### Team X

# Online Computer Store Design Report Data Structure and Logic

Version 1.0

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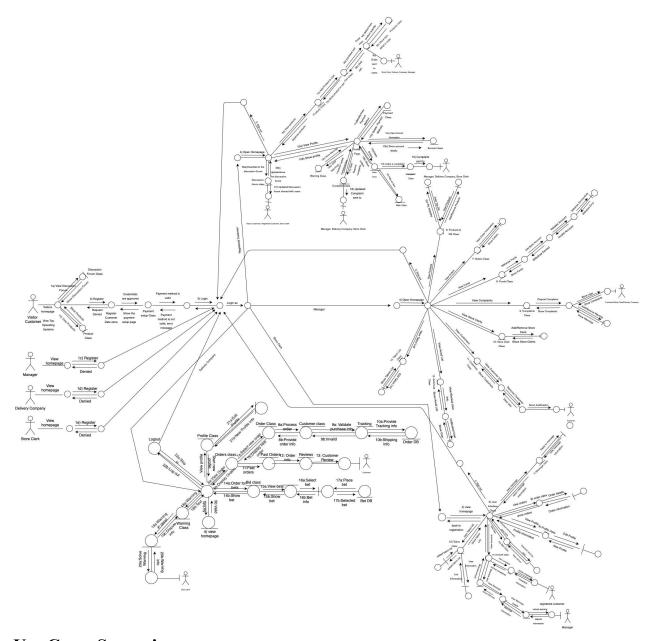
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### Introduction

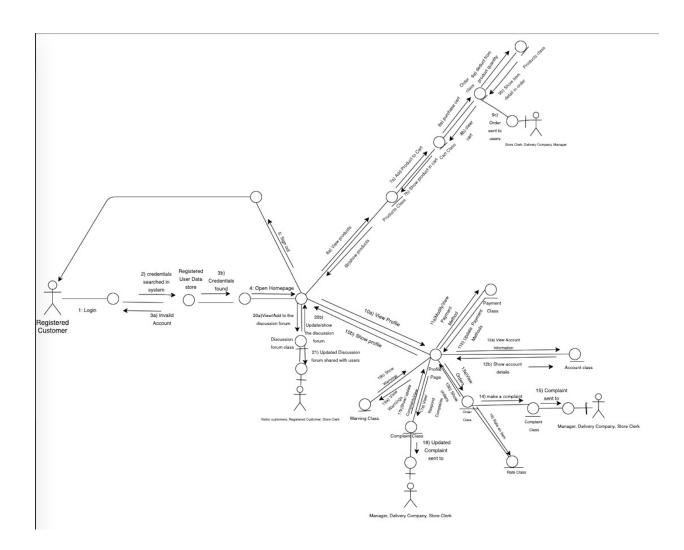
Overall picture of the system using collaboration class diagram



### **Use Cases Scenarios**

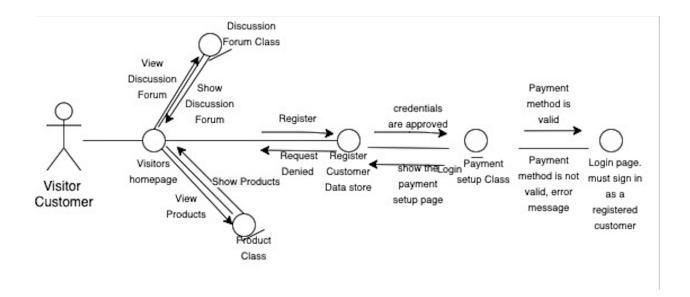
Registered Customer Collaboration Diagram

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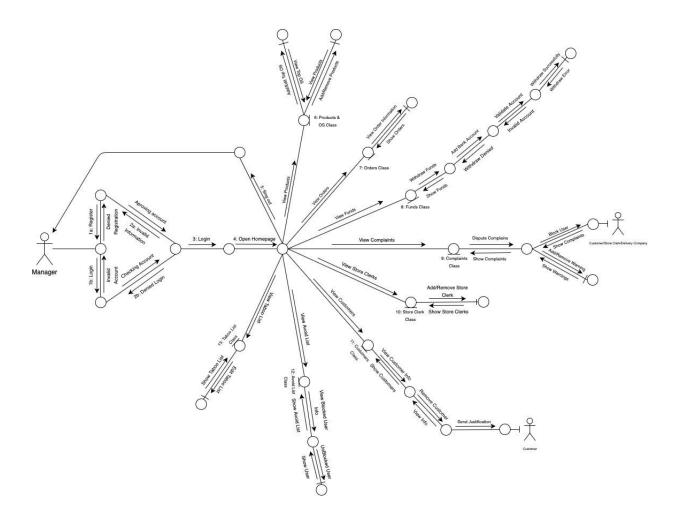
## Visitor User Collaboration Diagram

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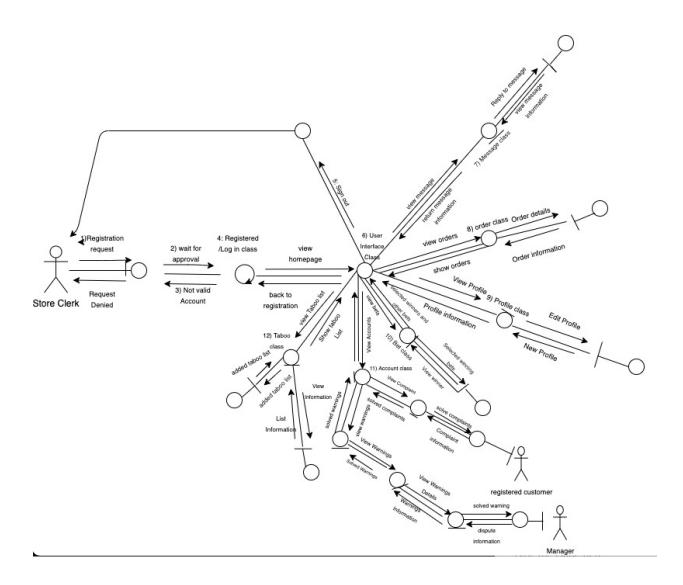
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# Manager Collaboration Diagram



