

E-commerce Website



Academic Year

2022-2023

SOFTWARE REQUIREMENT SPECIFICATION

Guided By: Ms. Deepika Ajalkar

Submitted By:

- | | |
|--------------------|----------------------|
| 1. Aadinath Zade | (Roll no.: TYITA 02) |
| 2. Shrikant Jamale | (Roll no.: TYITA 41) |
| 3. Suraj Talole | (Roll no.: TYITA 42) |
| 4. Sandeep Tompe | (Roll no.: TYITA 57) |

Software Requirements Specification

The introduction of the Software Requirements Specification (SRS) provides an overview of the entire SRS with purpose, scope, definitions, acronyms, abbreviations, references and overview of the SRS. The aim of this document is to gather and analyze and give an in-depth insight of the complete Marvel Electronics and Home Entertainment software system by defining the problem statement in detail. Nevertheless, it also concentrates on the capabilities required by stakeholders and their needs while defining high-level product features. The detailed requirements of the Marvel Electronics and Home Entertainment are provided in this document.

1.Purpose

The purpose of the document is to collect and analyze all assorted ideas that have come up to define the system, its requirements with respect to consumers. Also, we shall predict and sort out how we hope this product will be used in order to gain a better understanding of the project, outline concepts that may be developed later, and document ideas that are being considered, but may be discarded as the product develops. In short, the purpose of this SRS document is to provide a detailed overview of our software product, its parameters and goals. This document describes the project's target audience and its user interface, hardware and software requirements. It defines how our client, team and audience see the product and its functionality. Nonetheless, it helps any designer and developer to assist in software delivery lifecycle (SDLC) processes.

2.Scope

Primarily, the scope pertains to the E-Store product features for making Marvel Electronics and Home Entertainment project live. It focuses on the company, the stakeholders and applications, which allow for online sales, distribution and marketing of electronics. This SRS is also aimed at specifying requirements of software to be developed but it can also be applied to assist in the selection of inhouse and commercial software products. The standard can be used to create software requirements specifications directly or can be used as a model for defining a organization or project specific standard. It does not identify any specific method, nomenclature or tool for preparing an SRS.

3.Overview

The remaining sections of this document provide a general description, including characteristics of the users of this project, the product's hardware, and the functional and data requirements of the product. General description of the project is discussed in section 2 of this document. Section 3 gives the functional requirements, data requirements and constraints and assumptions made while designing the E-Store. This document contains the problem statement that the current system is facing which is hampering the growth opportunities of the company. It further contains a list of the stakeholders and users of the proposed solution. It also illustrates the needs and wants of the stakeholders that were identified in the brainstorming exercise as part of the requirements workshop. It further lists and briefly describes the major features and a brief description of each of the proposed system. The following SRS contains the detail product perspective from different stakeholders. It provides the detail product functions of E-Store with user characteristics permitted constraints, assumptions and dependencies and requirements subset.

SYSTEM DEFINITION

1. Background

In this new era of generation, the numbers of people shopping online has increased significantly throughout the year which give greater impact to the business world. According to Magee (2003), the growth in the number of online shoppers is greater than the growth in Internet users, indicating that more Internet users are becoming comfortable to shop online. This whole new phenomenon of purchasing online kept on increasing due to the existence of the internet that trigger the users to choose the online shopping medium to purchase their items. The capability of purchasing without leaving your place is of great interest to many consumers. Online shopping permits the consumer to buy or to purchase online at anytime and anywhere as long as they are connected to the internet. Online shopping activities have portray several benefits that could attract online consumer to keep on purchasing online. The potential benefits of online shopping for consumers include convenience, various selection, low price, original services, personal attention, and easy access to information, among others. According to Lee and Turban (2001), there is an enormous potential in the use of Internet for the purchase of goods and services but many users are reluctant to make purchases on the Internet. Consumer hesitate to purchase online as they think that online shopping have greater risk involved as they can only depend on what they see on their screen rather than traditional shopping they could get to touch and see the physical goods itself. Not only this, some other issues that prevent consumer from online shopping is the fear of being cheated, the unsecure payment issues, informational privacy concerns and lack of trust in online shopping system.

2. Scope

The basic needs of every person in the world need to be fulfilled at any cost. These needs include food, shelter and clothes. If we have all of these three boxes checked, we can survive in the world. But it's not just about surviving, we need to live in the world. To live, our needs expand to a certain level. This level of expanding our needs may vary for different people. The more we earn, the higher the level of our needs go. Similarly, the people who sell the products to fulfill our needs, use different sources of selling. They range between a low level to high level of selling depending upon the quality of products to be sold out. Some products are sold out in small shops, even on roads while others are sold out in big shopping malls.

