

# Daffodil International University



## Online Shopping Cart Course Project

Software Engineering Project 2: Web Programming  
Course Code: SWE332

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# Chapter 1

## **Introduction**

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## **1. Introduction**

### **1.1 About the System**

I will build an online shopping cart where people can purchase product form online shop by using online payment for making life easier. This project also offer better user friendly UI and user management. Customer can check out the product before confirming the payment.

### **1.2 Purpose**

The main purpose of this Online shopping Cart is that it provides the Customers to Calculate easily what all they purchase whether it is goods or services. ... Also Features such as Credit Card Processing, Customer Order History and Product Managements can also be used.

### **1.3 Scope**

It will be adopted by Bangladeshi e- commerce and the general customer will have better experience with online shopping.

### **1.4 Why this system is necessary?**

To Cop up with the fastest word if we don't give any better experience our customer they will not come back. Shopping cart help with product comparison, payment method, help you measure result.

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## **Chapter 2**

### **System Analysis**

## 2. System Analysis

### 2.1 Use Case Model

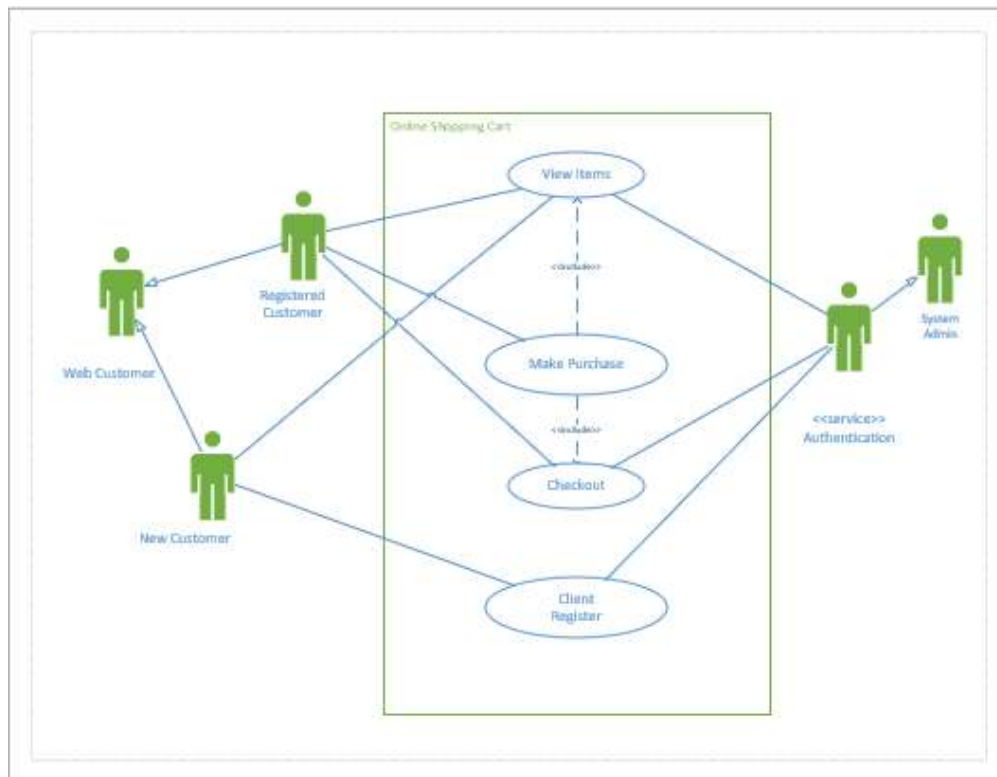


Fig 2.1: Use Case Diagram

### 2.2 Actor Goal List

#### 2.2.1 New Customer

- View item with it price.
- Get register to system to purchase item.

### 2.2.2 Registered Customer

- Make purchase to item.
- Use shopping cart.
- Checkout item.

