Vocabulary

System Users:

- User\Client A general term for a user that uses the system. A user has a state field that determines his role in the system.
- **o Member** A user that entered the market. Every member can perform purchases.
 - Store Founder A member that opens a store.
 - Store Owner A member that owns a store, can manage the store's inventory, buying policies, sales policies, and purchase types. Can appoint and remove other store owners.
 - Store Manager A member appointed by one of the Store Owners (Appointer), manages the store within the rights he got from his appointer.
 - System Manager A member able to close a store, remove another member, receive information about stores, and communicate with other members.
 - Appointment A relationship between two members
 - Appointer A member who appoints one member to his current state.
 - **Appointee** A member that got appointed by an appointer.
 - Visitor A member visiting the market.
- **o** Seller An umbrella term for Store Founder, Store Owner, and Store Manager.
- **o Guest** Non-member visiting the market.
- **o** Buyer A member that performs a purchase.

Functionality

- Market The store's management system.
- o Product A merchandise that an active store can offer.

- **o Inventory** A term describing a store's available products.
- Cart A term describing a group of products a member has added to his next purchase.
- **o Store** A store in the system. Each store has a product catalog and buying and discount policies.
- **o Product Catalog** A product catalog holds all the products a store has to offer to its customers.

Actions

- **o** Exiting An action, a visitor can exit the market, by that losing all his cart content and his state as a visitor.
- **o Registering** An action, a non-member client can register, and by that become a member.
- Logging-in An action, a guest can log in using his credentials and by that become a visitor.
- Product Saving An action, a member can save a product,
 by that adding it to his cart.
- Logging-out An action, a logged-in member can log out and by that become a guest.
- **o** Creating a store A member can create a store, by that becoming a Store Owner associated with this store.
- Writing a review A buyer can write a review about a product he bought.
- **o** Rating A buyer can give a rating to a store he bought from or an item he bought.
- Report A buyer can send a report to the system manager.

Purchases:

- Immediate Purchase A purchasing policy stating that a buyer pays the stated amount to buy the product immediately.
- **o Bid** A bid is an offer that someone makes to buy something in an auction. When a member wants to buy

- an item that is being auctioned, they say how much they are willing to pay for it.
- o Auction A purchasing policy that includes a starting price and a time interval, buyers can place bids and at the end of the time interval, the highest bidder pays his bid and buys the product.
- o **Raffle** A raffle is a purchasing policy where people buy tickets for a chance to win a product. The more tickets a person buys, the better their chances of winning. Once the total ticket prices reach the product's price, a random drawing determines the winner.
- <u>Buying Policy</u> A buying policy determines who is allowed to buy at the store, what purchase policy is used, and other terms like the minimum product for purchase, every store got a buying policy and it can be applied to products or buyers or for both.

Sales:

- Open Sale A type of sale that includes the sale percentage and time.
- **o Dependent Sale** A type of sale that includes the sale percentage, time, and the term a buyer should fill to be eligible for it.
- **o Hidden Sale** A type of sale that includes the sake percentage, time, and sale code, only a buyer that knows the code is eligible for this sale type.
- <u>Sales Policy</u> A sale policy determined who is eligible for sale, and which type of sale to use, every store got a sales policy and it can be applied to products or buyers or for both.