

QUEST-PICKS

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SOFTWARE REQUIREMENTS SPECIFICATION QUEST-PICKS Version<4.0>

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1. Introduction

E-Commerce, also known as electronic commerce or internet commerce, is an activity of buying and selling goods or services over the internet or open networks. So, any kind of transaction (whether money, funds, or data) is considered as E-commerce. So, E-commerce can be defined in many ways, some define E-Commerce as buying and selling goods and services over the Internet, others define E-Commerce as retail sales to consumers for which the transaction takes place on open networks. The buying and selling of products, services, and digital products through the Internet all fall under the umbrella of e-commerce.

1.1. Purpose

The aim of this document is to gather and analyze and give an in-depth insight of the complete Online Shopping software system by defining the problem statement in detail. The project aims to develop a web-based application to improve the service to the customers and merchants which in turn increases the sales and profit in "online shopping". The detailed requirements of the Online Shopping System are provided in this document.

1.2. Scope

Primarily, the scope pertains to the E-Commerce features for live. It focuses on the company, the stakeholders and applications, which allow for online sales, distribution and marketing of electronics. This SRS is also aimed at specifying requirements of software to be developed but it can also be applied to assist in the selection of in-house and commercial software products. The standard can be used to create software requirements specifications directly or can be used as a model for defining an organization or project specific standard. It does not identify any specific method, nomenclature or tool for preparing an SRS.

1.3. Definitions Acronyms, and Abbreviations

- API Application Programming Interface
- JDK Java Development Kit
- JRE Java Runtime Environment
- JVM Java Virtual Machine
- JPA Java Persistence API
- JSP Java Server Pages
- JDBC Java Database Connectivity
- RDBMS Relational Database Management System
- SQL Structured Query Language
- GUI Graphical User Interface
- MVC Model-View-Controller

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1.4. References

- Spring Boot documentation (<https://spring.io/projects/spring-boot>)
- Hibernate documentation (<https://hibernate.org/orm/documentation/5.4/>)
- MySQL documentation (<https://dev.mysql.com/doc/>)
- JSP documentation (<https://docs.oracle.com/javaee/6/tutorial/doc/bnafd.html>)

1.5. Overview

The ‘Quest-Picks E-commerce Web application’ Services department strives to provide solutions to develop and transfer easy and efficient ways in the digital age and to help to reduce the human pressure and time. To help support shop collections, digital initiatives, and external partner institution digital projects, It provides services that include the digitization of analog objects, metadata management, digital preservation, and discovery and access of digital collections. “Shop Management System” is a web application written for all operating systems, designed to help users maintain and organize shops virtually. This software is easy to use for both beginners and advanced users. It features a familiar and well thought- out, an attractive user interface, combined with strong searching Insertion and reporting capabilities. The report generation facility of the shop system helps to get a good idea of which are the various items brought by the members, and makes it possible to get the product easily. The ‘Quest-Picks Online E-commerce Web application’ Services department strives to provide solutions to develop and transfer easy and efficient ways in the digital age and to help to reduce the human pressure and time. To help support shop collections, digital initiatives, and external partner institution digital projects, It provides services that include the digitization of analog objects, metadata management, digital preservation, and discovery and access of digital collections. “Shop Management System” is a web application written for all operating systems, designed to help users maintain and organize shops virtually. This software is easy to use for both beginners and advanced users. It features a familiar and well thought- out, an attractive user interface, combined with strong searching Insertion and reporting capabilities. The report generation facility of the shop system helps to get a good idea of which are the various items brought by the members, and makes it possible for users to get the product easily.

2. Overview Description

2.1. Product Perspective

The Quest-Picks online shopping system should provide the facility of ‘Buying’ items. There is a credit card and cash on delivery. This product is aimed towards people who wish to save time and energy by not going to the shop instead ordering for products sitting at home. Also some products

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may not be available in the store a person visits; the proposed system is a solution to carry out buying/selling products online.

3. Specific Requirements

The specific requirements are –

3.1 Functionality Introduction –

Access to the online shopping system for the administration and the customer and seller are provided with individual login. Username will be an individual customer id and each set their own password. Administrator and Seller can add or update the database containing the products. Customers can only view the item details and order items that they choose to buy. The system allows the user to buy/sell products online.