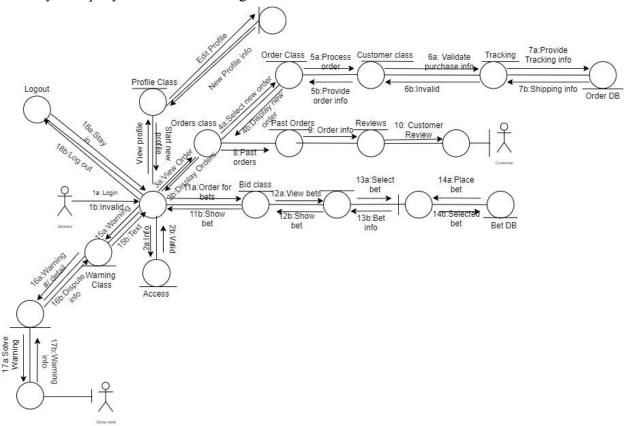
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## Store Clerk Collaboration Diagram



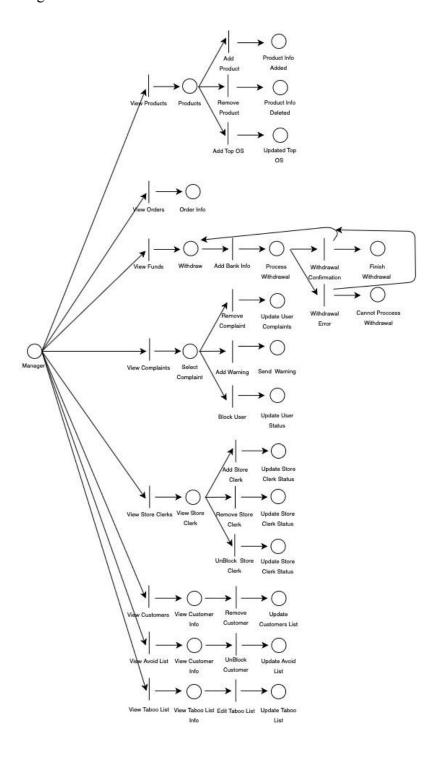
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### Delivery Company Collaboration Diagram



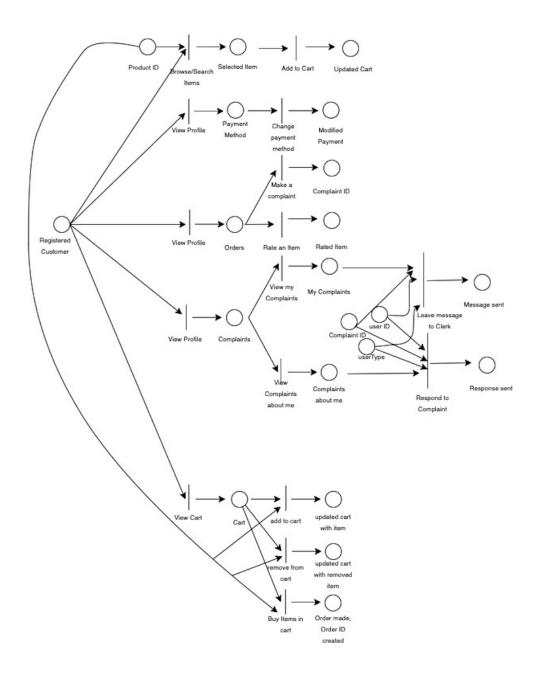
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# Manager Petri-net Diagram



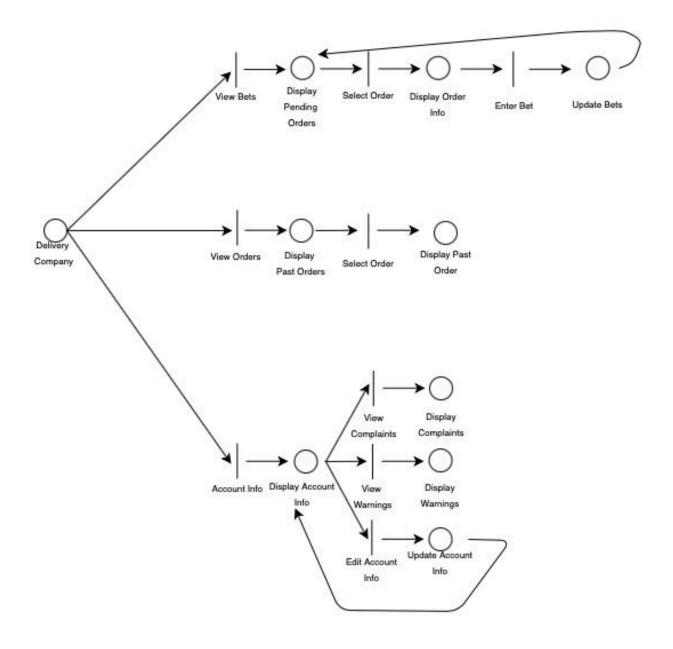
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# Registered Customer Petri-net Diagram



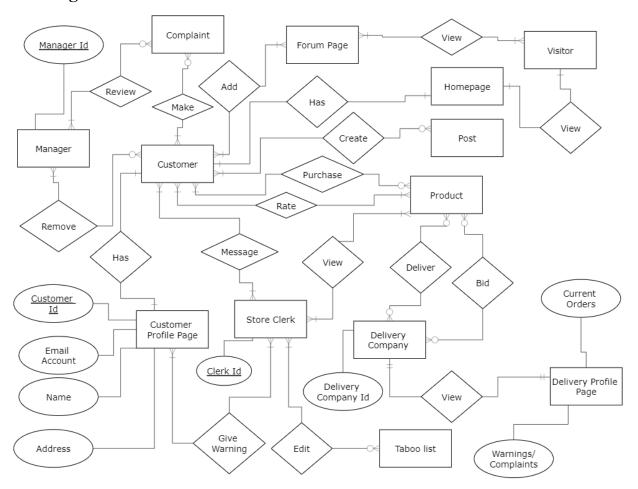
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## Delivery Company Petri-net Diagram



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### E-R Diagram



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### **Detailed Design**

Visitor Detailed Design

**checkEmail** function will take the email the visitor user wants to use to become a registered customer. The *registeredCustomer.txt* will be read to see if any other registered user already has it. If so, then the visitor will get an error message. If not then the user will be directed to the sign in page.

**checkPayment** function will verify the payment method the visitor inputs when they complete the second step of registration. The length of the card number is read to determine if it is 16 digits long. If the card is 16 digits then the card is valid, if not then they will get an error message.

