

SHOPPING CART

POC

LOW LEVEL DESIGNE



Presentation By
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INTRODUCTION

Shopping Cart is the Process whereas customer directly buy goods, services etc. from a Seller interactively in real-time without an intermediary service over internet. Shopping Cart is the process of buying goods and services from Merchants who sell on the internet. Since the emergency of World Wide Web, merchants have sought to sell their products to people who surf the Internet. Shoppers can visit web stores from their homes and shop as they sit in front of the computer. Consumers or Customer buy a variety of items from our Shopping Cart website.

The system would be easy to use and hence make the shopping experience pleasant for the users.

Abstract

Online Shopping Cart System is a web-based shopping system for an existing shop. This project delivers the online shopping application. Shopping cart is the process where users can directly buy goods in real-time. Users can buy products without an intermediary service on the Internet. This project is a form of e-commerce. Selected products can be added to the cart. Products added to cart can be purchased later also. Thus, the customer will get the service of online shopping and home delivery from his favourite shop.

Project objective

- To develop an easy-to-use web-based interface where users can search for products, view a complete description of the product, and order the products.
- The user can easily add a product to or remove a from the shopping cart.
- A user can view the complete specification of the product from along with various images.

Technologies Required

No.	Name	Description
1.	API	Using HTTP request we will use the respective action to trigger the various operations.
2.	ANGULAR	To create and design the frontend
3.	DATABASE	To store and retrieve the information.

5.0 Solution Steps

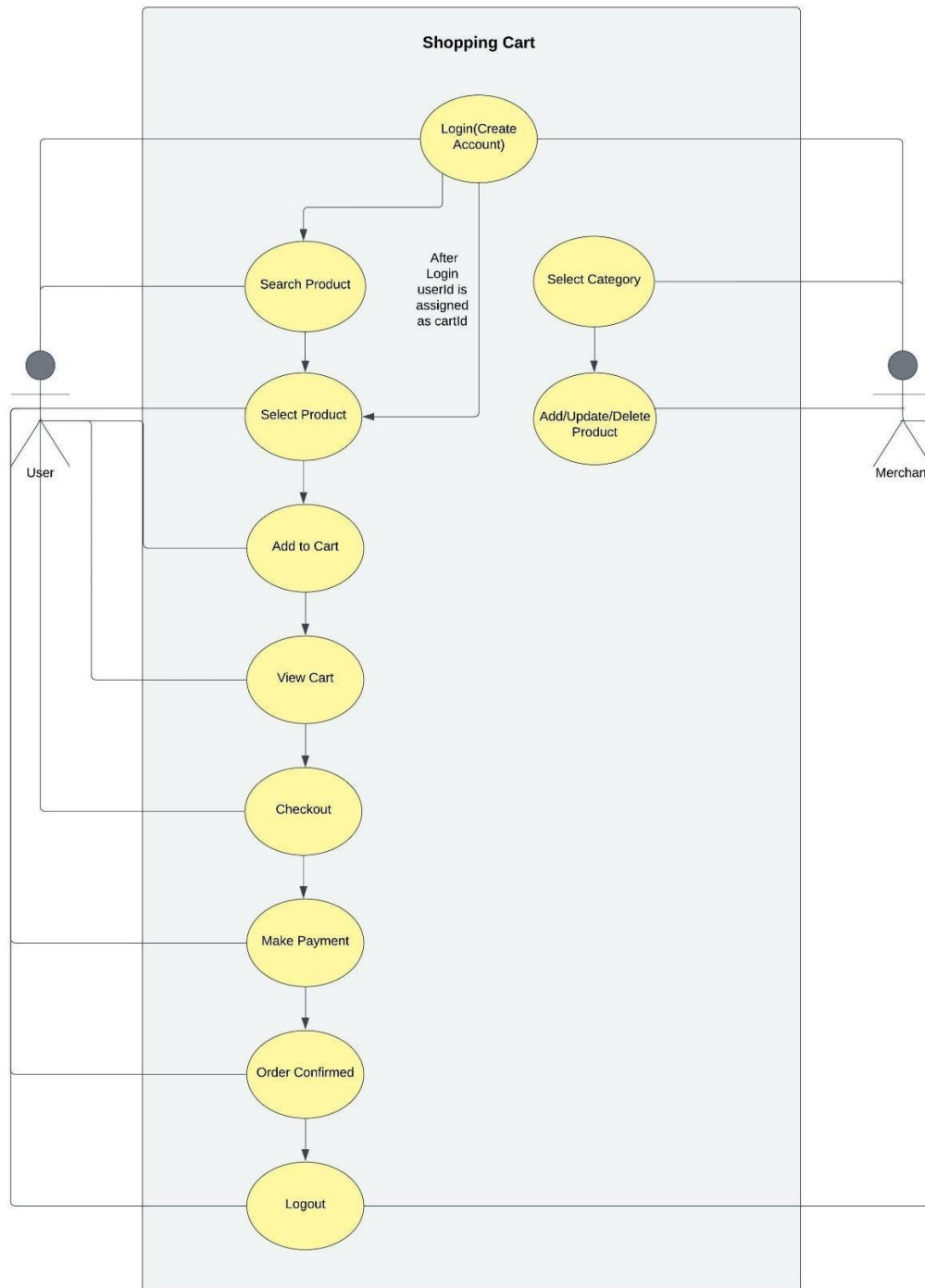
5.1 User registration

The is for the User/Customer and Merchant to Login/Sign Up for the Web application.

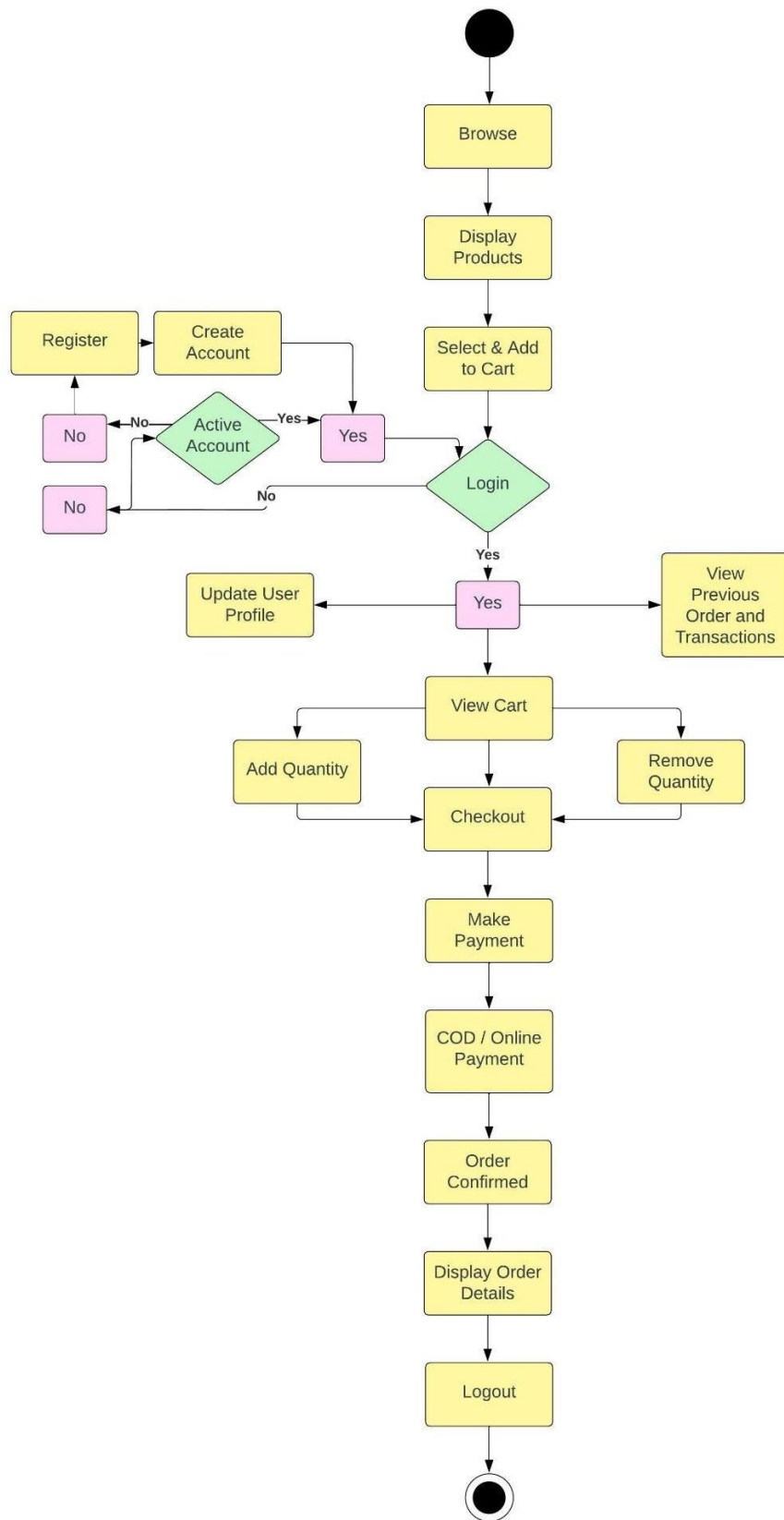
- For Login, we are going to use email and password.
- For Sign Up, we are going to use name, email, phone number, password, and address.

