# WeldedScrap.ca

By SayLess

# **User Manual**

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# **PREFACE**

Purpose of Document – The purpose of this document is to serve as a guide to the functionality and features of the online e-commerce store developed by SayLess. As a crucial resource, it is designed to empower our client, their customers, as well as potential investors with a thorough understanding of the platform's capabilities, user interface and the value it brings to our client.

### SYSTEM OVERVIEW

- SYSTEM PURPOSE The system we implemented fulfills a myriad of different purposes centered around a central theme. The central theme was to create an online e-commerce store that provides a dynamic user-friendly platform for a local art vendor, offering a curated selection of artworks to a larger audience via the internet. This system serves as a digital marketplace where potential customers can seamlessly navigate through the vendor's diverse collection, create personalized user accounts, and securely purchase artworks through integrated payment gateways. With an emphasis on an intuitive user experience, robust security measures, and scalability, the system aims to not only facilitate convenient online art transactions but also to create a compelling and immersive environment for art enthusiasts. Once again, the overarching goal was to empower our client with an effective and visually appealing online presence while offering investors an opportunity to support and benefit from the growth of this innovative e-commerce venture.
- **CLIENTS** The client is a local vendor here in the province of Alberta. Their store specializes in recycling scrap metal, using these scraps in the creation of unique handmade art pieces.
- **END-USERS** The end-users for this online e-commerce store developed by SayLess includes art enthusiasts, collectors, novices and other potential buyers seeking a curated selection of unique artworks. Our targeted area is the global market, the system caters to individuals who appreciate the convenience of exploring and purchasing high-quality art online.
- MAIN FUNCTIONS OF THE SYSTEM The online e-commerce store developed by SayLess serves as a comprehensive platform offering an array of main functions designed to enhance the user experience. Its key features include an intuitive storefront navigation system facilitating seamless exploration of a curated collection of artworks, an extensive product catalog showcasing diverse artistic creations, and robust user account functionalities enabling personalized interactions. The system ensures secure transactions through integrated payment gateways and implements SSL encryption for data protection. Additionally, it provides users with the ability to create, manage, and customize their profiles, fostering a sense of community. With a focus on scalability, the system accommodates varying user traffic and data volume.

# **INSTALLATION PROCEDURES**

The following steps detail the steps to launching the application. From the download of the VM to the launching of the web app and the uninstallation of the web app.

### **Easy Installation**

1. Download and Install VMWARE workstation.

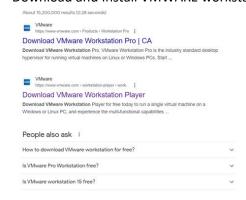


Figure 1. Search online for VMware workstation

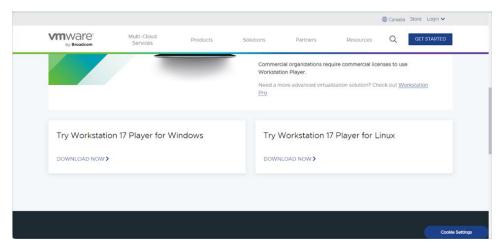


Figure 2. Navigate to and download VMware workstation.

### 2. Download VM files.

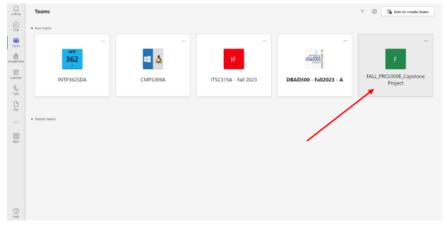


Figure 3. Open Microsoft teams, navigate to the Capstone group.

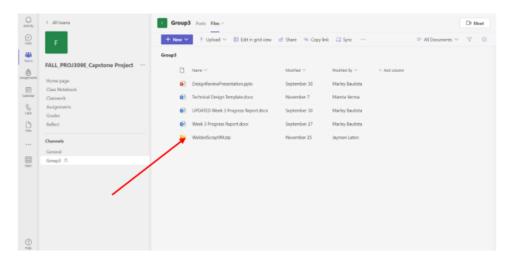


Figure 4. Locate our group, scroll to the files and download the zipped file.

3. Import VM files into VMware.



Figure 5. Open VMware workstation after installation, navigate to the create new machine.

