

CSE411: Distributed Systems  
Project Delivery – Phase 1



## Contents

Introduction .....	3
Target Beneficiaries of the Project.....	3
Adopted Programming Language.....	3
System Architecture .....	4
Applet .....	4
Services .....	4
Store DB .....	4
Application-Level Protocol .....	4
Distributed Database Design .....	5
ER diagram .....	5
Relational data model.....	6
Schema.....	7
Time Plan .....	8
Testing .....	9
Login/account creation .....	9
Account info view/edit .....	12
Role of Each Member .....	12
Repository link .....	12
Appendix.....	12
References .....	12

## Introduction

The aim of this project is to design a prototype for the distributed database of an online store. The online store acts as an open market in which the users can sell or buy items. Each account can be a seller or a buyer, or both. The store provides the following features:

- Create a new account
- Login/Logout
- Edit cart (Add and remove items. Change the count of a bought item)
- Specify the price of the sold items
- Transfer the profit from every sale to the seller's credit card automatically
- Make discounts
- Deposit cash into the user's account to purchase items
- Search for items for sale
- Once a sale is made. The items are transferred from the seller's account to the buyer's account, and the selling price is transferred from the buyer's account to the seller's account (with a percentage deducted and transferred to the marketplace's account as profit for the marketplace).
- View and edit account information such as:
  - Name
  - Bank account information
  - Purchase history
  - Sale history
  - Items available for sale
- Generate reports such as user statistics

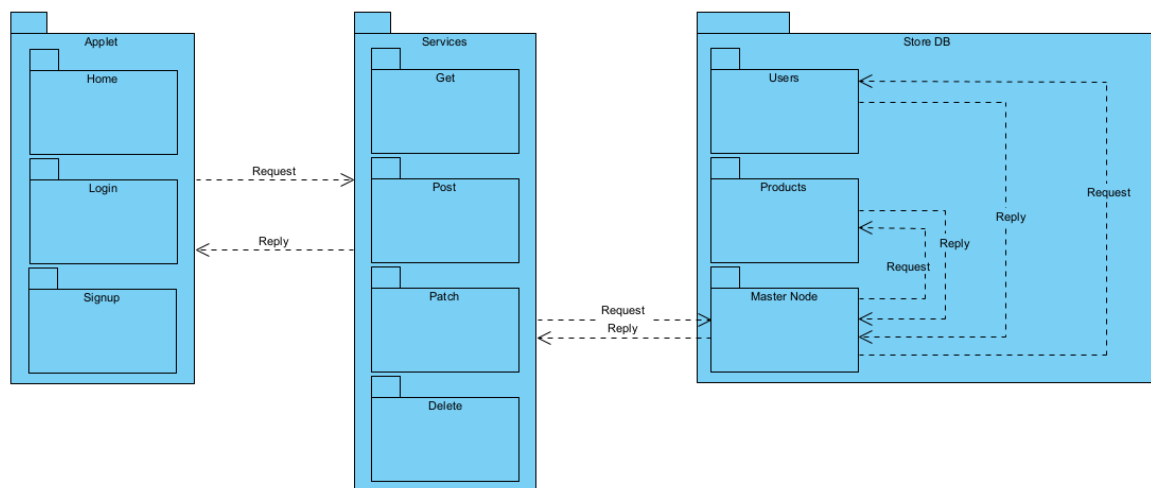
## Target Beneficiaries of the Project

The store employs a flexible yet simple paradigm that allows sellers of different sizes (individuals, small shops, major corporations) to sell their products through the platform. By deducting a small amount from every sale made. The seller can focus on their product and its packaging, while the store envoys handle transferring the sold units from the seller to the buyer. The aim of this project is to create a market with an affordable price that allows start-ups with smaller capital to sell their products and compete with bigger companies. Also, it exposes the buyers to a broader and more versatile store from the comfort of their home.

## Adopted Programming Language

The project uses Node.js and MongoDB for the backend of the database. For the front end, HTML, CSS, JavaScript and Bootstrap were used.

## System Architecture



The system consists of the above main blocks: Applet, Services, Store DB.

### Applet

The applet is the visible interface to the user. The user interacts with it through a GUI. It allows the user to login, sign up with a new account. When the user logs in, they can access the store home, which shows a list of the products available for sale, sorted by popularity. In the home screen the user can search for products, add products to cart, or go to their personal page to check out for view/edit their information, or manage their sold items.

