

# UPRM “La Tiendita”

## Icom 5016

Roberto Guzman, Giovanni Gardon, Cristian Melendez

[roberto.guzman3@upr.edu](mailto:roberto.guzman3@upr.edu) , [giovanni.gardon@upr.edu](mailto:giovanni.gardon@upr.edu), [cristian.melendez@upr.edu](mailto:cristian.melendez@upr.edu)

### I. Introduction

The UPRM book store on campus tends to suffer from long waiting lines, which discourage people from purchasing. The UPRM online BookStore will provide users to view and purchase in-store items. To help promote the service, the system could offer discounts from time to time to the students; this will motivate the users to buy the available merchandise. The application will be implemented as a web application because it will be more accessible for the general public. The technologies that are going to be used to do this project will be: Java, HTML5, CSS, AngularJS, PostgreSQL and Java Play.

#### \*NOTE\*

Application could provide delivery service (e.g. postal service, UPS) or in store pickup. (**Subject to change**)

### II. Client App Description

The user will be able to access the webpage without signing into an account. While the user is in the webpage he will be able to navigate through different links that will provide information for the products as well as a search bar and a cart to manage the items that have been selected (e.g. Books, clothing, school supplies etc). In the shopping cart, the user can put any item he desires to buy and keep navigating through the store until he decide to pay the items he currently has in the shopping cart. At the moment of paying, the user will need to sign in. If the user already has an account, the user must sign in or create a new account if he does not have one. To create an account, the user will have to put the following information: name, lastname, username, password, email, phone number and payment method.

The webpage provides the store’s general contact information and a “My Account” section. In the “My Account” section, the user can manage his personal information. To implement this webpage we will use: HTML, CSS and AngularJS and AngularMaterial.

### III. Server App Description

The server app will have a connection with the client app and the Database Management System (DBMS). This server app will receive requests (REST calls) from the client app and depending on the request, the server app will access the database and return the information depending on the REST call. The user can update his information in the “My Account”. The server will send requests in order to make those changes and update the database. For verification purposes, an email will be sent to the user once he has made his account. For the purchase process, the server app will receive a request for “proceed to checkout” or delete cart. If the request received is to proceed, the server app will make an authentication of the user. After authentication, the server will send a request to the payment provider and finish the payment process. Finally, it will notify the user if the order was processed or not. The technologies to implement this server app will be SQL, PgAdmin, PostgreSQL and Java Play.

