E-Junkshop: Mobile Application for (LD's Junkshop)

A Testing and Quality Assurance Project presented to

The Faculty of the College of Computer Studies

University of Cebu Lapu-lapu and Mandaue

In Partial Fulfillment of the Requirements

For the Introduction to Software Engineering

By:

Bacordio, Raphael Jess

Cenita, Mary Shoj

Jumapao, Alyssa L.

Tudtud, Lj Vincent P.

Ms. Suzette B. Baluarte-Bacus

Adviser

December 2021

Signature

Lj Vincent P. Tudtud

Hustler

Mary Shoj Cenita

Hipster

Raphael Jess Bacordio

Hacker

Alyssa L. Jumapao

Tester

Change History

Name	Date	Reason for Changes	Version
E-Junkshop System	9/00/2021	This is the initial creation of the E-Junkshop System.	1.0
E-Junkshop System	0/00/2021	Final creation of E-Junkshop System.	2.0

Preface

Businesses nowadays are using the advantage of technologies to widen their target market and help the business to continue growing. The researchers think of a business that is not develop by anyone yet. During the time of brainstorming, the team put some consideration to develop a system that will not be of any damage to the environment. And the idea of developing an E-Junkshop Application was created.

The system contains functionalities that are already operational to the physical shop of LD's Junkshop, which is the client of this research. The client of the study was chosen of a reason for the owner is a family friend to one of the research developers. The proponents of the study plans to develop the system before the year 2022 comes. The system can be use by both the owner and customers of the business.

Table of Contents

List of Tables

List of Figures

1. Overview

1.1. Project Summary

1.1.1. Purpose, scope and objectives

Purpose

E-Junkshop System is a mobile application in particular to LD's Junkshop intended to minimize the physical work/s in operating the mentioned business. This also comprises interaction between the two users, client and admin. The users can save their time and make less effort while doing the transaction and achieve the same output with the traditional technic used in operating a physical junkshop.

Scope

Admin-side

1. Login

2. View Dashboard

Includes the following:

- Total Pending Items

- Total Orders

- Total Items

- Total Earnings

- Overall

- This Month

- Total Appointments for Today

- Remaining Funds

3. View Pending Items

Includes the following:

- Set Pick-up Time for to be Purchased Items and Delivery Time for Item Orders

4. Manage Purchase and Orders

Includes the following:

- View Appointments for Transactions

  Includes the following:

  - Delivery Dates

  - Pick-up Dates

- View Transaction History

5. Message Customer

6. Add Item Tags

7. Add Item Category

8. Add Items

9. Add Funds / Deduct Funds

10. Add Item Types Price per kg

11. Generate Reports

   Includes the following:

   - Appointment Transaction List

   - Order List

   - Transaction List (Done)

   - Item List

Customer-side

1. Login

2. View Dashboard

   Includes the following:

   - Total Items in Cart

   - Total Purchased Items

   - Total Items Posted

   - Total Items Approved

3. View Types' Pricelist

4. Edit Profile

5. Browse Junk Items

    6. Place an Order

       Includes the following:

- View Cart

- View Transaction History

    7. Post an Item

    8. Message Admin

Limitations

1. Offline access is not applicable.

2. The system focuses and limits only for LD's Junkshop.

3. Clients/customers cannot bid for prices.

4. Transactions will be done outside the system.

5. The system is limited to android users.

Objectives

General Objective

The main objective of the system is to <u>design and build</u> an application that is suitable for an android-based Junk Shop System that <u>buys and sells</u> used items in particular to LD's Junkshop.

Specifically, the study address the following:

- <u>Design and develop</u> application for LD's Junkshop that is online accessed.

- Generates reports on transaction records to understand and evaluate past and current performance.

- Tracks the in and out of the business' profit and evaluate the total earnings each month.

- Allows users to communicate with each other via in-app messaging.

- Manages the items posted by both the admin and the customers.

- Set an appointment for the transaction's schedule.

- Classify the items base on their categories.

1.1.2. *Assumptions and constraints*

Assumptions

- This project will only functional to LD's Junkshop in Subabasbas, Lapu-Lapu City.

- The system's functionalities intended to mimic how the client runs his physical shop and will include a possible solution to any problem they are encountering.

Constraints

- Time
    - 4 months.

- Staff
    - The proponents of the system.
    - Admin/Owner.

