

Rapport Final

Filière :

IOT & SYSTEME EMBARQUE

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Année Universitaire :

2021/2022

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in VMP

Content :

GENERAL INTRODUCTION	-----	04
WORK PLAN	-----	05
GANTT CHARTT	-----	06
PART 01 È SPECIFICATION OF THE NEEDS	-----	07
1.INTRODUCTION	-----	08
2.IDENTIFICATION OF THE NEEDS	-----	08
2.1: IDENTIFICATION OF THE FUNCTIONAL NEEDS	-----	08
2.2: IDENTIFICATION OF THE UN FUNCTIONAL NEEDS	-----	09
2.3: CONCLUSION	-----	09
PART 02 È DESIGN	-----	10
3.INTRODUCTION	-----	11
3.1:CASE DIAGRAMM	-----	11
3.1.1: DEFINITION	-----	11
3.1.2: CASE DIAGRAMM 'S COMPOSITION	-----	11
1.ACTOR	-----	11
2.USE CASE	-----	11
3.RELATIONS	-----	12
3.1.3 :THE ACTORS OF OUR PROJECT	-----	12
1.THE VISITOR	-----	12
2.SELLER	-----	12
3.1.4 :CASE DIAGRMM	-----	12
1.THE VISITOR	-----	12
2.SELLER	-----	13
3.2 :SEQUENCE DIAGRMM	-----	13
3.2.1 : DEFINITION	-----	13
3.2.2 :INSCRIPTION SEQUENCE	-----	13
3.2.3:AUTHENTIFICATION SEQUENCE	-----	14
3.2.4 :DELETE SEQUENCE	-----	14
3.3 :CLASS DIAGRAMM	-----	15
3.3.1 :DEFINITION	-----	15
PART 03 È REALISATION	-----	16
4.1 : INTRODUCTION	-----	17
4.2 : Environement of the project	-----	17
4.3 : INTERFACES OF THE PROJECT	-----	18/19/20
5 : CONCLUSION	-----	20

GENERAL INTRODUCTION:

As technologies become more and more involved in our lives, there is no doubt that music is one of the areas in which digitization has entered in, where in past eras music was tasted more in CDs and vinyl at stores and other places. But even nowadays there are still people who are interested in buying vinyl and records, some of them do it for the authentic and vintage looks and vibes and others just to support their favorite artists. And if we take a little glimpse to the market in Tunisia, we do not come across so many amounts of websites just a few ones because the market is trivial in our country but Tunisians or anyone always have the right to buy vinyl from Tunisian or international artists.

Our project is carried out within the framework of a federated project having as main objective: the design and the creation of a website directed towards all people in order to propose a virtual place for the purchase of albums and vinyl.

This report will summarize the progress of all the stages of the project.

WORK PLAN:

For a good job, we need a well-structured report that can be used after setting up this site, for this we will organize our report as follows:

First, we will study **the specifications of the needs** taking into account the functional and non-functional needs and other details.

