Oracle tools and applications mask SQL use, all database tasks are performed using SQL.

# **Hardware Requirements:**

|  |  |  |
| --- | --- | --- |
|  | **Minimum System Requirement.** | **Recommended System**  **Requirement.** |
| Processor | 7th Gen Intel Core i7 | 9th Gen Intel Core i7 or better |
| RAM | 4GB | 8GB or more |
| Storage | 256GB SSD | 512GB or more |
| Display | 14-inch FHD (1920 X 1080) | 15.6-inch FHD IPS(1920 X  1080) |
| Graphics | 4GB NVIDIA GeForce GTX  1050 | 8GB NVIDIA GeForce GTX  2070 |
| Battery | Up to 2 hours | Up to 5 hours |

# **Project Life Cycle:**

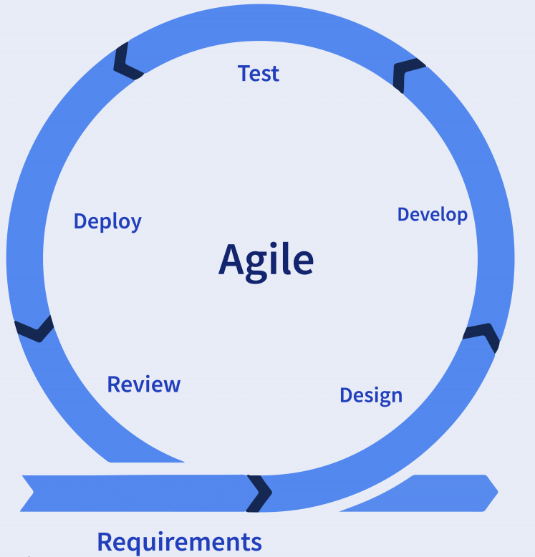
## **Agile Software Development Methodology:**

The Agile software development methodology is one among the only and effective processes to show a vision for a business need into software solutions. Agile may be a term that describes software development approaches that employ continual planning, learning, improvement, team collaboration, evolutionary development, and early delivery. It encourages flexible responses to vary.

Agile software development emphasizes four core values.

1. Individual and team interactions over processes and tools
2. Working software over comprehensive documentation
3. Customer collaboration over contract negotiation
4. Responding to change over following a plan

## **Phases of Agile Methodology:**



**Phase-1:** Requirements: - In this phase, we gather data and analyze how website selling technology productss works. Also collected requirements after reviewing earlier papers & websites.