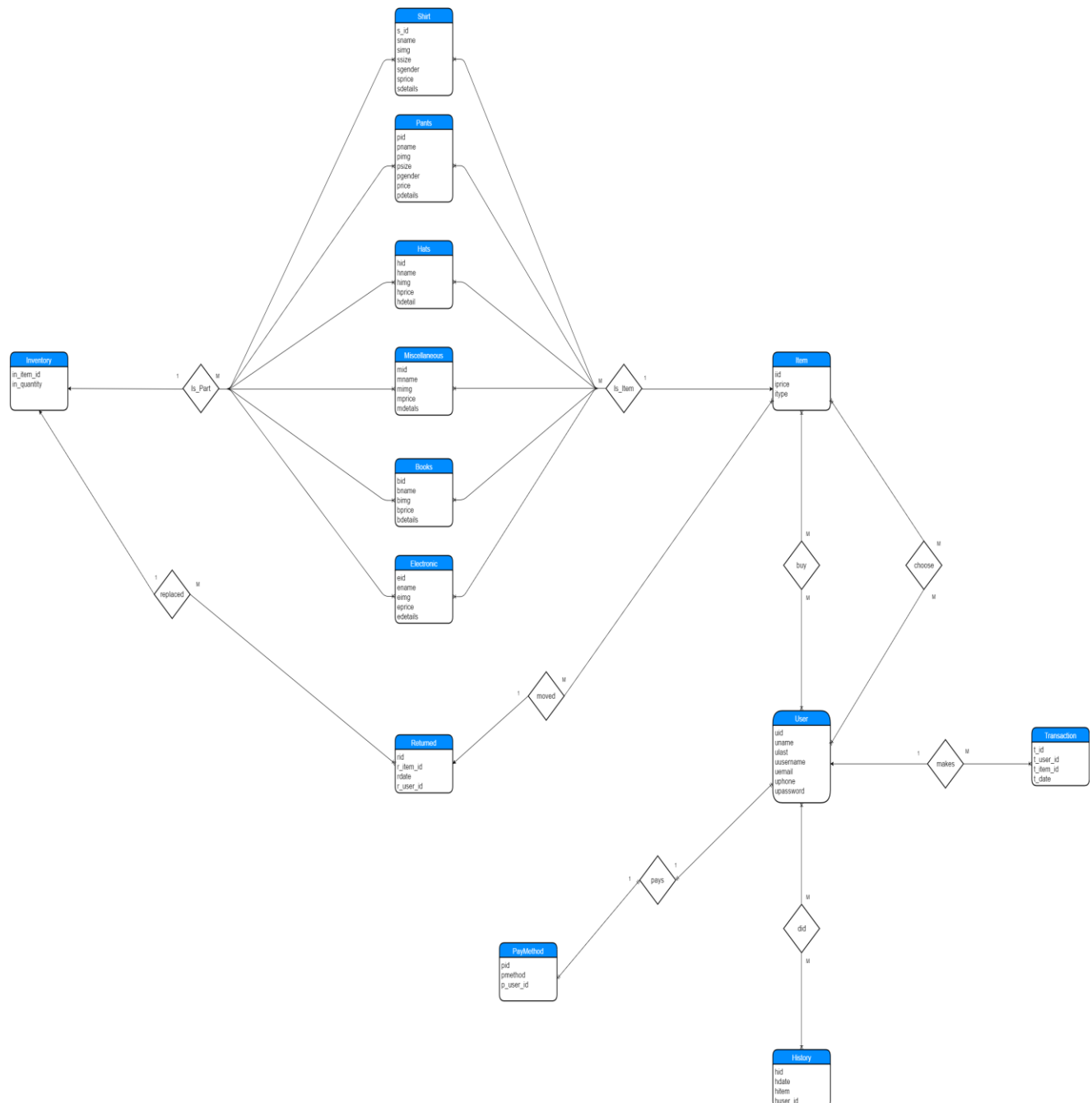
#### Tables to be used:

- **Item:** general item data including name, description and price
- **Book:** Books additional information (author, year, etc.)
- **Electronics:** Usb drives, calculators, etc.
- **Users:** usernames, passwords, emails, etc.
- **History:** Sales history
- **Transactions:** transaction numbers and id’s
- **Inventory:** Product availability

- **Shirts:** List of available shirts and additional information
- **Pants:** List of available pants and additional information
- **Hats:** List of available hats and additional information

- **Payment method:** Credit card information
- **Miscellaneous:** Key chains, umbrellas, etc.
- **Returned:** List of all the items that users have returned.