### 2.2.3 System Admin

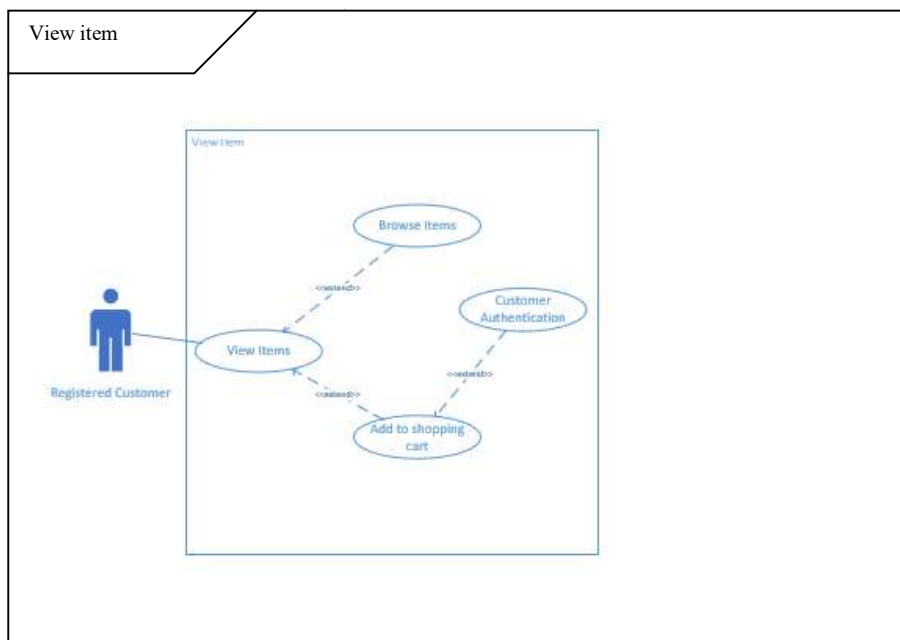
- Content management.
- Authenticate the system user.

## 2.3 Use Case Model

### 2.4 Use Case Description (Brief)

#### 2.4.1 View Item

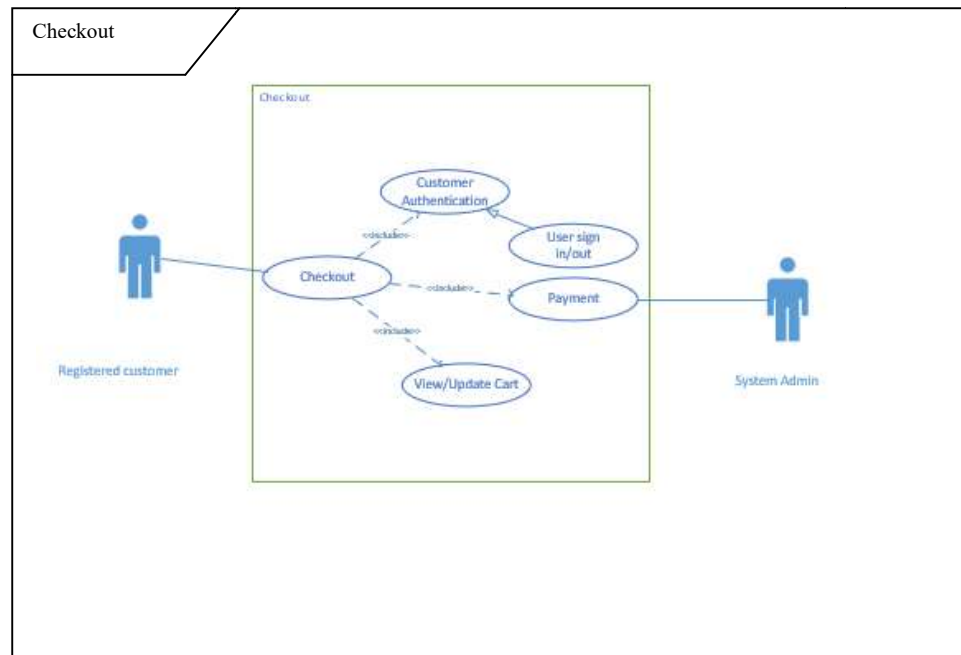
View Items use case is extended by several optional use cases - customer may browse items, add items to shopping cart or wish list. All these use cases are extending use cases because they provide some optional functions allowing customer to find item. Customer Authentication use case is included in Add to cart because that require customer to be authenticated.