Customer Detailed Design

**checkUserType** function will record what user type is trying to sign in and then generate the correct homepage for them if their passwords and username have been stored in the following textfiles:

- Registered Customer registered Customers.txt
- Store Clerk storeClerks.txt
- Delivery Company delivery Companies.txt
- Manager managers.txt

**generateProfilePage** function reads the *registeredCustomers.txt* and then displays the information on the users profile page

**generateItems** reads the *inventory.txt* generated when the manager adds items to the inventory and writes the information to the homepage. This file should contain the following information about items:

- Product name
- Product ID
- Product price
- Product description
- Product Image ---yasiris
- Type of Operating System

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- Number of Times Sold
- In stock count

**generateTopOS** reads the *topOpSystems.txt* from the manager which states the top operating systems they have selected. The information read will be displayed on the homepage. The topOpSystems.txt will include the following information:

- Name of the OS system
- An image representing the OS system

**generateTopSellers** reads the *topSellers.txt* from the manager which states the items most sold. This file will contain the ID of the item and will use these unique IDs to traverse the *inventory.txt* to find additional information to display - Name of the product, product price, and image of the product. The function will display the following on the homepage:

• The Product Id

**addToCart** is called when a user adds a product to their cart. The function will look at the labels corresponding to that product which will be the name of the product, the price, and its description and will search the *inventory.txt* to get additional information like it's product ID. All of this information will then be written into *cart.txt*. Every registered customer will have their own *cart.txt*. As this text file is modified the user's cart page will be updated. This function will also be able to read the quantity the user wants of a product. The cart.txt will include the following:

- Product ID
- Product Name
- Quantity
- Price
- Total (Quantity by Price. These values will be added to determine the final total of the entire cart)

**generateTopOS1** will be called when a user presses to see all the buttons associated with a top Operating system. The function will look at the associated top OS system and will traverse through the *inventory.txt file to* display those items on a page. The items will be organize with their names, images, and price.

**generateItemPage** will be called when a user presses the image of a product, this will lead them to an item page where they will see more information about the item. The function will look at the labels corresponding to that product which will be the name of the product, the price, and

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image and will search the *inventory.txt* to get additional information like it's product description. The function will also search the ratings.txt to find the rating of the product based on it's product ID. This information will be displayed on the item page. The item page will include the following:

- Product Name
- Price
- Description
- Ratings
- Image

**generateRatings** will compute the ratings of a product based on the response of users on a scale (1-5) and the number of customers, an average will be generated. These two quantities will be stored in a separate text file called rating.txt that will store all products that have been rated by someone. The rating of the product will be displayed on the item page. The rating.txt will contain the following

- Product ID
- Rating sum
- Number of Customer
- Average of the ratings

**generateOrder** function will refer to the cart.txt file to write the order into another text file, *order.txt*. New Orders will be written to the top of the file and old ones to the bottom. The orders.txt will also be unique to a customer and will contain all the information in the cart.txt and additional information including the following:

Order Number

- Order Status
- Tracking Information
- Shipping Address
- Store Clerks that handled the order
- Delivery Companies that are delivering the items

**generateOrderPage** will generate a user's orders page based on the information in the *order.txt* file.

**generateComplaint** will store the data from a user when they fill out our complaint form. The message should be written into a complaint.txt file which will contain the following:

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- Customer ID who is making the complaint
- Order ID
- user ID to who the user Directed the message
- The description of the message
- Status updated by manager
- Resolution updated by manager

**generateComplaintPage** will read the complaint.txt and write the information into the complaints page.

**generatePaymentPage** will refer to a payment.txt file unique to every customer to write out the customers different payment methods they have approved. payment.txt will contain the following:

- customer ID
- card number
- name on card
- billing address

**addNewPayment** will record the user's input when they completed the form to add a new payment method. The information associated with this new payment method will be recorded into the payment.txt.

**generateWarningPage** will read the warning.txt file which will be unique to every customer and maintained by the manager. The information contained in this file includes the following:

- the number of warning
- the reason for the warning
- The date.

**chatStoreClerk** will take as input the message the user inputs into a chatbox and their Customer ID and stores it into the *chat.txt*. These one-to-one chats will be stored in unique textfiles. A store clerk chosen at random will be able to view this message and respond directly to the customer. This will then be written into the text file for the customer to read.

**generateChatHistory** will generate a view of the messages that are being sent between a store clerk and a customer. The function will refer to the *chat.txt* file to create the chat history view.

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#### Store Clerk Detailed Design

**profileRequest** will check the registration request from the store clerk and return an approved or denied application depending if all the information is correct.

**viewProfile** will read the user personal information and allow any edits or new information. It will return the new profile information.

**getMessage** will read the chat.txt file and generate a list with each message as an item in the list. Each item in the list will contain

- Username
- Message

**replyMessage** will add the text input in the generated list from getMessage, and then will use the list to add the message to the chat.txt

**displayMessage** will display the items from the generated list from the getMessage and display each item in the new line

addTabooList will add a taboo to the tabooList.txt file

display TabooList will display the taboo list from the tabooList.txt file

**getOrders** will read the unique #ordernumber.txt file and generate a list with all the info of the Order.

**displayOrderInfo** Will retrieve all the order information and display it in the View Order/View Bets Page. Each order in the list will contain

- Order ID
- Date Created
- Customer Id
- Delivery Status
- Total Order Cost
- Delivered Date

**getAccount** will contain the user sensitive information and provide access to the methods below getComplaint and getBets.

**getComplaint** will read the unique complaints. file of each user and generate a list with all the info of the Complaints.

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**getWarnings** will retrieve all the Warning information and display it in the Warnings frame with the following details:

- Warning Header
- Warning description
- Warning Count

**getBets** will read the bet\_#ordernumber.txt file, where every bet\_#ordernumber.txt would be unique to the order number and generate a list of the bets of the specific #ordernumber.

**selectBet** will confirm the delivery company for the selected order.

#### displayBets

will retrieve all the bets information and display it in the Bets table. Each order in the list will contain

- Price
- Delivery Company Name

#### Delivery Detailed Design

**getOrderInfo** will read the unique #ordernumber.txt file and generate a list with all the info of the Order.

getProductInfo will read the unique productId.txt file and generate a list with all the info of the Product.

**getBets** will read the bet\_#ordernumber.txt file, where every bet\_#ordernumber.txt would be unique to the order number and generate a list of the bets of the specific #ordernumber.