### Services

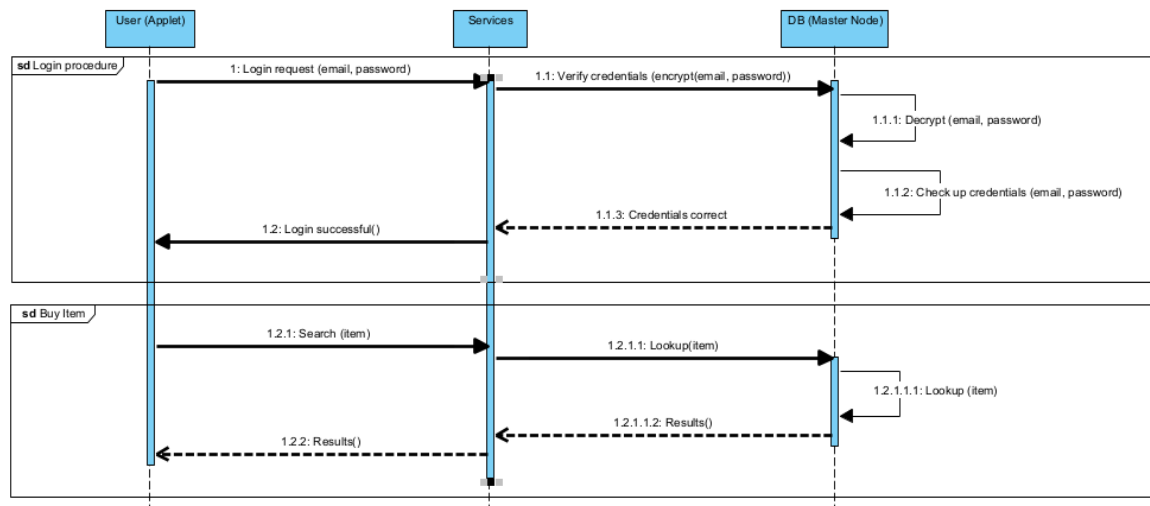
The services block has one job, and that is to translate the clicks the user makes in the GUI to valid requests to the store DB. The services block replies with success or failure alongside any requested information.

### Store DB

The store DB does the actual processing of the requests. The master node is responsible for the requests handling. This node is designed as a layer of security layer against any malicious entry to the database. Also, it is a central node that organizes requests to avoid synchronization problems. The master node is the only in the system that has access to the users and items databases.

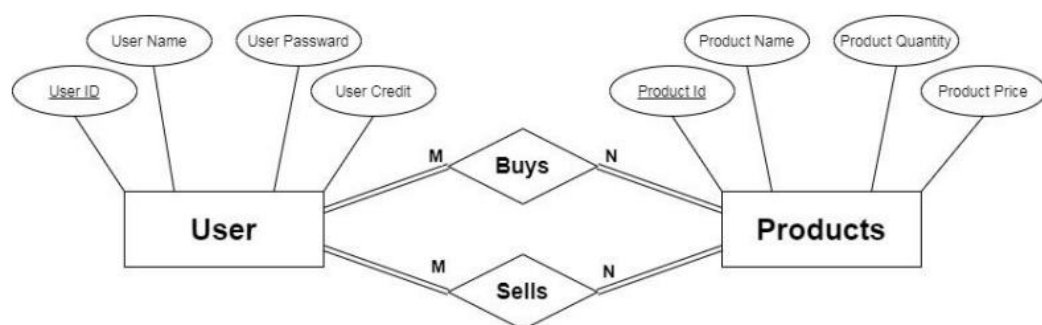
## Application-Level Protocol

The ALP below shows a typical login and search procedure done by the user.