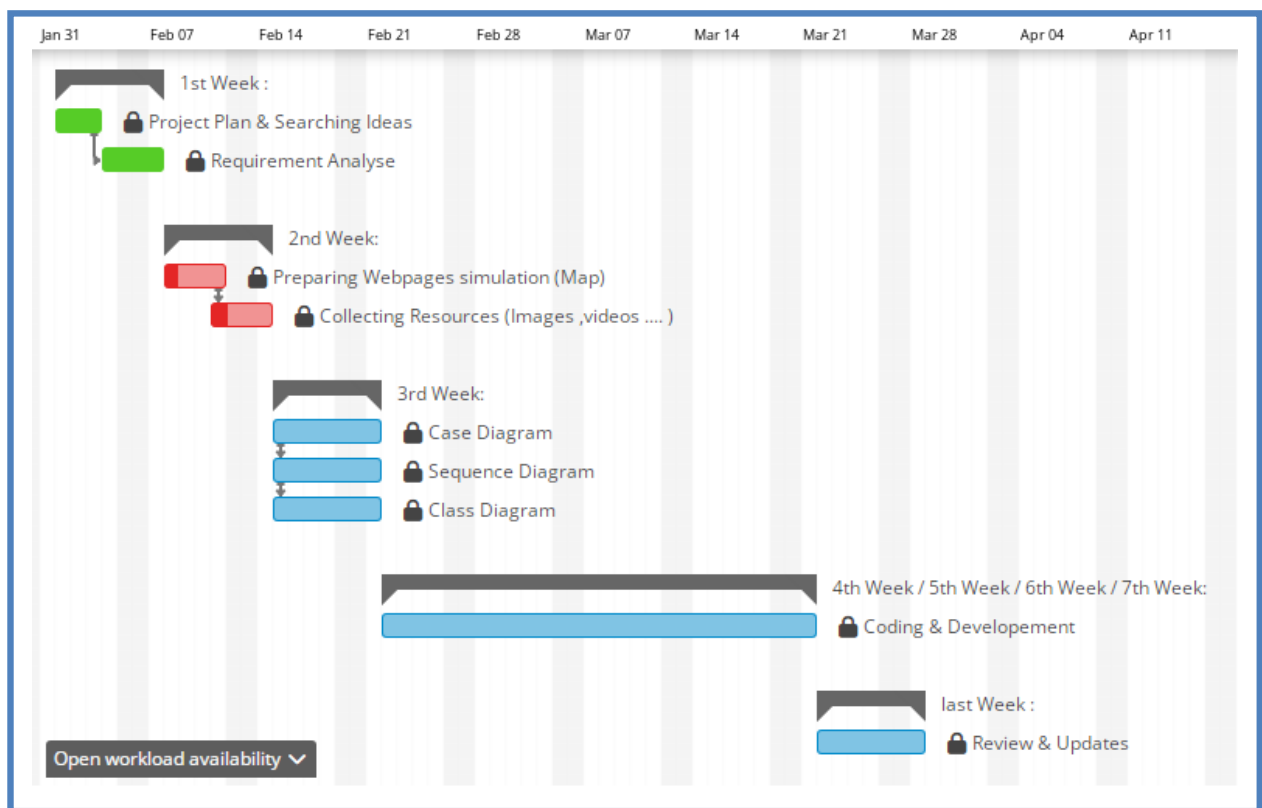
Secondly, we will present and explain the adapted **design** by presenting the different diagrams of our website.

Finally, we will study in the last part entitled **Realization** where we will mention the different software work environments.

GANTT CHART:

The Gantt chart is a tool for planning the tasks necessary for the realization whatever the sector of activity. It allows visualizing the progress of the tasks of a project in a simple way, to plan and follow the needs in human and material resources.

The following diagram will present the main tasks to be carried out in our project.



Part 01 : Specifications of the needs

1. Introduction :

In this section of the chapter, we are interested in the needs of the users treated in our project, i.e. the registration of the customer, the choice of products, the launching of orders and finally the confirmation and therefore the online payment through the specifications. functional and non-functional to achieve a quality site that meets customer needs.

2. Identification of needs :

2.1 : Identifications of the functional needs:

- **Exposure of products as well as their prices and characteristics:** Our site must have a virtual showcase through which the customer can consult a wide variety of products, so it will be essential to present prices and technical characteristics of each product to facilitate the selection of the product to be purchased.
 - **Create an account :** Either the client or the seller could have an account.
 - **Authenticate :** our client could authenticate with his email and the password of his created account .
 - **Add products :** The seller is the only responsible on the addition of their products under the supervision of the administrator.
 - **Consulting the basket.**
 - **Proceed to payment:** After choosing a product, the customer must mention the quantity which is automatically added to his basket with the unit price and the total price.
 - **Confirmation of the operation:** The final page represents a short message from our customers to inform them that the operation is complete.

2.2 : Identifications of the unfunctional needs :

- **Reliability** : The application should work consistently without errors and should be satisfactory.
- **errors** : Ambiguities must be reported by well-organized error messages to properly guide the user and familiarize him with our website.
- **Security** : Above all, our solution must respect the confidentiality of customers' personal data, which remains one of the most important constraints on websites.
- **Maintaining** : The system must comply with a standard and clear architecture allowing its maintenance
- **Portability.**

2.3:Conclusion :

During this chapter, we have studied the different functional and non-functional needs that we will satisfy throughout our project. We now move on to the next part "The Design".

Part 02 : Design

3.Introduction :

In the life cycle of our project, design represents a essential and decisive phase to produce a high-quality application. It is in this stage that we must first clarify the global view, by describing the general architecture that we will follow in the realization part of our project. Then, in a second place we will detail our conceptual choice through several types of diagrams.