UML DIAGRAM

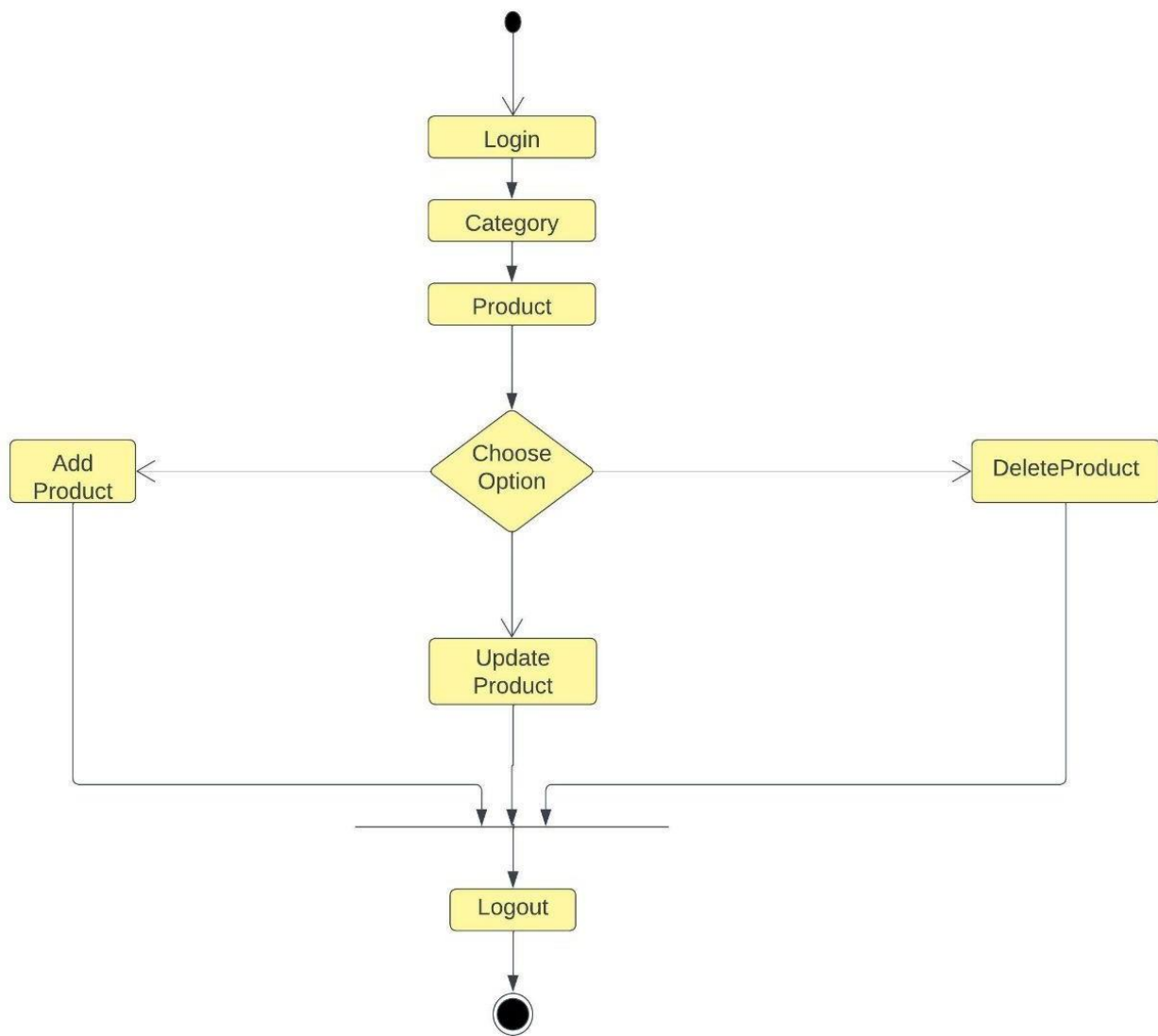
USE CASE DIAGRAM



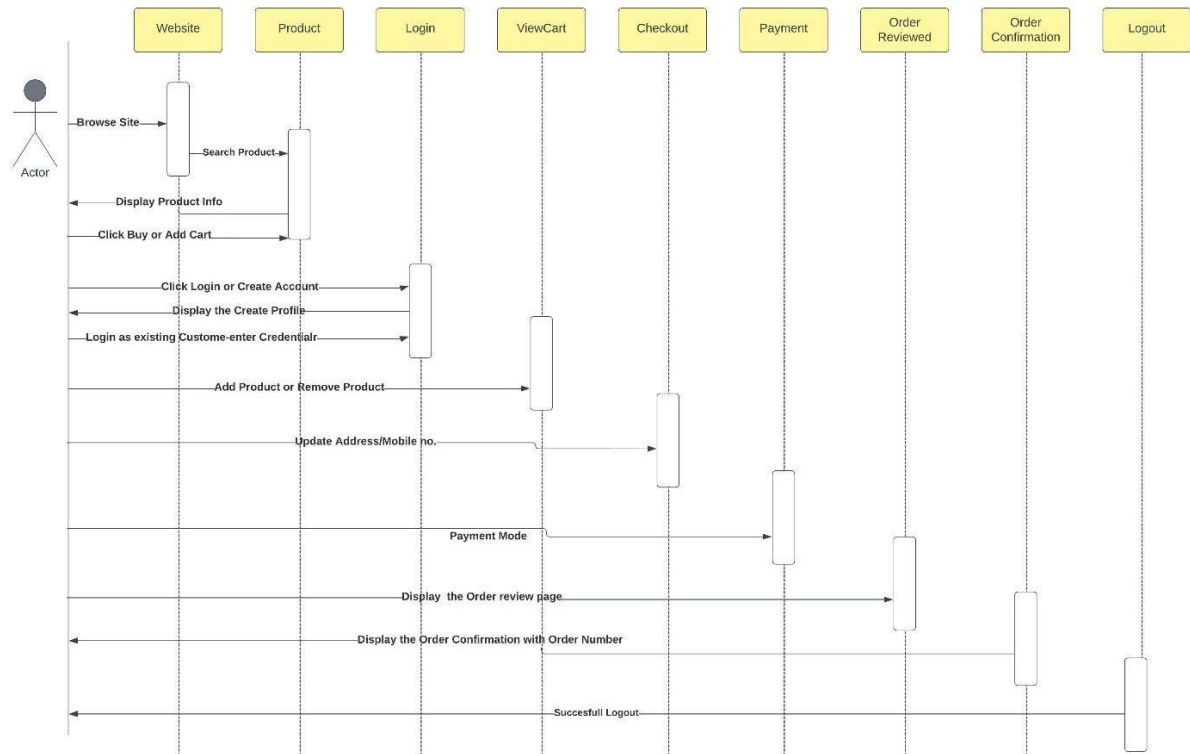
User side Activity Diagram