- Maintenance
    - In case of malfunctions, the proponents are responsible to check and do the maintenance of the system.

Developing the system will end as early as December 30, 2021. Hard work and team work will be use in developing the system on finishing it on time. The system will be written in Java using the Android Studio developer. The system is a mobile application and will be running on android operating systems.

1.1.3. *Projects deliverables*

As part of the project, the team will deliver the following to the client:

- Running E-Junkshop System that includes all the requirements for the system.

- Project Proposal and System's Whole Project Documentation.

1.2. *Evolution of plan*

Table 1.2.1. Iteration 1

Hipster

Task	Days	Start Date	End Date	Remarks
Creation of Titles	6	09/02/2021	09/07/2021	Teamwork with co-proponents.
Proposed Titles (First Attempt)	1	09/08/2021	09/08/2021	Revised.
Proposed Titles (Second Attempt)	1	09/09/2021	09/09/2021	Approved.
Final Project System Proposal	3	09/11/2021	09/13/2021	Specify the functionalities.
Objective of the Study	4	09/18/2021	09/21/2021	Formulate the objective of the study.
Specific Objective	4	09/18/2021	09/21/2021	Formulate the specific objective of the study.

Tester

Task	Days	Start Date	End Date	Remarks
Creation of Titles	6	09/02/2021	09/07/2021	Teamwork with co-proponents.
Proposed Titles (First Attempt)	1	09/08/2021	09/08/2021	Revised.
Proposed Titles (Second Attempt)	1	09/09/2021	09/09/2021	Approved.
Final Project System Proposal	3	09/11/2021	09/13/2021	Specify the functionalities.
Objective of the Study	4	09/18/2021	09/21/2021	Formulate the objective of the study.

| Specific Objective | 4 | 09/18/2021 | 09/21/2021 | Formulate the specific objective of the study. |

Hacker

Task	Days	Start Date	End Date	Remarks
Creation of Titles	6	09/02/2021	09/07/2021	Teamwork with co-proponents.
Proposed Titles (First Attempt)	1	09/08/2021	09/08/2021	Revised.
Proposed Titles (Second Attempt)	1	09/09/2021	09/09/2021	Approved.
Final Project System Proposal	3	09/11/2021	09/13/2021	Specify the functionalities.
Objective of the Study	4	09/18/2021	09/21/2021	Formulate the objective of the study.
Specific Objective	4	09/18/2021	09/21/2021	Formulate the specific objective of the study.

Hustler

Task	Days	Start Date	End Date	Remarks
Creation of Titles	6	09/02/2021	09/07/2021	Teamwork with co-proponents.
Proposed Titles (First Attempt)	1	09/08/2021	09/08/2021	Revised.
Proposed Titles (Second Attempt)	1	09/09/2021	09/09/2021	Approved.
Final Project System Proposal	3	09/11/2021	09/13/2021	Specify the functionalities.
Objective of the Study	4	09/18/2021	09/21/2021	Formulate the objective of the study.
Specific Objective	4	09/18/2021	09/21/2021	Formulate the specific objective of the study.

1.3. Customer Journey

1. Actor

   - Who are your customers?

     - Owner of LD's Junkshop.

     - Customers of LD's Junkshop.

     - Buyers of LD's Junkshop.

2. What is the goal of the system?

     - The main objective of the system is to develop a mobile base E-Junkshop application in particular to LD's Junkshop intended to minimize the physical work/s in operating the mentioned business. The users can save their time and make less effort while doing the transaction and achieve the same output with the traditional technic of operating a junkshop.

3. Discovery

   - How does the user discover your product of service?

     - Family and friends' recommendations.

4. Learning

   - How do they learn about your product of service?

     - The system has a friendly-user interface that will help the user to use the application step-by-step.

     - Manuals are provided.

5. Using

- How do they use your product?

    - For the Admin or Owner, they use it to be aware of any possible customer.

    - For customers, they use it to buy or sell any junk item.

2. References

3. Definition of Terms

Application – Type of computer program that performs a specific function.

Appointment – Set schedule to continue the transaction between the two users.

E-Junkshop – Computerize application design to work the same way to the

physical junkshop store.

Functionality – Software function that is capable to process specific task.

Problem – Complications that can be fix with the help of automation.

System – Development of a computer software.