3.1 : Case Diagram :

3.1.1 : Definition :

A case diagram captures the behavior of a system, a subsystem, a class or a component such as an outside user sees it. It splits the functionality of the system into coherent units, the use cases, having a meaning for the actors. So these use cases make it possible to express the need of users for a system.

3.1.2: Case diagram 's composition :

1-Actor :



It is the idealization of a role played by an external person, a process or a thing that interacts with a system. He represented by a little man with his name written below.

2-Use Case :



It is a coherent unit representing a feature . It provides an end-to-end service, with a triggering, an unfolding and an end, for the actor who initiates it. It is represented by an ellipse containing the noun of the case (an infinitive verb).

3-Relations:

Three types of relationships are supported by the UML standard and are graphically represented by particular types of these relationships. They indicate that the source use case has the same execution conditions as the resulting case.

3.1.3: The actors of our project :

1-The visitor:

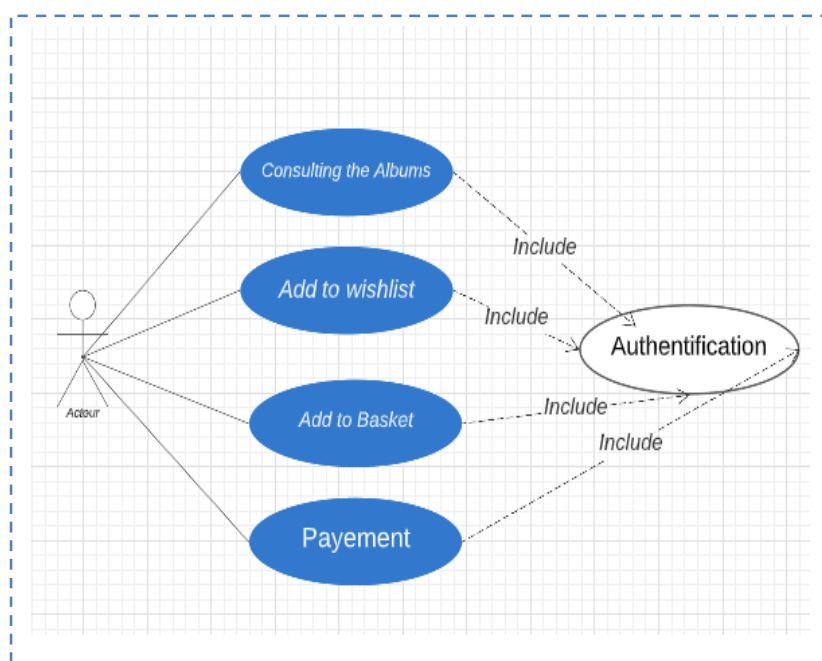
It is an individual, who is searching into the net, looking for a product to buy it or to have an idea about prices through an account .

2-The seller:

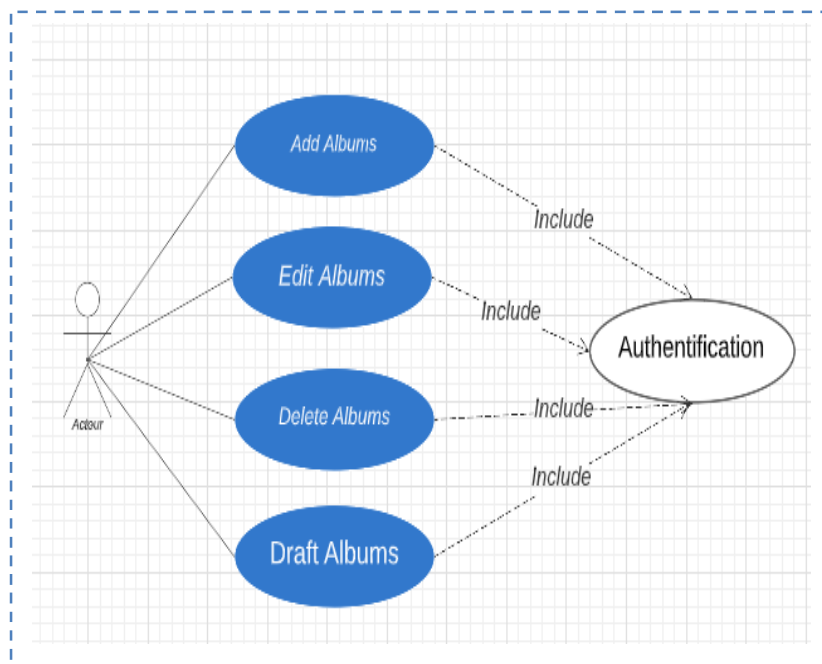
After creating an account the seller has the right to exhibit his products after filling some simple forms.

