Assignment # 3

CS322 - SC - Software Construction

Gift Registry System (Case Study # 1)

**Group no. 5**

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**Submission Date:** 29-10-2024

**Signature Page**

Quaid i Azam University

Department of Computer Science

**Gift Registry System (Case Study)**

The submitted document titled “**Gift Registry System**” is authentic work submitted by Ghufran Mahmood ( 04072213004), Muhammad Faheem Khan ( 04072213031 ), Aftab Burki ( 04072113011) conducted at Quaid-i-Azam University, Islamabad. The document strictly follows the IEEE guidelines and ensures secure coding practices.

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Date: 29-10-2024

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Sign of Instructor

**Preface**

The documentation of gift registry system web-based Software, developed to deal with the selection and purchasing of different items from the given list by the Registered Person for his/her friends those will give gifts to Registered Person on his particular event. The software allow the credit card payment methodology, and also modifications before payment.

**Change of History**

version:1.0 (This is First Version)

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Use-cases Descriptions

* UC4 (by Aftab)

Title: Register in System

Actor: Shop Owner, Registered Person, Friend

Stakeholders:

1. Friend: Friend will register in the system.
2. Registered person: Registered person will register in the system.
3. Shop Owner: Shop Owner will register in the system.

Pre-conditions:

1. Friend, Registered Person, Shop Owner must have valid email.

Post-conditions:

1. Account has been created.

Special Requirements:

.Password must be strong (contains alphanumeric, special characters, alphabets)

Frequency of Occurrence:

Each user register must once time to interact with the system.

Inputs:

1. Name
2. Email
3. Password
4. Location
5. status

Outputs:

1. Asking for status message
2. “account created successfully” message.

Main Success Scenario:

1. User selects the register option.
2. The system will asked for your status(Shop owner, Registered person(event owner),Friend).
3. User will select the his option.
4. System ask for enter email.
5. User will enter a valid email.
6. System will ask for to set password.
7. User will enter password.
8. System asks for confirmation.
9. User confirm registration.
10. System will register the system.

Alternate Scenario:

1.Invalid email

Failed Scenario:

1.email already registered.

* UC5 (by Aftab)

Title: Set payment Deadline.

Actor: Shop Owner

Stakeholders:

1. Registered person: registered person will create an event .
2. Friend: friend will select items as gift from Gift registry and pay for it.
3. Shop owner: Shop owner sets the deadline.

Pre-conditions:

Registered person must be create an event.

Post-conditions:

1. System will display message for the payment deadline.

Special Requirements:

NA

Frequency of Occurrence:

On regular basis.

Input:

1. Day, month, year
2. Use default

Output:

1. system will display message” payment deadline set successfully “.

Main Success Scenario:

1. Registered person create an event and system will send notification to the shop owner to set the payment deadline for that event.
2. Shop owner receive notification with option set payment or set by default.
3. Shop owner will selects set payment from given option.
4. Shop owner will sets the payment deadline.

Alternate Scenario:

1. Default payment deadline sets.

Failed Scenario:

NA

System Sequence Diagram(SSDs):