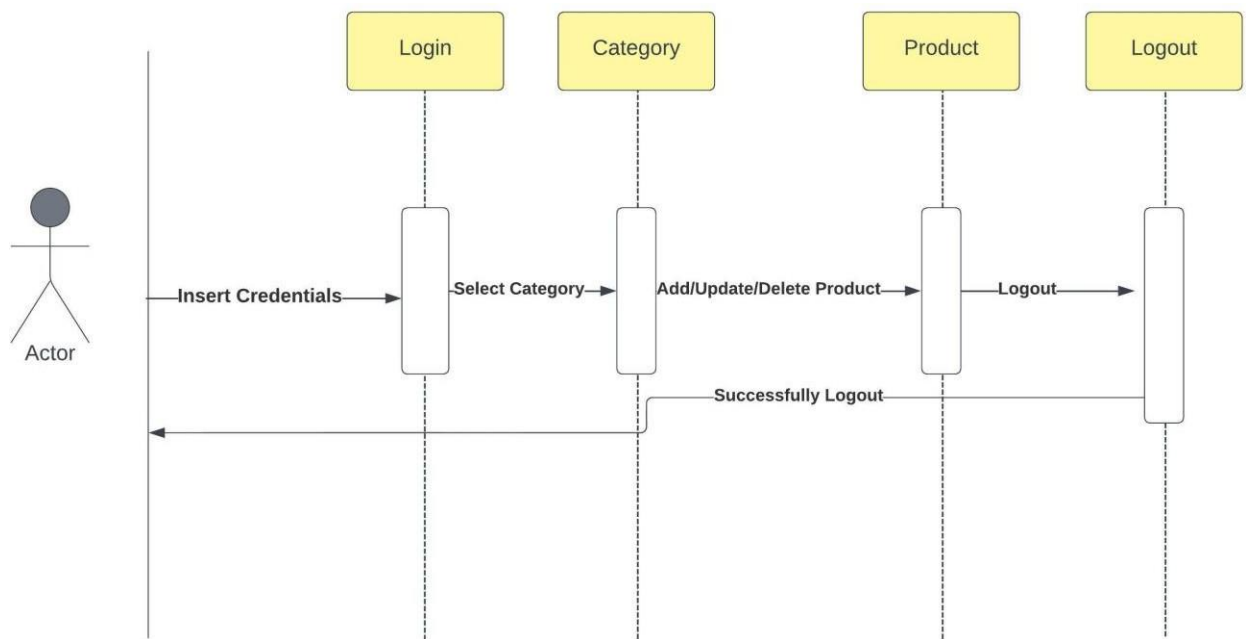
Merchant side activity diagram



User side Sequence Diagram



Merchant side Sequence Diagram



Database Diagram