3.1.4: Case Diagrams :

1.Visitor :



2.Seller :

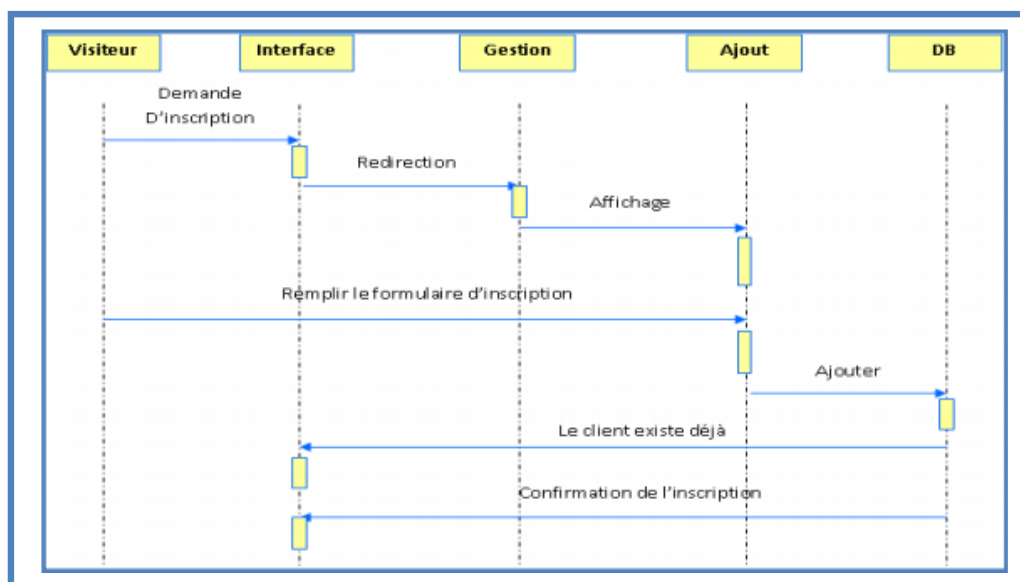


3.2 : Sequence Diagram :

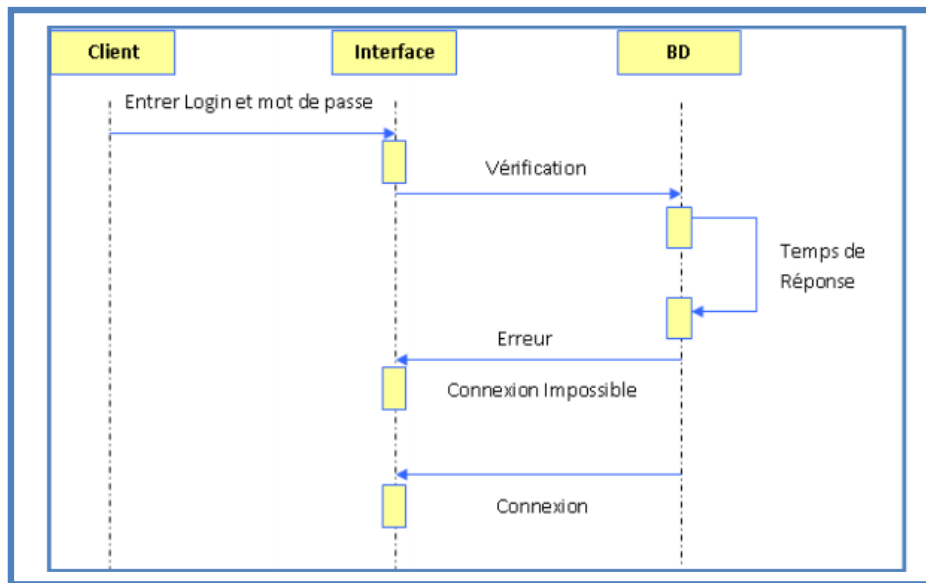
3.2.1 : Definition :

A sequence diagram is an interaction diagram that sets out in detail how the operations are carried out: what messages are sent and when they are sent. Sequence diagrams are organized by time which flows as we move down the page. The objects involved in the operation are listed from left to right depending on when they take part in the sequence.

