SOFTWARE DEVELOPMENT PRACTICES

ONLINE SHOPPING SYSTEM

IT-C GIRLS FIRST YEAR

Introduction

Purpose:

This document is the complete structure of online shopping. This document will serve as a guide for developers and the customers

Online shopping is one of the most usable app by everyone in the world. It acts as a major part in day to day life. Nowadays people get everything by using internet in their places to buy. Technology was developed to buy medicines, fruits, vegetables, etc in online shopping. Customers to browse through the shop and buy them online without having to visit the shop physically using online shopping buyers and retailers are saving time.

Scope:

Sellers can deal in a wide range of products. Even small business can increase their sales and grow by selling online.

Definition:

OS Online shopping

SRS Software requirement specification

Stakeholder Customer

Overview:

This system will use for everyone it does not acquire any educational level, experience or technical ethics, People can buy their product in their comfortable places and their free home without going to shop manually. In online shopping (OS) there are more benefits for users like offers, deals, return policy, etc. By using online shopping many of them will get job for packing, delivery, etc.

OVERALL DESCRIPTION:

PRODUCT PERSPECTIVE:

The online shopping system should provide the facility of buying of item. There is no credit card payment. Payment is assumed to be by cash on delivery. Online shopping saves time. There are more options in online shopping.

PRODUCT FUNCTION:

Customer have to login buy individual login. Name and details are individual and set their password according to them

Then customer can view products. Then customer can see their orders and they can able to see delivery and shipping status up to date

OPERATING ENVIRONMENT:

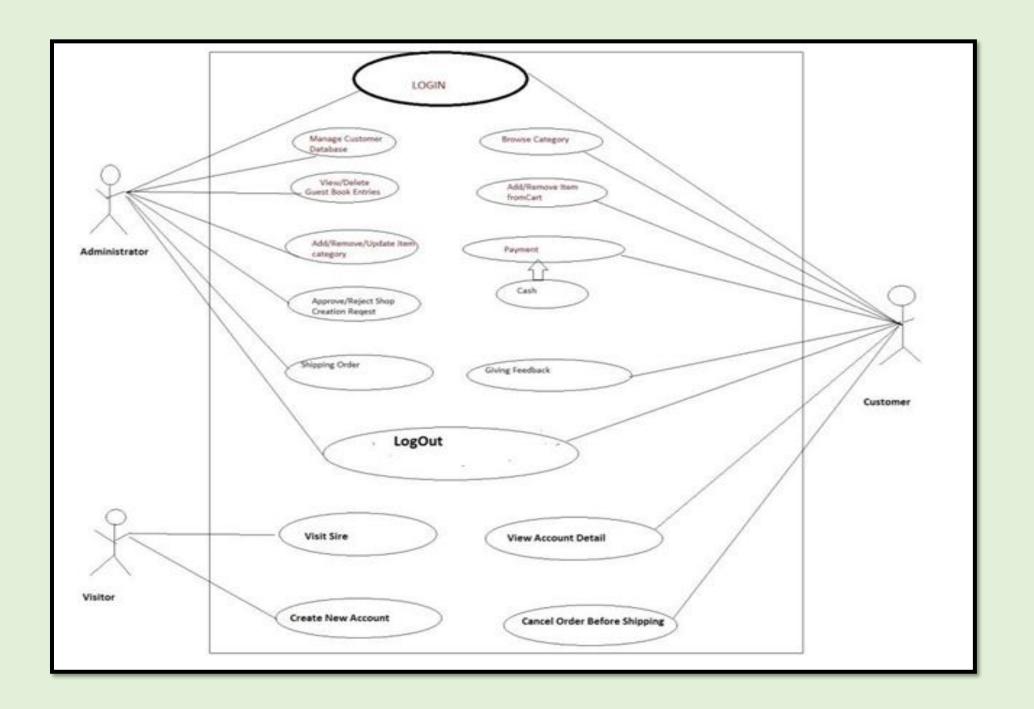
HARDWARE REQUIREMENTS

Pc with proper speed and memory

SOFTWARE REQUIREMENTS:

FRONTEND: PHP, hypertext processor, javascript, css

BACKEND: SQL DATABASE



3. Specific Requirements:

3.1 Functional Requirements:

This section provides requirement overview of the system.