**Phase-2**: Design: - On the basis of gathered information we designed and built a model.

**Phase-3:** Development: - Deliver the working software based on iteration, requirements or feedback.

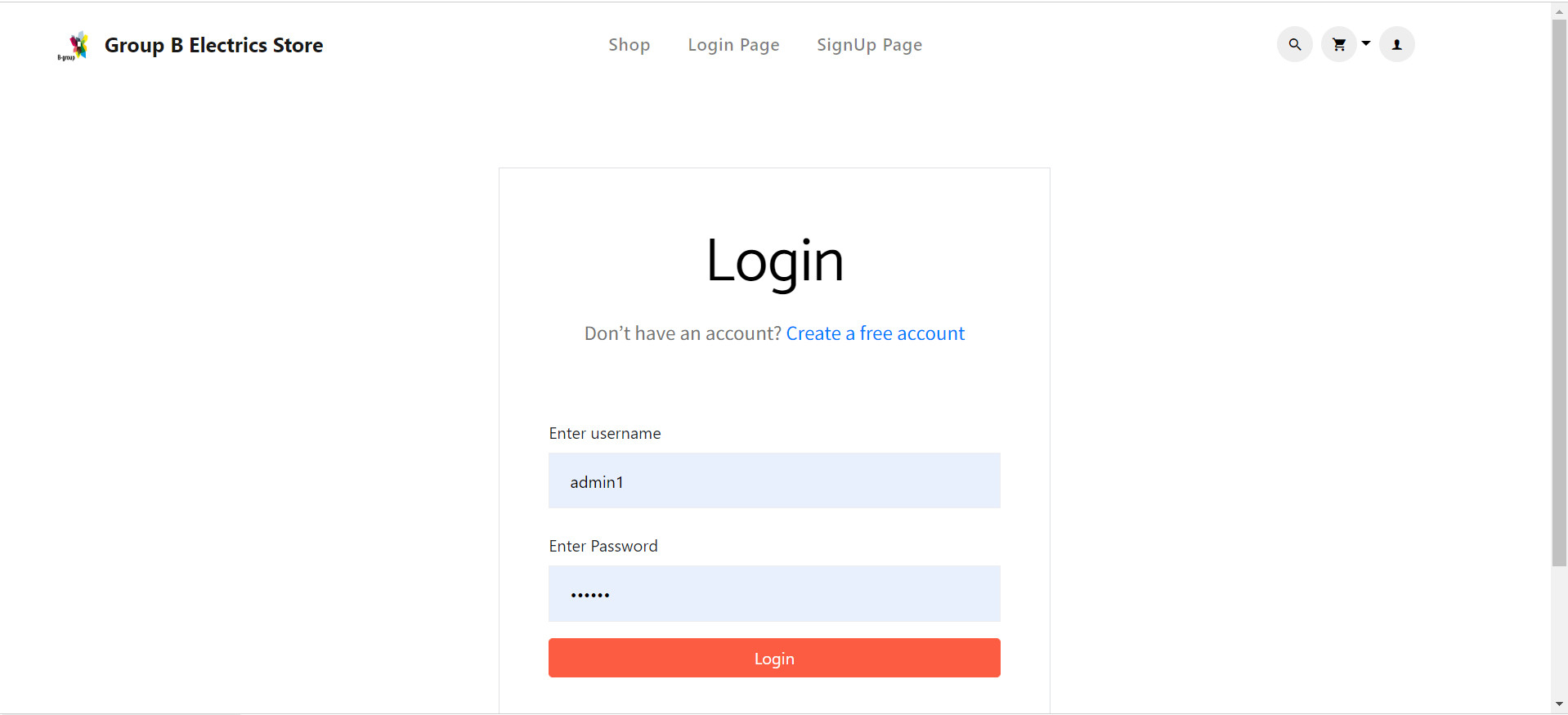