## 2.4.2 Checkout

Checkout use case includes several required uses cases. Web customer should be authenticated. It could be done through user login page. Web site authentication service is used in all these use cases .Checkout use case also includes Payment use case which could be done either by using credit card and external credit payment service or with PayPal.



## 2.5 Use Case Description (Detailed)

### 2.5.1 View Item

Use Case ID	1
Name	View Items
Primary Actor	Registered User
Secondary Actor	System Admin
Goal	Browse the items and purchase.
Precondition	User must be registered if they want to purchase.
Post Condition	Register Accounts for give customer option to online purchase.
Main Success Scenario	1. User will browse the products. 2. Logged in user will use shopping cart.
Scenario Extensions	1. If email or password field are blank or not given correctly then user will not be registered.

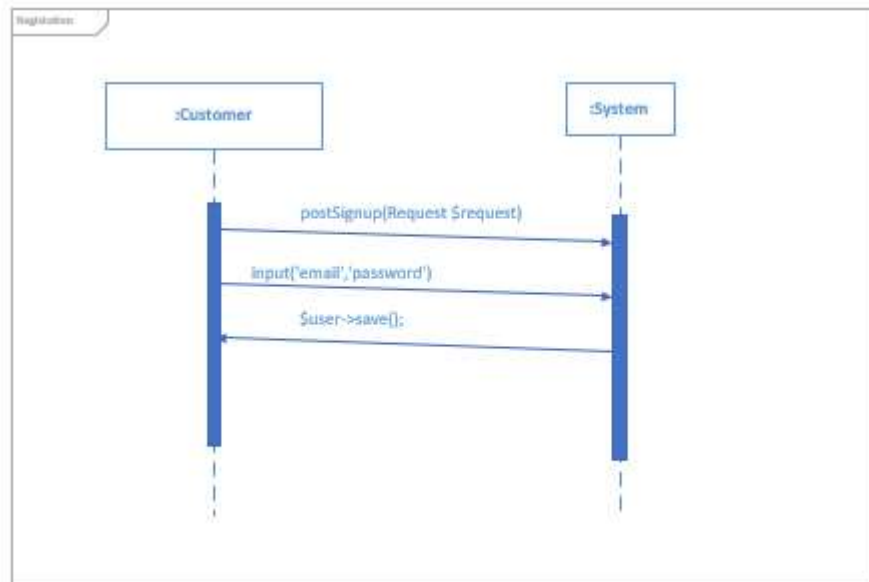
### 2.5.2 Checkout

Use Case ID	2
Name	Checkout
Primary Actor	Registered User
Secondary Actor	System Admin
Goal	Purchase item by giving payment successfully
Precondition	Web customer should be authenticated through a login page
Post Condition	Give payment for purchase.
Main Success Scenario	1 Logged in Customer will choose the product then they select add To cart 2 they can update or reduce product in the cart 3 They know the total price and give online payment. 4 They get successful message after purchase.
Scenario Extensions	1 If form are not filled up properly it not be succeeded.

