**Software Requirements Specification**

<< Version 1.0>>

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Project:

**100 beers E-Store**

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# Introduction

## Purpose

The purpose of this document is to present a detailed description of the **100 beers E-store System**. It will explain the purpose and features of the system, theinterfaces of the system, what the system will do, the constraints under which it must operate and how the system will react to external stimuli. It will serve as a guide to everyone, who is responsible to the project.

**100 beers E-store System** is intended to help the user to buy beer products forminternet. It should give all of the staff the necessary information to develop and test the software and what can and cannot the system do.

## Scope of Project

This software system is an E-store system for online shopping. This document describes what features will be in the scope of the software and what are not in the scope of software. The project is divided in two parts:

1. Public part where people can visit the system and buy beers
2. Private part where administrator can maintaining the public part

More specifically, this system is designed to allow a user to view and buy beers from different categories and to allow an administrator to manage the system (to add and remove products, to upload and remove pictures, etc.)

## Definitions, Acronyms and Abbreviations

  GUI- Graphical User Interface

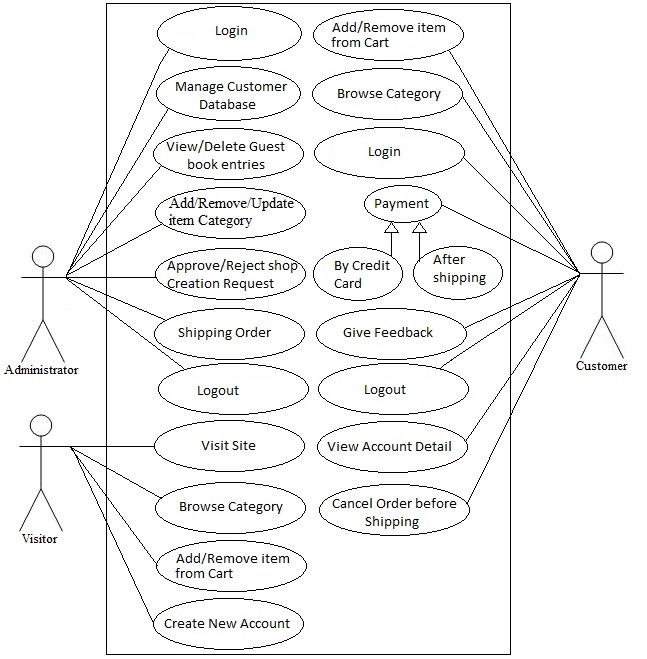
          SRS- Software Requirement Specification

## Overview of Document

# Overall description

The E-store system enables customers to browse through products of shops, make orders and a system administrator to approve and reject the orders and maintain lists of shop categories and beers.

* 1. System Environment



The E-store system has three actors – Visitor, Customer and Administrator. All actors access system thought internet. System is divided on two parts. First part is for visitors and customers who can look products, can buy products. Second parts allow an administrator to manage the system (to add and remove products, to upload and remove pictures, etc.

## Basic flow

The customer wants to buy item. The system shows all product categories to customer. If customer select item then they listed in shopping cart for buying. The payment will made with credit card or bank check. If customer wants to cancel the order before shipping then he or she can cancel it. Customer can see the buying report on account detail.

## Constraints

The following are the constraints:

* The project must be completed within the budget
* The project must be completed within a specified period of time.
* The system should be up 24/7.
* The system should enforce user authentication security and guarantee reliability.
* The system should support browsers such as Mozilla Firefox v38 and higher IE11, Google Chrome v37 and higher.

# Functional Requirements Specification

This section provides requirement overview of the system. Various functional modules that can be implemented by the system will be –

## Description

3.1.1 Registration

If customer wants to buy the product then he/she must be registered, unregistered user can’t buy products.

3.1.2 Login

Customer logins to the system by entering valid user id and password for the site.

3.1.3 Changes to Cart

User have access to Cart with or without registration. If he/she add products in Cart and press button ‘Checkout’ he/she have two options to enter his registration or continuing like gest where he/she enter personal detail and get registration.

3.1.4 Payment

For customer there are many type of secure billing will be prepaid as debit or credit card, postpaid as after shipping. The security will provide by the third party like Pay-Pal etc.

3.1.5 Logout

After the payment or surf the product the customer will logged out.

