

Subject	Explain
Admin	A User that manages the System. Has access to System wide functionalities such as viewing all transactions in the system
Appoint Store Manager	A process in which a Store Owner can appoint a Member (who isn't already one of the Store Owners or Store Managers) to become one of the Store Managers.
Appoint Store owner	A process in which a Store Owner can appoint a Member (who isn't already one of the store owners) to become one of the Store owners.
Basket	A basket represents a group of products that came from the same Seller or Store. A basket contains products
Buying option	Different options for Purchasing a Product set by a Seller
Checkout	A state in which a Buyer can choose to Purchase every Product in their Shopping cart.
Discount	A reduction in the cost of a Product set by the Seller
Conditional Discount	A Discount that is visible to all Buyers. Consists of a percentage, duration and condition. For the duration, if the condition is met, the Product will cost (percentage) less.
Hidden Discount	A Discount that consists of a duration, percentage and a code. For the duration, during Checkout a Buyer can enter the code and the Product will cost (percentage) less
Visible Discount	A Discount that is visible to all Buyers. Consist of a percentage and a duration, for the duration the Product will cost (percentage) less
Discount Policy	Information the represents conditions and parameters under which a Buyer will get a Discount for a Product.
Founding a Store	A process in which a Logged in Seller can create a new Store and become into a Store Founder.
Guest	A user labeled as Guest isn't logged in to the system. That mean that it's a user with only the base functionalities of the system such and buying products, logging in or signing up
Login	A process in which a Member can get access to additional functionalities such as selling Products or founding a store. Moreover, the System will save a Member's Shopping cart even after Logout. In order to log in a User must provide Login information.

<b>Login information</b>	Username Password
<b>Valid</b>	A Member exists such that a provided the Username and Password match with their Member information. Password and username are Valid in the same way as in member information.
<b>Logout</b>	The opposite of Login. A process in which a Logged in Member switches state to a Guest
<b>Member</b>	A member is a user who is registered to the System in the past. Upon login, a member will get access to more functionalities such as founding a store or managing a store.
<b>Member information</b>	Username Password Email Name Address Birth date
<b>Valid</b>	No Member exists such that it has the same Email, Username or ID as the provided information. Username must contain only numbers and letters Email must follow the format – word1@word2.end Name must contain only letters Birthday follows the following format “dd/MM/yyyy” Password must contain at least 6 characters and a maximum of 15.
<b>Product</b>	An item of value that is sold in a store. Can be bought and sold.
<b>Purchase</b>	the process in which a Buyer pays for a Product sold by a Seller
<b>Immediate Purchase</b>	A Buyer must pay the listed price and purchases the Product immediately.
<b>Auction Purchase</b>	Has a starting price and a duration. For the duration, a Buyer can offer a sum (higher than the current price) in which case his offer will become the current price. At the end of the duration the buyer with highest offer must pay the sum they offered and Purchase the Product.
<b>Offer-Purchase</b>	A Buyer must offer a sum for the Product. Afterwards the Seller can accept the offer (in which case the Buyer must pay the sum to purchase the Product immediately similar to Immediate Purchase), Decline or counter-offer (the buyer then must pay the counter offer sum in order to purchase the product). In this form a buyer must get the seller's permission in order to purchase the product

<b>Lottery Purchase</b>	Has a Product-price and a duration. For the duration a Buyer can buy “chances” to win the product for any amount he wishes as long as the total amount from all the buyers does not exceed the product-price. If the product-price is achieved, a buyer will be selected at random (based on the chances they bought) and they will get the Product otherwise if the duration ended and the target price was not achieved each buyer will get the money they payed back.
<b>Payment info</b>	All the payment needed to perform a purchase: user ID, user Name, user Address, Credit Card Number, Credit Card expiration date, 3 digits on the back of the credit card
<b>Purchase Policy</b>	Represents information chosen by a Seller regarding which Buyers can buy products from this seller, what are the Buying options for each product and what are the conditions or parameters for purchase.
<b>Registration/Sign-up</b>	A prerequisite for Login. A process in which a Guest User can provide Valid Member Information and request that the System will save said Member Information.
<b>Seller</b>	A Member who sells products
<b>Shipping information</b>	Name Address
<b>Shopping cart</b>	Each user has a shopping cart in which he can place his chosen products (whether digital or physical). A shopping cart is divided to Baskets. A user can view and edit his shopping cart.
<b>Store</b>	A location (physical or otherwise) in which a Seller can sell products.
<b>Store Founder</b>	A Seller who founded a store. Has additional functionalities such as manage inventory, appoint additional owners, appoint managers or manage store policies
<b>Store Inventory</b>	A representation of the offered products in a specific Store
<b>Store manager</b>	A Member that was appointed by a Store owner to manage a store. Has additional functionalities based on the permissions given to him by his appointer
<b>Store Owner</b>	A Seller who owns a store. Has access to special functionalities such as manage inventory, appoint additional owners, appoint managers or manage store policies. A store owner will always have a single appointer who appointed them to be an owner.
<b>Store policy</b>	The combination of a Discount Policy and a Purchase Policy for a specific Store
<b>System/Market System</b>	Represents everything that isn't controlled by users. Responsible for transferring information, presenting options and so on

<b>Transaction</b>	Represents a single sale between a buyer and at least one Seller or Store. Saves information about products and their amounts and prices
<b>User/Buyer</b>	A person who is visiting the System.
<b>Item Info</b>	name,storeName,category,keyWords,pricePerUnit,discountFactor
<b>token</b>	gives information about connection status of a user
<b>UC – &lt;index&gt;</b>	Indicator for a Use case
<b>Code – &lt;index&gt;</b>	Indicator for a code segment for traceability (usually will contain classes and methods)
<b>CL – &lt;index&gt;</b>	Indicator for a Class
<b>test – &lt;index&gt;</b>	Indicator for a test
<b>Req – &lt;index&gt;</b>	Indicator for a requirement