Software Requirements Specification

for

Dwelling Procure

Version 1.0

Prepared by

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1 Introduction

On 14th September, 2012 a new bill was passed in the parliament which allowed 51% of FDI(Foreign Direct Investment) in retail sector. Thus, this is a big threat to the livelihood of the people who own general stores, as FDI will increase the opening of multi-national retail chains in the Indian market. Eventually, this penetration will lower down the profit of the general stores.

Keeping this in mind, we decided to develop software that will serve as a link between sellers and buyers.

1.1 Purpose

- Dwelling Procure is primarily Web Application which provides a platform to the local shopkeepers, to compete with the Multi- national brands.
- By providing customers an option of booking their orders, to avail services at their doorsteps, offered by shopkeepers.

1.2 Product Scope

- Government allowing 51% of Foreign Direct Investment in retail sector is a big threat to the livelihood of the people who own general “kiraana” stores.
- Due to increment in FDI the opening of multi-national retail chains in the Indian market will also increase. Eventually, this penetration will have a huge impact on the profit of the general stores.
- Therefore shopkeeper will prefer this application, as this application is directly connecting them with their customers.
- Shopkeepers will have their profiles in Dwelling Procure.
- It also provides security with the use of Login-id and Password for shopkeepers.
- Customer can search for shops in nearby locations and can view the list of products available in shops.
- Customers prefer to have door-step service rather than standing in long queue for billing.

1.3 Definitions, Acronyms, and Abbreviations

- DP: It stands for Dwelling Procure, which is an online Web Application.
- App: It is an abbreviation for Application.
- DB2: Database_2.A database management system that provides a flexible and efficient database platform to maintain records of products, shopkeepers and customers.
- UML: Unified Modeling Language is a standard language for writing software blue-prints. The UML may be used to visualize, specify, construct and document.
- SMTP: Simple Mail Transfer Protocol.

1.4 References and Acknowledgments

This SRS document is build in conjunction with IEEE SRS Templates.

Books which we referred for the reference:-

- The Complete Reference MYSQL
- The Complete Reference Java 2.0

Website Referred

- www.java2s.com
- www.stackoverflow.com

1.5 Technologies to be used

- Eclipse IDE
- DB2 : IBM database
- Rational Rose
- Apache Tomcat Server version 7.0

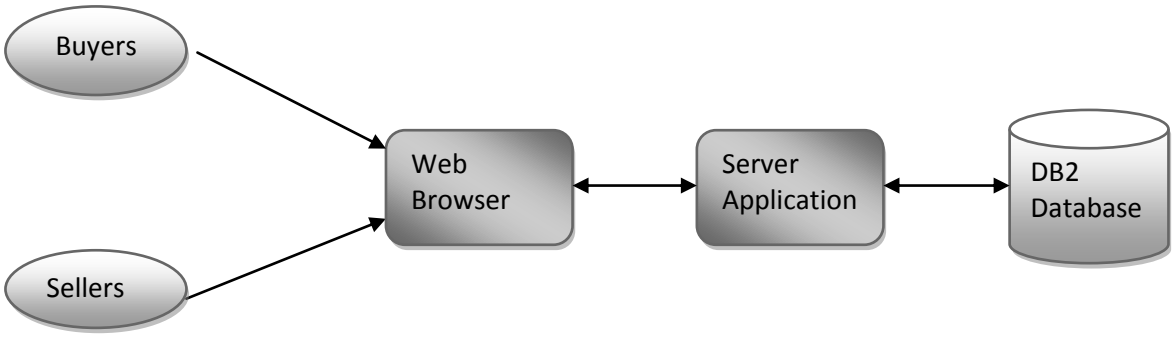
1.6 Overview

- **Overall Description**: This section will describe major components of the system, interconnections, and external interfaces.
- **Specific Requirements**: This section will describe the functions of actors, their roles in the system and the constraints faced by the system.

2 Overall Description

2.1 Product Perspective

Online shopping tries to enhance the efficiency of shopping and delivery services. Our project will provide the users the leisure and comfort of their home, without having to step out of the door.



2.2 Software Interface

- **Front End Client:**
  Web-Browser, Operating System (any)

- **Data Base Server:**
  DB2, Operating System (any)
  .
- **Development End:**
  Eclipse IDE (Java, J2EE, Swings), DB2, Windows(OS).