3.1.6 Report Generation

After all transaction the system can generate email and then sent one copy to the customer’s Email-address and another one for the system data base to calculate the monthly transaction.

3.1.7 Contact form

User can use contact form for make enquiry if he/she have questions.

## Technical Issues

This system will work on client-server architecture. It will require an internet server and which will be able to run application. The system should support browsers such as Mozilla Firefox v38 and higher IE11, Google Chrome v37 and higher.

## Use cases

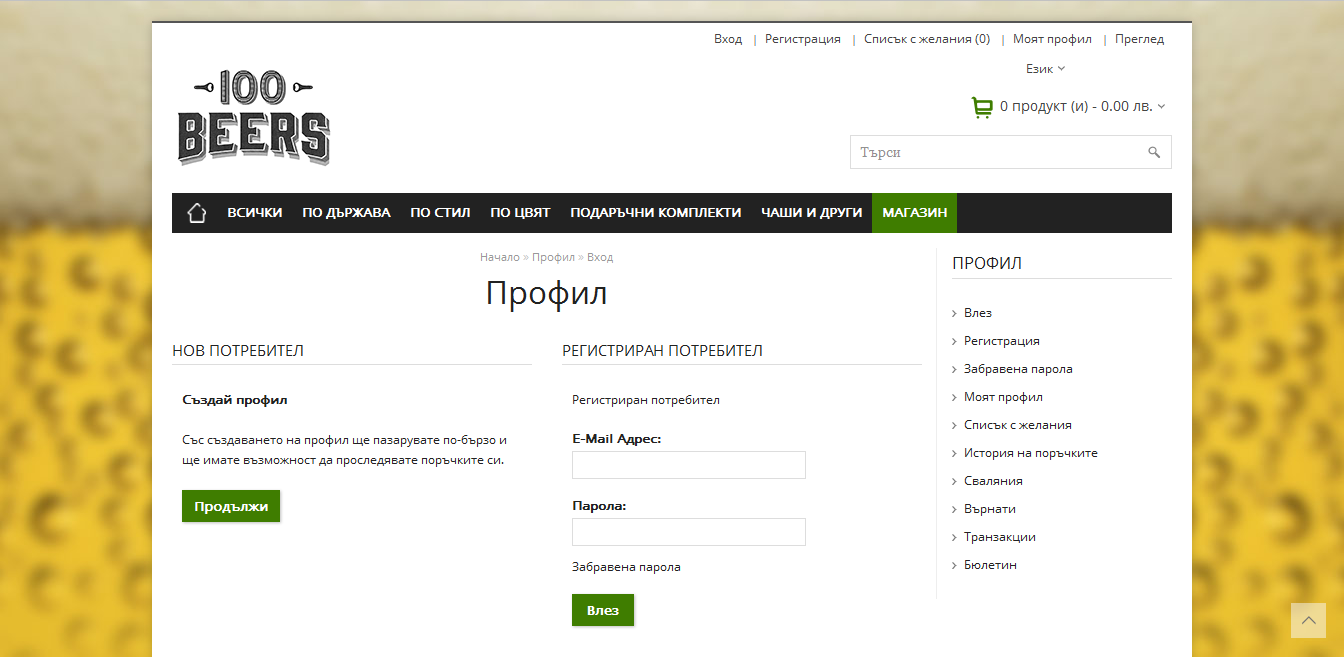
3.3.1 Use case Login functionality

3.3.2 Use case Cart functionality

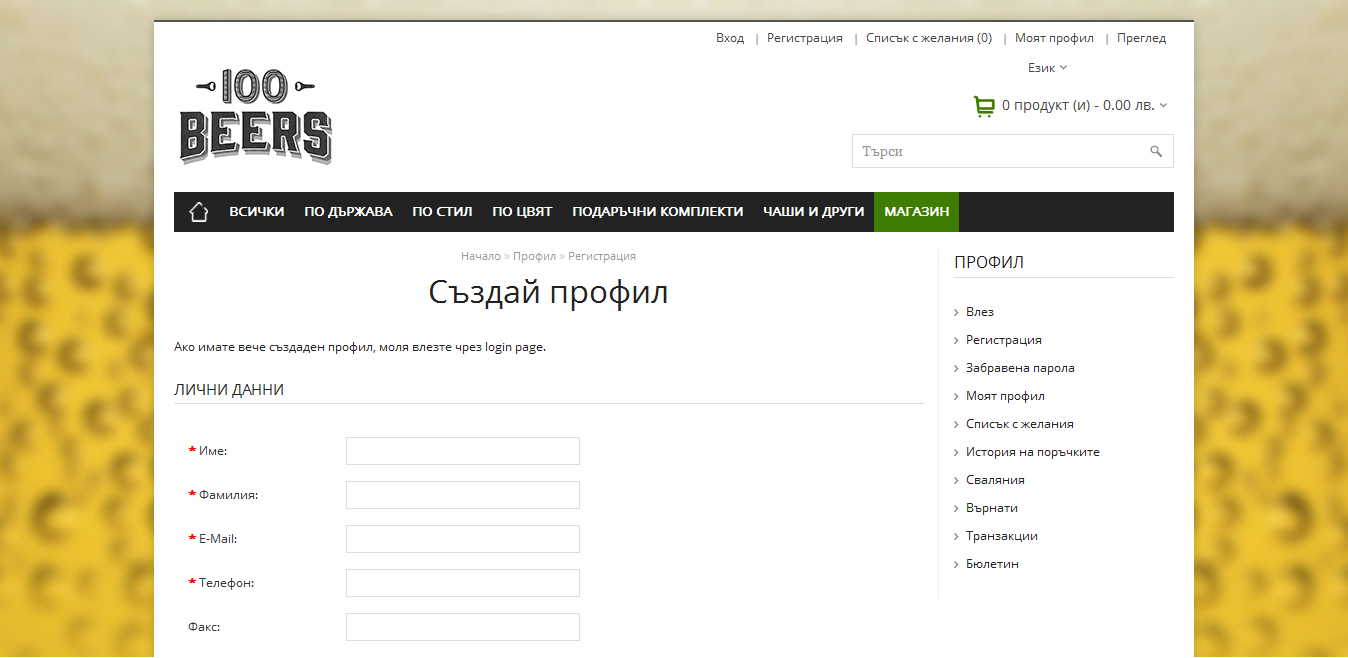
# Interface Requirements

4.1. GUI - Various interfaces for the product could be-

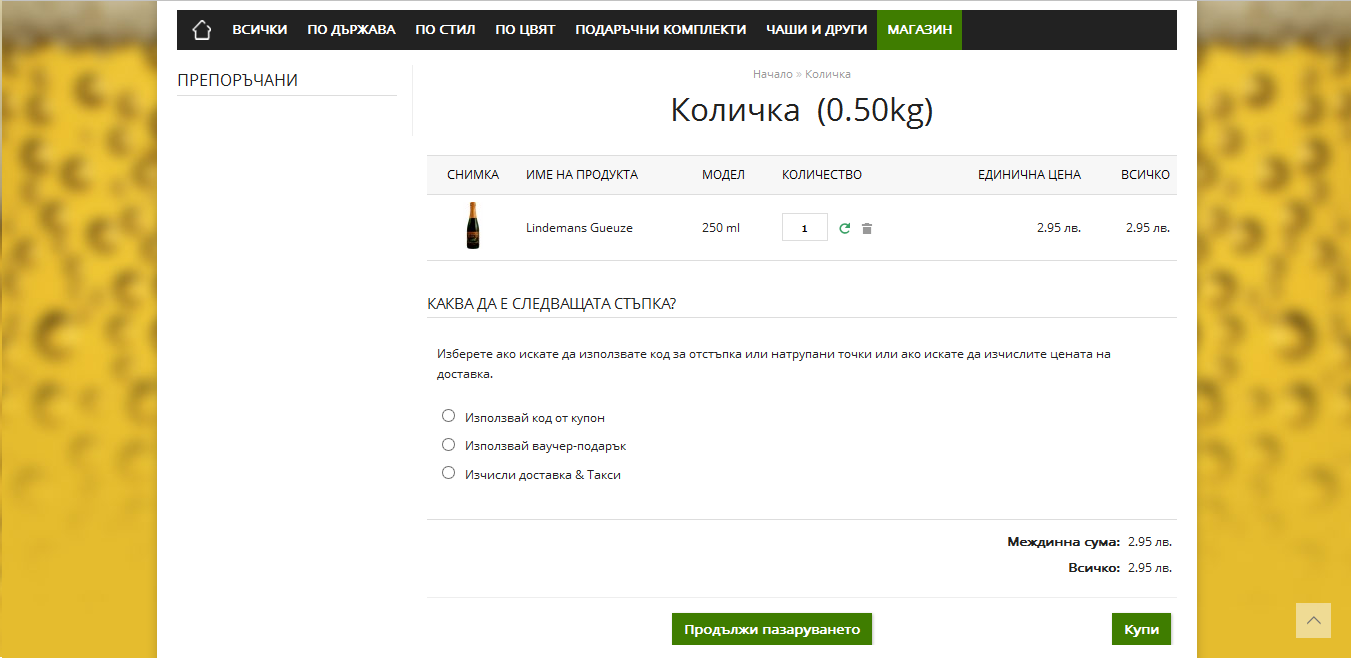
4.1.1 Login Page



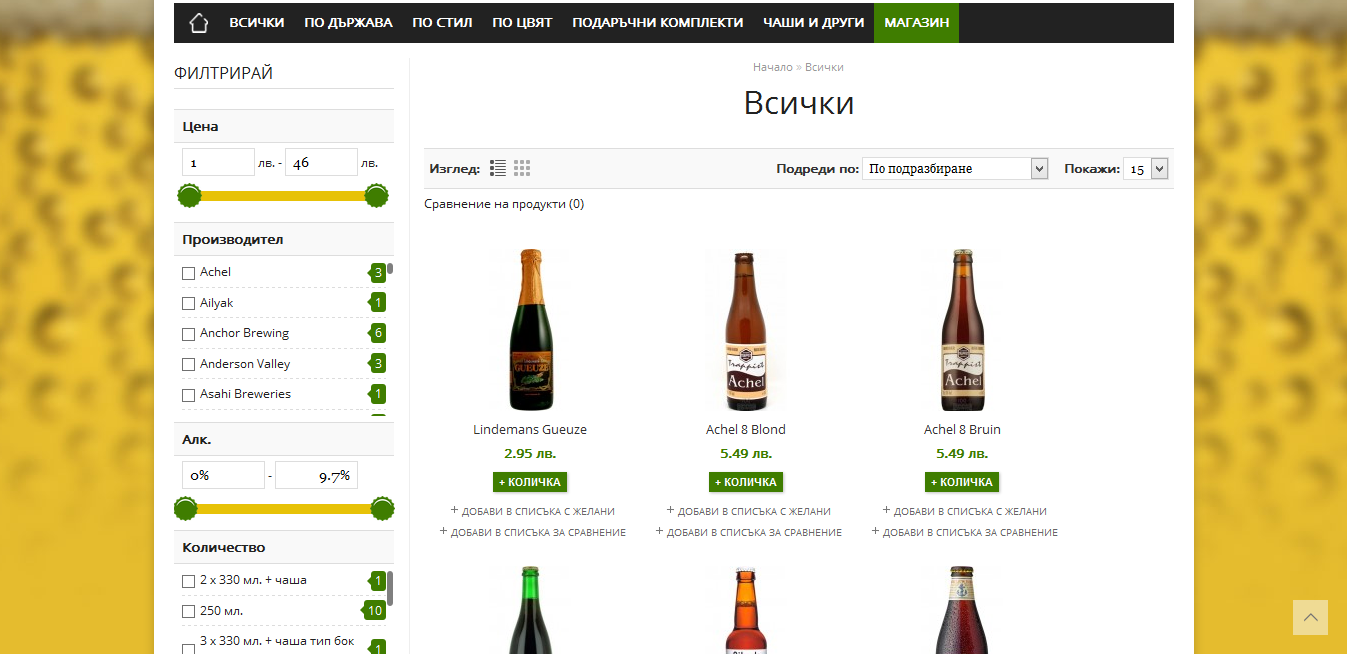
4.1.2 Registration Page



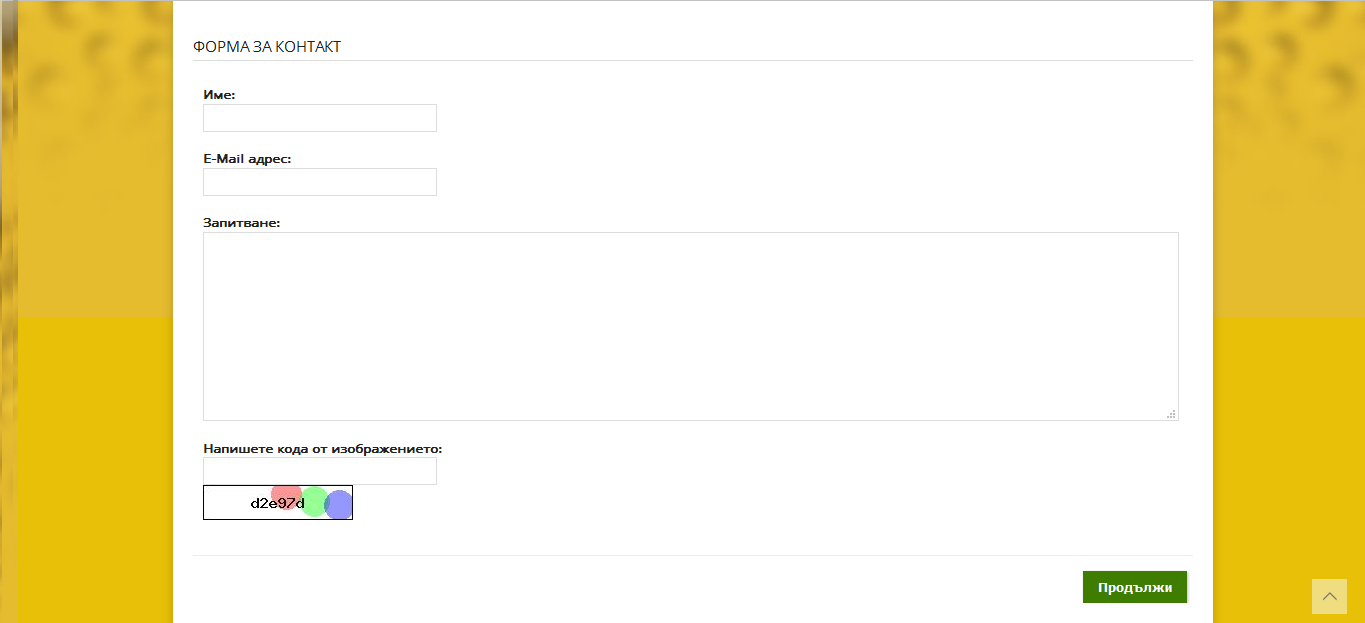
4.1.3 Cart

