



**SCENARIO WALKTHROUGH**  
**“MARKET YARD MANAGEMENT SYSTEM”**

**COURSE:**  
**IT 314 : Software Engineering**

**GROUP: 5.13**

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## Scenario 1:

- The User clicks on the Sign Up button.
- The registration form is displayed.
- The User fills the registration form with relevant details.
- The User clicks on submit.
- The details are submitted.
- Sign Up process is completed.
- User is logged into the system.

Sign Up				
Sr. No.	Name	Type	Class	Reason
1	Name	Attribute	User	Name of the entity
2	Phone Number	Attribute	User	Mobile Number is used as username for login
3	Email ID	Attribute	User	Email Address of the entity
4	Password	Attribute	User	Password of the entity to login to his system

## Scenario 2:

- The User clicks on the Sign In button.
- Log In details are asked from the user.
- The User enters the username and password.
- The credentials are validated by the system.
- The User is signed in and is shown the dashboard.

Log In				
Sr. No.	Name	Type	Class	Reason
1	Username	Attribute	User/Mandi Admin	Username used by the entity for login
2	Password	Attribute	User/Mandi Admin	Password of the farmer to login to his system
3	ID	Attribute	User/Mandi Admin	Unique ID for each entity which helps identify them
4	authenticate()	Method	Portal	The portal would authenticate the login for any user to check if that user is present in the database and whether he has entered correct credentials

### Scenario 3:

- The User selects Update Profile from the Menu.
- User is shown his current details.
- User selects and edits the fields he wants to update.
- User submits the updated profile.
- System updates the information and the User is displayed his profile page.

Update Profile				
Sr. No.	Name	Type	Class	Reason
1	update_profile()	Method	User	Any entity can update his/her profile

#### Scenario 4:

- The User selects the option to add stock to the Mandi.
- He is shown the Stock entry form with fields like, commodity name, selling type, quantity, farmer's ID, price quote and payment details.
- The User saves the form.
- The User would submit the form.
- The goods brought in the Mandi are successfully added to the system.
- User is taken to his dashboard.

Add Stock				
Sr. No.	Name	Type	Class	Reason
1	add_stock()	Method	Mandi Admin	We need to add stock to the Mandi whenever any farmer brings it in
2	Commodity Name	Attribute	Goods	The name of the goods brought in
3	Quantity	Attribute	Goods	The quantity of the goods brought in
4	Farmer ID	Attribute	Goods	The ID of the farmer who brought the goods
5	Price	Attribute	Goods	The price (per kg) of the goods brought in
6	update_account()	Method	Account	The account of the farmer needs to be updated with credit when he brings in the goods
7	update_stock()	Method	Mandi	The stock present in the warehouse needs to be updated whenever new goods are brought in

### Scenario 5:

- The Customer selects the commodity that he/she wants to buy.
- The trader selling the commodity will be notified about the sale.
- Customer enters the price that he/she wants to buy and the trader enters the selling price.
- Both the entities continue this until a fixed price is decided between them.
- The Customer is taken to the checkout page.

Bargaining				
Sr. No.	Name	Type	Class	Reason
1	notification()	Method	Portal	Whenever a customer wants to bargain, the seller whose goods they are need to be notified of that
2	bargain()	Method	User	For deciding the final price, both the customer and seller need to bargain
3	add_to_cart()	Method	Customer	When the deal is final, the customer will add the item to his final basket

## Scenario 6:

- Customer is taken to the Payment Page
- Customer chooses Online method.
- He is taken to the bill generation page and the invoice is generated.
- The customer pays the money through online transaction
- The money is transferred to the seller's account after a certain percentage cut by the Mandi.

Invoice Generation				
Sr. No.	Name	Type	Class	Reason
1	generate_bill()	Method	Receipt	After the transaction, the receipt class would have to generate the receipt for the entities associated
2	make_payment() )	Method	User	Once the deal is made, the user needs to pay the Mandi and has to choose his method to make payment
3	calculate_tax()	Method	Receipt	After the transaction, the receipt class would have to calculate the tax according to the amount of goods purchased
4	verify_payment ( )	Method	Portal	Only after the portal verifies the payment made, will the transaction be completed

### Scenario 7:

- ➔ The User updates the price of the commodities.
- ➔ System takes the price as an input and generates the graph for the commodities.

Price Fluctuation Graph				
Sr. No.	Name	Type	Class	Reason
1	generate_graph() ( )	Method	Graph	Once the data about the commodity is added to the graph class, it would generate a graph of price fluctuations
2	update_price()	Method	Mandi Admin	The admin would require to input the data about the quantity and its price on that particular day



### Scenario 8:

- ➔ The User decided to buy a particular commodity.
- ➔ He clicks on buy option.
- ➔ He is taken to the checkout page

Buying of Goods				
Sr. No.	Name	Type	Class	Reason
1	buy()	Method	User	When any user buys something from the Mandi
2	checkout()	Method	Portal	After the final deal, the user is taken to the checkout page

### Scenario 9:

- ➔ Details of the transaction are already filled by the backend system.
- ➔ Customer confirms his transaction and chooses to move forward to payment.
- ➔ The Goods are deducted from the stock
- ➔ Customer is taken to the Payment Page

Checkout of goods				
Sr. No.	Name	Type	Class	Reason
1	update_stock()	Method	Mandi	The stock present in the warehouse needs to be updated whenever new goods are brought in
2	checkout()	Method	Portal	After the final deal, the user is taken to the checkout page

### Scenario 10:

- Mandi Staff is notified about the delivery to be made.
- Dispatch Entry made in the System.
- Mandi staff delivers the goods.

Delivery				
Sr. No.	Name	Type	Class	Reason
1	notify_staff()	Method	Portal	When any user buys something from the Mandi
2	deliver()	Method	Staff	The staff needs to deliver the goods if the user has requested it

## Final Class List:

Sr. No.	Name	Attributes	Methods
1	Account	ID, Date, Transaction_ID, Amount Received, Amount to be paid, Balance, Type	update_account()
2	Goods	Name, Quantity, Price, Goods_ID, Owner_ID	
3	Graphs	Goods_ID, Price, Date	generate_graph()
4	Mandi Admin	Admin_ID, Name, Phone Number, Email ID, Password	add_stock(), update_price()
5	Portal		authenticate(), generate_receipt(), take_payment(), notification(), verify_payment(), checkout(), notify_staff()
6	Receipt	Transaction_ID, Entity_ID, Quantity, Price, Tax, Total	calculate_tax() calculate_total(), generate_bill()
7	Mandi	Mandi_ID, Admin_ID, Space, Goods present	calculate_space(), update_stock()
8	User	ID, Name, Phone Number, Email ID, Bank Details, Password, Type	buy_goods(), sell_goods(), bargain(), update_profile(), make_payment(),

			add_to_cart()
9	Mandi Staff	Name, ID, Phone Number	deliver()

## Class Diagram:

