

University of Bahrain

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**Online marketplace system for electronic products**

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# Chapter 1

**Introduction**

A brief introduction to the project it is a website designed to facilitate the buying and selling of electronic products. Our website provides users with the opportunity to list their products for sale and effectively promote them to a wide audience. Also, it enables users who are shop owners to set up an online shop on the website. Moreover, the site will enable the users (sellers and buyers) to communicate with each other on the system through text chat in real-time.

## Problem Statement

Our system for selling electronic products will provide people with the opportunity to sell their products on the website and will also allow the shops to market their products, which will make the shopping experience more efficient and enjoyable for customers in the process of searching for the electronic products they want. Also, the products displayed on the website will reach many people around the country and help to sell the products quickly. In addition to that, users will be able to communicate with each other through the system via message chatting in real-time.

## Project Objectives

A website that helps both shop owners or those looking to sell their electronic products and customers and builds a trusting relationship between the users and the website

- To develop a new application that will serve the community in a purposeful manner.

- To discover the requirements of the system by studying it in detail.

- Delivering an application that is useful in our community

## Project Significance

The system will reduce the effort needed to sell the electronic products and meet the users' needs. The sellers can easily list their products and reach a wide audience, while buyers can browse through a variety of electronic products and contact the sellers through the system, which will save the users time and effort when purchasing electronic products.

## Report Outline

Chapter 2: Literature Review

In chapter two, some current systems that have similar ideas to our system will be introduce, and they will be analyzed and note their advantages and disadvantages.

Chapter 3: Project Management

In chapter three, we will present the software development life cycle that will be used, project risks, and a project activity plan.

Chapter 4: Requirement Collection

In chapter 4, we will demonstrate the method that we use to gather the requirements, which is a survey. The system's functional and non-functional requirements will be listed. Moreover, a persona sample will be introduced, and at the end, we will present system models of the system.

Chapter 5: System Design

In Chapter 5, we will present the user interface design and database schema of our system.

Chapter 6: System Implementation and Testing

In Chapter 6, we will provide an overview of the software and hardware tools that were instrumental in developing our system, in addition to the programming languages we used. Moreover, this chapter will cover the implementation of the system and database, the testing phases of the implemented system, and a discussion of the results obtained. At the end, usability testing will be presented.

Chapter 7: Conclusion and Future Works

Chapter 7 will be the concluding section of the report, and it will cover an overview of all the work completed throughout the project. This chapter will discuss the limitations of the project, its implications, and ideas for future work.