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4.1.4 Product Page



4.1.4 Contact Form



4.2. Hardware interface

The System must run over the internet, all the hardware shall require to connect internet will be hardware interface for the system. As for e.g. WAN – LAN, Ethernet Cross-Cable.

4.3 Software interface

The system is on server so it requires the any scripting language like PHP, VBScript etc. The system require Data Base also for the store the any transaction of the system like MYSQL etc. system also require DNS(domain name space) for the naming on the internet. At the last user need web browser for interact with the system.

# Design constrain

The system shall be built using a standard web app development tool that conforms to standards like HTML, XML etc.

# Non - Functional Requirements

4.1 Security

The system use SSL (secured socket layer) in all transactions that include any confidential customer information. The system must automatically log out all customers after a period of inactivity. The system should not leave any cookies on the customer’s computer containing the user’s password. The system’s back-end servers shall only be accessible to authenticated administrators. Sensitive data will be encrypted before being sent over insecure connections like the internet.

4.2 Reliability

The system provides storage of all databases on redundant computers with automatic switchover. The reliability of the overall program depends on the reliability of the separate components. The main pillar of reliability of the system is the backup of the database which is continuously maintained and updated to reflect the most recent changes. Thus the overall stability of the system depends on the stability of container and its underlying operating system.

4.3 Availability

The system should be available at all times, meaning the user can access it using a web browser, only restricted by the down time of the server on which the system runs. In case of a of a hardware failure or database corruption, a replacement page will be shown. Also in case of a hardware failure or database corruption, backups of the database should be retrieved from the server and saved by the administrator. Then the service will be restarted. It means 24 X 7 availability.

4.4 Maintainability

A commercial database is used for maintaining the database and the application server takes care of the site. In case of a failure, a re-initialization of the program will be done. Also the software design is being done with modularity in mind so that maintainability can be done efficiently.

4.5 Portability

The application is HTML and scripting language based. So The end-user part is fully portable and any system using any web browser should be able to use the features of the system, including any hardware platform that is available or will be available in the future.

An end-user is use this system on any OS; either it is Windows or Linux.

The system shall run on PC, Laptops.