جامعة الجوف
Jouf University

College of Computer and Information Sciences
Department of Software Engineering

Introduction to Software Engineering
SWE 201

FRESH HARVEST

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CONTRIBUTION BREAKDOWN

Assignments	Al-Anoud	Nada	Retaj	Raghad
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2	25%	25%	25%	25%
3	25%	25%	25%	25%
4	25%	25%	25%	25%

Responsibility	Al-Anoud	Nada	Retaj	Raghad
Presentation 1	25%	25%	25%	25%

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CUSTOMER PROBLEM STATEMENT

1.1 Problem Statement

Every season many farms have a surplus of the seasonal crops that need to be sold to welcoming the new season but unfortunately not everyone a capable to open an actual store to sell them for many reasons

1- Having a store needs large budget.

2- The process of searching for perfect store location can be sometimes hard.

3- The procedures for recruiting workers may be complicated and long .

In the other side people can be busy and do not have much time to have to buy crops so they need an esyer way to have them at any time and evryware.

1.2 Glossary of Terms

Term	Description
Farmer	People who export and sell crops.
Customers	People how want to by from us.
Local farms	Our local Saudi farms where we can find all the crops.
Customer's and Farm's Information	Where we will save all contacts information.
Crops	All type of fruits and veggies.
Users	Users can be customer, farmer or admin.
Sign in	It is the process where the users start to create their accounts.
Join	It is the process where the users can log in, to their previous accounts.
Farm visit	It is the process where the customer can make a reservation to the farm.

Chapter

2

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SYSTEM REQUIREMENTS

2.1 Enumerated Functional Requirements

Identifier	Priority Weight (Low 1 - 5 High)	Requirement
REQ-1	5	System shall allow user (sign in or join) as a **Customer** or a **Farmer** or **Admin.**
REQ-2	5	System shall allow **Customer** to add and save all his account information (name-user- password-email-address-phone number).
REQ-3	5	System shall allow **Farmer** to add and save all his account information (name-user-password-email-farm's address-farm's name).
REQ-4	5	System shall allow **Users** manage their accounts. (Ability to update them).
REQ-5	5	System shall allow **Customer** search for crops (fruit-vegetables).
REQ-6	5	System shall allow **Customer** to add their crops into the 'Shopping Bag'.
REQ-7	5	System shall allow **Customer** to select the farm area first then the amount before adding crops into the 'Shopping Bag'.
REQ-8	5	System shall not allow **Customer** adding crops when they are out of stock.
REQ-9	5	System shall allow **Customer** to click on 'Plase Order' button to complete the order process.
REQ-10	4	System Shall allow **Customer** to choose how he wants to pay (Cash-Credit Card).
REQ-11	4	System shall allow **Customer** to see the 'Receipt' before completing the purchase (Order Review).
REQ-12	3	System should allow **Customer** to save their (Card information).
REQ-13	3	System should allow **Customer** to contact with 'Technical Support' in case of any problem.
REQ-14	2	System should allow **Customer** sort prices from 'Low To High' and 'High To Low'.
REQ-15	2	System should allow **Customer** to make a 'Reservation' by choosing (day-date-time) to see and by crops.

REQ-16	2	System should not allow **Customer** to make the 'Reservation' until he (sign in or goin).
REQ-17	5	System shall allow **Farmer** to (sign in) only if he has a 'Delivery Service'.
REQ-18	5	System shall allow **Farmer** to add and delete crops (picture - name-prices).
REQ-19	5	System shall allow **Farmer** to get a 'Notification' when there is an order.
REQ-20	5	System shall allow **Farmer** to see all orders details (crops name- amount- pay way-addresses).
REQ-21	4	System shall allow **Farmer** to 'Accept' or 'Decline' orders.
REQ-22	3	System should allow **Farmer** to add-delete (time-day-date) so the **Customer** can visit the farm.
REQ-23	2	System should allow **Farmer** to sort items die where 'Best Seller' or 'High To Low' or 'Low To High' prices.
REQ-24	5	System shall allow the **Admin** to close the website in case of maintenance.
REQ-25	5	System shall allow the **Admin** to see the best farm sales.
REQ-26	5	System shall allow the **Admin** to see the weekly number of visitors.
REQ-27	5	System shall allow **Admin** to add and save all his account information (name-user- password-email).