4. Start the VM (password is weldedscrap)

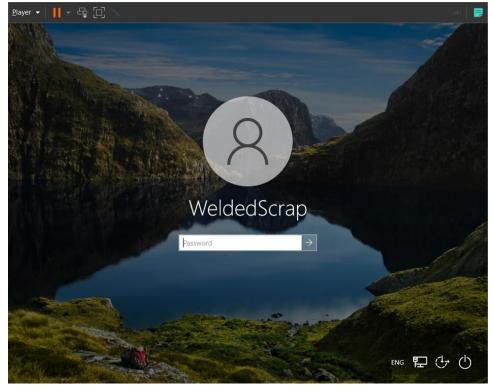


Figure 6. Log in to VM with the approved credentials

5. Start the netbeans from the desktop.

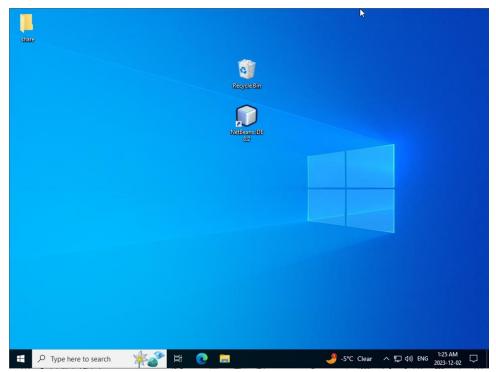


Figure 7. VM Desktop with NetBeans application.

6. Right click the project and click run.

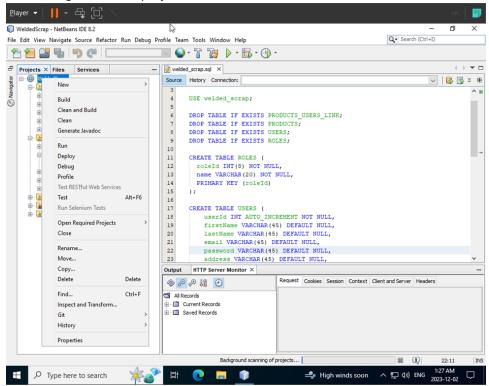


Figure 8: Open the application, the project is already loaded in

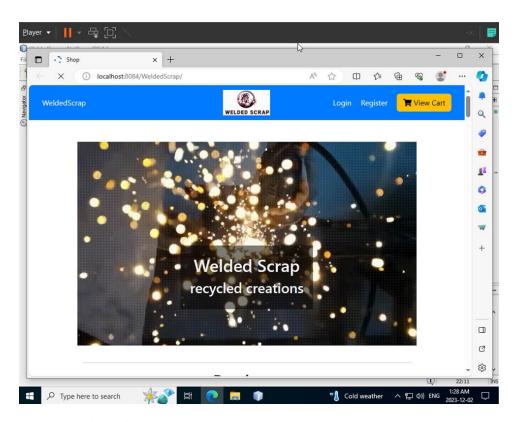


Figure 9. Run the Application.