3.1.1 Sell Configured to Ordered Products.

- The system shall display all the products that can be configured.
- The system shall allow the user to select the product to configure.
- The system shall display all the available components of the product to configure
- The system shall enable users to add one or more components to the configuration.

3.1.2 Provide comprehensive product details.

- The system shall display detailed information of the selected products.
- The system shall provide browsing options to see product details.
- Detailed product Categorizations the system shall display detailed product categorization to the user.
- Provide Search facility. The system shall enable users to enter the search text on the screen.
- The system shall enable users to select multiple options on the screen to search.
- The system shall display all the matching products based on the search

3.1.3 Maintain customer profile.

- The system shall allow the user to create a profile and set his credential.
- The system shall authenticate user credentials to view the profile.
- The system shall allow users to update the profile information.

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3.1.4 Maintain seller profile

- The system shall allow the seller to create a profile and set his credential.
- The system shall authenticate seller credentials to view the profile.
- The seller shall request to admin for the approval of login.

3.1.5 Provide personalized profile.

- The system shall display both the active and completed order history in the customer profile.
- The system shall allow users to select the order from the order history.
- The system shall display the detailed information about the selected order.
- The system shall allow the user to select the support type he wants.
- The system shall display the online help upon request.

3.1.6 Detailed invoice for customer.

- The system shall display a detailed invoice for current order once it is confirmed.
- The system shall optionally allow the user to print the invoice.

3.1.7 Provide shopping cart facility.

- The system shall provide a shopping cart during online purchase.
- The system shall allow users to add/remove products in the shopping cart.

3.1.8 Allow multiple payment methods.

- The system shall display available payment methods for payment.
- The system shall allow users to select the payment method for order.

3.1.9 Allow online change or cancellation of order.

- The system shall display the orders that are eligible to change.
- The system shall allow users to select the order to be changed.
- The system shall allow users to cancel the order.

3.1.10 Online Purchase of products.

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- The system shall allow users to confirm the purchase. The system shall enable users to enter the payment information.

3.2 Performance

- The product shall be based on the web and has to be run from a web server.
- The product shall take initial load time depending on internet connection strength which also depends on the media from which the product is run.
- The performance shall depend upon hardware components of the client/customer.

3.3 Security

Security is a crucial aspect of e-commerce websites as they handle sensitive customer information such as credit card details and personal information.

3.3.1 Data Transfer

The system shall be secure in all transactions that include any confidential customer information. The system shall automatically log out all customers after a period of inactivity. The system shall confirm all transactions with the customer's web browser. The system shall not leave any cookies on the customer's computer containing the user's password.

3.4 Supportability

Quest-Picks E-commerce website support is any service that can be rendered in order to keep your website operating as smoothly as possible. Under this broad umbrella is a more extensive collection of different services ranging from design and development to API and app integration.

3.4.1 Configuration Management Tool

The source code developed for this system shall be maintained in configuration management tools.

3.5 Design Constraints

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3.5.1 Standard Development Tools

The system shall be built using a standard web page development tool that conforms to either Microsoft's GUI standards.

3.5.2 Web Based Product

There are no memory requirements; the computers must be equipped with web browsers such as Internet explorer. The product must be stored in such a way that allows the client easy access to it. Response time for loading the product should take no longer than five minutes. A general knowledge of basic computer skills is required to use the product.

3.6 On-line User Documentation and Help System Requirements

As the product is E-Commerce, the On-line help system becomes a critical component of the system which shall provide – It shall provide specific guidelines to a user for using the Quest-Picks E-Commerce system and within the system. To implement online user help, link and search fields shall be provided.

3.7 Interfaces

3.7.1. Software Interface

- The Quest-Pick e-commerce system shall communicate with the bill pay system to identify available payment methods, validate the payments and process payment.
- The Quest-Picks e-commerce system shall communicate to the credit management system for card payments.
- The Quest-Picks e-commerce system shall communicate with the Sales system for order management.
- The system shall be like software which shall allow the users to complete secured transactions.

3.8 Licensing Requirements

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Not Applicable

3.9 Legal, Copyright, and Other Notice

Quest-Picks Ecommerce website should display the description and price of the product.

3.10 Applicable Standards

It shall be as per the industry standard.

4. Supporting Information

Please refer the following document:

- Vision document for Quest-Picks E-commerce.
- Use case analysis.
- Structural models.
- Behavioral models.
- Nonfunctional requirements model.
- Traceability Matrix.
- Project Plan.