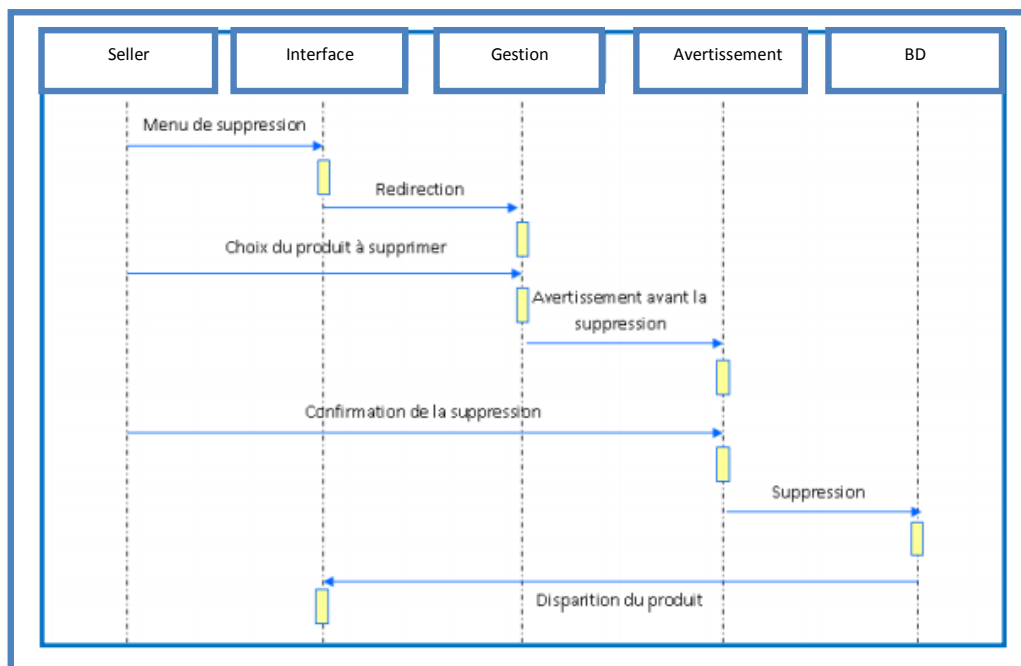
3.2.2 : Inscription 's sequence case :



3.2.3 : Authentication 's sequence case :