### **Manual Installation**

#### 1. Download NETBEANS 8.2

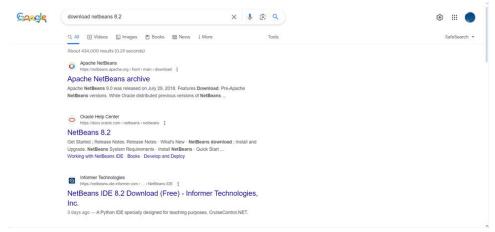


Figure 10: Search up NetBeans 8.2

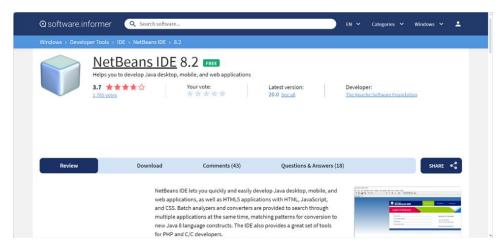


Figure 11: Download NetBeans IDE

#### 2. Download Apache Tomcat

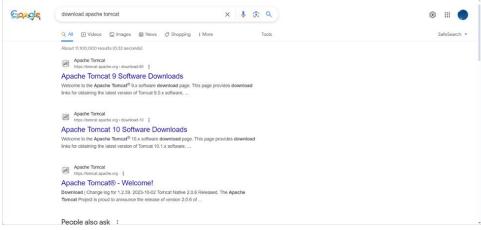


Figure 12: Download NetBeans IDE

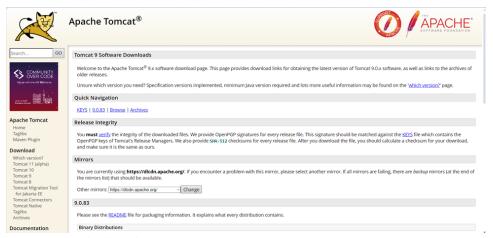


Figure 13: Download Apache Tomcat

3. Download the website project.

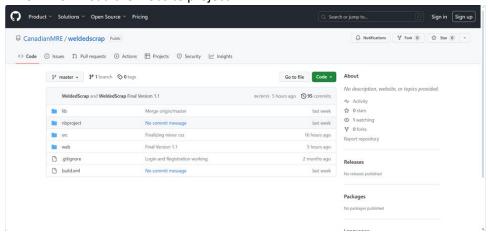


Figure 14. Download the code for the project from GitHub

- 4. Load project into NetBeans
- 5. Hit run.

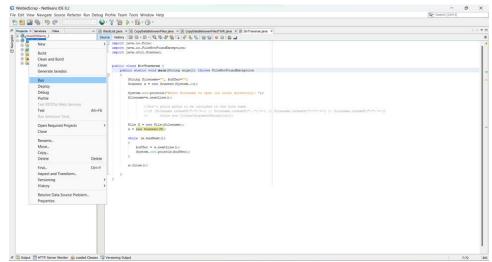


Figure 15. Run the application

# REFERENCE MATERIAL

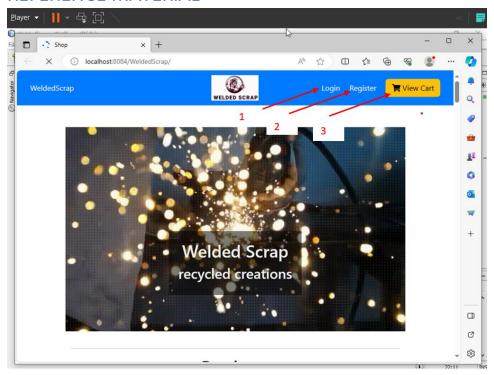


Figure 16. Web App Home Screen pt. 1

In the above figure, [1] is the Login link. The intention of this link is to offer the user the option to log in to their account that already exists in our database.

- [2] is the register link. This link offers the user the option to create a new account on the web store.
- [3] is the view cart button. This button leads the user to the current state of their cart, allowing them to either edit the current items in their cart or continue to the checkout page to complete the current transaction. We also included the option to continue shopping.

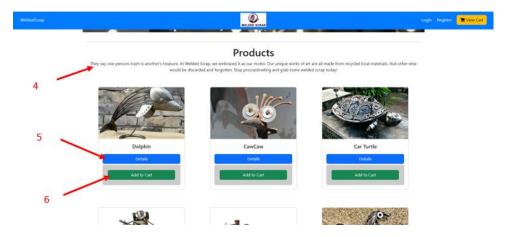


Figure 17. Web App Home Screen pt. 2

In the above figure, [4] is a brief write up, describing the products and the state of them.

- [5] is a button that leads to the details on the product. This writing gives a brief description of the product and some surface level description of the process that went into making it.
- [6] is the add to cart button. The intent of this is obvious; if the customer likes the product, They can select the product to be purchased.

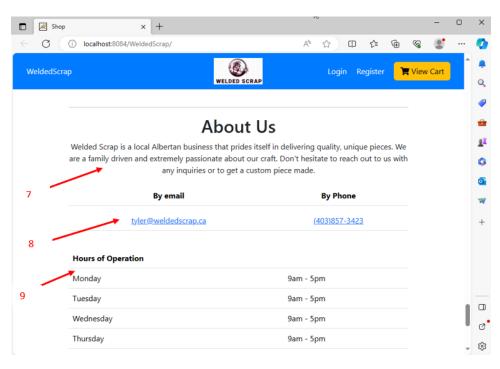


Figure 18. Web App Home Screen pt. 3

In the above figure, [7] is a brief write up, describing the company and giving a mission statement.

[8] are contact links. For customers who are within the province or out of province to contact our client about questions and concerns.

[9] details the hours of operation of the actual physical store. This is intended for those who are within the area and would like to come in. Also, for those who are trying to reach the store.

