



College of Computer and Information Sciences
Department of Software Engineering

Requirements Engineering

E-COMMERCE WEBSITE

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SYSTEM INTRODUCTION

1.1 INTRODUCTION

The buying and selling of goods and services, as, over an electronic network, is referred to as e-commerce (also known as electronic commerce or EC). E-commerce stores are now a regular part of our lives. People can now shop online from the comfort of their homes without visiting a physical store thanks to technological advancements. For e-commerce, a website needs to be designed and implemented well. From the beginning to the end of the website, everything needs to be planned. The e-commerce sector is expanding at an alarming rate. The e-commerce website will offer features like the ability to purchase a wide range of fashion items online from a single location. Employees of the company would be able to use the suggested online application to conduct all of their business, enabling them to reach thousands of times more people online than they currently do. It will make it possible for numerous sellers to sell their products online. Product management will be organized into categories within the system. Information security is the system's most important requirement, and it will be handled accordingly. The additional requirements set by the e-commerce web applications determine the variations in the environment. Therefore, as a developer or project manager, establishing requirements early in the project. Cost estimation involves a collection of procedures and methods that will be used in an application development project.

1.2 Glossary of Terms

Term	Description
E-commerce website	A website that allows people to buy and sell goods online.
Visitor	Who register into the system.
Customer	Who registered into the system.
Staff	The owners of the system.
Admin	A person who manages the system.

SYSTEM SCOPE

Every project is started with the intention of making it simple to use, useful, and user-friendly while achieving a specific set of goals under specific conditions. Because this project's goal is to create an e-commerce system, it will be built in accordance with the above requirements for usability, ease of use, and practicality. It might support effective and efficient management of the E-commerce system. The application's goal is to simplify and automate the entire shopping process. The drawbacks and issues with paper-based processes are resolved by this application. The main objective is to increase sales by making the new technology of web page design more attractive and by attracting a lot of clients and businesses to the location. With this system, we can advertise to many customers and send them purchases via email. Additionally, managing every aspect of an online business from a single platform saves money. Therefore, the project's objective is to automate business processes so that they are less costly, quicker, and easier to use.

1.1 Description

E-commerce (electronic commerce) is the buying and selling of goods and services over an electronic network.

1.2 PROJECT DELIVERABLES

- Providing a system for online buying and selling of items.
- Customer needs are fulfilled, by providing A to Z categories for purchase.

1.3 PROJECT ACCEPTANCE CRITERIA

- View products by category.
- View images and details for each product.

1.4 STAKEHOLDERS

- Customers
- Admin
- Staff

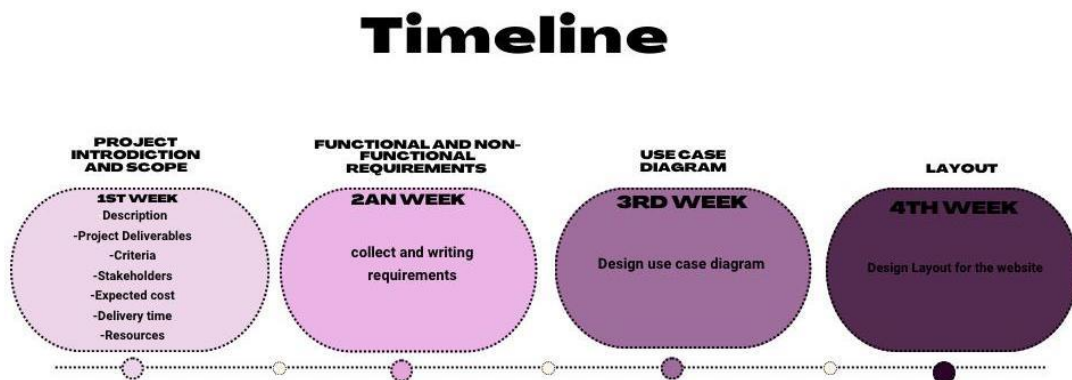
1.5 EXPECTED COST

An e-commerce website with **100** to **1000** products typically costs between **\$5,000** and **\$55,000**. E-commerce websites vary widely. If you only want one with minimal functionality, it will be less cost.