**Phase-4:** Test: - This is a testing phase where we test our model.

**Phase-5:** Deployment: - In this phase we deploy our final release of the iteration into production.

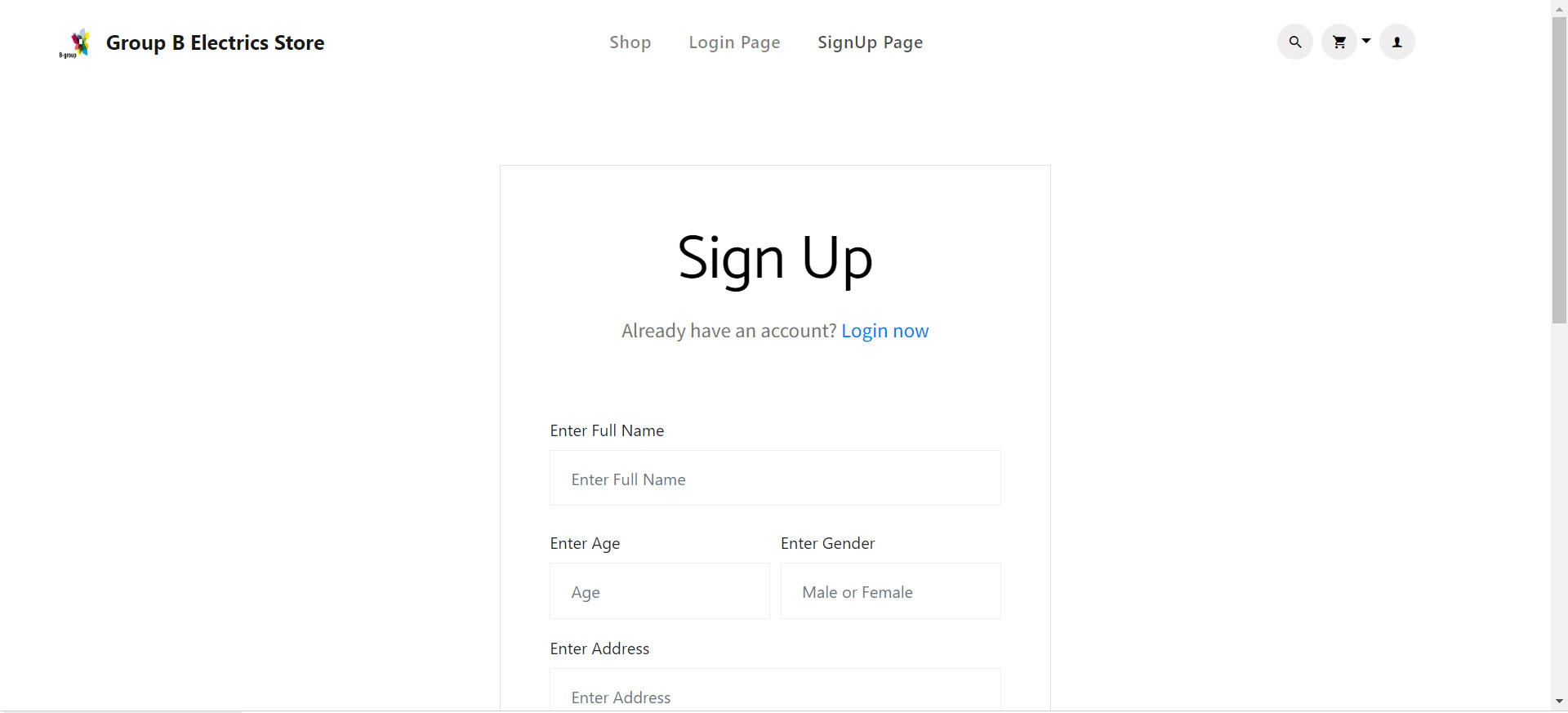
**Phase-6:** Review: - Receiving feedback on the product and working through it.

