ONLINE GROCERY SHOP

Software Requirements Specification

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1. Objective and Scope

Online Grocery Shop is a supermarket that allows online purchasing of fruits and vegetables only. You can conveniently use your computer to place your order online. You can select your choice of fruits or vegetables from the grocery store. Once you have finalized your order, then you can add an item to the cart .When you checkout from the shopping cart, then your order will be delivered at the doorstep. When you are satisfied with the order, service, and quality, then you pay cash on the spot upon delivery.

2. Project End Users

Those who want to buy a fresh fruit and vegetables in online can use this system.

3. Features

3.1Login to the system

Each and every user should be authenticated with a User Name and Password to login into the system.

Validations for User Name and Password.

User Name: It accepts only Alphabets, Numbers, Dot (.) symbol and Underscore (_) symbol.

Password: It can be anything of the users' choice.

(Next release we have plan to integrate IDM for windows authentication)

3.2 Home Page

In Home page the user can see the type of product and quality . The user can have the option to search the items and user add the items to the cart . Then the user view the rating of the product and also give the rating also.

Used for managing the login details about collecting customer information like Customer Name, Mobile Number, Email ID, Password for the security purpose etc. for the further contact information.

3.3 View Items

The admin can add categories based on the items. Customer can view the items based on category. Then view items customer can make purchase the items in just a few mouse clicks. The customer can choose the required groceries and place an order for products.

3.4 Add to cart

The customer can select the items and put it into a cart and as soon as he clicks on finish, the total amount to be paid is displayed. View cart screen shows all the selected items, here quantity as to be entered. And also option is provided to deselect the products. The customer can pay cash on delivery or else he can pay by entering his credit card number and address to which the items have to be shipped. The system generates bill after making payment.

3.5 Payment

Here the customer can see the payment options available to him. When customer clicks the "Order" link,it will go straight to the "Paid" order.

4. Requirement

4.1 Functional Requirements

This section provides requirement overview of the system.

Various functional modules that can be implemented by the system will be -

Registration

If customer wants to buy the product then he/she must be registered, unregistered user can't go to the shopping cart.

Login

Customer logins to the system by entering valid user id and password for the shopping.

Changes to Cart

Changes to cart means the customer after login or registration can make order or cancel order of the product from the shopping cart.

Payment

In this system we are dealing the mode of payment by Cash. We will extend this to credit card, debit card etc in the future.

Logout

After ordering or surfing for the product customer has to logout.

4.2 NON-FUNCTIONAL REQUIREMENTS

Following Non-Functional Requirements will be there in the insurance to the internet:

- Secure access to consumer's confidential data.
- 24X7 availability.
- Better component design to get better performance at peak time.
- Flexible service based architecture will be highly desirable for future extension.
- Non-Functional Requirements define system
- properties and constraints.

Various other Non-Functional Requirements are:

- Security
- Reliability
- Maintainability
- Portability
- Extensibility
- Reusability
- Compatibility
- Resource Utilization

5. Design

System design is the solution for thecreation of a new system. This phase focuses on thedetailed implementation of the feasible system. It emphases on translating design. System designhas two phases of development:

- High Level Design
- Low Level Design

5.1 High level design

High Level Design includes the overall description of system architecture along with the design of its database and description of its services, systems, platforms used and the relationship between modules.

- System must contain login/register page and that page must be easier to understandand user friendly.
- Details and order status management.
- Payment management.
- Inventory control management.