1.6 DELIVERY TIME

It differs. The development of an e-commerce website is a challenging process, and the amount of time needed depends on a variety of factors, the most important of which is the website's complexity. For **2-4 Weeks** for a simple e-commerce website with up to **25** products.

1.7 TIMELINE WITH MILESTONES



1.8 RESOURCES

- NetBeans
- Canva

SYSTEM REQUIREMENTS

2.1 Functional Requirements

Requirement
The system shall allow the visitor to register.
The system shall allow the customer, staff, admin to login.
The system shall allow the customer to change password.
The system shall allow customer and visitor to search product.
The system shall allow the customer and visitor to view the product detail.
The system shall allow the customer and visitor to add product to the wish list.
The system shall allow the customer and visitor to add product to shopping cart.
The system shall allow the customer and visitor to delete product from shopping cart.
The system shall allow the customer and visitor to view the shopping cart.
The system shall allow the customer to make purchase.
The system shall allow customer to checkout.
The system shall allow the customer to view the order's status.
The system shall allow the customer to pay by credit payment service.
The system should allow the customer to send feedback.
The system shall allow the customer to communicate with staff members.
The system shall allow the customers to update their information.
The system shall allow the staff members to add new

product.
The system shall allow the staff members to remove product.
The system shall allow the staff to change the status of the product.
The system shall allow the staff members to view order.
The system shall allow the staff members to reply to the chat.
The system should allow staff members to reply feedback.
The system shall allow the admin to add new staff.
The system shall allow the admin to remove staff.
The system shall allow admin able to view report.
The system shall allow the admin and staff to view customer information.
The system shall generated report for purchases processes.

2.2 Nonfunctional Requirements

Requirement
The system should provide a User –friendly user interface.
The system must be available 24/7.
The system shall be useable to be easy to use.
The system must provide multi-user environment.
Only customers can send feedback.
All data is to be backed up nightly.
Only the customers can checkout.
The system should display availability of the product within five seconds.
Purchase processes must be reported on a weekly basis.
All visitors need to be register to the system easily.
Only staff members must be able to add and remove product.
Only the staff members must be able replay feedback.

The password must only be six characters long, include both letters and numbers.

The system only able delivery within Saudi Arabia.