## VI. E-R Diagram



## V. Client Side Screen Shots

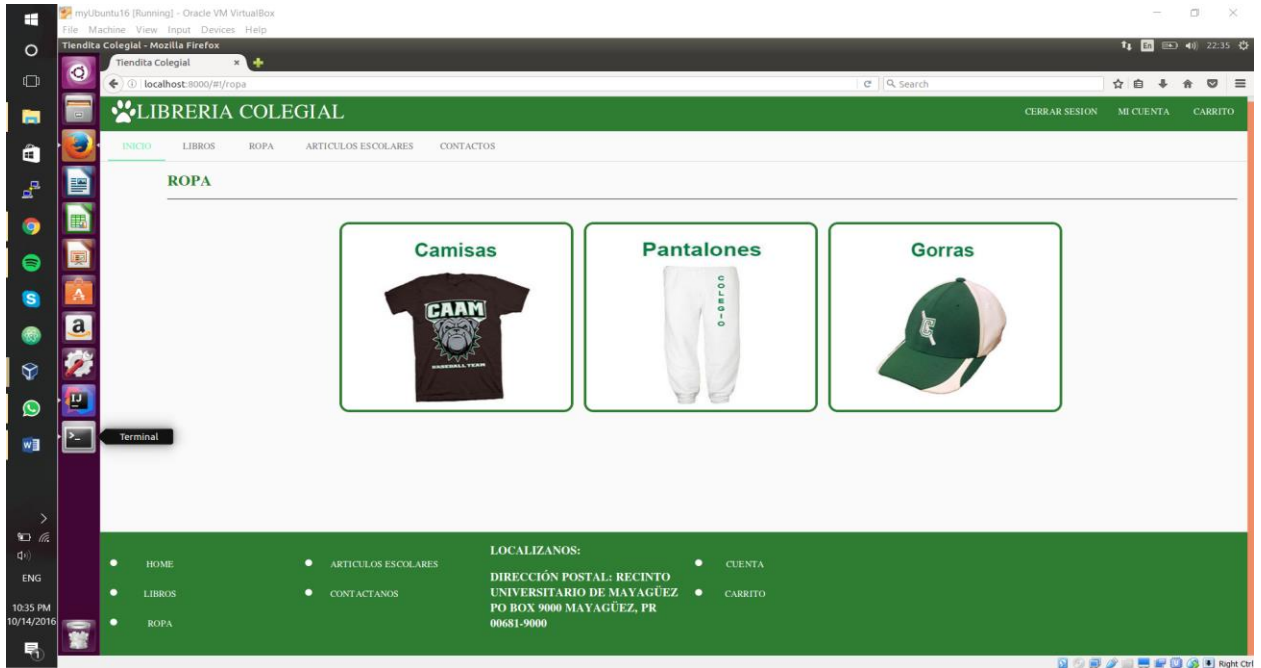
### 1. Home Page

In the home page, the user can choose where to browse. As well as buttons to navigate through the web app