# **Snapshots:**

**Login page**



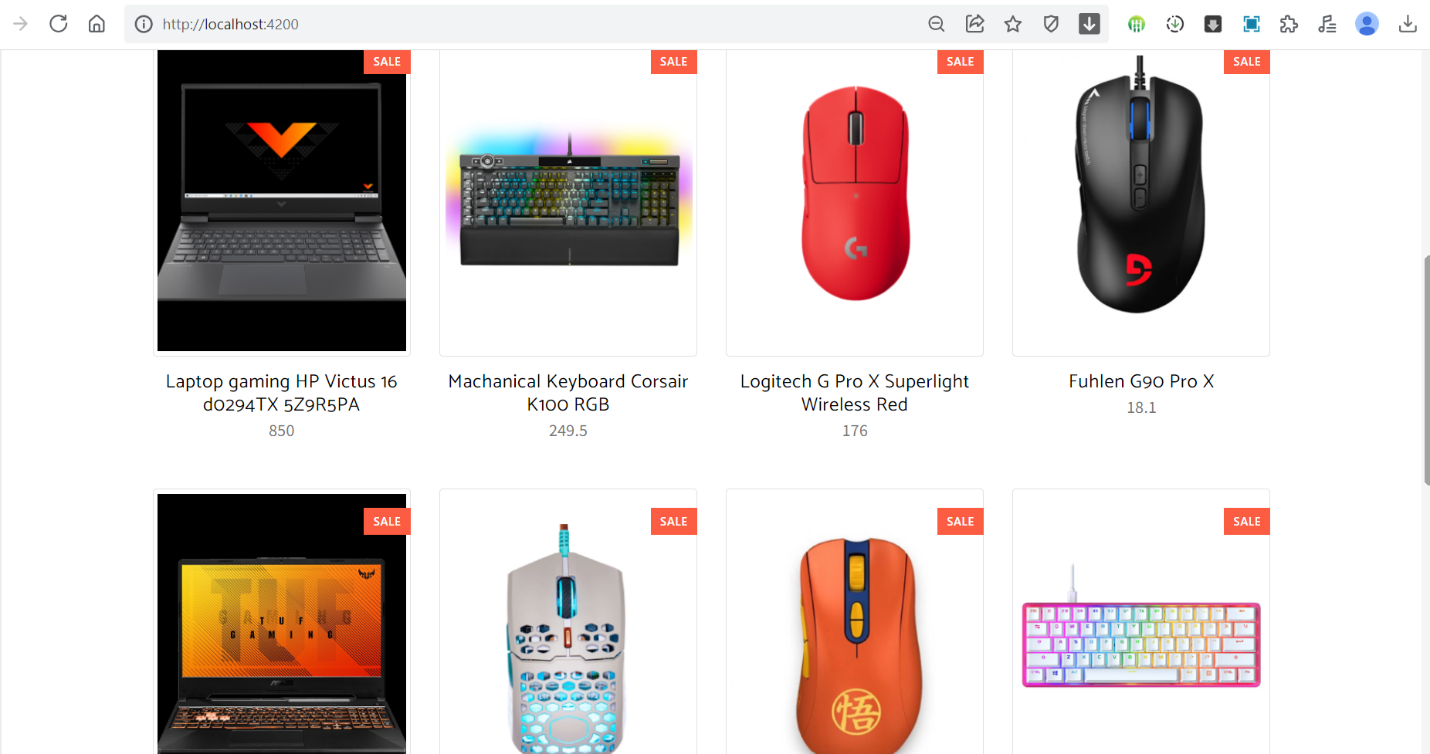
**Register page**



**Main Page**

A screenshot of a computer

Description automatically generated



**View product by category**

Graphical user interface, application, PowerPoint

Description automatically generated

A picture containing text

Description automatically generated

**Product Detail**

Graphical user interface, application

Description automatically generated

Graphical user interface, application

Description automatically generated

**Mini Cart**

Graphical user interface, application

Description automatically generated

**Cart Page**

Graphical user interface, application, table

Description automatically generated

**Order Page**

Graphical user interface, application

Description automatically generated

**Order Detail**

Graphical user interface, text, application, email

Description automatically generated

**Admin Page(Role:Admin)**

Text

Description automatically generated with medium confidence

**Add Product**

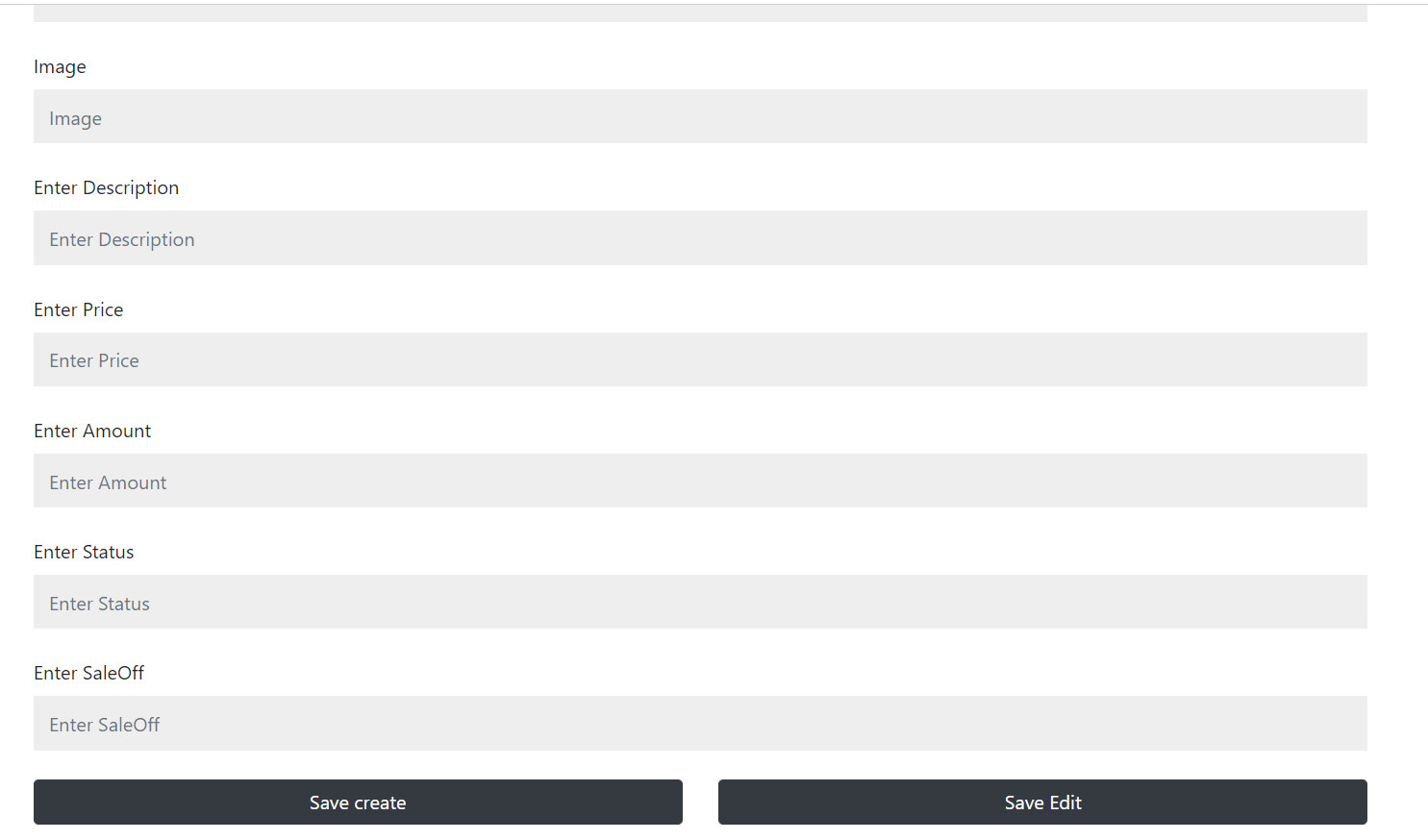
Table

Description automatically generated with low confidence

Graphical user interface

Description automatically generated with medium confidence

**Edit Product**



# **11. Use Case Model:**

**11.1. View Technology products Info:**

|  |  |
| --- | --- |
| Brief Description | This use case describes how user view products information |
| Basic Flow | 1. Click on the product that the user want to see its detail |
| Alternate Flow |  |
| Validation |  |
| Pre-Conditions | User should have internet access and browser with latest updates.  User have already logged in |
| Post-Conditions | Display technology products information. |

**11.2. Add product to Cart:**

|  |  |
| --- | --- |
| Brief Description | This use case describes how user add products to cart |
| Basic Flow | 1. Select technology products  2. Click “Add to cart” |
| Alternate Flow |  |
| Validation |  |
| Pre-Conditions | User should have network access and Browser with latest updates.  User have already logged in |
