# 

**Fashion Is U**

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CSC-102 Programming Fundamentals

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# Fashion Is U

* This application is a clothes shop, and it will provide customers with different types of clothing items. The main objective is to have an application that can interact with the user in such a way that at the end of the process he/she will be able to buy clothing items. Online shopping is an application of computer science, and it contributes to the computer science field by making a system that enables the user to buy clothing items through a screen. At the end of the project, it should be able to have a vast variety of clothing items for both men and women to buy.

# Users Of Application

This application will have two users:

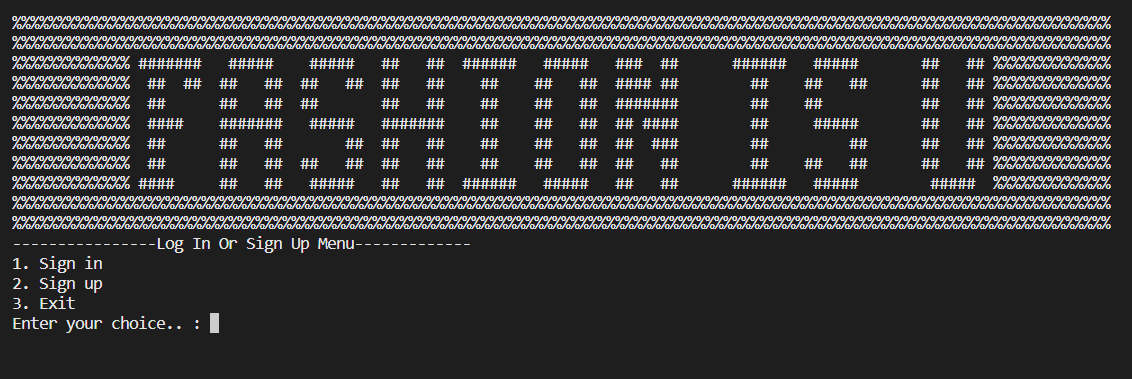
* Client or Customer: This user will have access to all the clothing items that are available.
* Employee: The employee can make changes in the function displayed to the customers.

# Functional Requirements

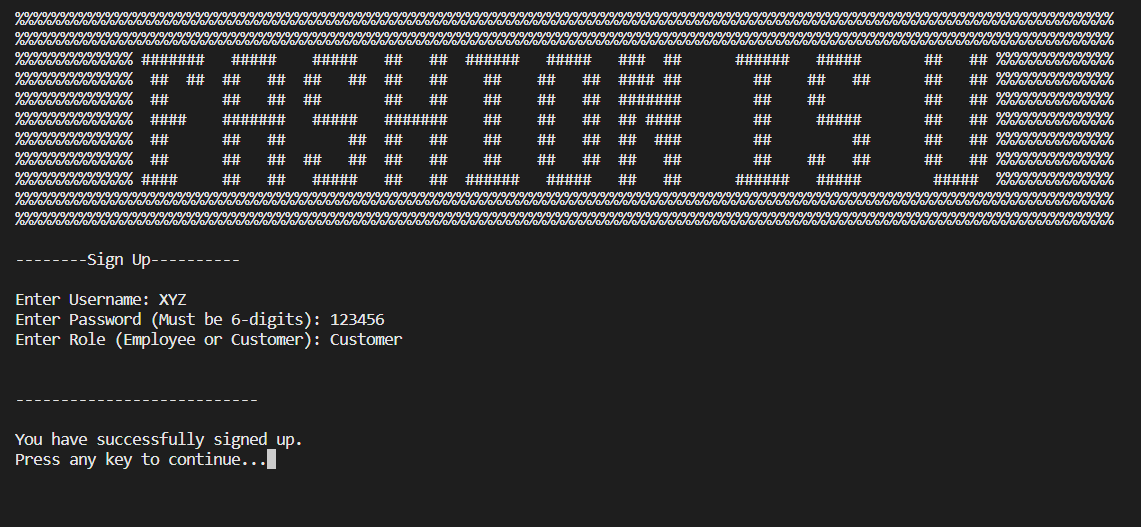
|  |  |  |  |
| --- | --- | --- | --- |
| User Story ID | User Type | Required Function | Result of Action Performed |
| 1 | Employee | 1. View List of Clothes | A tabular list of clothes appears. |
| 1. Add an item of Clothing | A new item of clothing appears. |
| 3. Change Available Stock | Change the quantity available of items |
| 4. Check Reviews | Review given by customers appear. |
| 5. Delete an item | Deletion in items of clothing menu |
| 6. Change Name of an Item | Change the name of already made clothing item. |
| 7. See Current Customers | List of Customers with their details comes on. |
| 8. Add Delivery Area | Addition in available delivery areas |
| 9. Remove a Delivery Area | Delete a delivery Area |
| 10. Change Contact Information | This will change the contact information displayed to the customer. |
| 11. Log out | This will log the user out. |

|  |  |  |  |
| --- | --- | --- | --- |
| User Story ID | User Type | Required Function | Result of Action Performed |
| 2 | Customer | 1.View List of Clothing | A tabular list of clothes appears |
| 2.View Cart | List of Purchased Items |
| 3.Select Payment Options | Selects A Payment Method |
| 4.Select Delivery Area | Selects a Delivery Area from given List. |
| 5.View the Bill | A bill in tabular form is shown to the customer. |
| 6. Change the Quantity | Here customer can change the quantity of a cart item. |
| 7.Pay the Bill | The customer can Pay the Bill. |
| 8. Check Status of Order | The customer can check the status of already paid order. |
| 9. Leave a review. | The customer can give a review. |
| 10.Contact Us | The customer is given contact details. |
| 11. Log Out | It logs the user out. |

# Wireframes



**Figure 1: Sub Menu Before Main Menu**



**Figure 2: Sign Up Menu**

A person holding a sign

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**Figure 3: Sign In Menu**

A screen shot of a computer

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**Figure 4: Customer Menu**

A screenshot of a computer screen

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**Figure 5: Employee Menu**