2.2 Enumerated Nonfunctional Requirements

Identifier	Priority Weight (Low 1 – 5 High)	Requirement
REQ-28	5	As a system, all process need to be done in a short time (1 sec).
REQ-29	5	As a system, it needs to be designed in a clear and easy way for users to work with.
REQ-30	5	As a system, it needs to be operated safely and perform well.
REQ-31	5	As a system, the programming code needs to be organised and well written.
REQ-32	5	As a system, it will support Arabic language.

Chapter

3 FUNCTIONAL REQUIREMENTS SPECIFICATION

3.1   Stakeholders

Farmer: The person who sales crops

Customer: The person who bye crops

Admin: The owner of the software

Drivery Pirsone: The person who deliver the order

Technical Support: The people who are in charge to help users.

3.2   Use Cases

3.2.1 Casual Descriptions

UC#1 : Sign in

Where customer and farmers can create and save their new accounts information .

UC#2 : Join

Where the admin ,previous customers and farmers can join with out needing to sign in again.

UC#3 : Accounts Managing

Where the admin customers , farmers can manage their accounts information.

UC#4 : Searching For Crops

Where the customers can start searching for crops.

UC#5 : Purchase Process

Where the customers can start to ordere by selecting the farm's name and then selecting the amount and adding them to the shopping bag.

UC#6 : Check Out

Where the customers can see the the ordere's information (receipt) before confirming the ordere.

UC#7 : Farm's Visit

Customers can choose the day and time to visit the farm.

UC#8 : Adding Crops

Where the farmer can add and delete crops name-picture-price.