| Post-Conditions | The shopping cart has the technology product that user have just added. |

**11.3. Delete products in Cart:**

|  |  |
| --- | --- |
| Brief Description | This use case describes how user delete products to cart |
| Basic Flow | 1. User has to login.  2. Select technology products to remove from the cart  3. Click remove |
| Alternate Flow |  |
| Validation |  |
| Pre-Conditions | User should have network access and Browser with latest updates.  User have already logged in  There are products in the cart |
| Post-Conditions | The technology products disappeared from the cart |

**11.4. Order product:**

|  |  |
| --- | --- |
| Brief Description | This use case describes how user pay cart |
| Basic Flow | 1. Select view cart  2. Fill in the address  3. Click “Order” |
| Alternate Flow |  |
| Validation |  |
| Pre-Conditions | User should have network access and Browser with latest updates.  User have already logged in  There are products in the cart |
| Post-Conditions | Shopping cart is stored down database |

**11.5. View Order history:**

|  |  |
| --- | --- |
| Brief Description | This use case describes how user view order history |
| Basic Flow | 1. Select Order page. |
| Alternate Flow | The system will validate the user. If the user does not have an order, nothing will be displayed |
| Validation | User’s order |
| Pre-Conditions | User should have network access and Browser with latest updates.  User have already logged in |
| Post-Conditions | Show a list of order made by user |

**11.6. View order detail:**

|  |  |
| --- | --- |
| Brief Description | This use case describes how user view order detail |
| Basic Flow | 1. Select Order page.  2. Select order that user wants to see the detail.  3. Click “View” |
| Alternate Flow | The system will validate the user. If the user does not have an order, nothing will be displayed in Flow 1 |
| Validation | User’s order |
| Pre-Conditions | User should have network access and Browser with latest updates.  User have already logged in |
| Post-Conditions | Show the detail of order made by user |