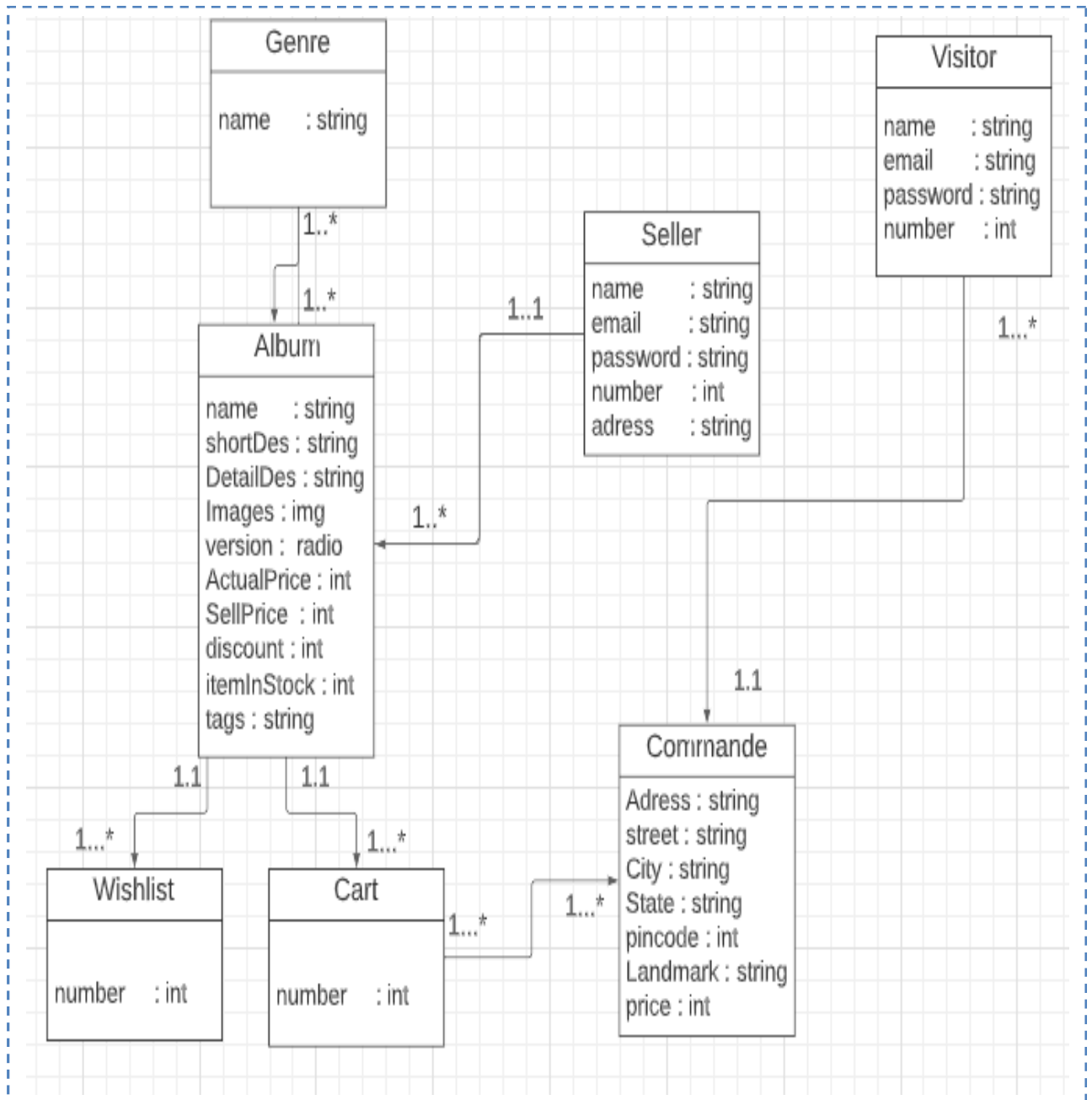
3.2.4 : Delete product 's sequence case :



3.3 : Class Diagram :

3.3.1 : Definition :

A UML class diagram describes the structures of objects and informations used on our website, both internally and communication with its users. It describes informations without making reference to a particular implementation.



Part 03 : Realisation

4.1 : Introduction :

In this last part, we will list the tools that we used to create our site as well as its main interfaces.

4.2 : Environment of the developement :



HTML stands for ðHyperText Markup Languageö : which can be translated as ðhypertext markup languageö. It is used to create and represent the content of a web page and its structure.



CSS (Cascading Style Sheets): is a language which is used to describe the presentation of HTML documents and xml.



JavaScript : is a scripting language primarily used in interactive web pages and as such is an essential part of web applications. Along with HTML and CSS, JavaScript is at the heart of the languages used by web developers.

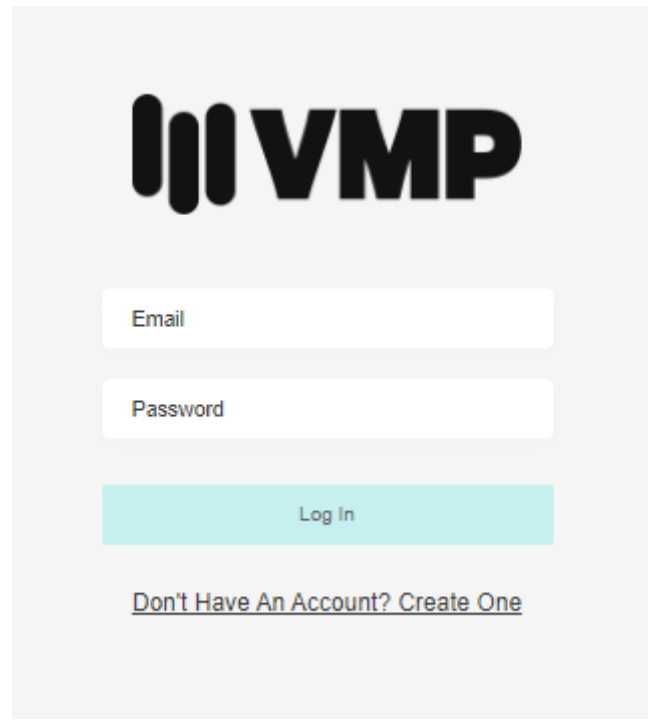


The Firebase Realtime Database :

lets you build rich, collaborative applications by allowing secure access to the database directly from client-side code.