**getComplaints** will read the unique complaints. file and generate a list with all the info of the Complaints.

getWarnings will read the unique complaints. file and generate a list with all the info of the Complaints.

**displayOrderInfo** Will retrieve all the order information and display it in the View Order/View Bets Page. Each order in the list will contain

- Order ID
- Date Created
- Customer Id
- Delivery Status
- Total Order Cost
- Delivered Date

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**displayProductInfo** Will retrieve all the product information and display it in the View Bets Page. Each order in the list will contain

- Product ID
- Product Name
- Price
- Weight

**displayBets** will retrieve all the bets information and display it in the Bets table. Each order in the list will contain

- Price
- Delivery Company Name

**displayComplaints** will retrieve all the Complaints information and display it in the Complaints frame. Each complaint in the list will contain

- Complaint Header
- Complaint Text
- Customer Name

**displayWarning** will retrieve all the Warning information and display it in the Warnings frame. Each Warning in the list will contain

- Warning Header
- Warning description
- Warning Count

addBets will get the amount input and then add it to the bets ordernumber.txt

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#### Manager Detailed Design

**displayStoreProducts** will retrieve the store products information from *products.txt* and display them on the Products page. Each product on the list will contain the following attributes:

- Product Name
- Price
- Operating System (OS)
- Product ID

**displayProductInfo** will retrieve the full product information from *products.txt* and display it on the page where the manager can edit/view the product information. The page will contain the following attributes:

- Product Images
- Product Name
- Product Description
- Price
- Operating System (OS)

**saveProduct** will save any changes to a product to the *products.txt*. All the following attributes should be filled in order to save a product:

- Product Images
- Product Name
- Product Description
- Price
- Operating System (OS)

**selectTopOS** will save the top Operating Systems to be displayed on the homepage to the *operatingSystems.txt*. The manager can select any of the following Operating Systems:

- Windows
- macOS
- Linux

**addStoreProduct** will create an empty product information page where the manager can add the product information. The new product will be stored to the *products.txt* file and added to the store products.

**removeStoreProduct** will delete all the product information from the *products.txt* file.

**diplayOrders** will display all customers orders from the *customersOrders.txt*. Each order in the list will contain the following attributes:

Order ID

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- Date Created
- Customer Name
- Order Status (Fulfilled/Unfulfilled)
- Total Order Cost
- Order Profit
- Delivery Status
- Updated Time

**diplayFunds** will display the available funds that can be withdrawn from *funds.txt*. The manager needs to add a bank account in order to withdraw any funds.

**addBankAccount** will add the bank account information to the manager account and save it to *funds.txt*. The Bank account is composed of the following attributes:

- Bank Name
- Routing Number
- Account Number

**saveBankAccount** will save the bank account information to *funds.txt*. All the following attributes need to be filled:

- Bank Name
- Routing Number
- Account Number

**withdrawFunds** will begin the process to withdraw the funds to the bank account. If there are no funds available the function will return an error, else the withdrawal will be confirmed and funds will be updated on the *funds.txt* file.

**displayComplaints** will display all the users complaints from *complaints.txt*. Each complain in the list will contain the following attributes:

- User Name
- User Type
- Number of Complaints
- Warnings
- User Status (Blocked/Active)

**displayComplainInfo** will display the complaint information for a user from *complaints.txt*. The page will contain the following attributes:

- User Name
- User Email Address

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- User Justification message
- Message to user from manager

**removeComplaint** will discard the complaint from a user and remove it from the *complaints.txt* file.

**addComplaintWarning** will add a warning to the user and automatically block the user if it has more than 3 warnings.

**blockUser** will change the user status to blocked and prevent it from login into the application.

unBlockUser will change the user status to active and give it back access to the application.

**displayStoreClerks** will display the store clerk list from *storeClerks.txt*. Each store clerk in the list contain the following attributes:

- Clerk ID
- Clerk Name
- Email
- Status (Waiting for approval/Active/Removed)

**addStoreClerk** will approve a store clerk to the store and give it access to the application. The store clerk status will change to active on the *storeClerks.txt file*.

**removeStoreClerk** will remove a store clerk to the store and remove access to the application. The store clerk status will change to removed on the *storeClerks.txt file*.

**activateStoreClerk** will enable store clerk access to the application. The store clerk status will change to active on the *storeClerks.txt file*.

**displayStoreCustomers** will display the customers from *customers.txt*. Each customer on the list contains the following attributes:

- ID
- Name
- Email
- Status
- Number of Orders

**displayCustomerInfo** will display the full customer information from *customers.txt*. The page contain the following attributes:

- Name
- Email

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- Home Address
- Number of Orders
- Number of Complaints
- Number of warnings

**removeCustomer** will change the customer status to blocked on the *customers.txt* file and restrict its access to the application. The customer information will be added to the avoid list.

**displayAvoidList** will display all the blocked customers from *customers.txt*. Each Customer in the list contains the following attributes:

- ID
- Name
- Email
- Number of warnings
- Number of Orders

unBlockCustomer will change the customer status to Active on the *customers.txt* file.

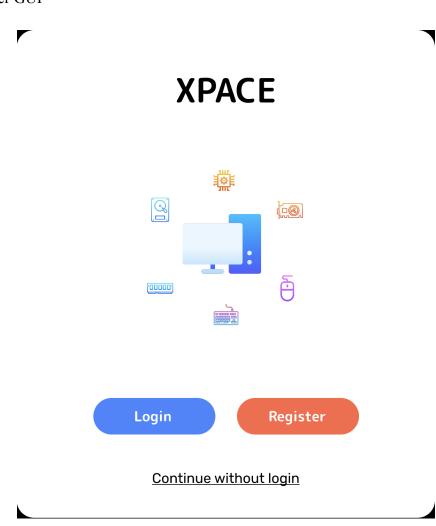
**displayTabooList** will display the taboo list from the *tabooList.txt* file.