3.1.1 LOGIN:

Customers should have valid login ID and Password to enter into the site.

3.1.2 REGISTERATION:

New users can sign up by creating new ID.

Unregistered users cannot go to shopping cart.

3.1.3 VIEW AND EDIT OWN DETAILS:

Can view and edit his/her personal details, payment details and details about services provided.

3.1.4 CHOOSING AND COMPARING PRODUCTS:

Can view all available products and can compare them and make a choice for purchasing products.

3.1.5 PAYMENT:

Can purchase any product through Cash on delivery, Debit Card, Credit Card, UPI payments

3.1.6 LOGOUT:

Customers must logout of the site after purchasing products.

3.1.7 CUSTOMER CARE:

Getting Feedback from the Customers:

Responsible for receiving complaints, queries and feedback from the customers.

Providing Solutions to Customers:

Provide solutions to customers on their complaints and queries.

3.2 Non Functional Requirements:

3.2.1 PERFORMANCE REQUIREMENTS:

The system shall accommodate high number of items and users without any fault.

Responds to view information shall take no longer than 5 seconds to appear on the screen.

3.2.2 SAFETY REQUIREMENTS:

System use shall not cause any harm to human users.

3.2.3 SECURITY REQUIREMENTS:

Normal users can just read information but they cannot edit or modify anything except their personal and some other information.

System will use secured database.

3.2.4 ERROR HANDLING:

OFS shall handle expected and non expected errors in ways that prevent loss in information and long downtime period.

4.INTERFACES

4.1 INTERFACE REQUIREMENTS

1.CUSTOMERS INTERFACE

LOGIN PAGE:

THIS INTERFACE CONSISTS OF TWO FIELDS,"USER NAME", AND "PASSWORD". IT ALSO CONSISTS OF NEW REGISTRATION, FORGOT PASSWORD BUTTON UNDER THE PASSWORD AND NEXT PAGE BUTTON.

NEW REGISTRATION:

THIS PAGE CONSISTS OF THE CUSTOMERS PERSONAL DETAILS LIKE NAME, DATE OF BIRTH, PERSONAL ADRESS, EMAIL ID, PHONE NUMBER, ETC... THE NEXT PAGE WILL CONTAIN A SPACE FOR OTP WHICH WILL BE SENT TO THEIR EMAIL OR MOBILE NUMBER.

Home page:

This page consists of a search bar where the customer can search the items required ,some icon options under the search bar like clothes, accessories, mobile phones,laptops,etc...

Personal data editing:

In this page customer can edit their personal details by clicking on to the name or the profile icon on the top left corner.

Search bar:

By clicking onto this bar the customer can enter the items or products required by them . and also while typing the items there will be suggestions appearing under the search bar.

Product page:

Here the customer can see the products typed in the search bar . there will be a photo of the item beside which there will be price. On clicking on the item we can see a new page popping which contains price, different sizes, colours, coments, buy, add to cart and other items related to that item.

CART :

THIS PAGE WILL BE VIEWED WHEN WE CLICK ON TO BUY OR ADD TO CART VIEW ICON NEAR THE PRODUCT. HERE THE PRODUCTS WILL BE LINED UP VERTICALLY WITH THE PRICE BY SIDE AND NEAR THE PRICE THERE WILL BE OPTIONS LIKE DICARD, ADD TO FAVORITES, ETC...AND ALSO PAY.

PAYMENT:

THIS PAGE WILL CONTAIN THE TABS FOR BANK DETAILS LIKE BANK NAME, UPI PAYMENT, OR CASH ON DELIVERY, ADRESS TO DROP THE PACKAGE, ETC...

SUPPORT:

THE USER CAN CONTACT THE CUSTOMER CARE VIA MOBILE OR MESSAGE.USER CAN ASK FOR THE ASSISTANCE OR CANASK FOR FEEDBACKON A PARTICULAR ASPECT.