4.3 : Interfaces of the project :

-LOGIN-



The login interface features the VMP logo at the top. Below it are two input fields for 'Email' and 'Password'. A teal 'Log In' button is positioned below the password field. At the bottom, there is a link that reads 'Don't Have An Account? Create One'.

VMP

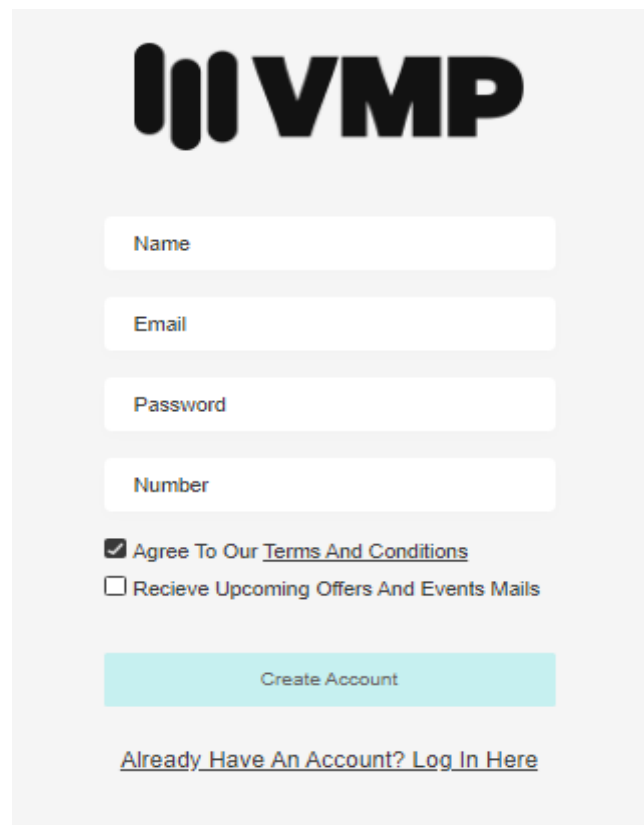
Email

Password

Log In

[Don't Have An Account? Create One](#)

-signup-



The signup interface features the VMP logo at the top. Below it are four input fields for 'Name', 'Email', 'Password', and 'Number'. Below these fields are two checkboxes: 'Agree To Our Terms And Conditions' (checked) and 'Recieve Upcoming Offers And Events Mails' (unchecked). A teal 'Create Account' button is located below the checkboxes. At the bottom, there is a link that reads 'Already Have An Account? Log In Here'.