3. Administrator

Characteristics

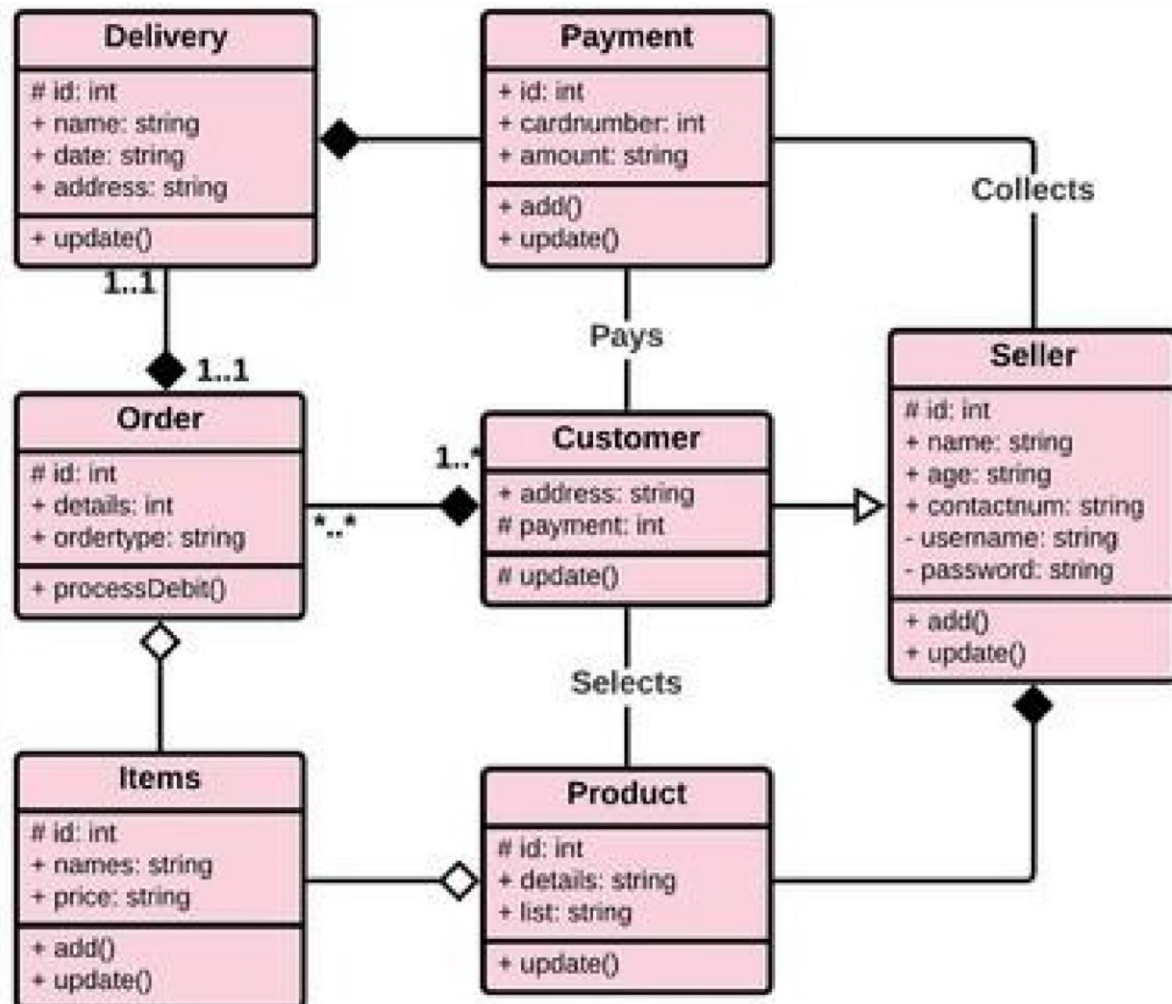
- Customer Details.
- Payment and Fulfilment.
- Create Draft Orders.
- Abandoned checkouts.
- Add Unlimited Products.
- Track Inventory.
- Manage Products.

4.System Analysis:

Analysis of the system can be divided into following 3 phases:

1. Structured Analysis
2. Package Selection
3. System specifications

UML DIAGRAM



USE CASE DIAGRAM

Use Case Diagram for Online Shopping Website