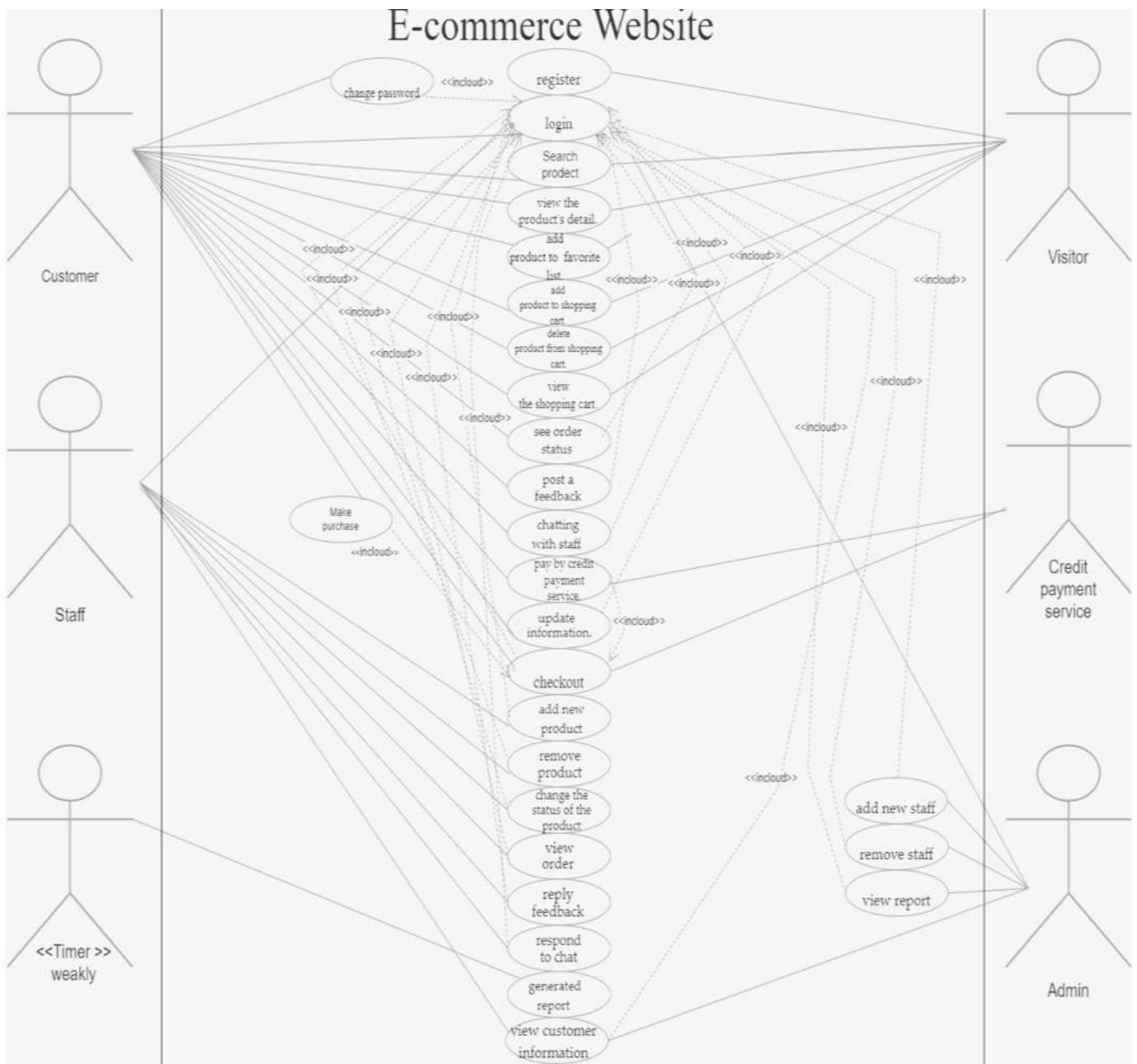
Only admin can view reports.

The system shall be maintainable if we need to add some features.

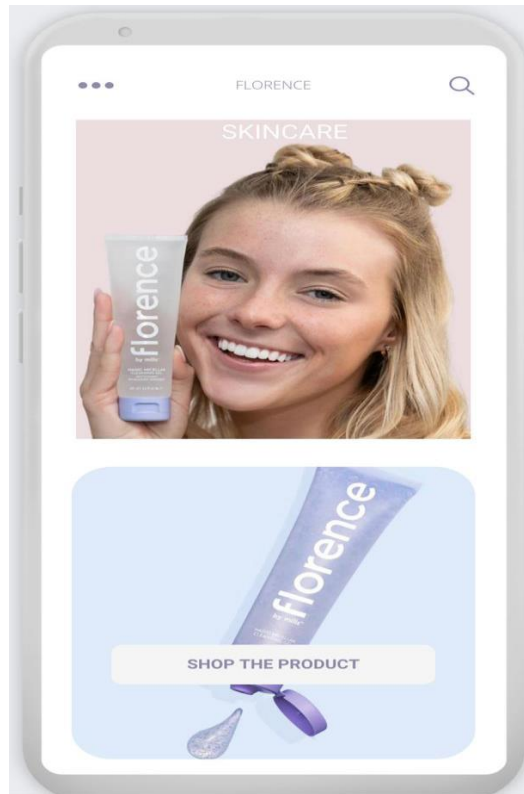
The system shall use Java programming language to write the whole code.