2.3 Hardware Interface

Minimum Requirements:

Client Side			
	PROCESSOR	**RAM**	**DISK SPACE**
JDK 1.6	Intel Pentium III or AMD - 800 MHz	256 MB	50 MB

Web Browser	Intel Pentium III or AMD-800 MHz	256 MB	50 MB

Server Side			
	PROCESSOR	**RAM**	**DISK SPACE**
JDK 1.6	Intel Pentium III or AMD - 800 MHz	256 MB	50 MB
DB2 – 9.5	Intel Pentium III or AMD - 800 MHz	256 MB	500 MB (Excluding Data Size)
Apache Tomcat Server	Intel Pentium III or AMD – 800 MHz	256 MB	100 MB

2.4 Product Functionality

This project will provide various functional capabilities such as:-

- Allow the shopkeepers to hold an account.
- Shopkeepers are given rights to add/delete/modify the product available.
- Shopkeepers can change the Password and their Personal Details.
- Secured Logins for the shopkeepers to avoid the fake information.
- Customers are provided with all the necessary information about the products.
- Customers can search and place their orders to the nearby shop.
- *All the orders details will be mailed automatically to shopkeeper's Email-ID using SMTP.*
- *Shopkeeper's can access the customer orders even by just accessing the mail account through their mobiles.*

2.5 Users Characteristics

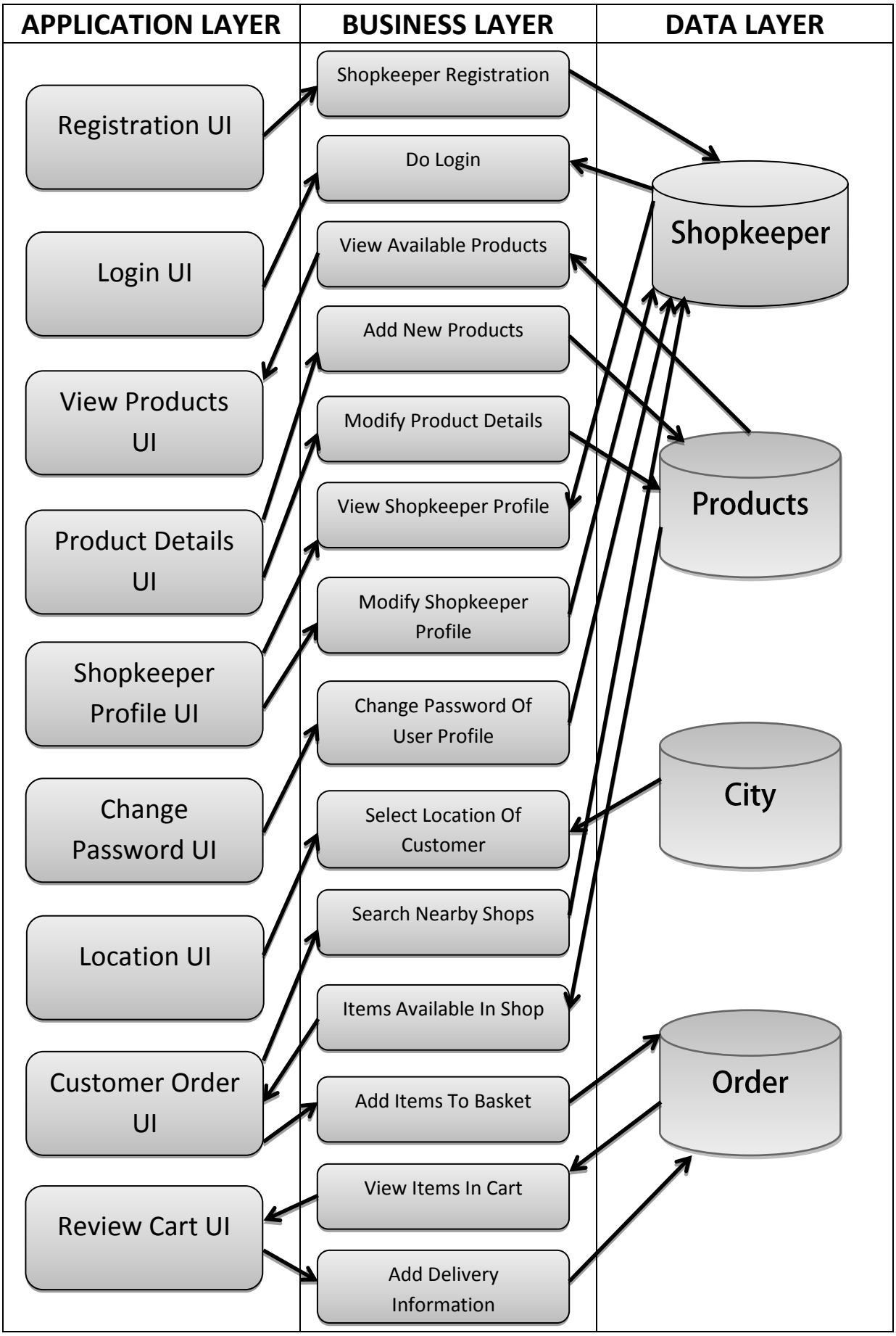
There are 2 types of user of this software-
1. Buyers(General Public)
2. Sellers(Shopkeepers)

