# APLICACIONES WEB

# **Avance de Proyecto**

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## I. <u>Functional Requirements:</u>

#### Home:

FR1: The homepage must display an overview of the store and its products or services.

FR2: There should be a carousel of images or a featured banner on the homepage that showcases special offers or featured products.

FR3: It must include a clear navigation bar with links to other sections of the website.

FR4: It should display links to the company's social media accounts to allow users to share content.

Contact:

FR5: There must be a "Contact" page that includes a contact form for users to submit email inquiries.

FR6: It must provide a physical address for the company and a phone number for further inquiries.

FR7: It should include an interactive map showing the company's location. About Us:

FR8: There should be an "About Us" section that provides information about the company, its history, mission, and team.

FR9: It must include photos or biographies of the executive team.

FR10: It should display any relevant certifications or accolades the company has received.

Cart:

FR11: It must allow users to add products to the shopping cart.

FR12: It should display a list of products in the cart, including images, names, and prices.

FR13: It must allow users to modify the quantity of products in the cart or remove products.

FR14: It should automatically calculate the subtotal and total purchase amount. FR15: It must allow users to proceed to the checkout process from the cart. Shop:

FR16: It should display a list of product categories so users can browse and select specific categories.

FR17: It must display a list of products within each category, including images, names, and prices.

FR18: It should allow users to view the details of an individual product by clicking on it.

FR19: It must allow users to add products to the cart from the product details page.

FR20: It should provide filtering and search options to help users find specific products.

## I. Database diagram:

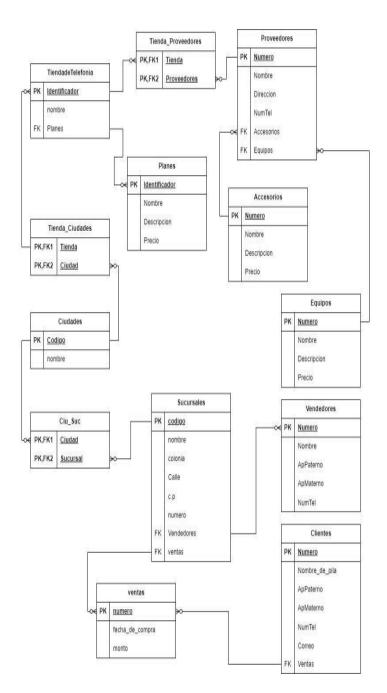
### Database diagrams

Entity relationship diagram: telephony is a graphical representation that shows the entities (important objects or concepts) and the relationships between them in a system or database related to telephony management. In this diagram, entities can be things like customers, phone numbers, service plans, mobile devices, invoices, etc., and relationships describe how these entities interact with each other. These diagrams are useful for designing and understanding the structure of the database used in the management of telephony services, which facilitates the organization and analysis of information related to Celmex telephony.

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#### Database diagrams

We took this model from the DER to have management and know where the project and the website are going. relational telephony model, each table would contain rows of data representing specific records of those entities and columns representing the attributes or characteristics of those entities. For example, a "Customers" table might have columns for customer name, address, contact phone number, while an "Invoices" table might include columns for invoice number, issue date, and total to date Pay.



## Use Case Diagram:

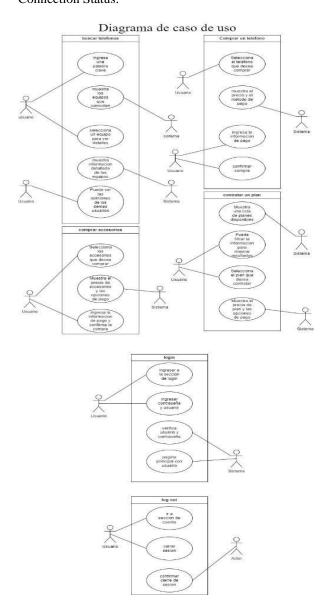
In the use case diagram, we would represent how the actors (e.g., "Customer" and "Service Representative") interact with the system. Here are some possible use cases:

### Register Client:

Actor: Service Representative Description: The service representative registers a new customer in the system. Update Customer Information:

Actor: Client

Description: The customer can update their personal information, such as address and telephone number. Check Connection Status:



# Sequence Case Diagram:

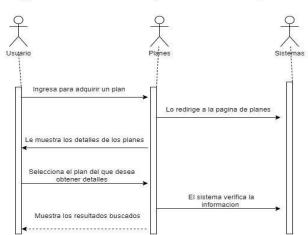
The "Customer" actor selects a phone number in its interface (for example, a mobile application).

The customer then requests the system for the connection status of that phone number.

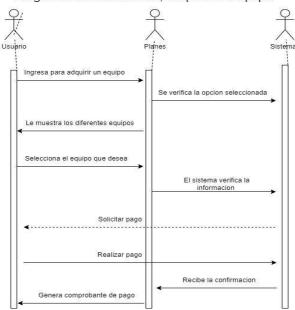
The system processes the request and returns the connection status to the client.

This is a simplified example, but usage sequence diagrams can represent more complex and detailed interactions between actors and objects in the system for each specific use case. Each use case would have its own use sequence diagram to show how the interaction takes place in that scenario.

## Diagrama de secuencia, ver detalles de planes



#### Diagrama de seccuencia, adquirir un equipo



## The Flowchart

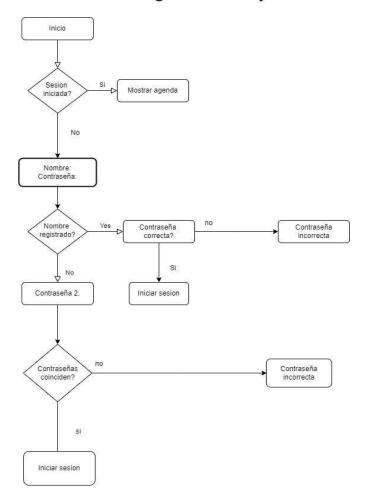
The "Customer" actor selects a phone number in its interface (for example, a mobile application).

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The system processes the request and returns the connection status to the client.

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## Diagrama de flujo



## Class diagram

In the dynamic world of telephone and accessories commerce, a class diagram becomes an essential tool for organizing and understanding the relationships between key entities:

Customer and User: Represent buyers and users, where the Customer is distinguished as a type of User, reflecting those who make purchases.

Administrator: Plays a critical role in site management, overseeing product availability and order management.

Shipping Information: This entity becomes vitally important to guarantee the effective delivery of devices and accessories to customers.

Order and Shopping Cart: These entities are the heart of the purchasing process, allowing customers to add products to their cart and ultimately complete orders.

The class diagram not only makes it easy to visualize the relationships between these entities, but also helps define the specific attributes of each one. In this context, it becomes a powerful tool to maintain clarity and efficiency in data management, resulting in an optimized user experience and more effective operation in the online phone and accessories business.