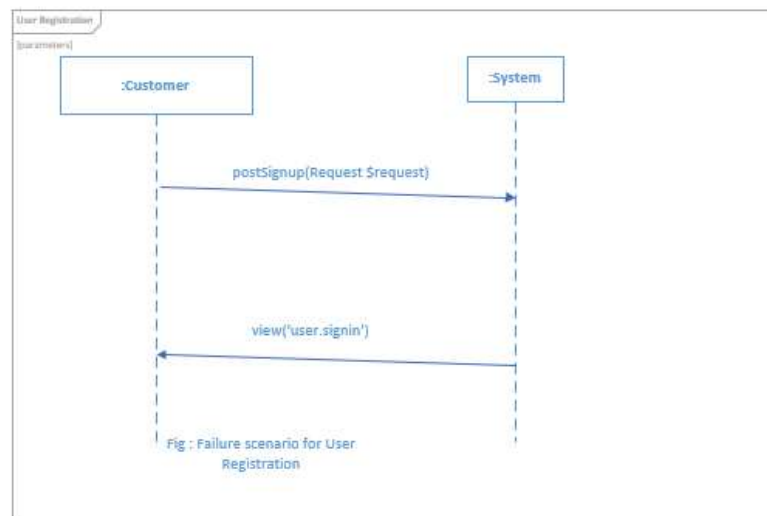
## 2.6 System Sequence Diagrams

### 2.6.1 User Registration

#### 2.6.1.1 Success scenario

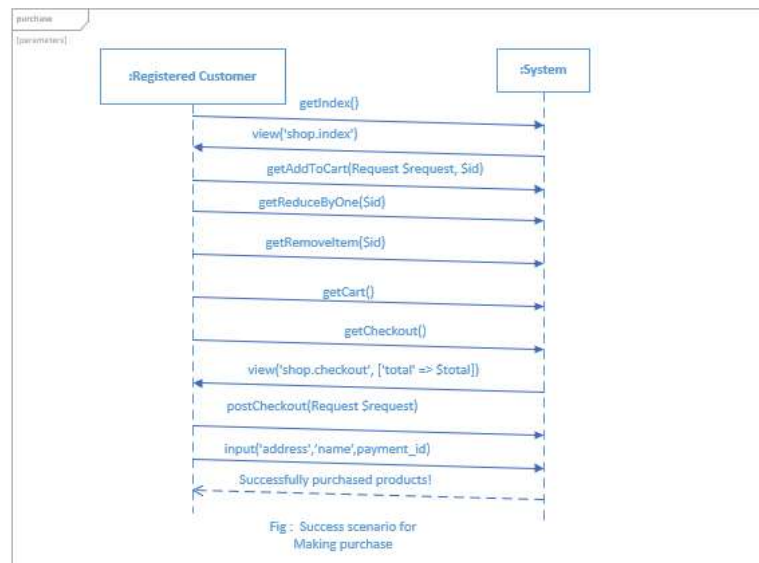


#### 2.6.1.2 Failure Scenario

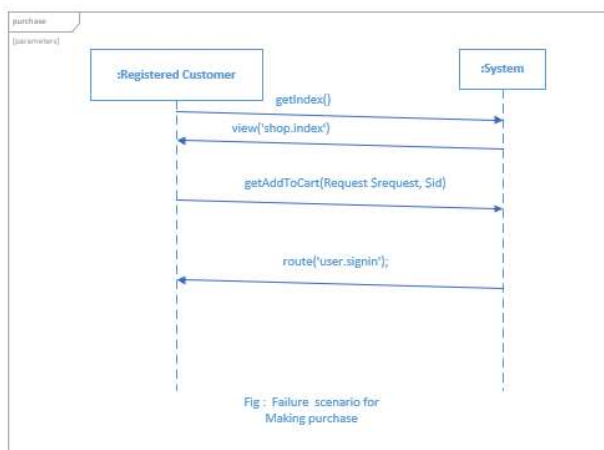