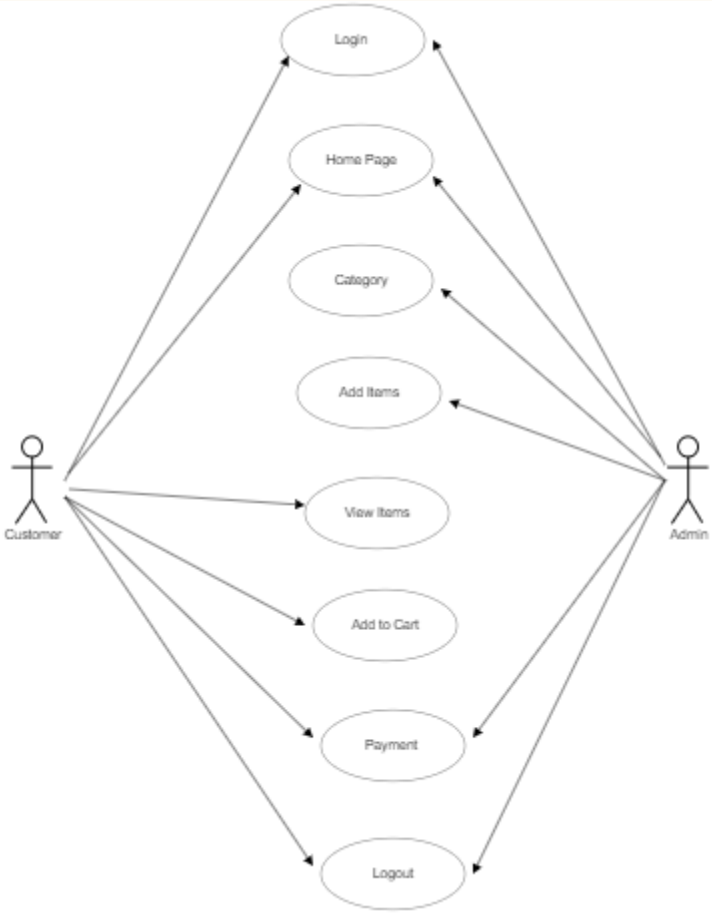
5.2 Low level design

Low Level Design is a component level design process that follows a step –by –step process refinement process. It deals with the planning, coding and execution of the various components ,modules and steps in the HLD ,at an individual level.

6 UML Diagrams

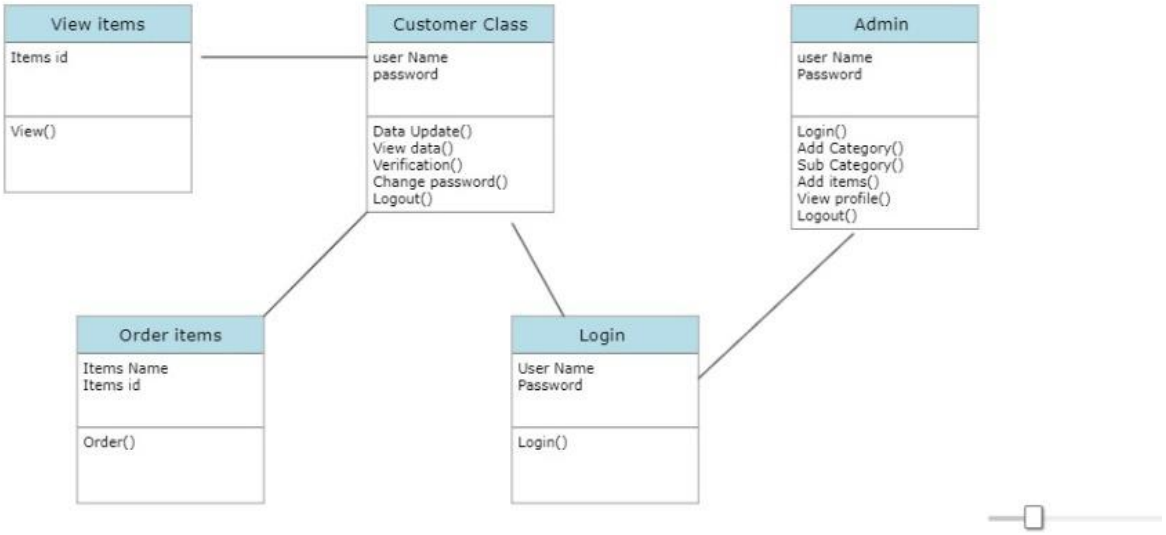
6.1 Use case diagram

Use-case diagrams describe the high-level functions and scope of a system. These diagrams also identify the interactions between the system and its actors. The use cases and actors in use-case diagrams describe what the system does and how the actors use it, but not how the system operates internally.



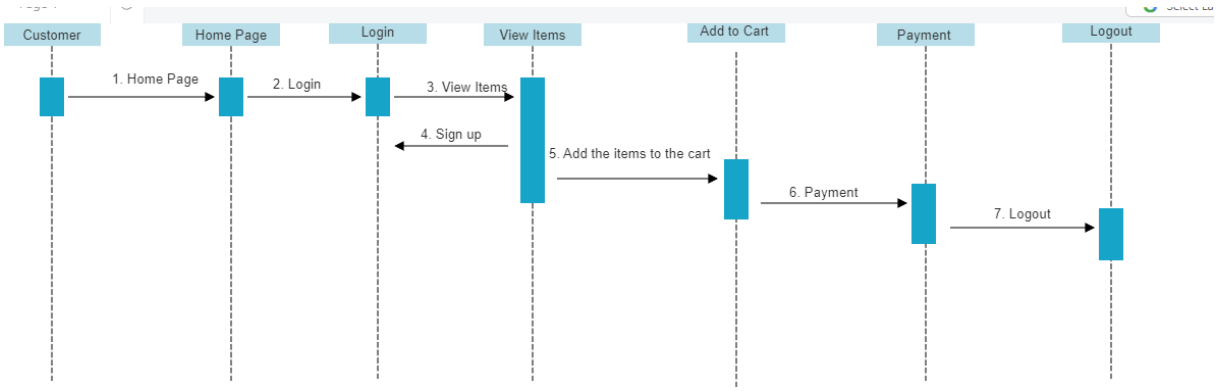
6.2 Class Diagram

Class diagrams are the blueprints of your system or subsystem. You can use class diagrams to model the objects that make up the system, to display the relationships between the objects, and to describe what those objects do and the services that they provide. Class diagrams are useful in many stages of system design.