UC#9 : Ordering Receive

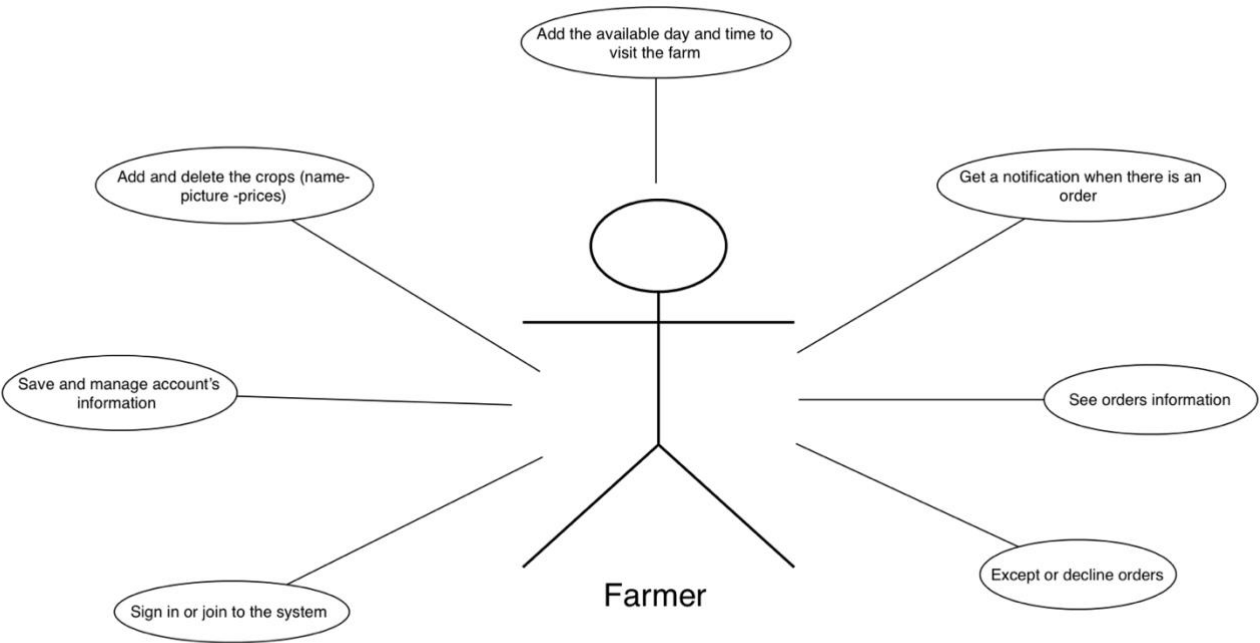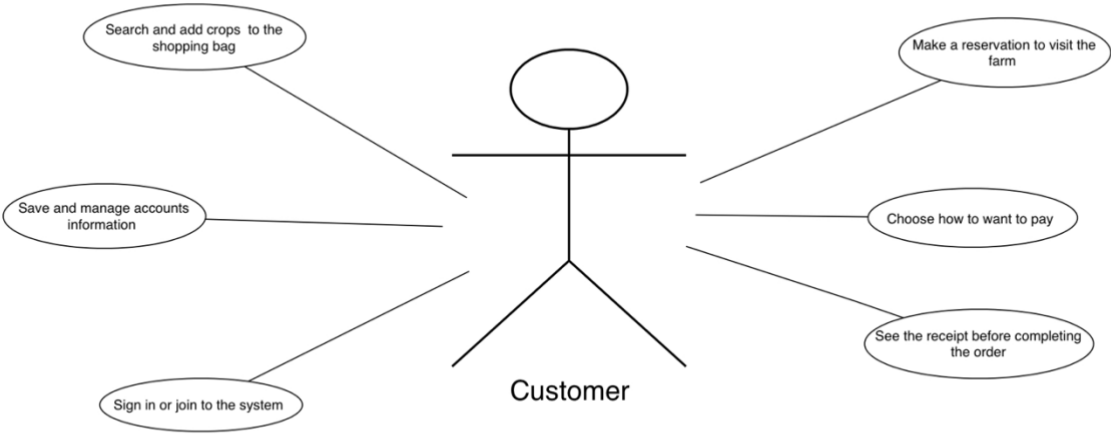Where the farmer can get a notification form customer's order.
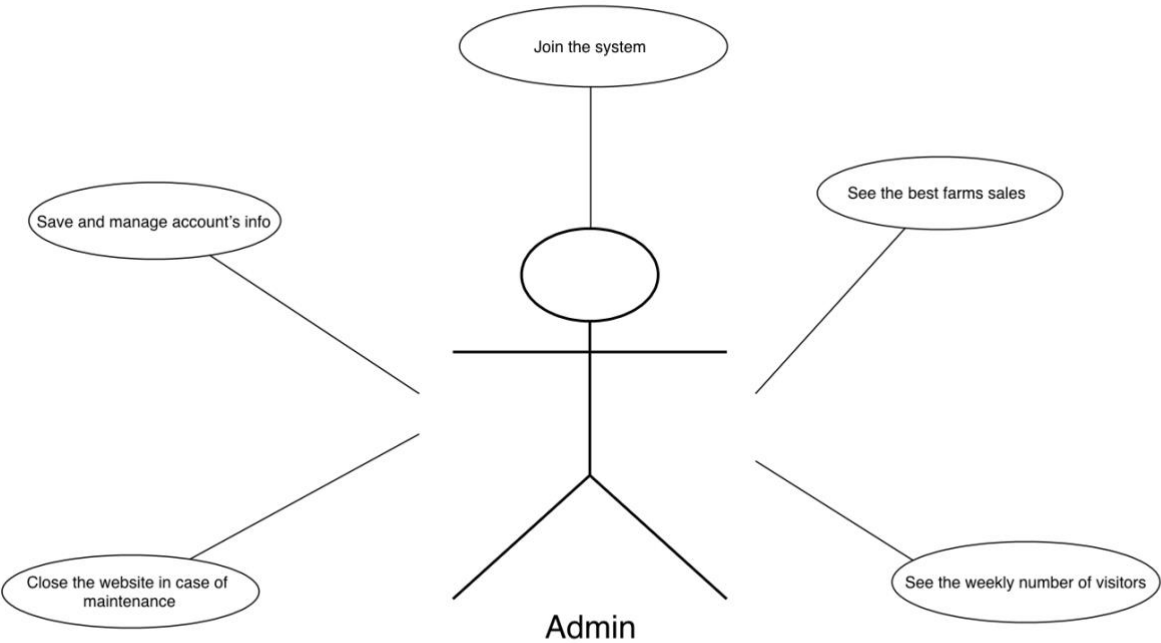
UC#10 : Farm's Visitors