FUNCTIONAL REQUIREMENTS SPECIFICATION

3.1 Use Case

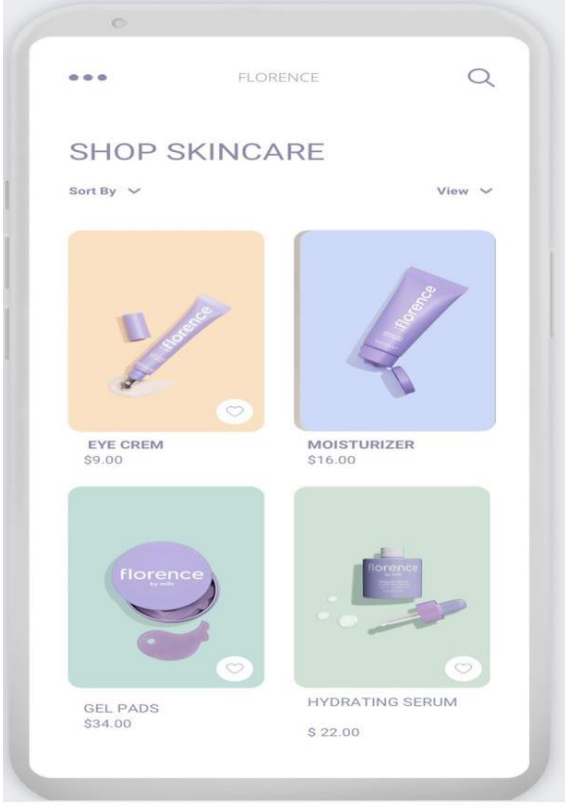
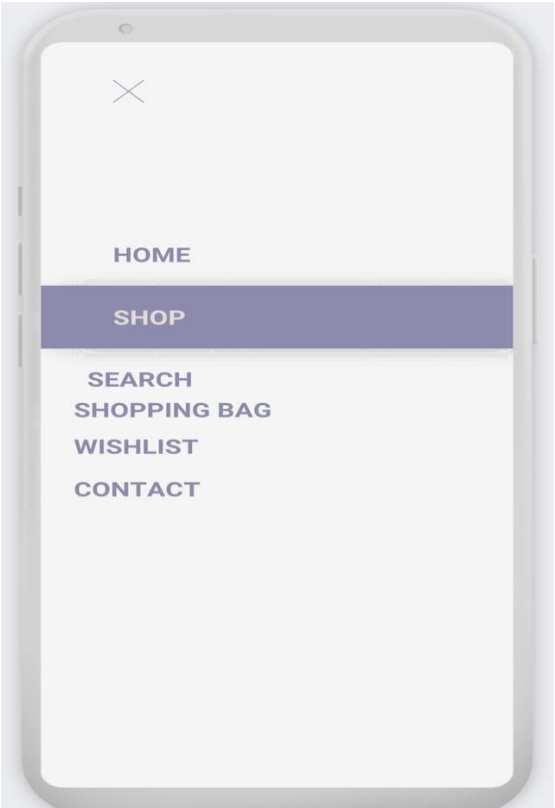