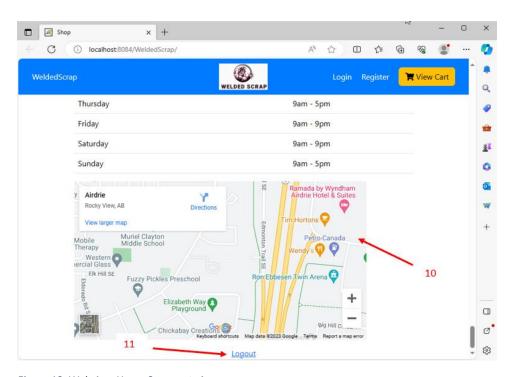


Figure 19. Web App Home Screen pt. 4

In the above figure, [10] is a navigation panel. It indicates the location of the physical store for possible in-person patrons.

[11] is a hyperlink intended for the logout of our application and is only active when a user is logged in.

# **TUTORIAL**

# **Guest User**

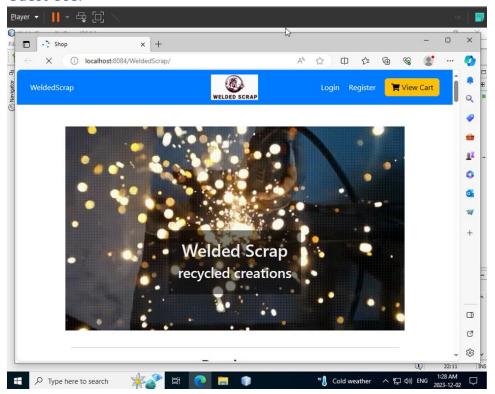


Figure 16. Web App Home Screen pt. 1

First, the user would visit the online e-commerce store from a hyperlink.

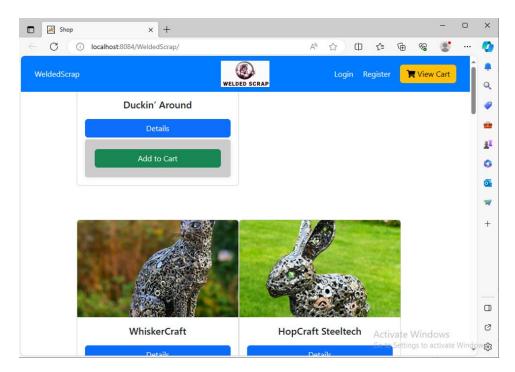


Figure 17. Web App Home Screen pt. 2

Secondly, the user would scroll down to see the menu of products the company is currently selling.

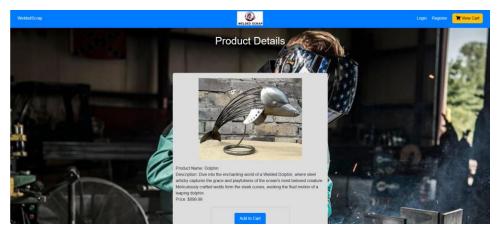


Figure 20. Details page of product

Thirdly, the user would select the product they like. This would open a new webpage that describes the product in question. With the price, an option to add to cart as well as an option to view the cart. If they like it, they can add the product to the cart.

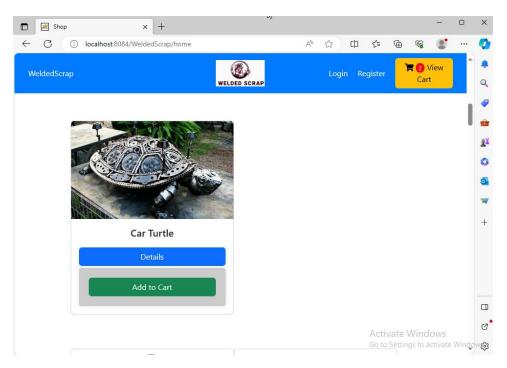


Figure 17. Web App Home Screen pt. 2

After adding their desired products to the cart, they will be prompted back to the main page, where they can keep exploring the menu.

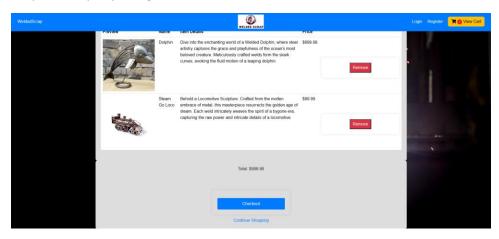


Figure 21. Checkout page

Finally, the user can navigate to the view cart button and click on it. This will lead them to a new webpage that details the contents of the current transaction. It also allows the user to go back to shopping without much inconvenience.