The proposed system can be used even by the naïve users and it does not require any educational level, experience, and technical expertise in computer field but it will be of good use if the user has the good knowledge of how to operate a computer.

2.6 Constraints

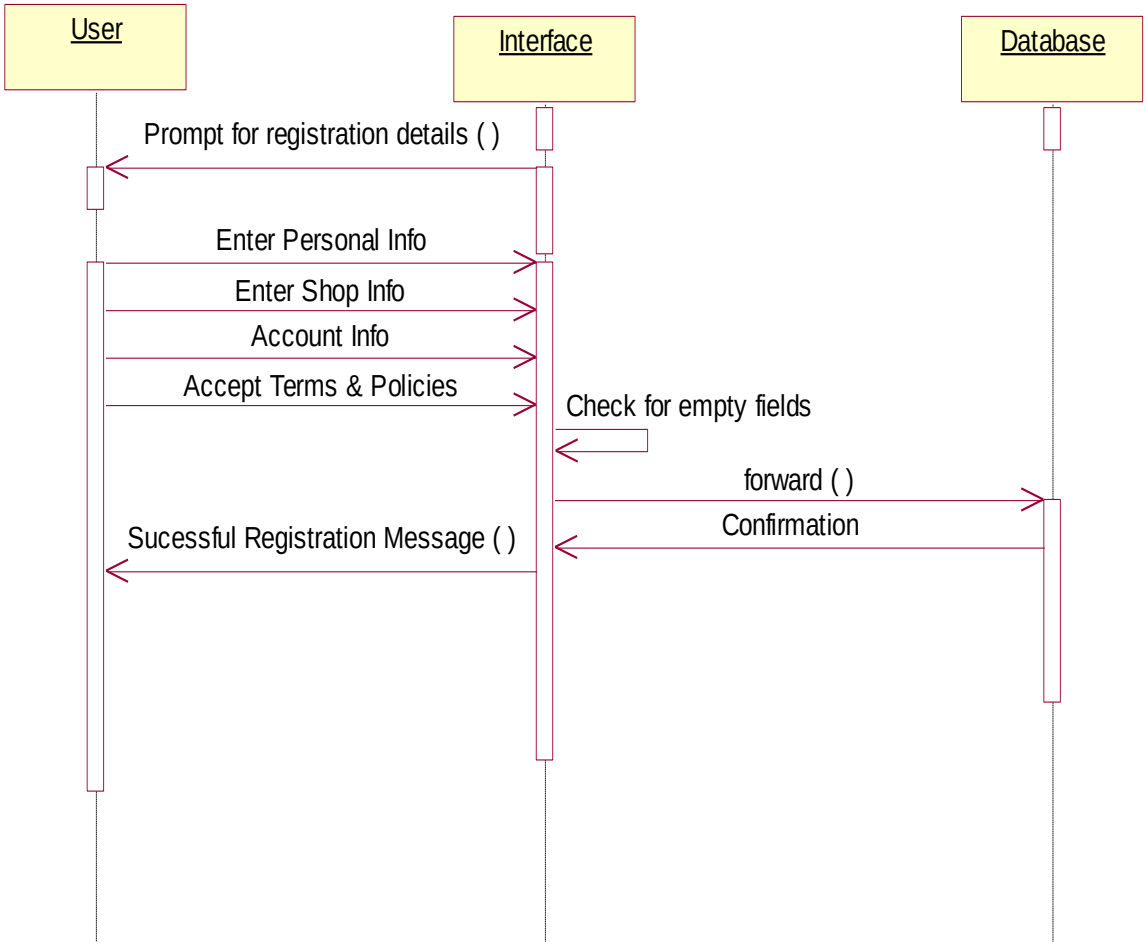
- GUI is only in English.
- Only Registered Shopkeeper will be authorized to use the service.
- Requires Internet Connectivity.
- Customer has to enter his detail every time while ordering.