4.2 INTERFACE FOR SHOP OWNER:

- IN THE THE SHOP OWNER WILL HAVE DIFFERENT LOGINID, USERNAME PASSWORD USING WHICH HE CAN ACCESS HIS ACCOUNTS, MAINTAIN SHOP, ETC..
- REQUIREMENT IN CONTROL PANEL:
- ADD/REMOVE ITEMS.
- DISCOUNT DETAILS.
- FOR MAKING ADVERTISEMENTS.
- TO SETUP /DICONTINUE SHOP.
- CONTACT ADMINISTRATOR.

4.3 INTERFACE FOR SALES MANAGER:

- THE SALES MANAGER WILL HAVE A DIFFERENT USER ID TO ACCESS THE CONTROL PANEL.
- CONTROL PANEL:
- MAINTAIN THE PRODUCT DATABASE SO THAT THE SAME OR DIFFERENT KINDS OF PRODUCTS ARE PROPERLY MAINTAINED WITH THEIR UNIQUE ID.
- GENERATE CURRENT SHIPPING STATUS AND UPLOAD IT TIME TO TIME.AND PROVIDE THE DATE OF DELIVERY TO THEIR (CUSTOMERS) EMAIL.
- PROMOTE SALES.
- CONTACT ADMINISTRATOR.

4.4 INETERFACE FOR ACCOUNTS MANAGER:

THE ACCOUNTS MANAGER WILL HAVE DIFFERENT LOGIN ID THROUGH WHICH HE CAN ACCESS THE CONTROL PANEL.

- CONTROL PANEL:
- KEEP THE TRACK FOR PAYMENT TRANSACTIONS DIFFERENTIATED BY UNIQUE ID.
- CONTACT THE BANK FOR ACCOUNT VALIDATION.
- CONTACT ADMINISTRATOR.

4.5 INTERFACE FOR PURCHASE MANAGER:

THE PURCHASE MANAGER WILL HAVE DIFFERENT USER ID TO ACCESS THE CONTRIL PANEL.

- CONTROL PANEL TO DO THE FOLLOWING:
- WHENEVER THE STOCKS IN WAREHOUSE GOES UNDER A CRITICAL VALUE, THE SYSTEM ALERTS THE PURCHASE MANAGER ABOUT IT AND HE CONTACTS THE ADMINISTRATOR SEEKING PERMISSION TO MAKE A PURCHASE FROM A PARTICULAR VENDOR.
- CONTACT A VENDOR FOR MAKING A PURCHASE.

4.6 INTERFACE FOR CUSTOMER CARE:

- THE CUSTOMER CARE WILL HAVE A DIFFERENT USER ID TO ACCESS THE CONTROL PANEL.
- CONTROL PANEL TO DO THE FOLLOWING:
- READ THE FEEDBACK OF CUSTOMER.
- REPLY TO THE CUSTOMERS QUERIES.
- CONTACT THE ADMINISTRATOR

4.7 INTERFACE FOR ADMINISTRATOR:

- THE ADMINISTRATOR WILL HAVE A DIFFERENT USER ID TO ACCESS THE CONTROL PANEL.
- CONTROL PANEL TO DO THE FOLLOWING:
- ACCESS AND VIEW THE CUSTOMER DATABASE.
- ACCESS AND VIEW THE VENDOR DATABASE.
- ACCESS AND VIEW THE EMPLOYEE DATABASE AND MANAGE THEM.
- GRANT/PURCHASE PERMIT TO PURCHASE MANAGER.
- MANAGE EMPLOYEE SALARY.
- CONTACT EMPLOYEE.

HARDWARE INTERFACE:

- OPERATING SYSTEM: WINDOWS
- HARD DISK: 40GB, RAM: 512 GB
- PROCESSOR: 15

SOFTWARE INTERFACES:

- HTML
- JAVA SCRIPT
- REACT

COMUNICATION INTERFACE:

THE CUSTOMER SHOULD CONNECT THROUGH LAN OR WAN NETWORK.
SYSTEM DESIGN SPECIFICATION

Architecture design

A diagram showing the major subsystem and data repositories and their interconnections supplement with text as needed provide descriptions of the design components.

Design satisfies product and process requirements design appropriately address critical aspects of manufacturing system.