**11.6. Add products(Admin Role):**

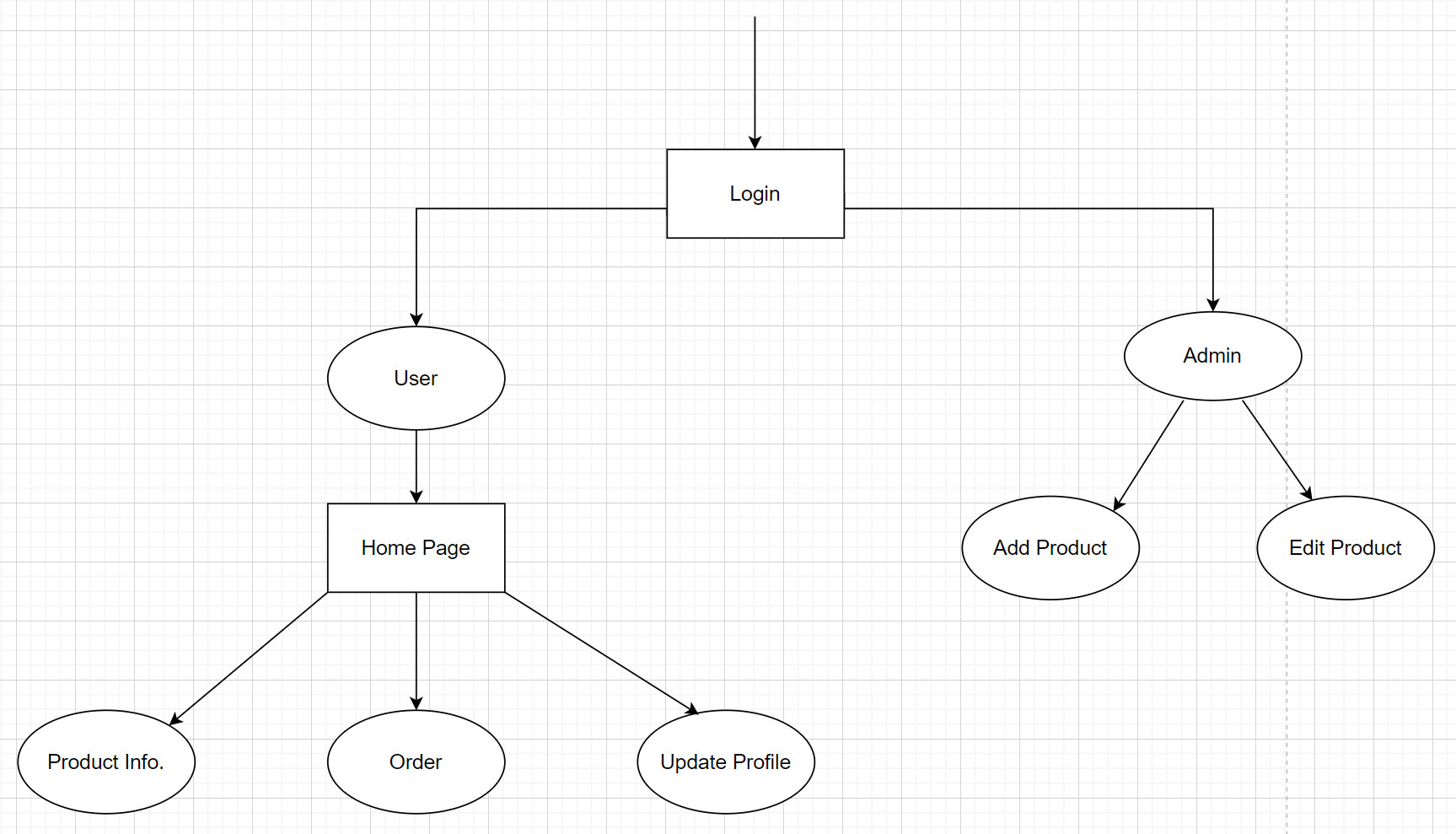
|  |  |
| --- | --- |
| Brief Description | This use case describes how admin add a new technology product |
| Basic Flow | 1. Select Insert  2. Fill in the full detail of the technology product  3. Click “Save create” |
| Alternate Flow | 1. The system will validate the information provided. If any invalid data is found, the input form will be redirected with an error message. |
| Validation | Details of technology products.  Details must be valid. |
| Pre-Conditions | Admin should have network access and Browser with latest updates.  Admin has already logged in |
| Post-Conditions | Success popup will be shown after create successfully. |

**11.7. Edit Product(Admin Role):**

|  |  |
| --- | --- |
| Brief Description | This use case describes how admin edit a technology product |
| Basic Flow | 1. Select product that admin wants to edit  2. Click “edit”  2. Edit the details  3. Click “Save edit” |
| Alternate Flow | 1. The system will validate the information provided. If any invalid data is found, the input form will be redirected with an error message. |
| Validation | Details must be valid. |
| Pre-Conditions | Admin should have network access and Browser with latest updates.  Admin has already logged in |
| Post-Conditions | Success popup will be shown after edit successfully. |

# **12. Data Flow Diagram**

A data flow diagram (DFD) maps out the flow of information for any process or system. It uses defined symbols like rectangles, circles and arrows, plus short text labels, to show data inputs, outputs, storage points and the routes between each destination.



# **13. Use Case Diagram**

A use case diagram is a graphical depiction of a user's possible interactions with a system. A use case diagram shows various use cases and different types of users the system has and will often be accompanied by other types of diagrams as well. The use cases are represented by either circles or ellipses. The actors are often shown as stick figures.