2.7 Architecture Design

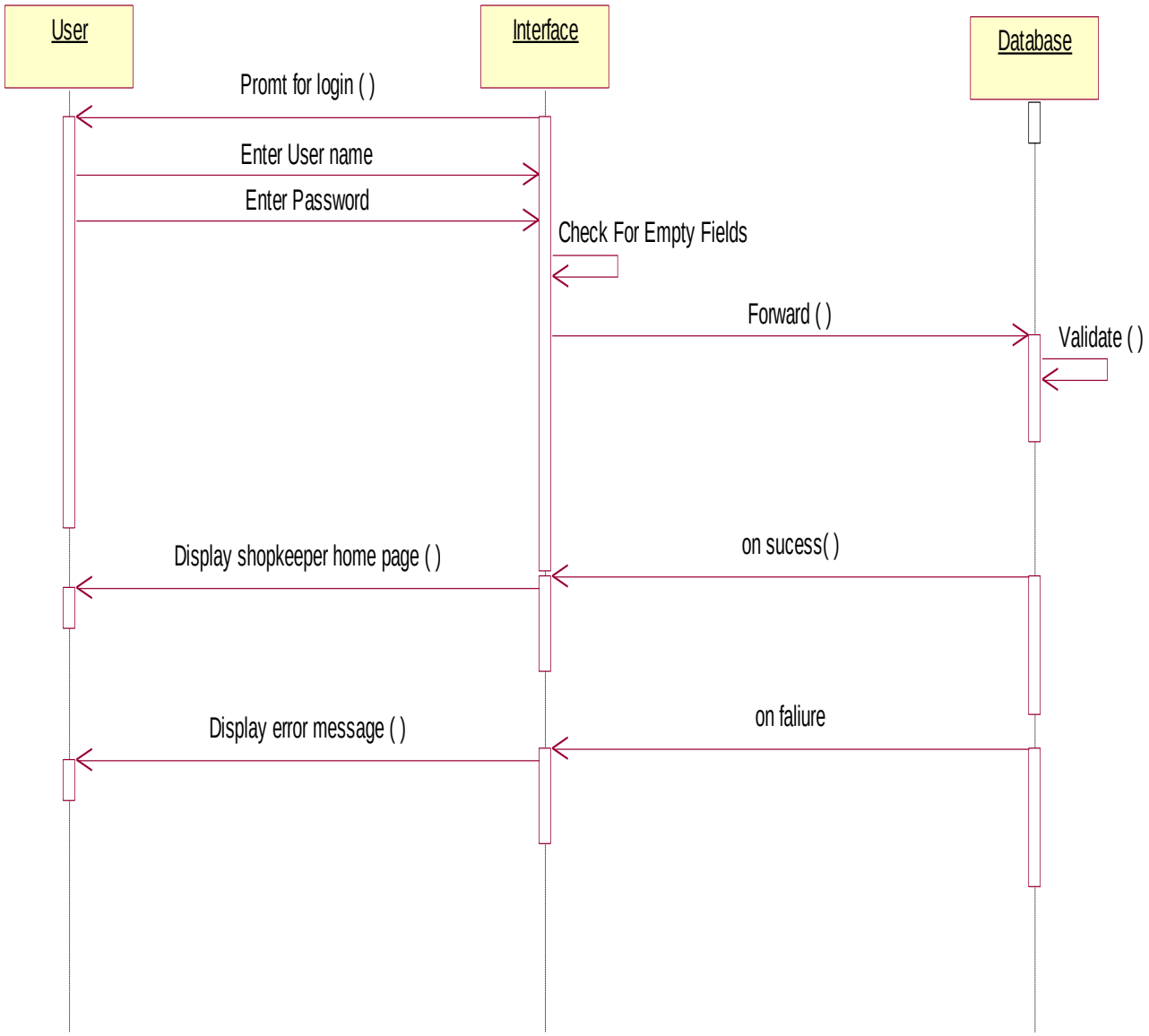

APPLICATION LAYER
BUSINESS LAYER
DATA LAYER
Registration UI
Login UI
View Products UI
Product Details UI
Shopkeeper Profile UI
Change Password UI
Location UI
Customer Order UI
Review Cart UI
Shopkeeper Registration
Do Login
View Available Products
Add New Products
Modify Product Details
View Shopkeeper Profile