## 2.6.2 Making Purchase

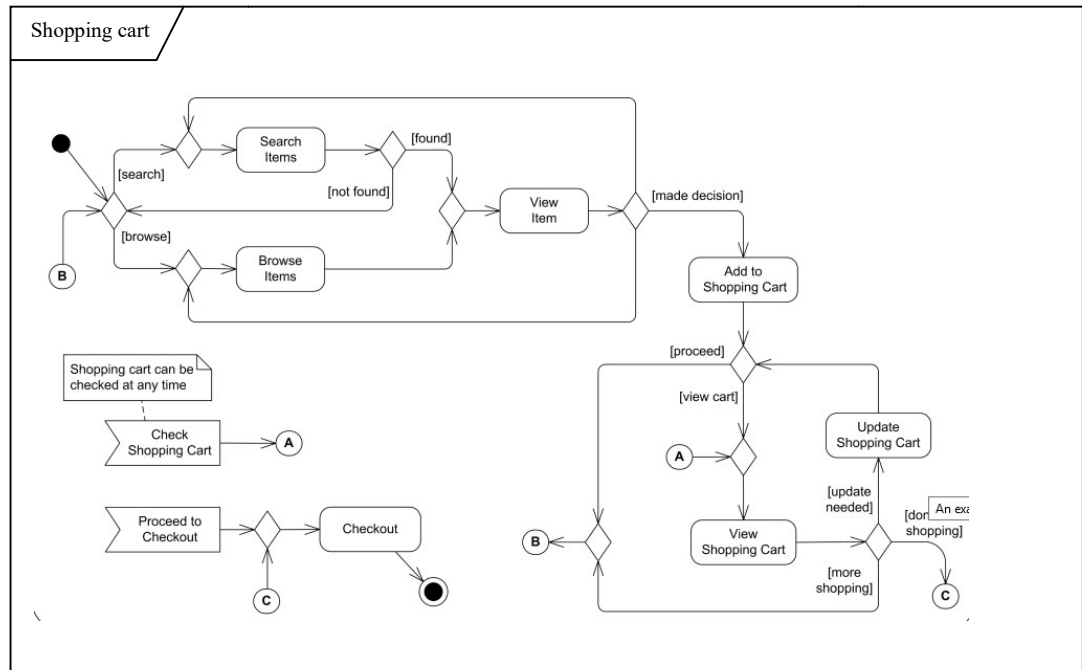
### 2.6.2.1 Success scenario



### 2.6.2.2 Failure scenario



## 2.7 Activity diagram



**Figure 2.18 Activity Diagram of the system**

## **Chapter 3**

### **System Design**

## 3. System Design

### 3.1 Sequence Diagrams:

#### 3.1.1 