# **Returning User**

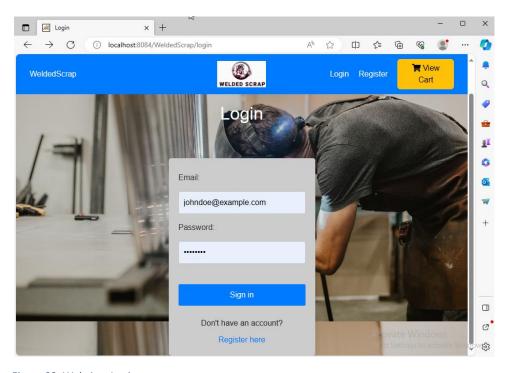


Figure 22. Web App Login page

For returning users, our website has a login feature that allows for a more secure transaction as well as a list of products specifically curated according to your individual tastes.

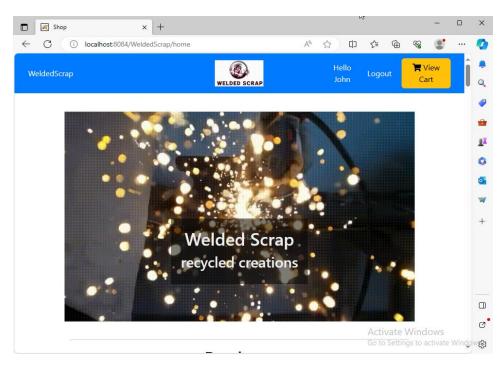


Figure 17. Web App Home Screen pt. 2

When a returning user is logged in, they are taken back to the main page, with a slight twist. Their profile has been logged in to.

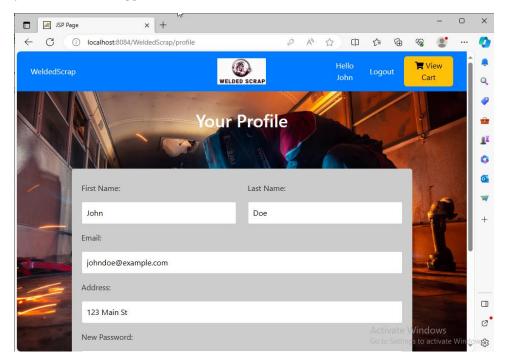


Figure 23. User profile

If a returning user ever needed to change their information on the website, they can visit their profile by clicking on their name. This will take them to their profile page.

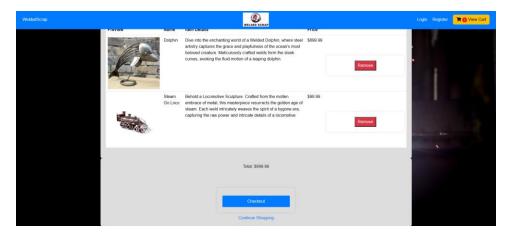


Figure 21. Checkout page

Similar to the guest user, the returning user can shop in the exact same manner as the guest user with a nuance of having their address and any other information with the system be automatically filled in at checkout.

# **New User Registration**

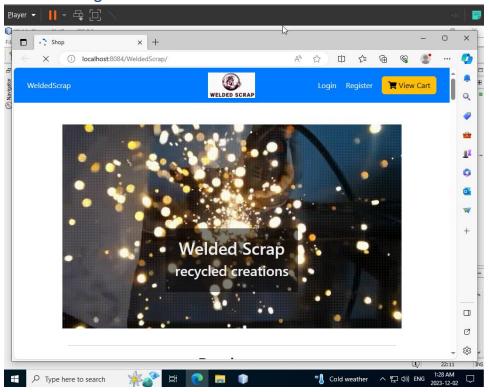


Figure 16. Web App Home Screen pt. 1

Next to the login link is the register link, which is for customers who wish to become returning users.

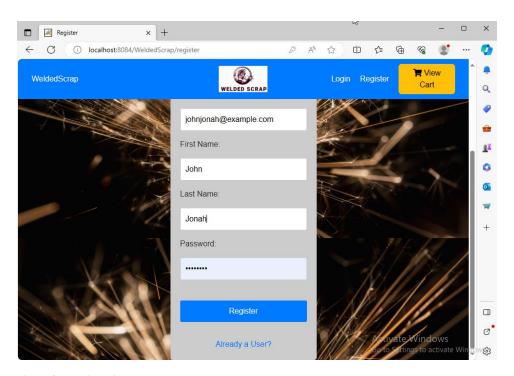


Figure 24. Registration page

Once you click the link, it takes you to the registration page. Here a new user can register to become a member of the system. On this page, it also gives the option to login as a regular user.

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