It also include details such as inspection and acceptance, quality assurance, requirements packing and marking data requirements and traching. It also means ;that the functional description of each product the preliminary description of which for the initial products is described in the binder under the SRD system requirement document.

Data flow diagram (DFD)

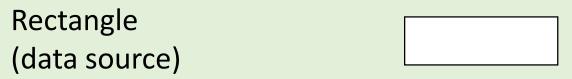
Data floe diagram DFD maps out of the flow of information for any process of system It uses defined symbols, like rectangles circles and arrows plus short text labels to show the data inputs outputs, storage points and the route between each destination.

Data flowchat can range from simple even hand drawn process overview to in depth, multi level DED that dig progressively deeper into how the data is handled.

DFDS are built using standardized symbols and notation to describe various entities and their relationship

You can use those diagrams to map out an existing system and make it better or to plan out a new system for implementation while they work well for data flow software and systems they are less applicable now a days to visualize the interactive real time or oriented software systems

There are physical logical data flow diagram.



It represents a data source of destination. Maybe in paper file folder or a database Data flow

A directed line represents a flow of data. The flow of data into or out of process, data store or entity

oval

(Process)



An oval represents a process that can perform some transformation of input data to yield output data

Data storage

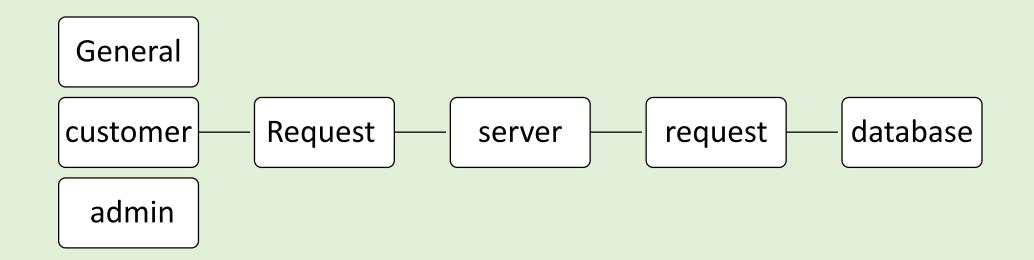
An open-ended rectangle represents storage

The points at which data is transformed are caused as nodes. The principle process that takes places at nodes are