**saveTabooList** will save any changes made to the taboo list to the *tabooList.txt* file.

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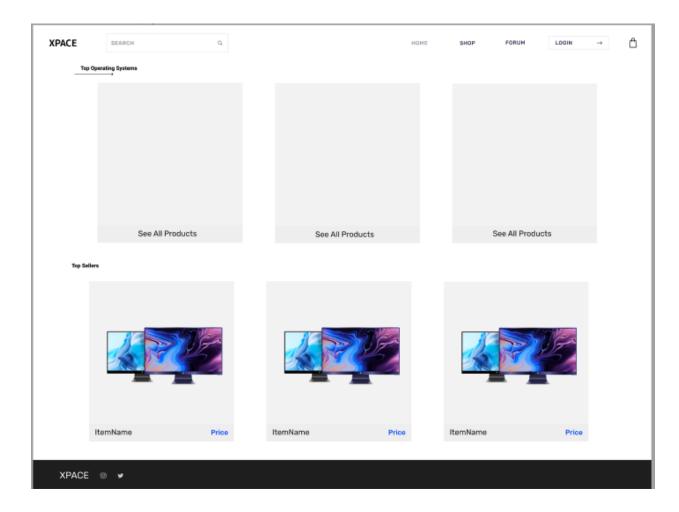
## **System screens**

Login/Register GUI



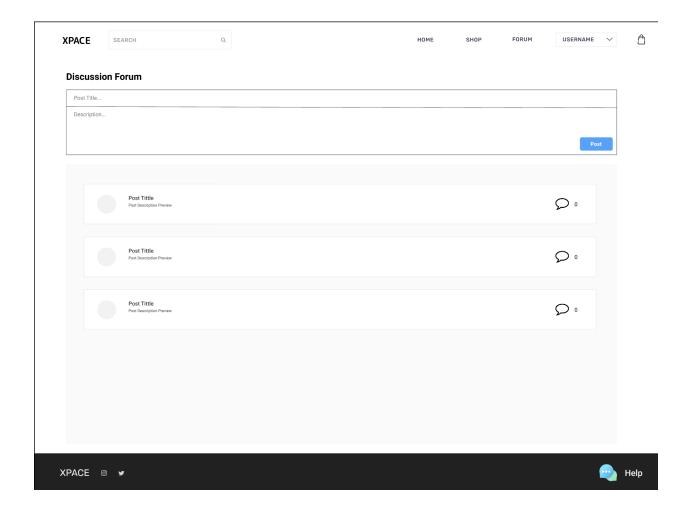
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# Homepage GUI



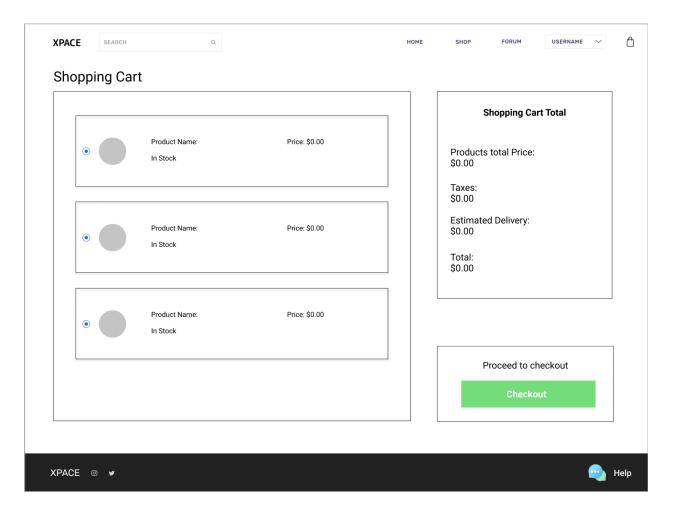
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### Discussion Forum GUI



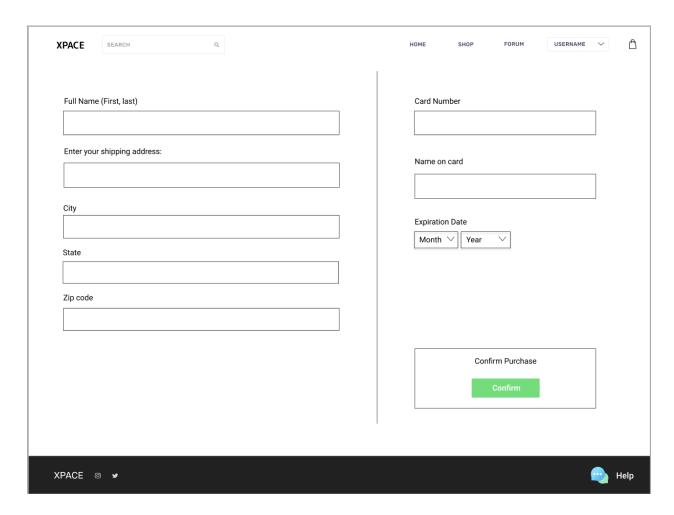
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### Shopping Cart GUI



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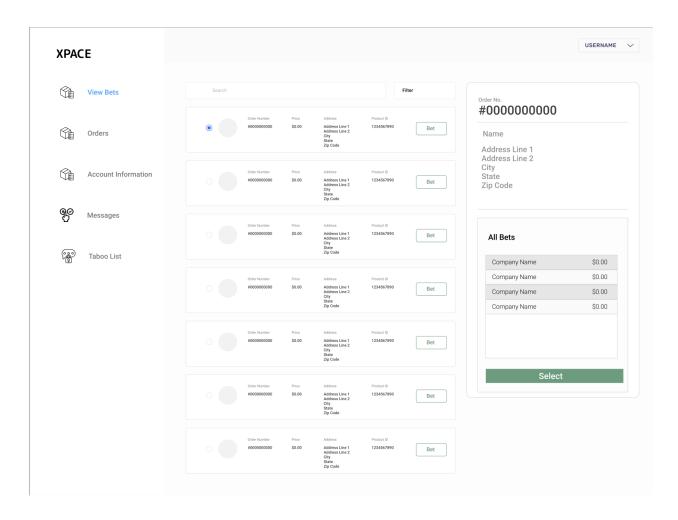
### Checkout GUI



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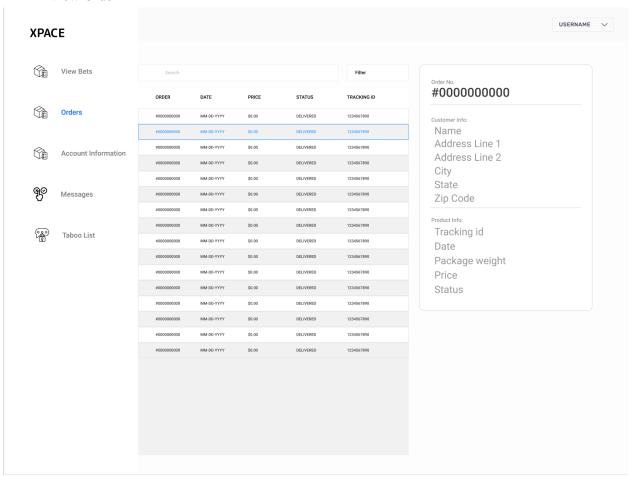
### Store Clerk Dashboard GUI