VMP

Name

Email

Password

Number

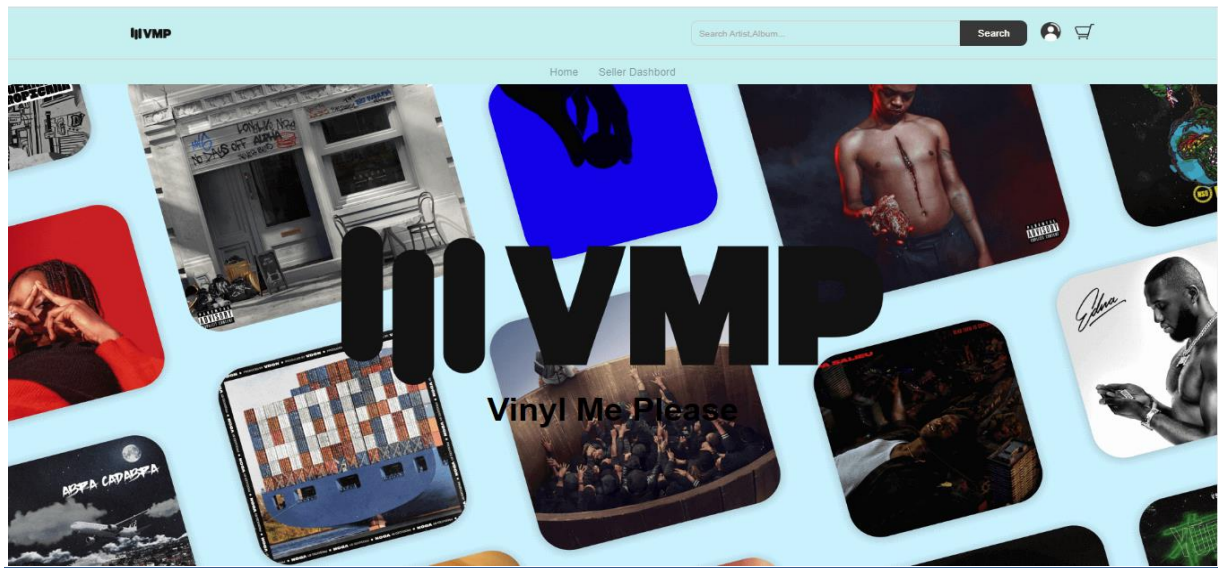
☒ Agree To Our [Terms And Conditions](#)

☐ Recieve Upcoming Offers And Events Mails

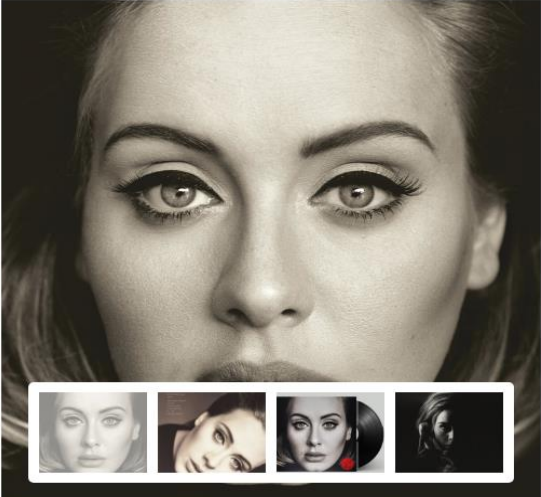
Create Account

[Already Have An Account? Log In Here](#)

-Hero section-



-album page-



25
Adele 3rd Full LP Released in 2015.

\$9.19 ~~\$9.99~~ (8% off)

SELECT QUANTITY

STD

DLX


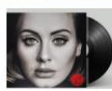

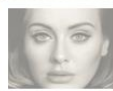
LIV

COV

DEM

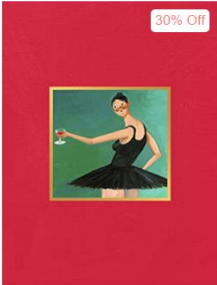
Add To Cart

Add To Wishlist



-Albums Slider-


Albums



30% Off

ARTIST
genre of the album.

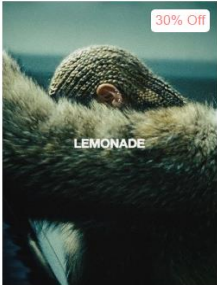
\$27.98 ~~\$39.98~~



30% Off

ARTIST
genre of the album.

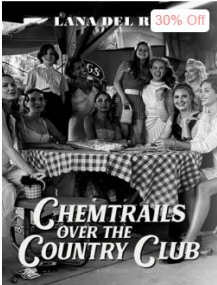
\$27.98 ~~\$39.98~~



30% Off

ARTIST
genre of the album.


\$27.98 ~~\$39.98~~



30% Off

ARTIST
genre of the album.

\$27.98 ~~\$39.98~~



30% Off

ARTIST
genre of the album.

\$27.98 ~~\$39.98~~

-checkout page-

Checkout

Delivery Address

Address

Street

City

State

Pin Code

Land Mark

Your Cart



Born To Die
Pop, Lana Del Rey, 2012

-

1

+

\$42.75

Your Total Bill,

\$42.75

Place Order

5 : Conclusion:

During this report I presented the activity of the implementation by citing the work environment adopted I also presented the main interfaces of the application. At the end of this activity, I ended up with an application that I believe meets the needs requested.