<Online Auction>

Requirements Specification and Analysis

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REQUIREMENTS ANALYSIS DOCUMENT[1]

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# Introduction

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## Purpose of the System

The purpose of the auction app is to provide an app where people can buy or sell products on an online auction by using their phones

## Scope of the System

Users will be able to search the products that they want by entering information about the product and view any product on the auction app, they will be able to see information about the product such as price, category, name and other information depending on the category. Users can sign up to the system and by doing that they will be able to buy a product on the auction app by making an offer for the product on the auction. Registered users will also be able to put a product on an auction and sell it on the auction app but in order to do that they need to get approval from admin. Admin will be able to edit user profiles or delete a user. Registered users will be able to freeze their account and by doing that they will stop any kind of action taking place through their account. If users confronts any problem while using the system they will be able to communicate with admin.

## Objectives and Success Criteria of the Project

The purpose of the Online Auction System is to provide the users a mobile app that allowes people to buy or sell products on online auctions. This app will provide users a service that they will be able to make offer and buy a product on an auction or sell a product on an auction using very little number of steps. Users will be able to do that through their phone anywhere. They will be supported if they confronted a problem while using the system

## Definitions, Acronyms, and Abbreviations

Admin: Admin is an actor in auction app, admin is the actor who manages everything about auction app.

Registered User: An actor of the system, registered user is a user who signed up to the system to be able to buy or sell products.

User: A user who has not signed up to the system and so visitor is not able to buy or sell products.

## Overview

\*Rest of the RAD contains non-functional (includes usability, reliability,

performance, supportability, implementation, interface, operational, packaging,

and legal requirements) and functional requirements (includes high-level

functionality of the system).

\*System models are given. Scenarios are in side of system models section. Scenarios are to tell us the details of functional requirements. Use case models (definitions & diagrams), object model (UML diagram ),dynamic model(functiions of the sequence diagrams) , user interface view (mockup) and Project Schudule (Gantchart) are parts of system models.

section.

\*Finally, RAD consist of two parts. These ara glossary (dictionary) and references (digital sources).

# Current System

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# Proposed System

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## Overview

Our auction application is an mobile auction style trade app that can be used by everyone from students to seniors.You can use the application as a user to look around or registered user to participate or create your own auction.People will always want to sell their products but there is always a hard part and it is pricing the product that you are going to sale. By auction application the user can get the maximum amount of money of their product because buyers decides the price for it. Users can only see the ongoing auctions and their details for so, registered users are can create their own auctions just simply clicking few buttons. It can be an auction for books to paintings or so.Every registered user can bid for an auction by just selecting to amount to bid and after the procces anytime he/she wants can look at their previous bids.There is a lot of difference between being a user and registered user but the bigger difference begins with the admin permissions. Admins are the key of the auction procces. When a registered user creates an auction, the auction approval send to the admin and admin should approve the pending auction application.Without approvement the auction will never go live.Admin can also ban a user’s account that scammed another user or violate any other policies. Registered users previous won or lost auctions can be see their profile pages. Admins and other users will also be able to look eachothers profile pages also.

## Functional Requirements

Our application is a mobile online auction manager/publisher/analyser platform for everyone who wants to buy or sell items through their mobile phones and easily and most importantly fast.

On the registered users side the application has several functions to offer such as , they can look through the going auctions through the main page and if they want to make a bid to them they will do it easily. Or they can just simply want to create an auction they can make it easy and fast through the application.

On the user side. Users are just downgraded versions of the registered users. They can just use the main page to check some auctions going on and get notified.If they want to participate for an auction they have to register to do so.

Admins are the ones who controls the all procces by simply just giving approvement to the pending auctions so everyone can see. Also they can freeze the users who are not being respectfull to the rules. Admins can also reach to the users profile and also make some looking.To sum up. The most important function is the “approve” fuction the system has to offer because with it the auctions will be available for all.

## Nonfunctional Requirements

### Usability: For a person who wants to bid for an auction should make 12 clicks to register (including clicks made for login and approve bid, register procces)

### Reliability: Application servers should be running %100 of the time to application runs.

### Performance: System should must allow least 1000 parallel users.

### Supportability: The system should be maintained and changeable easily

### Implementation: NEYLE YAZICAZ

### Interface: The interface should be implemented with android studio.

### Packaging:

### Legal : The software is provided “as is”, without warranty of any kind,express or implied including but not limited to the warranties of merchantability, fitness for a particular purpose and no infringement. In no event shall the authors or copyright holders be liable for any claim, damages or other liablity. Whether in an action of contract, tort or otherwise, arising from, out of or in connection with the software or the use or other dealings in the software.

## System Models

Describes the scenarios, use cases, object model, and dynamic models for the system. This section contains the complete functional specification, including mock-ups illustrating the user interface of the system and navigational paths representing the sequence of screens.

### Scenarios

A scenario is an instance of a use case.

### Use case model

A use case is a generalization of a number of scenarios. Therefore, the number of scenarios must be equal to or greater than the number of use cases.

### Object model

The analysis object model, depicted with UML class diagrams, includes classes, attributes, and operations. The analysis object model is a visual dictionary of the main concepts visible to the user.

### Dynamic model

The dynamic model is depicted with sequence diagrams and with state machines. Sequence diagrams represent the interactions among a set of objects during a single use case. State machines represent the behavior of a single object (or a group of very tightly coupled objects). The dynamic model serves to assign responsibilities to individual classes and, in the process, to identify new classes, associations, and attributes to be added to the analysis object model.

When working with either the analysis object model or the dynamic model, it is essential to remember that these models **represent user-level concepts, not actual software classes or components.**

### User interface—navigational paths and screen mock-ups

## Project Schedule

Prepare Gannt Chart, and add it to this section.

# Glossary

To establish a clear terminology, developers **identify the participating objects** for each use case. Developers should **identify, name, and describe them** unambiguously and collate them into a glossary.

# References

This subsection should:

* Provide a complete list of all documents referenced elsewhere in the RAD, or in a separate, specified document.
* Identify each document by title, report number - if applicable - date, and publishing organization.
* Specify the sources from which the references can be obtained.

The following is an example of listing a book in this section. Check the text to see how it is cross referenced (The whole document is based on [1]).

1. Bruegge B. & Dutoit A.H.. (2010). *Object-Oriented Software Engineering Using UML, Patterns, and Java*, Prentice Hall, 3rd ed.