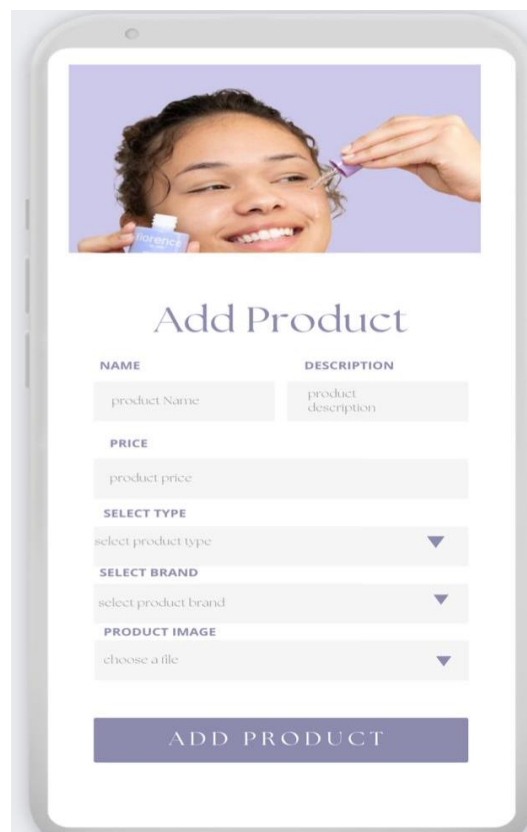
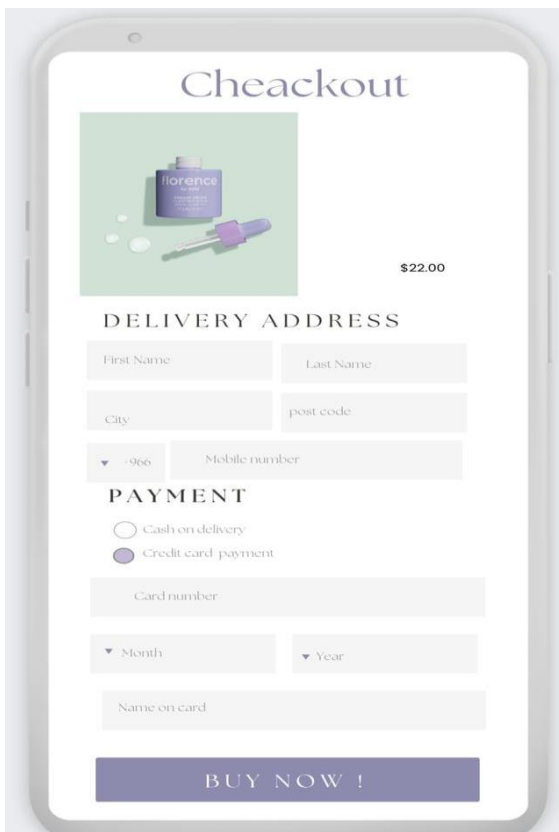
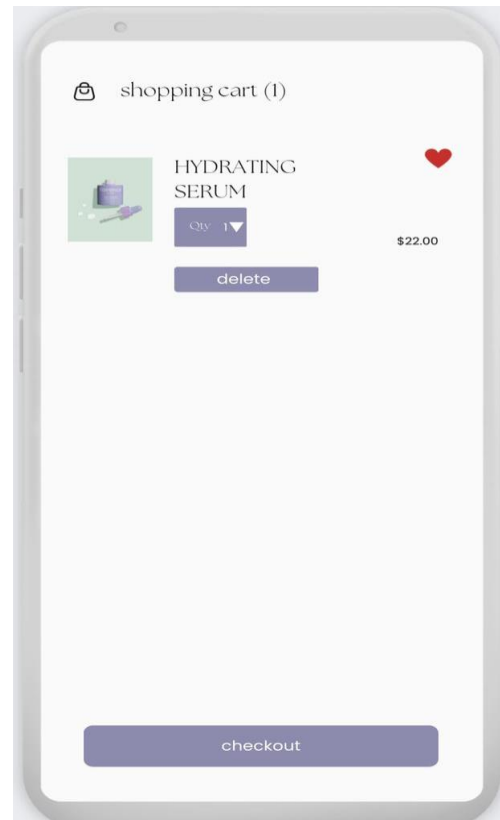
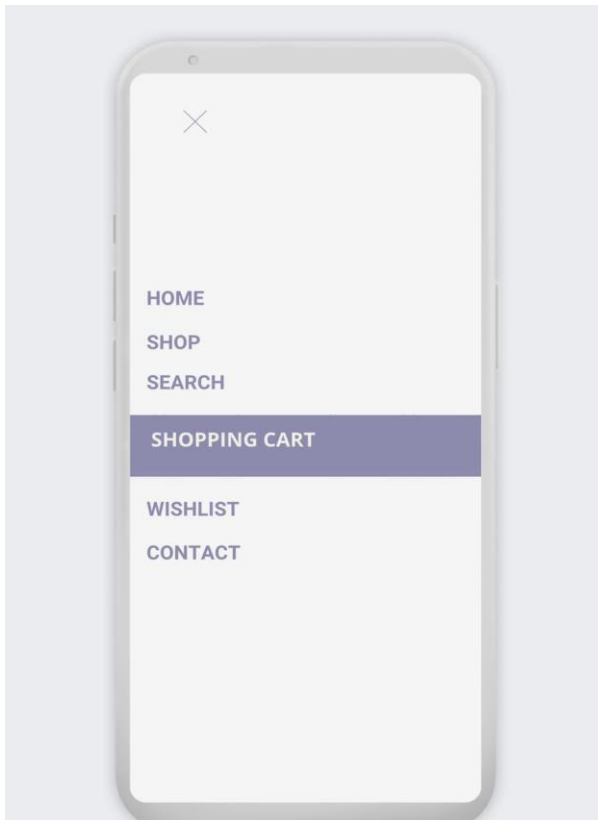
SYSTEM LAYOUT