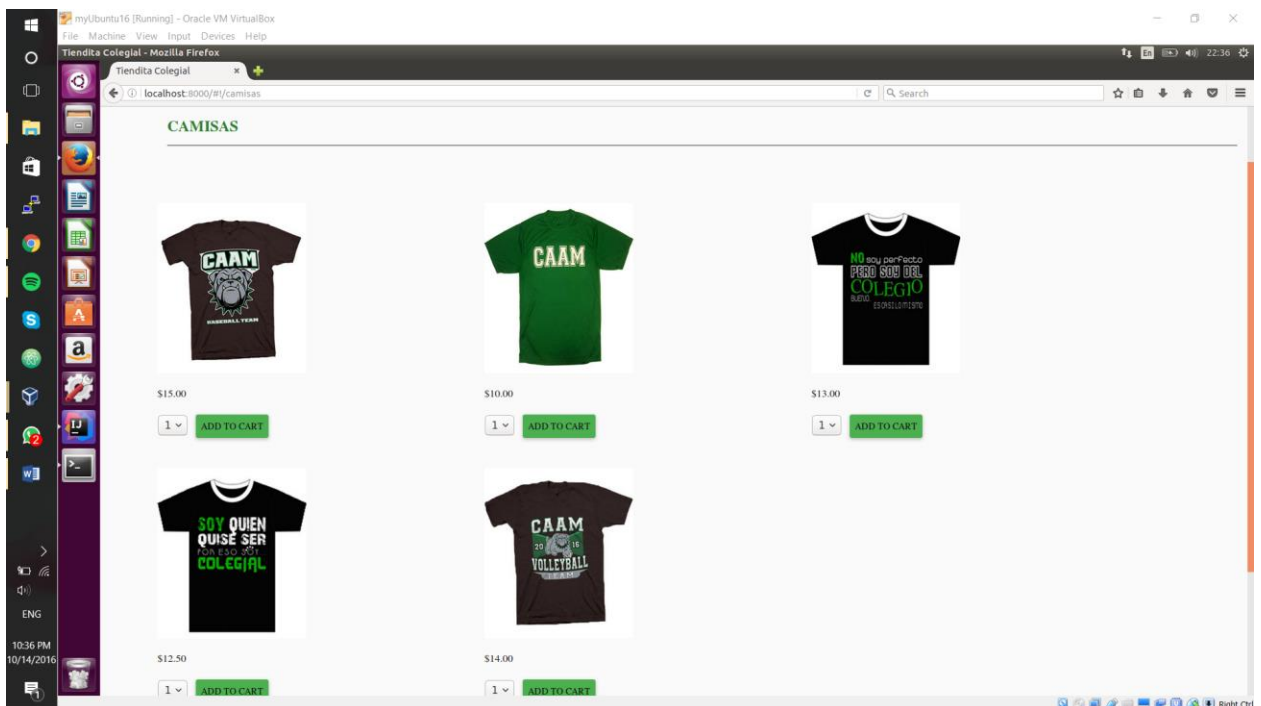


## 2. Items

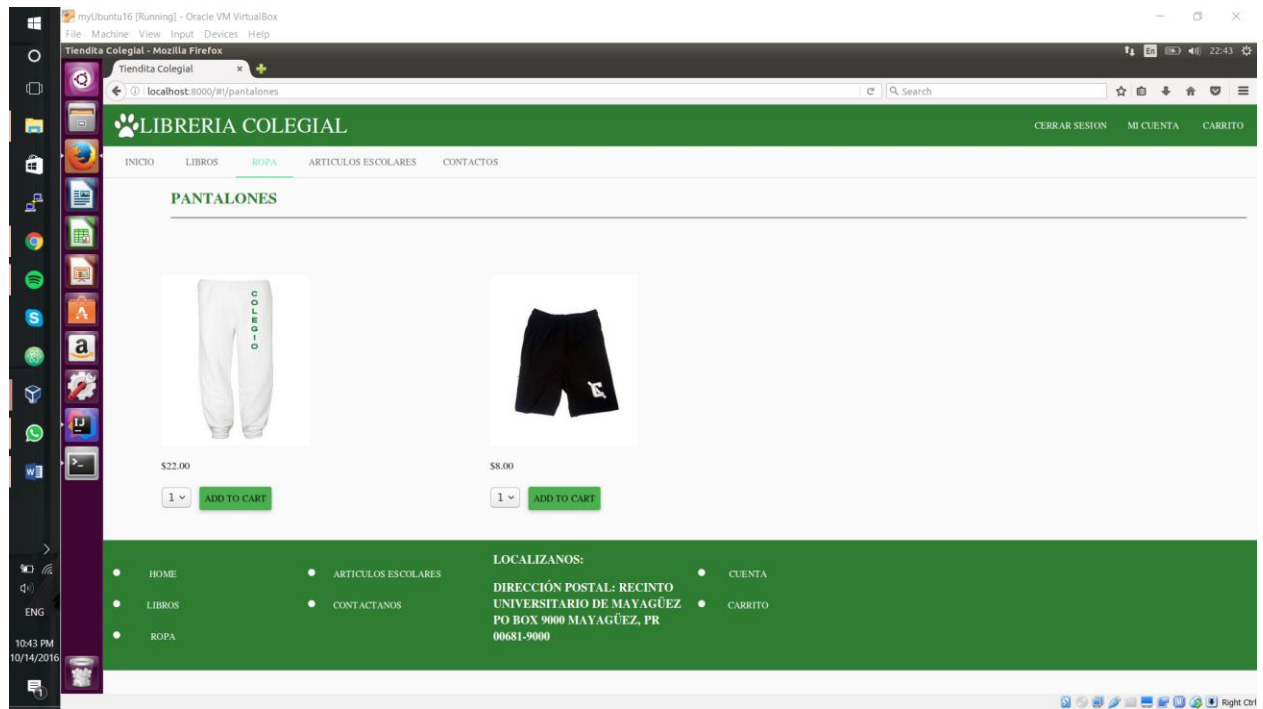
Here the user can decide to which category he/she wants to navigate. There are options presented in which the item can be added to the cart and proceed to checkout. These options are also available in the pages where there is merchandise.