Shopping Cart

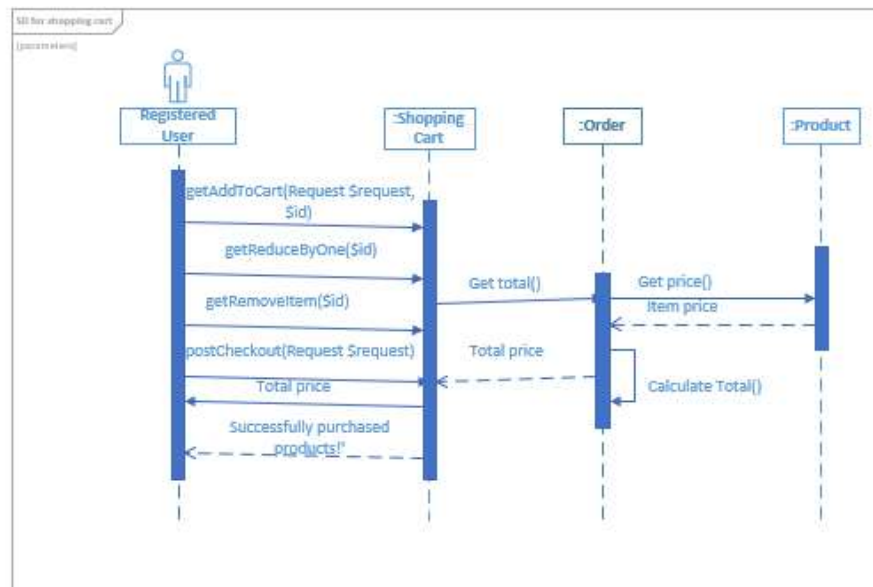


Figure 3.1 SD to Shopping Cart



### 3.2 Class Diagram

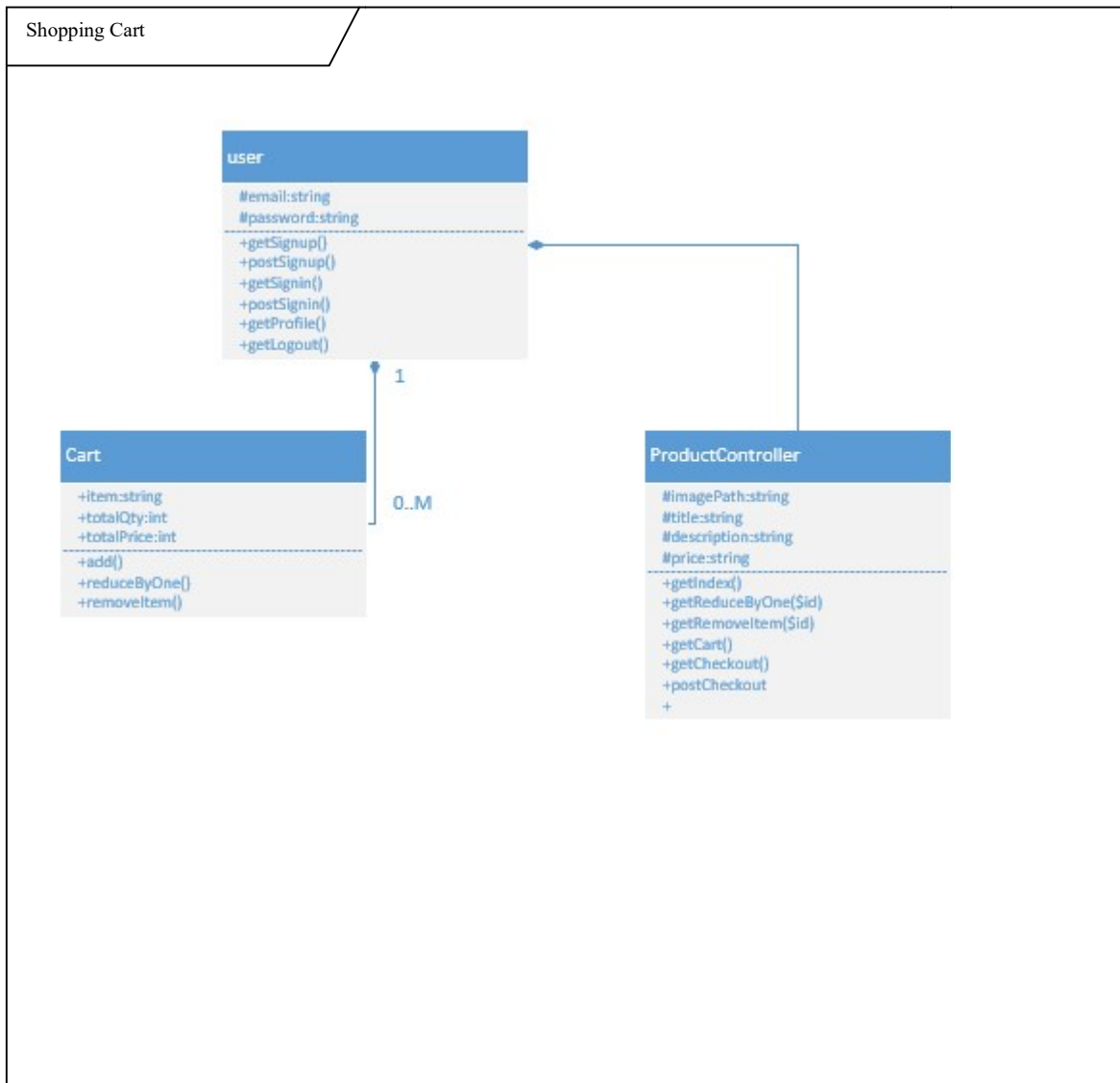


Figure 3.8 Class Diagram of System

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### 3.3 Entity Relationship Diagram