Where the farmer selects the available day-time for the visitors.

UC#11 : Admin

Where the admin can control the system.

3.2.2Use Case Diagram

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3.2.3 Detailed Descriptions

Use Case	UC#6 : Check Out
Related Requirements	REQ-9, REQ-10, REQ-11
Initiating Actor	Customer
Participating Actors	-
Preconditions	Customer should be signed in or joined.
Postconditions	Ordere will be confirm.

Use Case	UC#2 : Join
Related Requirements	REQ-1
Initiating Actor	Customer, Farmer ,Admin
Participating Actors	-
Preconditions	User should be signed in before joining.
Postconditions	System will log in

Use Case	UC#8 : Adding Crops
Related Requirements	REQ-17, REQ-18
Initiating Actor	Farmer
Participating Actors	-
Preconditions	Farmer should be in the system.
Postconditions	Crops must be adding.

| Use Case	UC#7 : Farm Visit
Related Requirements	REQ-15,REQ-16
Initiating Actor	Customer
Participating Actors	-
Preconditions	Customer should be loge in to the system
Postconditions	The Reservation will be confirm

3.2.4 Traceability Matrix

	UC#1	UC#2	UC#3	UC#4	UC#5	UC#6	UC#7	UC#8	UC#9	UC#10	UC#11
REQ-1	X	X									X
REQ-2	X										
REQ-3	X										
REQ-4			X								
REQ-5				X							
REQ-6					X						
REQ-7					X						
REQ-8					X						
REQ-9						X					
REQ-10						X					
REQ-11						X					
REQ-12						X					
REQ-13			X								
REQ-14					X						

REQ-15							X				
REQ-16							X				
REQ-17	X										
REQ-18								X			
REQ-19									X		
REQ-20									X		
REQ-21									X		
REQ-22										X	
REQ-23			X								
REQ-24											X
REQ-25											X
REQ-26											X
REQ-27											X