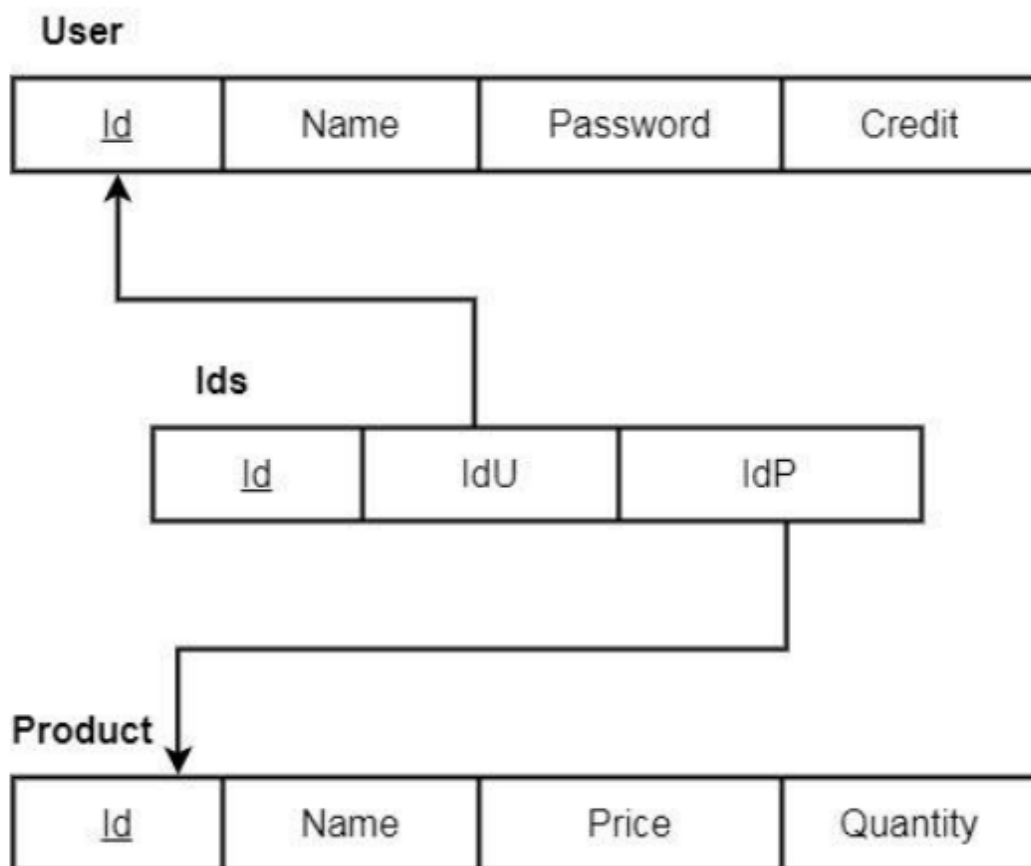


## Distributed Database Design

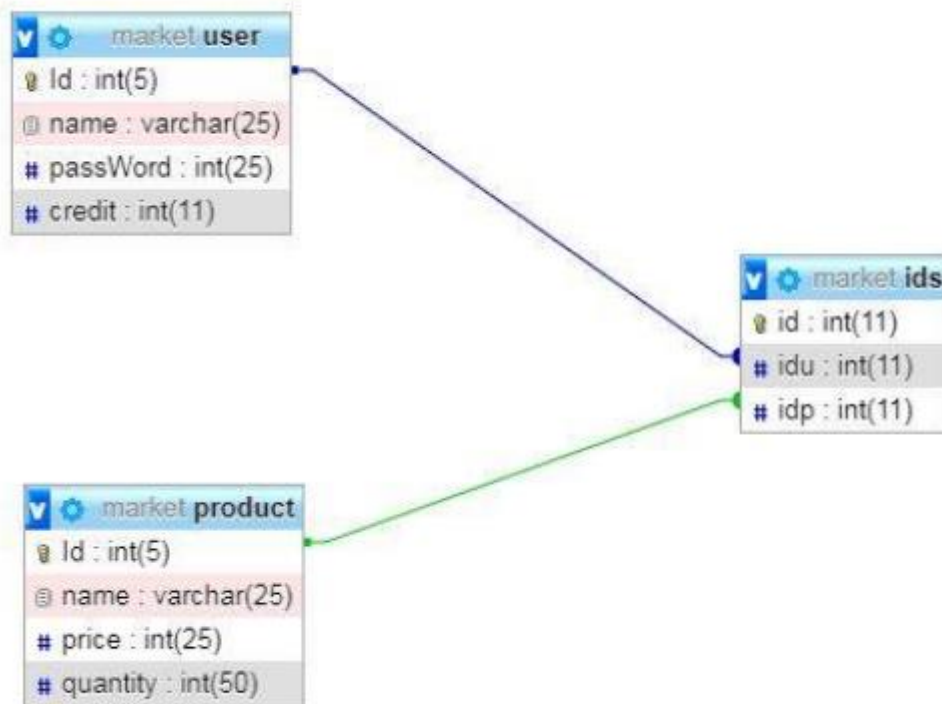
ER diagram



## Relational data model



## Schema



## Time Plan

Project Start: 27/11/2021

Display Week: 1

[illegible]



## Testing

### Login/account creation

LOG INTO YOUR ACCOUNT

Email address

Password

LOGIN

LOG INTO YOUR ACCOUNT

Email address

Password

LOGIN

## CREATE YOUR ACCOUNT!

Your name

Maryam

Email address

maryamadel105999@gmail.com

Password

\*\*\*\*\*

Confirm password

\*\*\*\*\*

SIGN UP

Incorrect email or password



## LOG INTO YOUR ACCOUNT

Email address

maryemadel108999@gmail.com

Password

\*\*\*\*\*

LOGIN

## Account info view/edit

The screenshot displays a user interface with a green sidebar on the left containing navigation links: SETTINGS, MY BOOKINGS, MY REVIEWS, and BILLING. The main content area is divided into two sections. The top section, titled 'YOUR ACCOUNT SETTINGS', includes input fields for 'Name' (containing 'mehmet1234') and 'Email address' (containing 'mehmet@gmail.com'). Below these is a profile picture placeholder with the text 'Choose new photo'. A green 'SAVE SETTINGS' button is positioned at the bottom right of this section. The bottom section, titled 'PASSWORD CHANGE', features three input fields: 'Current password', 'New password', and 'Confirm password', each containing a series of dots. A green 'SAVE PASSWORDS' button is located at the bottom right of this section.

## Role of Each Member

Name	Code	Role
محمد فتحي محمد رزق	16X0103	Backend
احمد مصطفى مصطفى السيد جنينة	16E0030	Front
مريم عادل عبدالمحسن	1701402	Backend
اسماء جمال السيد عليوه	1400281	Front
مروه فؤاد حسين محمد	1701394	Front

## Repository link

The repository can be found [here](#)

## Appendix

Only one important point is clarified in this appendix. That is that the current delivery is by no means to be a final delivery is rather a prototype. A more elaborate documentation and implementation shall be included for this phase in the next delivery.

## References

[1] George Coulouris, Jean Dollimore, Tim Kindberg, Gordon Blair: Distributed Systems: Concepts and Design, 5th Edition.