Online Sports Shop Documentation

Stage 1

Requirements for stage 1 and 2

Stage 1：

PART A - Documentation

- Create a document listing the implementation requirements for the project stage 1 and stage 2.
- In the document identify the sections of the website requiring server-side code.
- Identify sections of the site requiring client-side code.
- List the languages and technology you will use to complete this project.
- Describe the benefits of using object-oriented programming
- List 5 browsers that could be used to test the website, discuss the importance of testing in a variety of browsers and devices.
- You will be provided with a template for the documentation.
- The documentation needs to be saved as a PDF or word document no other formats will be accepted.

PART B - Implementation - Home page

- Create home page using HTML and CSS
- The home page needs to look like the supplied design for desktop and mobile

PART C - Implementation - Contact us

- Gather the following data from the user:
- First name - required
- Last name - required
- Contact number
- Email address – required, must be an email address format
- Question
- When the form is submitted the data needs to be validated using PHP.

PART D - Testing

- Website needs to function well in Edge and Chrome
- Website needs to validate against W3C HTML 5 and CSS

PART E – Submit project for review

- You will need to place all your project files, including the documentation in a folder named “Stage 1 first name last name” (where first name, last name is your full name) by the due date. The folder needs to be uploaded to canvas.
- FTP your web site to your allocated web server.

Stage 2:

PART F - Feedback

- Implement any changes identified in stage 1 marking and feedback

PART G - Database creation and connection

- Create database based on requirements
- Connect to database from the code
- Include error checking for database connection in the code

PART H - Implementation

Home page

- The home page needs to display some featured items.
- The database needs to store the items with a column that identifies if it is a featured item.
- The home page displays the items stored in the database that have been identified as featured.

Browsing

- The user should be able to browse the site to view the items for sale. The items can be found by selecting the category or searching for an item.
- For each item, you should display:
- Item name
- Photo of item
- Price and sale price if applicable
- Description of item

Selecting a category

- Items are grouped into categories. An item belongs to one category only and categories may contain more than one item.

Searching

- The user should be able to search for an item by providing the item name or part of the name.

PART I - Testing

- Website needs to function well in edge and Chrome
- Website needs to validate against W3C HTML 5 and CSS
- The website needs to be uploaded to the allocated web server and tested

PART J - Documentation and Planning - Design and analysis requirements Documentation:

In one document include the following:

- Describe the principles of analysis and design – how this can benefit the project

- Describe how you would communicate with the client throughout this project.
- Create a sitemap of your website including stage 3 implementation
- Create a project initiation document (PID)
- A template will be supplied for the documentation.

Planning:

- Create a wireframe/storyboard of the requirements for stage 3 (this will be conducted in class and needs to be submitted on or before the stage 2 submission)

PART K – Submit project for review

- You will need to place all your project files, including the documentation in a folder named "Stage 2 first name last name" (where first name, last name is your full name) by the due date. This folder needs to be uploaded to canvas
- FTP your web site to your allocated web server.
- Create the database on the allocated web server.

Languages and technology

Languages: HTML 5, CSS, PHP, MySQL

Technology: Xampp, Chrome, Edge, FTP

Sections of the website requiring server-side code

Purchasing items, check out, staff login, update password, maintain categories, and maintain items

Sections of the website requiring client-side code

Presentation of the website, drop-down menu, links to each page

Describe the benefits of using object-oriented programming

- OOP makes it easier to map business requirements to code modules
- OOP makes it easier to re-use code. As with our TAFE card example, it is important in our enrolment application. It is also important for the library application in which TAFE cards are used to borrow books. The code for a TAFE card would not need to re-written. This is one of the biggest benefits of an object – oriented approach - the opportunities for code reuse within a given application as well as across different projects.
- OOP creates the code in a way that objects are created in separate files. If you discover a bug in your TAFE card class, or you want to add new features to the class or change the way it functions, you have only one place to go. All the functionality of that class is contained in a single PHP file. This makes maintenance easier.
- Applications written in OOP are generally easier to understand.
- Objects hide the details of their implementation from the users of those objects (other programmers). Instead of needing to understand the details of the code, the programmer utilizing the object just needs to know what it is called and how to use the object.

List 5 browsers that could be used to test the website

Chrome, IE, Safari, Firefox, Edges