3.3 Sequence Diagram

Sequence diagram for customer sign in
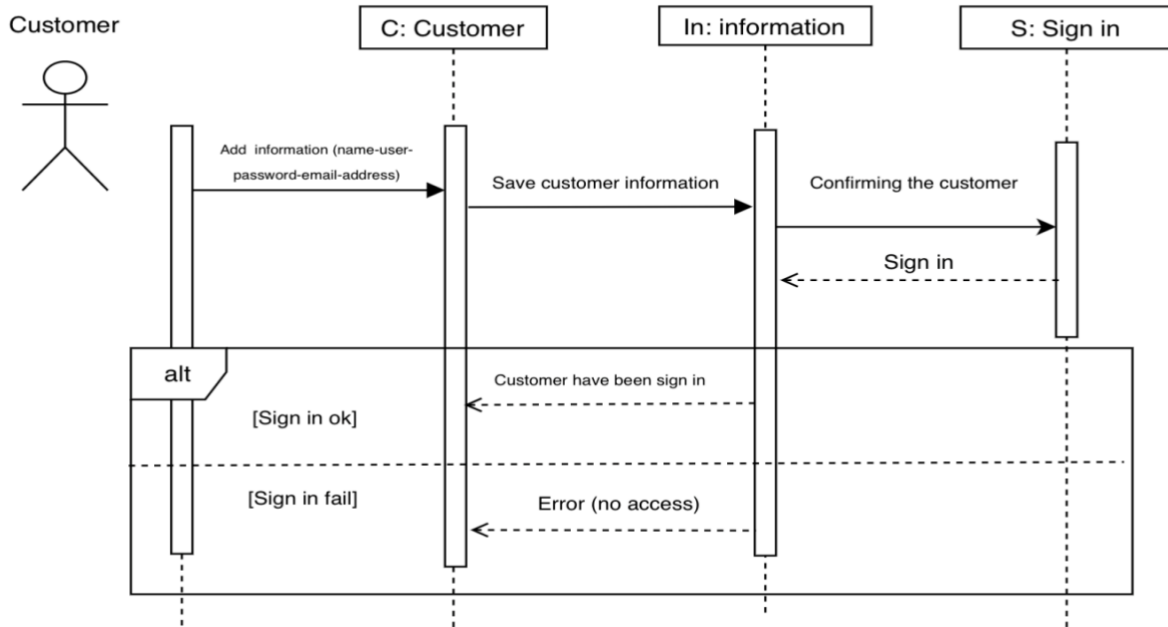
Sequence diagram for ordering receive

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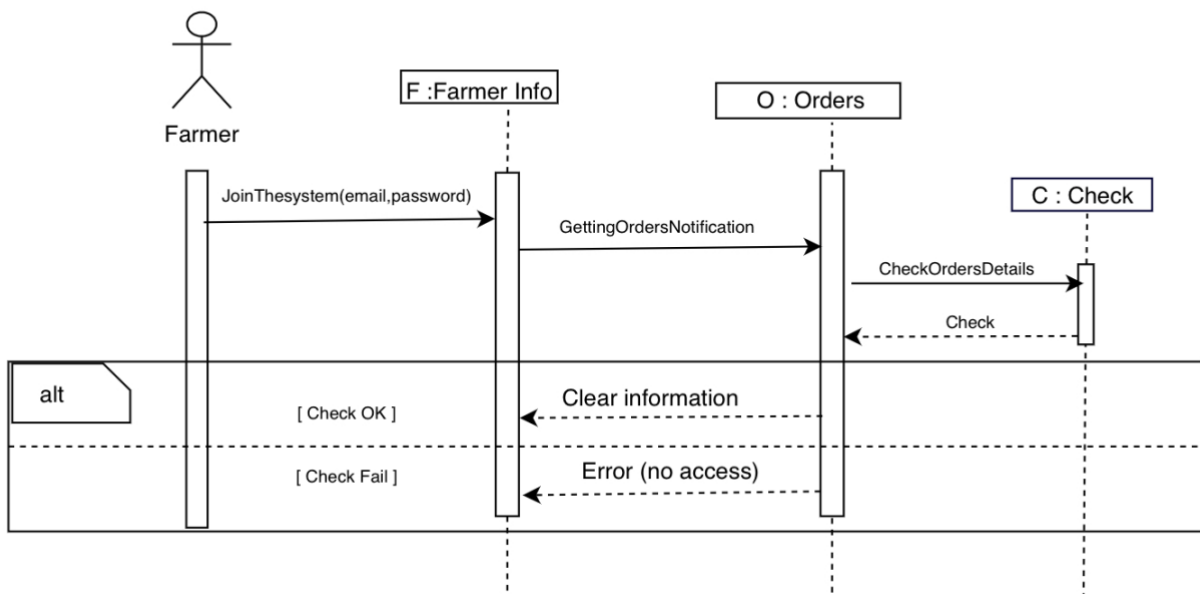
Chapter