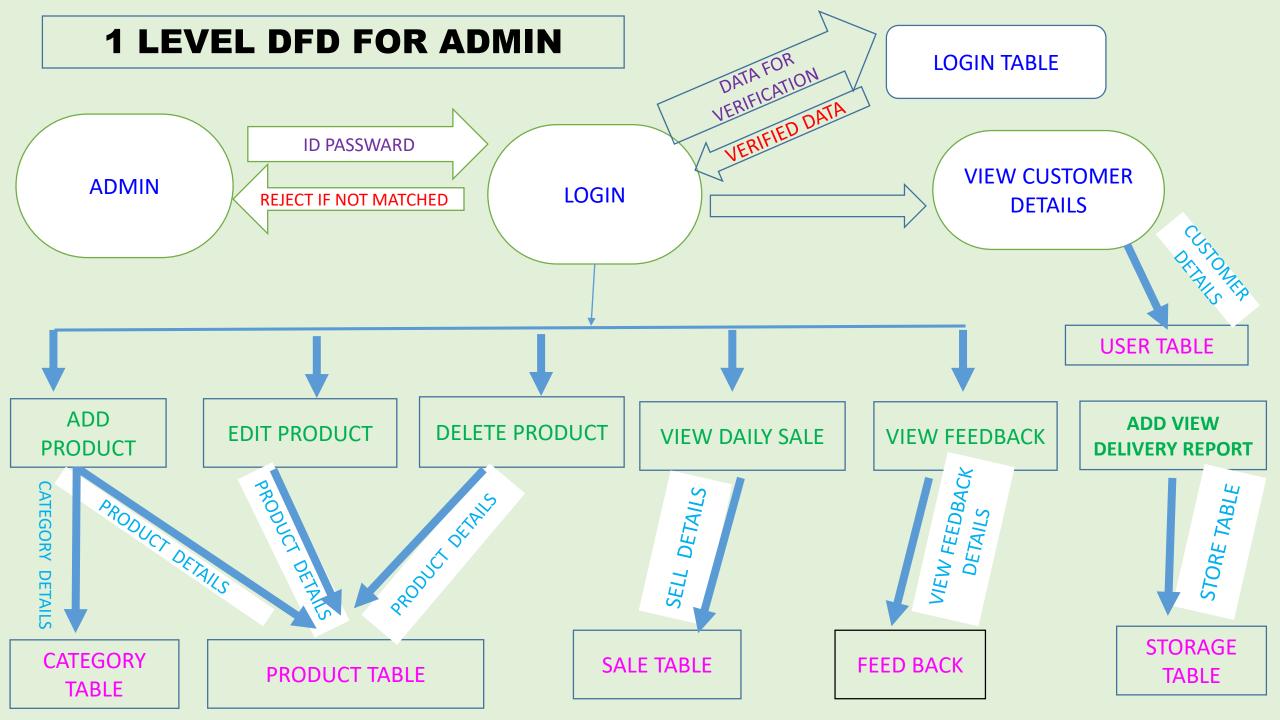
Combining data steams

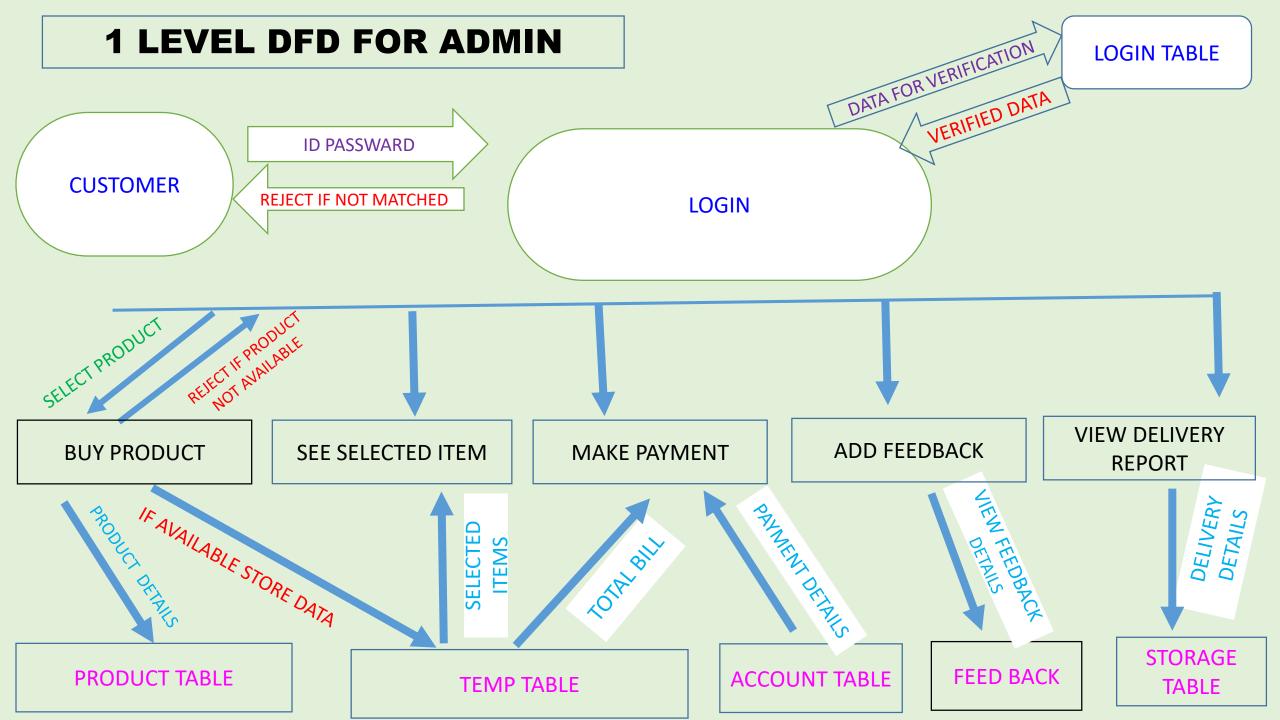
Splitting data steams

Modifying streams









E-R DIAGRAM