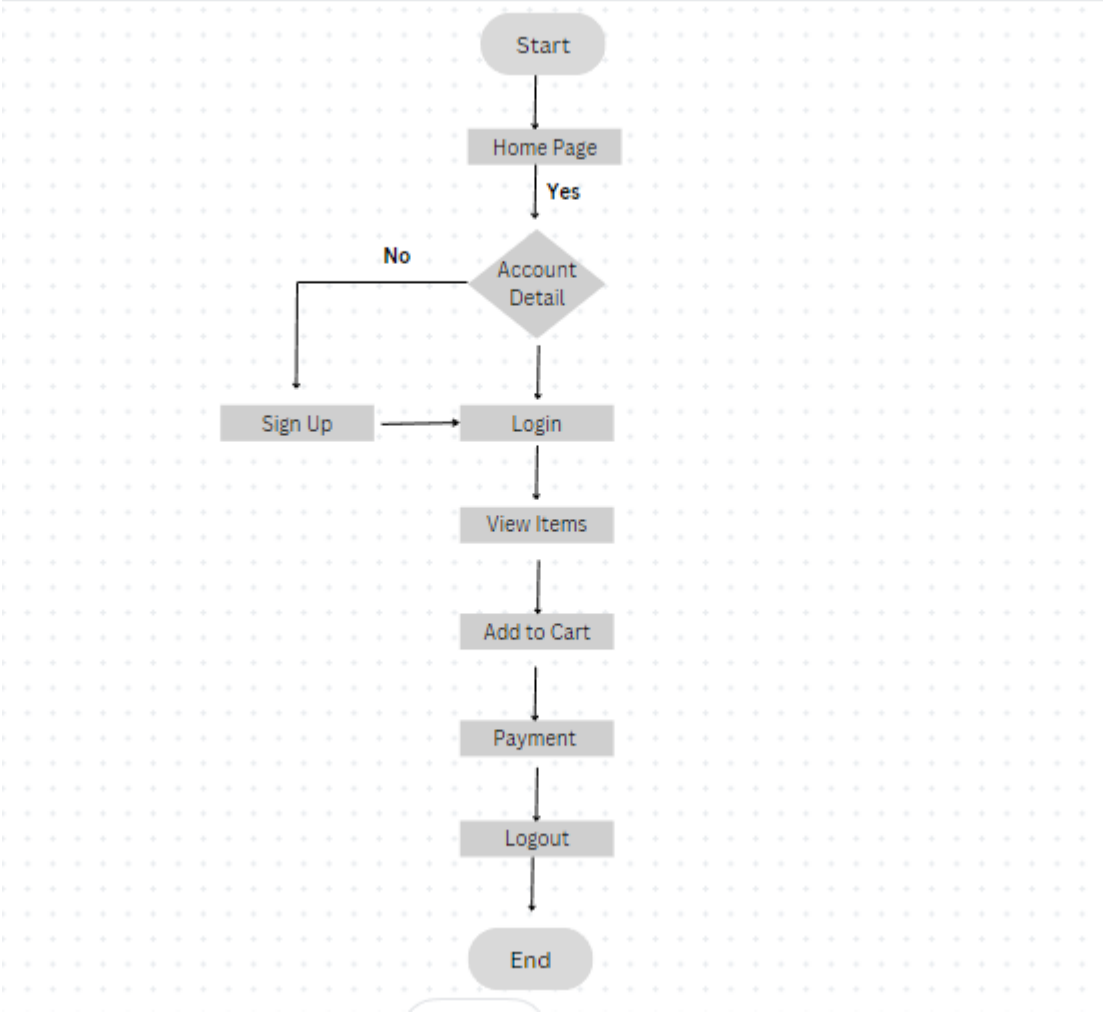
6.3 Sequence Diagram

A sequence diagram is a Unified Modeling Language (UML) diagram that illustrates the sequence of messages between objects in an interaction. A sequence diagram consists of a group of objects that are represented by lifelines, and the messages that they exchange over time during the interaction.



6.4 Flowchart Diagram

A flowchart is a picture of the separate steps of a process in sequential order. It is a generic tool that can be adapted for a wide variety of purposes, and can be used to describe various processes, such as a manufacturing process, an administrative or service process, or a project plan.



6.5 ER diagram

An entity relationship diagram (ERD), also known as an entity relationship model, is a graphical representation that depicts relationships among people, objects, places, concepts or events within an information technology (IT) system.