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CLASS DIAGRAM AND INTERFACE SPECIFICATION

Fresh Harvest System UML
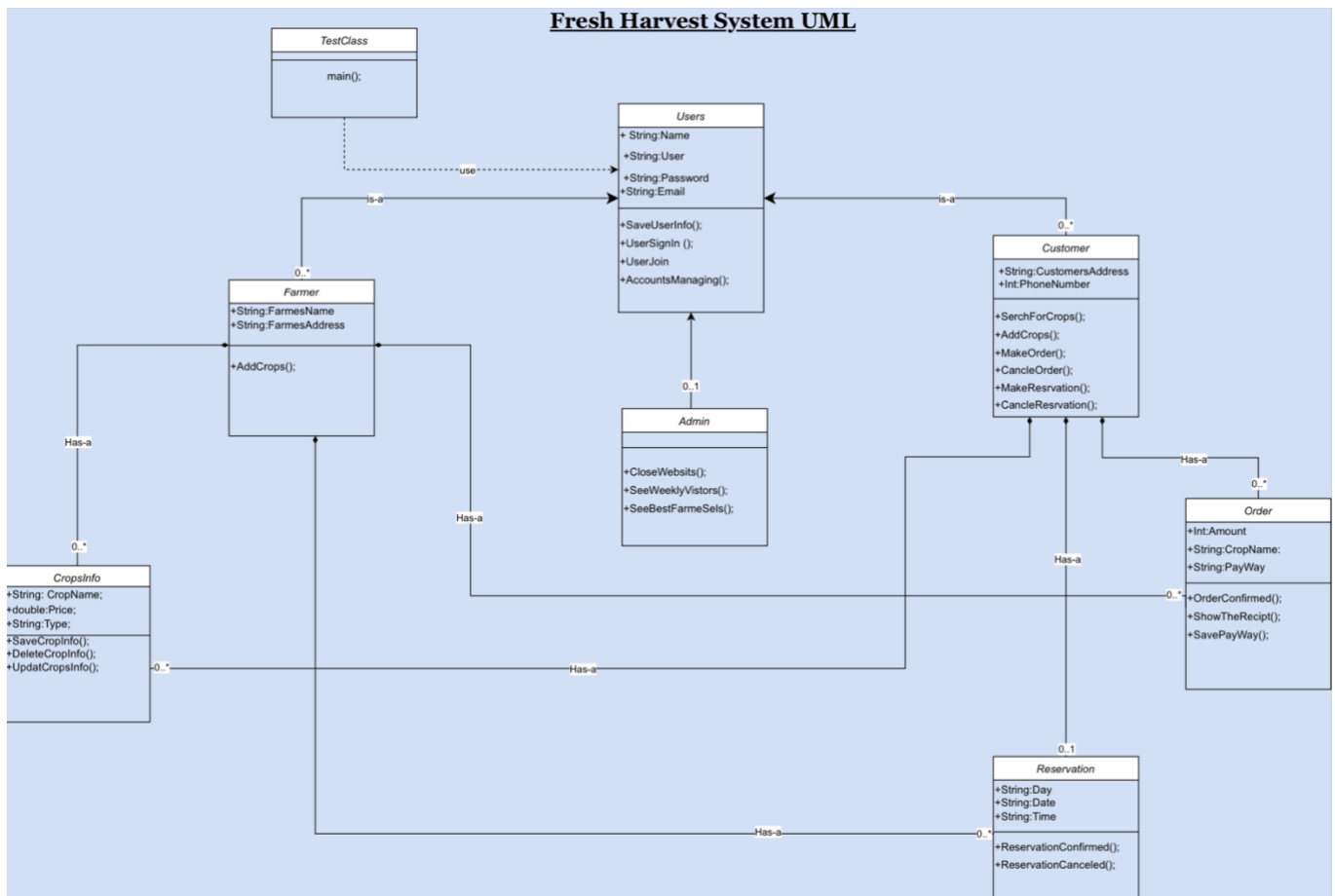
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