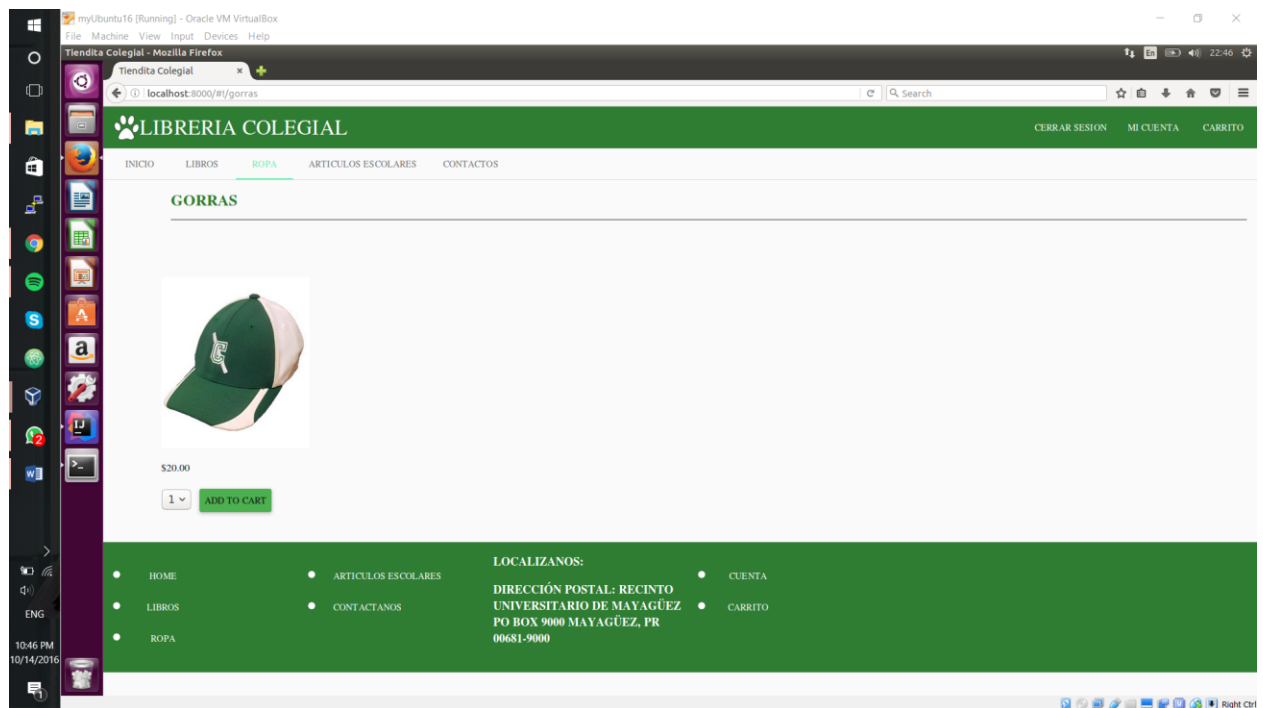
### Shirts Page:



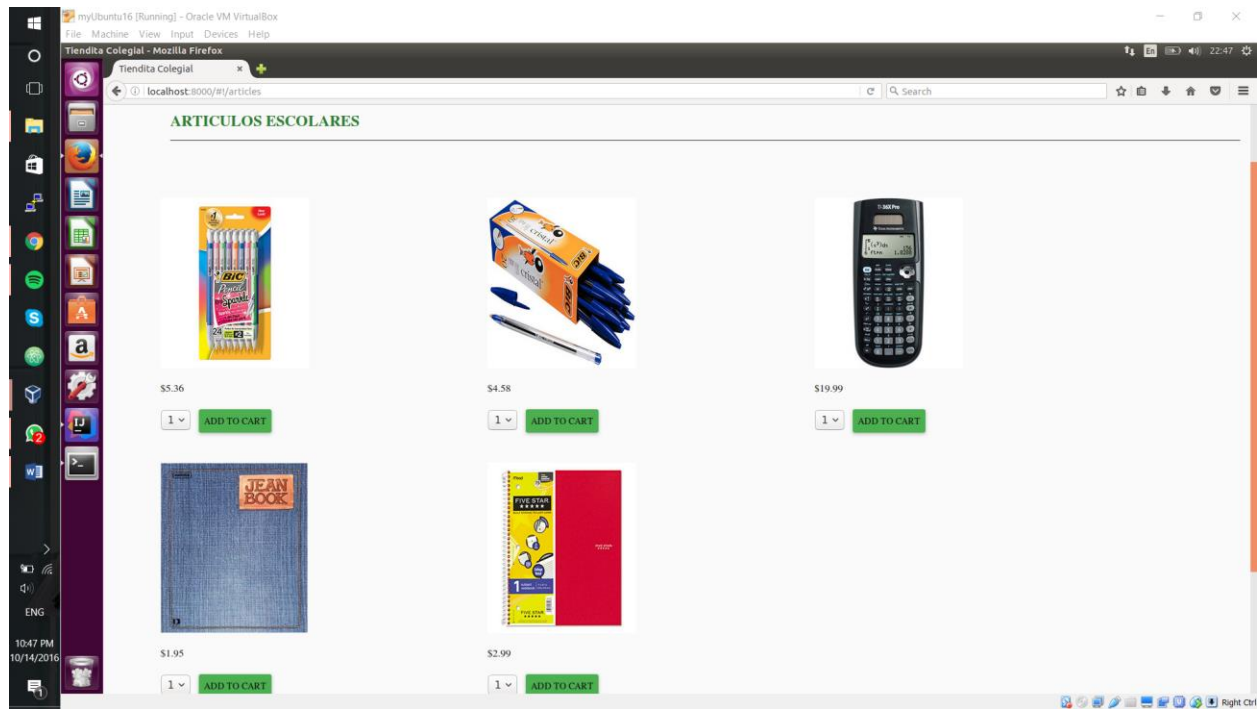
## Pants Page:



## Hats Page:



## School Supplies Page:



### 3. Cart and Checkout

When items are chosen, these can be managed before proceeding to the checkout and pay.