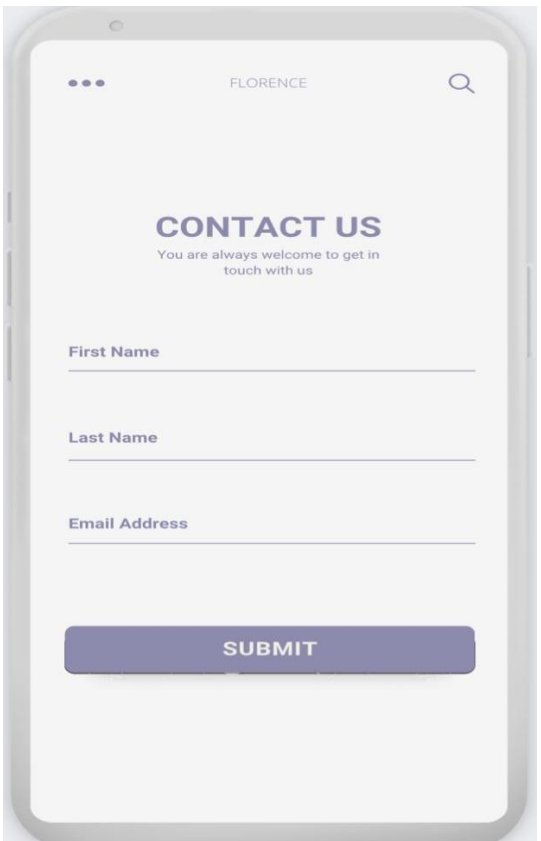
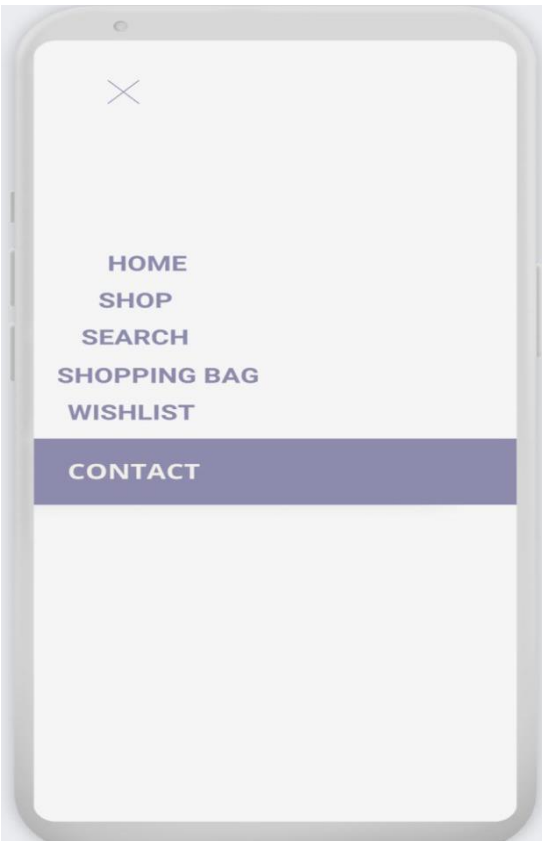
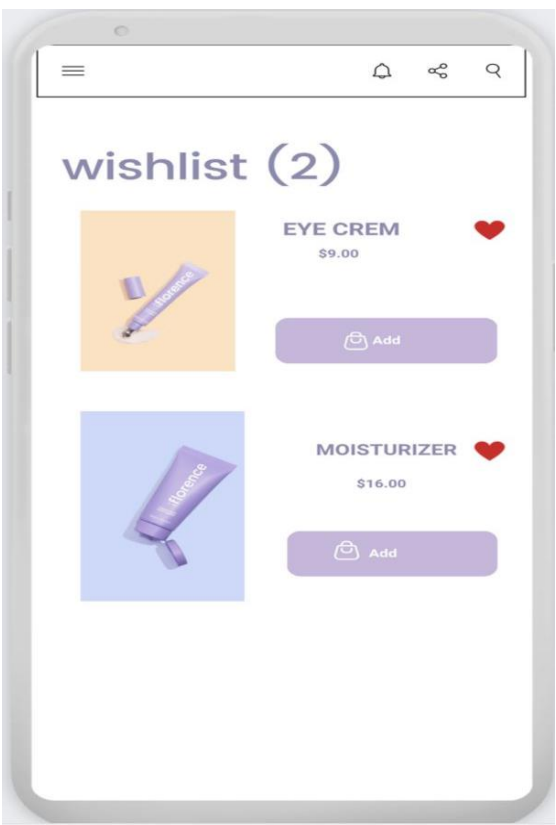
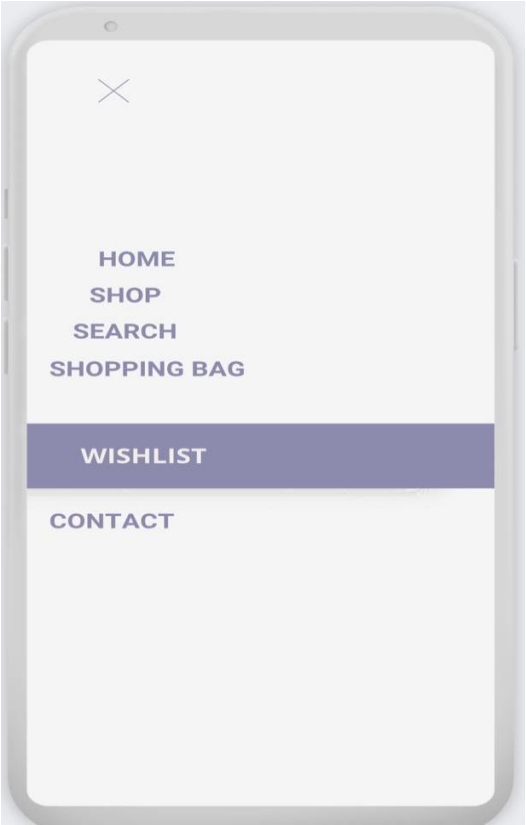