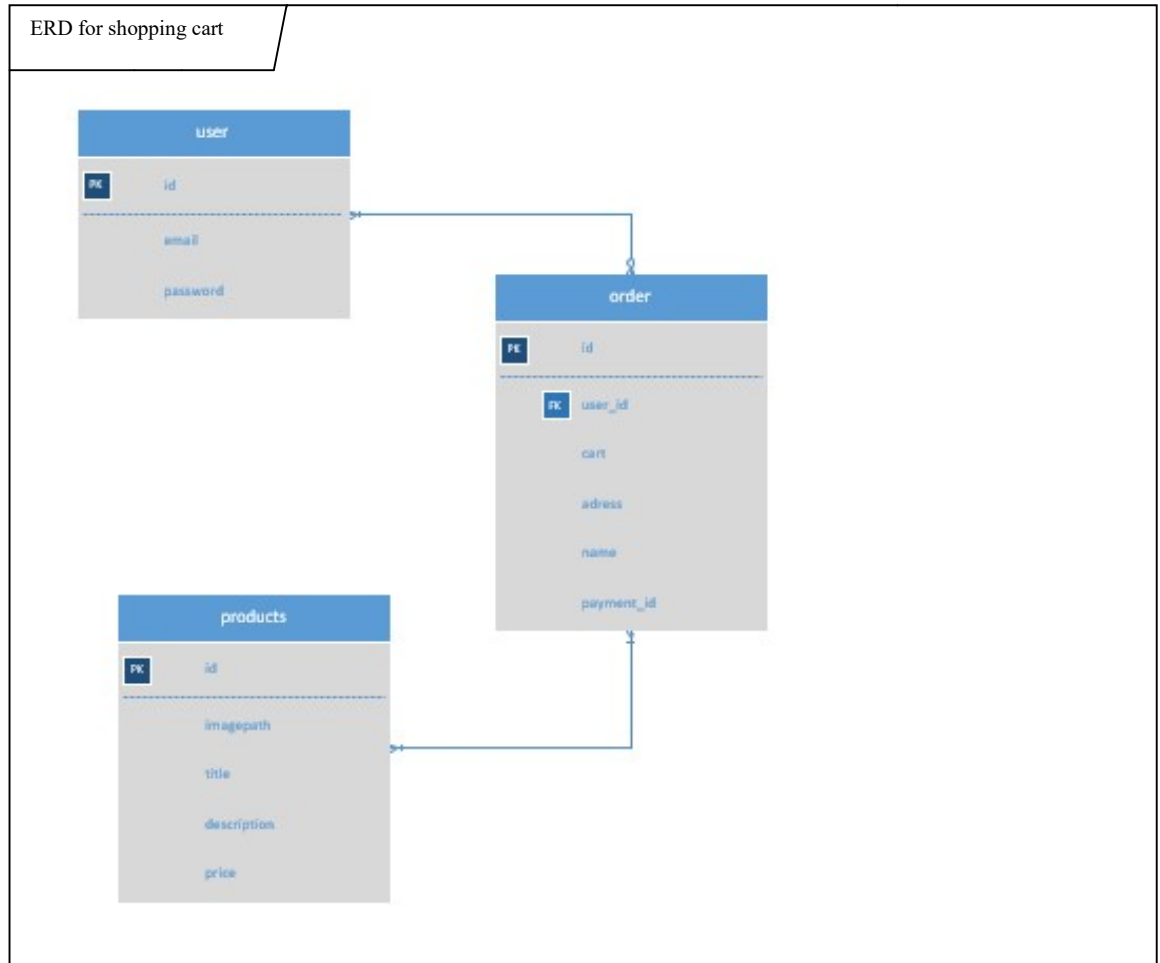


Figure 3.9 Entity Relationship Diagram