Checkout:

 **LIBRERIA COLEGIAL**

INICIAR SESIONCARRITO

INICIO LIBROS ROPA ARTICULOS ESCOLARES CONTACTOS

### CARRITO

|                             | Quantity | Amount     | Total    |
|-----------------------------|----------|------------|----------|
| X Chemistry by Silberberg   | - 3      | + \$100.00 | \$300.00 |
| X camisa Verde CAAM         | - 1      | + \$10.00  | \$10.00  |
| X No soy perfecto camisa    | - 1      | + \$13.00  | \$13.00  |
| X Bic Pens                  | - 2      | + \$4.58   | \$9.16   |
| X Volleyball team camisa    | - 1      | + \$14.00  | \$14.00  |
| X Soy quienquise ser camisa | - 2      | + \$12.50  | \$25.00  |
|                             |          | Total:     | \$371.16 |

### Checkout

CHECKOUT

PayPal  
Buy Now  


Payment Page:

 **LIBRERIA COLEGIAL**

INICIAR SESIONCARRITO

INICIO LIBROS ROPA ARTICULOS ESCOLARES CONTACTOS

## Pagar

### Tarjeta de Credito

Card Number  
123456789

CVV  
222

Expiration Date  
05/18

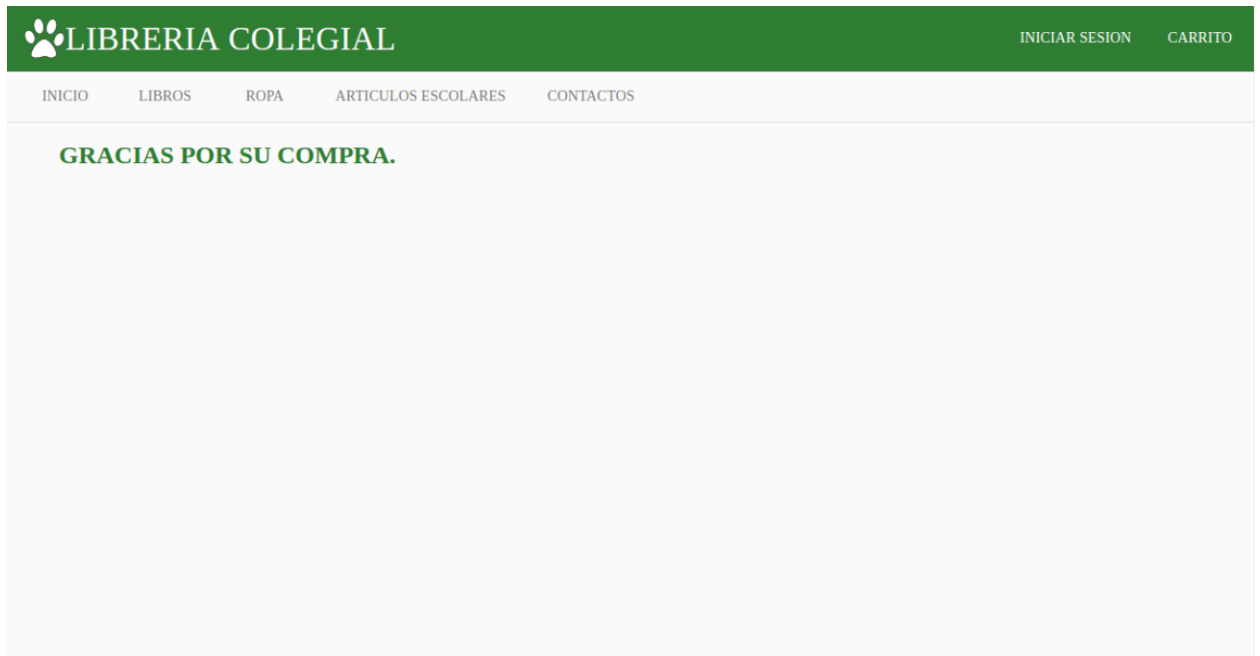
### Resumen de Carrito:

10 items

\$371.16

PAGAR AHORA

Confirmation Page:





#### 4. Sign in process and registration

This page contains 2 forms, Registration and Sign In (written in spanish). If the user signs in he/she will be redirected to the his/hers account information. In the account information page, The user will be able to update his/hers information.