The sign-up screen of the Florence Skincare app. It features a large image of a woman applying product to her face. Below the image, the text "Create your account" is followed by "Sign up". The form includes fields for "First Name", "Last Name", "E-mail Address", "Create your Password" (with an eye icon), "Re-type your Password" (with an eye icon), "Country" (with a dropdown arrow), "Birth Date" (with a calendar icon), "Phone Number" (with a dropdown arrow and "+62" prefix), and a checkbox for "I have read and agree to the Terms and Conditions". A large "SIGN UP" button is at the bottom, with a link "Already have an account? Tap here" below it.

The sign-in screen of the Florence Skincare app. It features a large image of a woman applying product to her face. Below the image, the text "Finish" is followed by "Sign in". The form includes fields for "E-mail or Username" and "Password" (with an eye icon). A large "SIGN IN" button is at the bottom. Below the button, there are two links: "Forgot your Password?" and "Tap here if you are didn't have account."







CONCLUSION

The use of technology to improve consumers' online shopping experiences has advanced significantly over time and will do so for many years to come.

Today, more and more people buy things online, making online shopping essential to daily life. Both online store owners and customers can benefit greatly from this trend.

Starting a business is always very challenging, but thanks to online shopping sites, everything is now much easier. Every seller does not anticipate incurring excessive expenses. How can expenses be reduced? The sellers can start an online store, is the answer. Customers on shopping sites come from all over the world, so the market for online stores is larger than that of a local store. Because it is very cheap, very useful, and has high network security, online shopping is growing very quickly. Additionally, sellers have actively evolved to meet the needs of various customers. The importance of e-commerce websites in our lives is only going to increase.

REFERNCES

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- [Canva.com](https://canva.com)
- [Diagrams.net](https://diagrams.net)