- View Bets



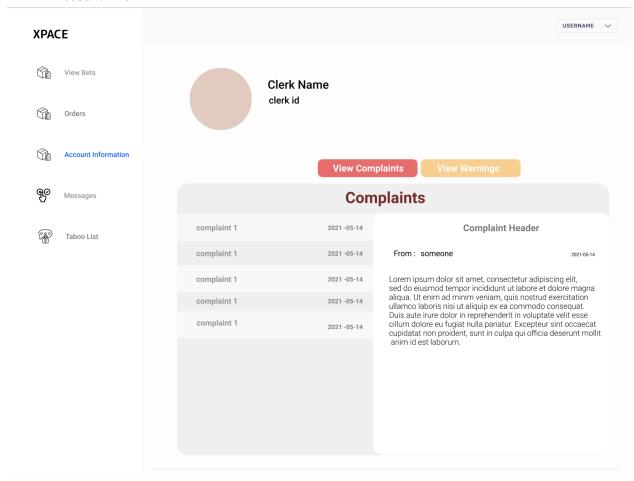
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#### - View Order



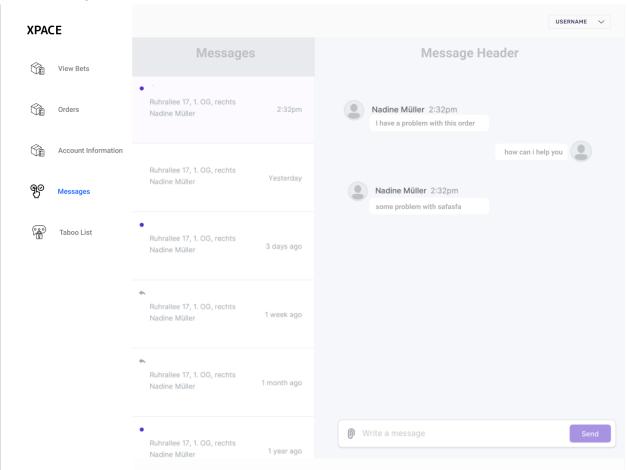
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#### - Account Info



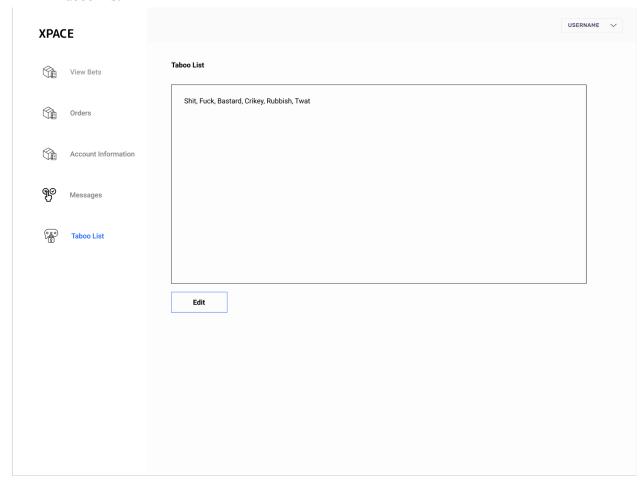
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#### - Messages



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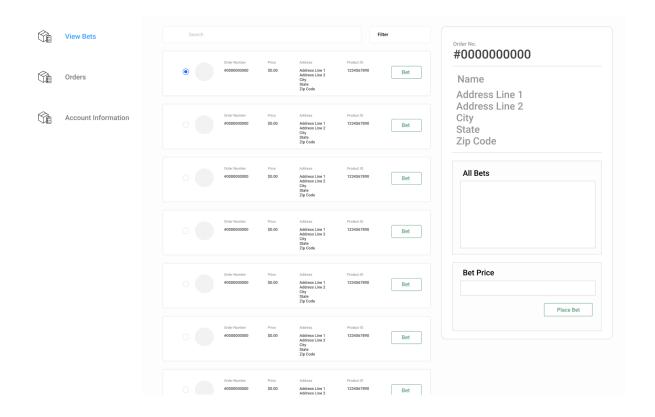
### - Taboo List



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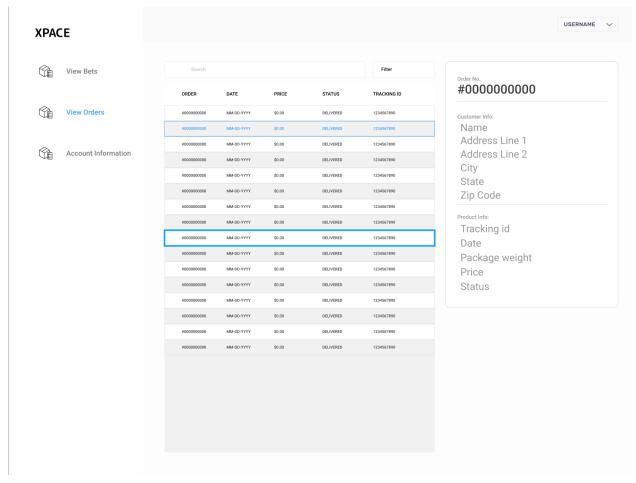
# Delivery Company Dashboard GUI

- View Bets



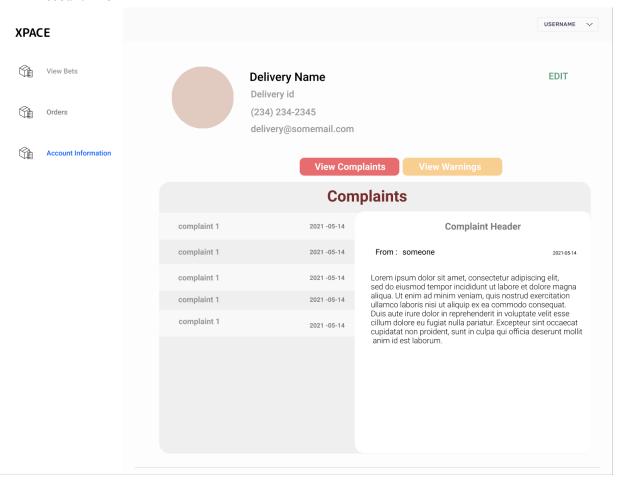
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#### - View Order



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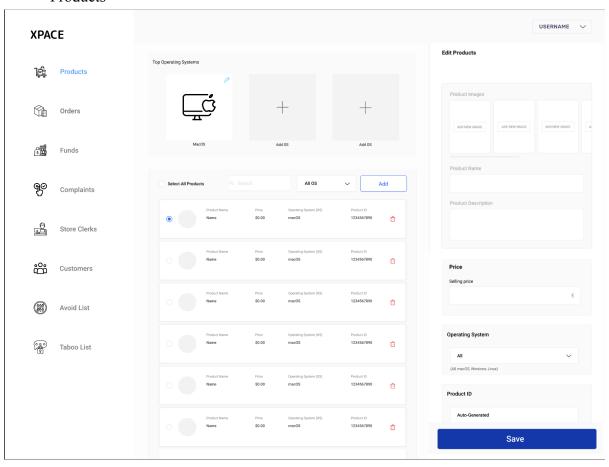
#### - Account Info



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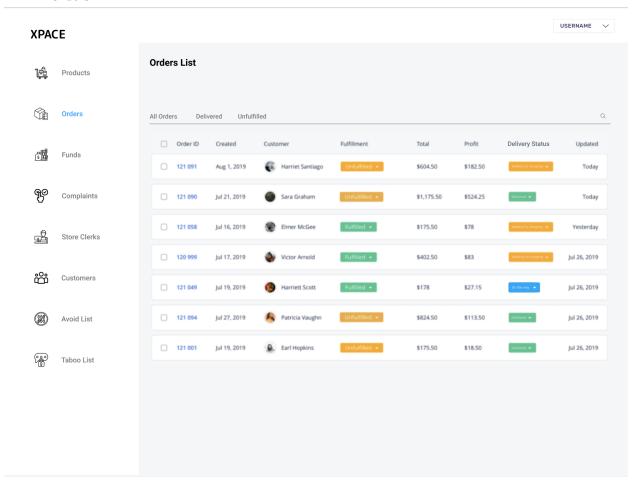
# Manager Dashboard GUI

- Products



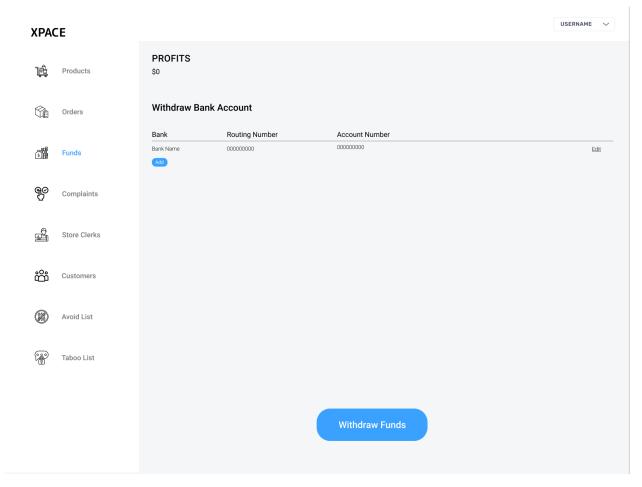
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### - Orders



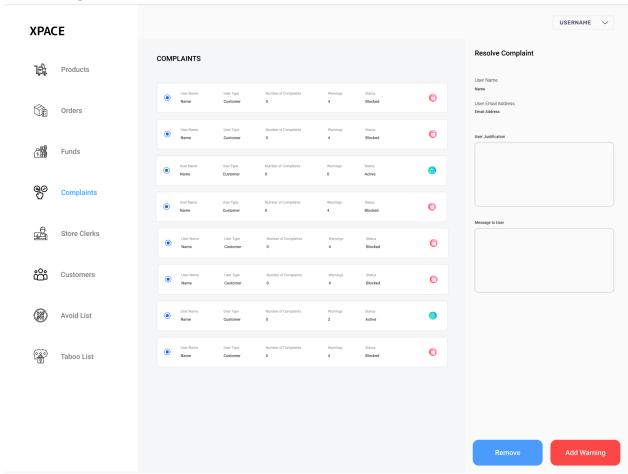
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### - Funds



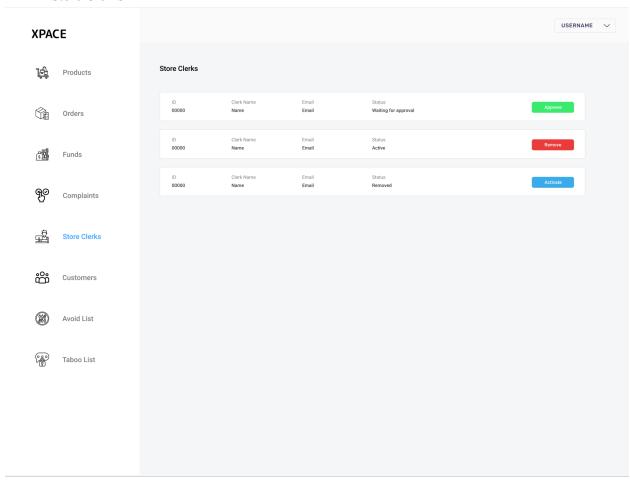
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## - Complaints



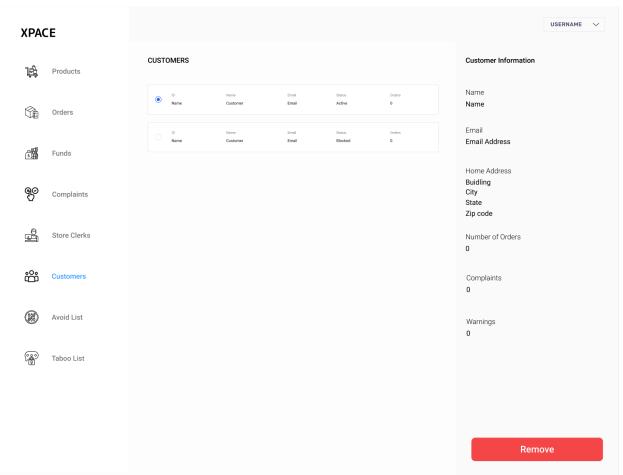
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## - Store Clerks