Account Page:

myUbuntu16 [Running] - Oracle VM VirtualBox  
File Machine View Input Devices Help

Tienda Colegial - Mozilla Firefox  
localhost:8000/#/account

LIBRERIA COLEGIAL

INICIO LIBROS ROPA ARTICULOS ESCOLARES CONTACTOS

INICIAR SESION

Nombre de Usuario

Contraseña

INICIAR SESION

CREA TU CUENTA

Nombre

Apellidos

Nombre de Usuario

Contraseña

Reescribir Contraseña

Email

Telefono

CREAR CUENTA

HOME  
LIBROS

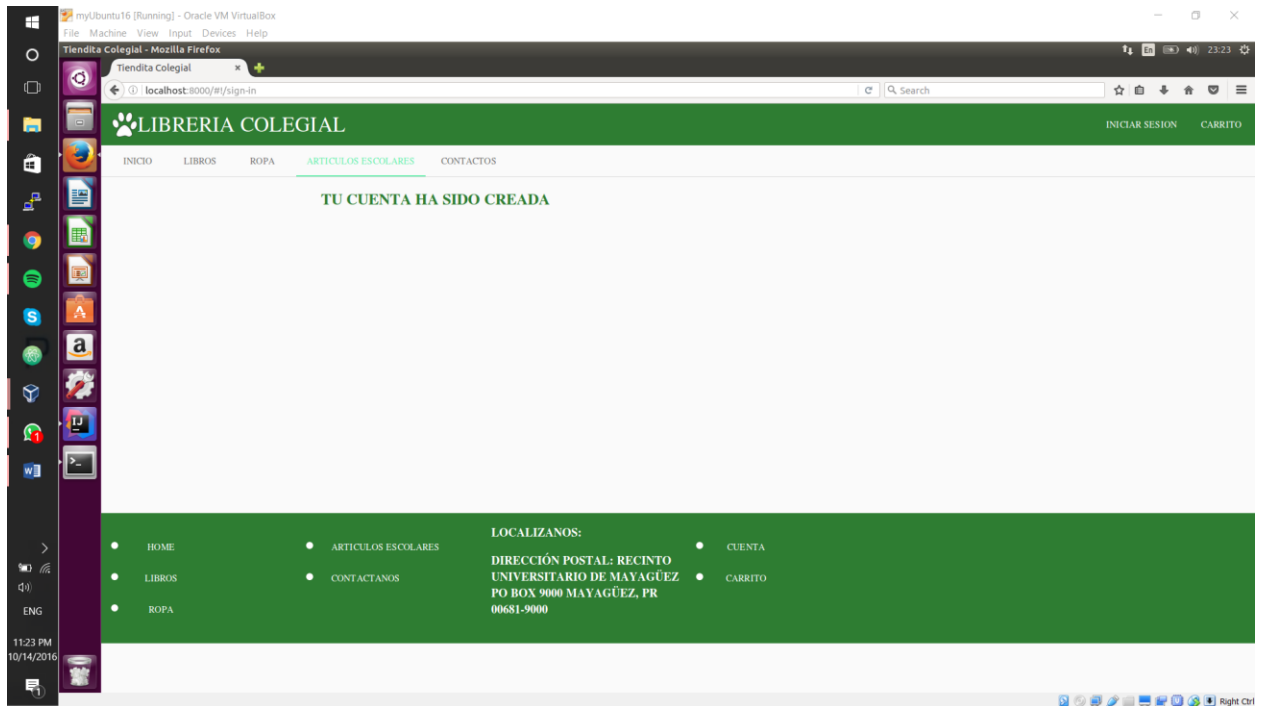
ARTICULOS ESCOLARES  
CONTACTANOS

LOCALIZANOS:  
DIRECCIÓN POSTAL: RECINTO  
UNIVERSITARIO DE MAYAGÜEZ

CUENTA  
CARRITO

11:21 PM  
10/14/2016

## Sign-In Confirmation



## Account Information:

