

1. Introduction

1.1. Purpose

This document is meant to delineate the features of **Online Vegetables Shopping (KISAN - MANDI)**, so as to serve as a guide to the developers on one hand and a software validation document for the prospective client on the other.

Now these day people buy vegetables manually from market , shops and malls. In manual system , customers have to face many problems like bargaining , quality ,quantity, and its very time-consuming process , customers have to travel for buying vegetables

In new system customers buy vegetables with reasonable rates and discounts, **customers** get the products at their doorstep. This system is for all who don't have time to purchase **vegetables** and **farmers** who has to sell their product to customers directly

1.2. Scope

This system allows **farmers** to sell their **product** to customers directly connecting with customers by adding it to cart ,so there is no 3rd party person involve in it and **customers** those don't have time to go market they can select ,add product to cart , and receive the product through local **delivery boy**

1.3. Definitions:-

SSL	→	Socket Layer used for providing restricted access to Application
OVS	→	online vegetables shopping
SRS	→	Software Requirement Specification
RDBMS	→	Relational Database Management System
UML	→	Software Engineering Notation for visualizing System in the form diagrams

1.4. Overview:-

This System provides an easy solution to customers to buy the product without going to the shop and also farmers to sale their products online and without any commission.

2. Overall Description:-

The Online vegetables ordering application helps to manage the items in the shoppers' carts and also helps customers to purchase. The online vegetables ordering system will use the internet as the sole method for selling goods to its consumers.

3. Functional requirement:-

3.1. Description:-

3.1.1. Registration:-

if customer wants to buy the product then he/she must be registered, Unregistered user cannot get to shopping cart.

3.1.2. Login:-

Customer logs in to the system by entering valid user id and password for shopping.

3.1.3. Update Cart:-

End User can Browse Products , their categories as well, he/ she can add products to her/his Wishlist.

3.1.4. Payment:-

there are many of secure billing will be prepaid as debit or credit card, postpaid as after shipping ,check or bank draft.

3.1.5. Logout:-

after the payment of the product the customer will logged out.

3.1.6. Report Generation:-

after all transaction the system can generate the portable file (.pdf) then sent one copy to customer's Email- address and another one for the system database to calculate the monthly transaction.

4. Technical Issues:

This system will work on client-Server architecture. It will require an internet server. The system should support some commonly used browser such as Chrome etc.

Interface Requirement Various interfaces for the product could be

1. Login Page,
2. Registration form

There will be a screen displaying information about product that the shop having.

The customers may select the different options which will be open in another screen as

1. Login Page
2. Registration Form
3. Product Page
4. Shopping Cart
5. Shipping Details
6. Purchase history
7. Account Settings
8. Payment Gateways

5. Hardware Interface:

The System must run over the internet, All the hardware shall require to connect to internet will be hardware interface for the system. E.g. modem, WAN, LAN

The system should use distributed servers i.e. cloud for managing large amount of data so as to make it appear as single unit for end-user. The system should have proper clusters for backup

6. Software Interface:

The system is on server so it requires the any scripting language like JSP or PHP or ASP, ETC.

The system should be able to exchange data using XML, JASON or any advance technology.

The system require Database also for the store the any transaction of the system like MySQL or oracle, or SQL server etc.

System also require DNS (Domain Name space) for the naming on the internet.

<http://www.transflower.in>

<http://www.amazon.in>

At the end-user need web browser for interact with the system.

7. Performance Requirement:

There is no performance requirement in this system, because the server request and response to client is totally based on internet connection of end-user.

8. Design Constrains:

This system should be developed using Standard Web Page Development Tool , which conforms GUI standards such like HTML, XML, JSON, etc.

The system should support various RDMS and Cloud Technologies.

9. Non-Functional Requirements:-

1. Security:

The System use SSL (Secure Socket Layer) in all truncations 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 users' 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 internet.
 The proper firewalls should be developed to avoid intrusions from the internal or external sources.

2. Reliability:

The system provides storage of all databases on redundant computers with automatic switchover.
 The main pillar of reliability of the system is the backup of the database which is continuously maintained and update to reflect the most recent changes.

3. Availability:

The system should be available at all times. Meaning the user can access it using web browser, only restricted by the down time of the server on which the system runs.
 In case of a hardware failure or database corruption, a replacement page will be shown.
 uptime : It mean $24 * 7$ availability

100%-----

99.9%

99.999%

99.9999%

4. Maintainability:

A commercial database is used for maintaining the database and application server takes care of the site.
 The maintainability can be done efficiently.

5. Portability:

The application is HTML and scripting language based (JavaScript). 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 used this system on an OS ;either it is Windows or Linux. The System shall run on PC, Laptops and PDA. etc. The technology should be transferable to different environments easily.

6. Accessibility:

Only registered users should be allowed to process the orders after authentications.
 Only GUI access of the system should be permitted to end users.

7. Policies:

The system should adhere to all the legal formalities of the particular countries.
 The system should maintain security related to sensitive data.

8. Efficiency:

The system should provide good throughput and response to multiple users without burdening the system by using appropriate number of servers.

9. Safety:

Software should not harm ethical and environmental conditions of the end users' machine.

10. Modularity:

The system should have user friendly interface.

It should be easily updated, modified and reused.

10. Operational Scenario:

1. Customer Interaction:-

The Customer want to buy products. The system shows all product categories to customer. If customer select item then those items are listed in shopping cart for buying. The payment will be made with credit card or debit card.

If customer wants to cancel the order before shopping then he or she can cancel it. Customer can see the buying report on account details. Customer will receive email about purchase

2. Shopper Interaction:

3. Staff Interaction:

BOD (Board of Directors)

11. Preliminary Schedule: :

1. Login
2. Manage customer database Browse category
3. add or remove item from cart
4. Manage customer database
5. update item category
6. approve/reject shop creation
7. shipping order
8. Logout
9. payment
10. ByCreditCard By Debit Card By online banking
11. Visit Site
12. Create new account
13. View account details
14. Cancel order before shipping
15. Registration
16. Order tracking
17. Customer Support