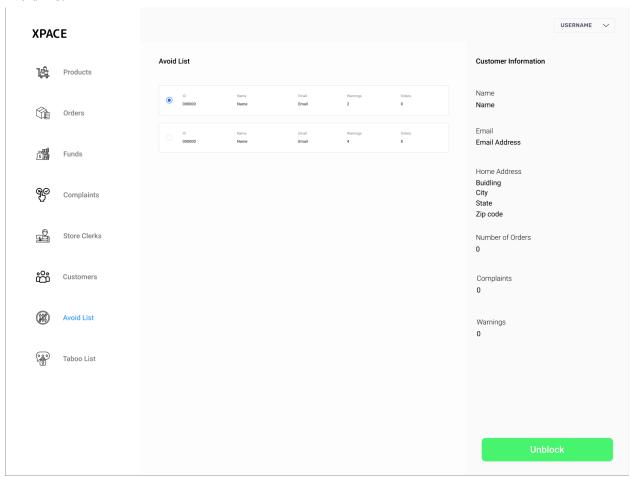
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### - Customers



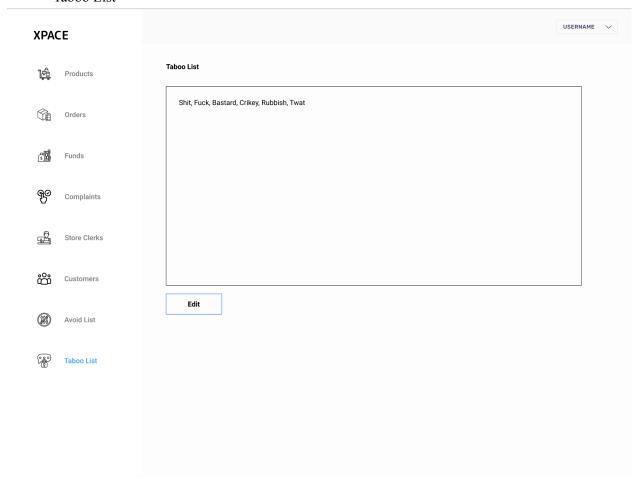
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### - Avoid List



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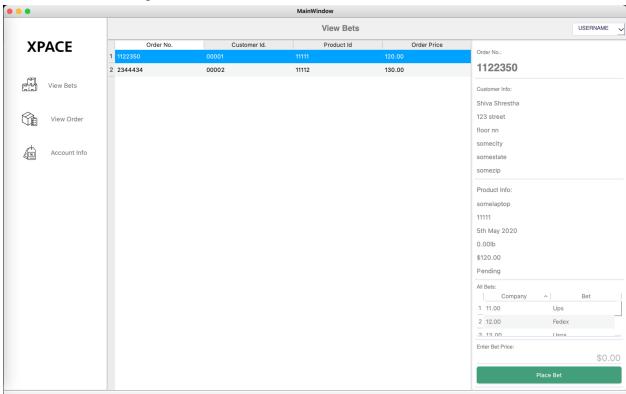
### - Taboo List



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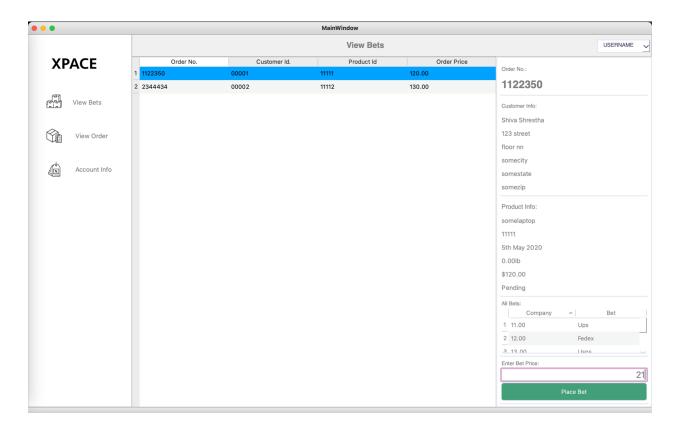
# **Placing Bet Prototype**

1. Select order to place bet



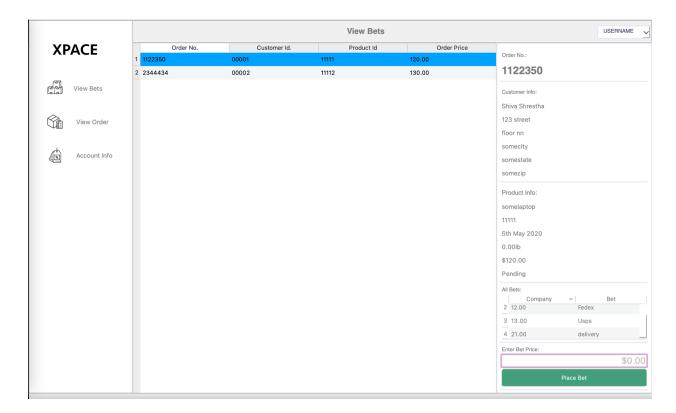
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## 2. Write Delivery Price to bet



Online Computer Store	Version: 1.0
System Design Report	Date: 04/27/2021
Phase 2	

## 3. Bet placed successfully



Online Computer Store	Version: 1.0
System Design Report	Date: 04/27/2021
Phase 2	

# **Group meetings**

Date	Time	Notes
03/18/21	1 hour 30 minutes	Analyze and break down work
03/23/21	1 hour 30 minutes	Work Revision and modifications
03/27/21	2 hours	Discuss user case models. Finishing phase 1 report
03/29/21	2 hours	Final adjustment and revisions for phase 1 report
04/07/21	1 hour 30 minutes	Divide application development
04/09/21	1 hour 30 minutes	Revision of prototype design
04/13/21	1 hour 30 minutes	Working on the implementation of the application front end
04/17/21	1 hour 30 minutes	Front end development and fixing encountered issues
04/21/21	1 hour 30 minutes	Follow up with team progress
04/24/21	1 hour	Revision of work done so far and planification of the phase 2 report
04/26/21	2 hours	Working on the project Phase 2 diagrams
04/27/21	2 hours	Final phase 2 revision and adjustments

# Github (github):

 $\underline{https://github.com/CSC322-OnlineComputerStore/OnlineComputerStore.git}$