Modify Shopkeeper Profile
Change Password Of User Profile
Select Location Of Customer
Search Nearby Shops
Items Available In Shop
Add Items To Basket
View Items In Cart
Add Delivery Information
Shopkeeper
Products
City
Order

2.8 Sequence Diagrams

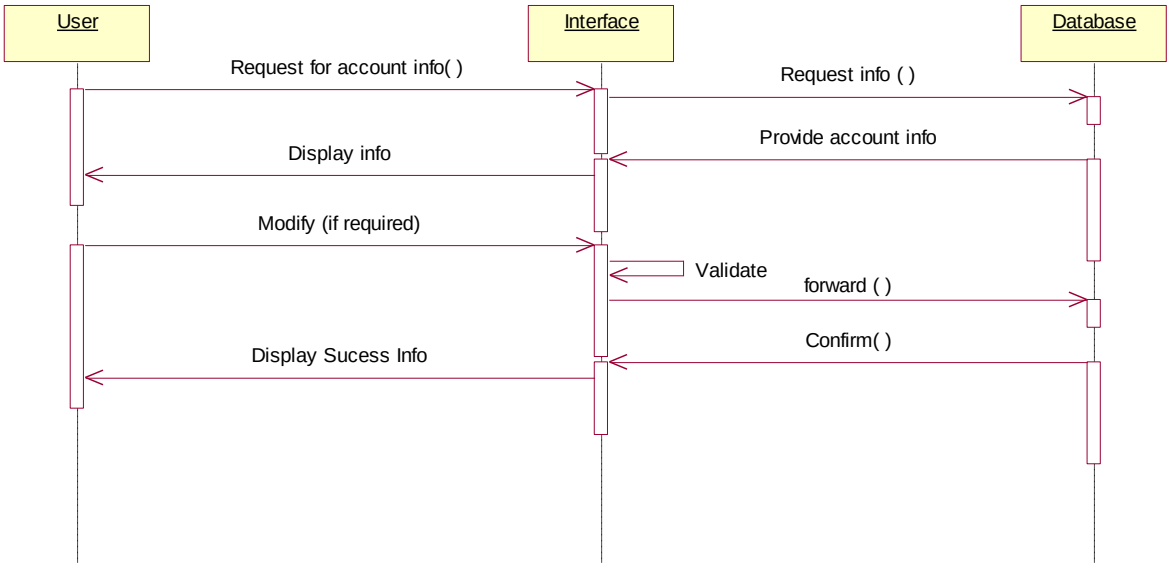
For Shopkeeper



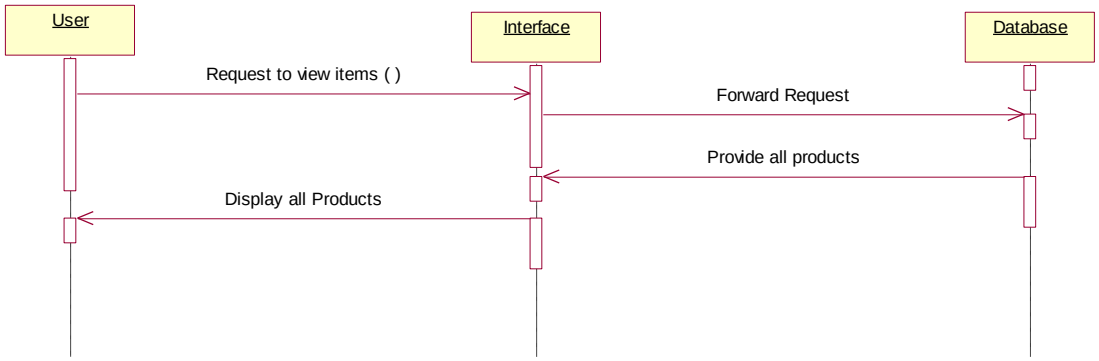
Sequence Diagram For Registration



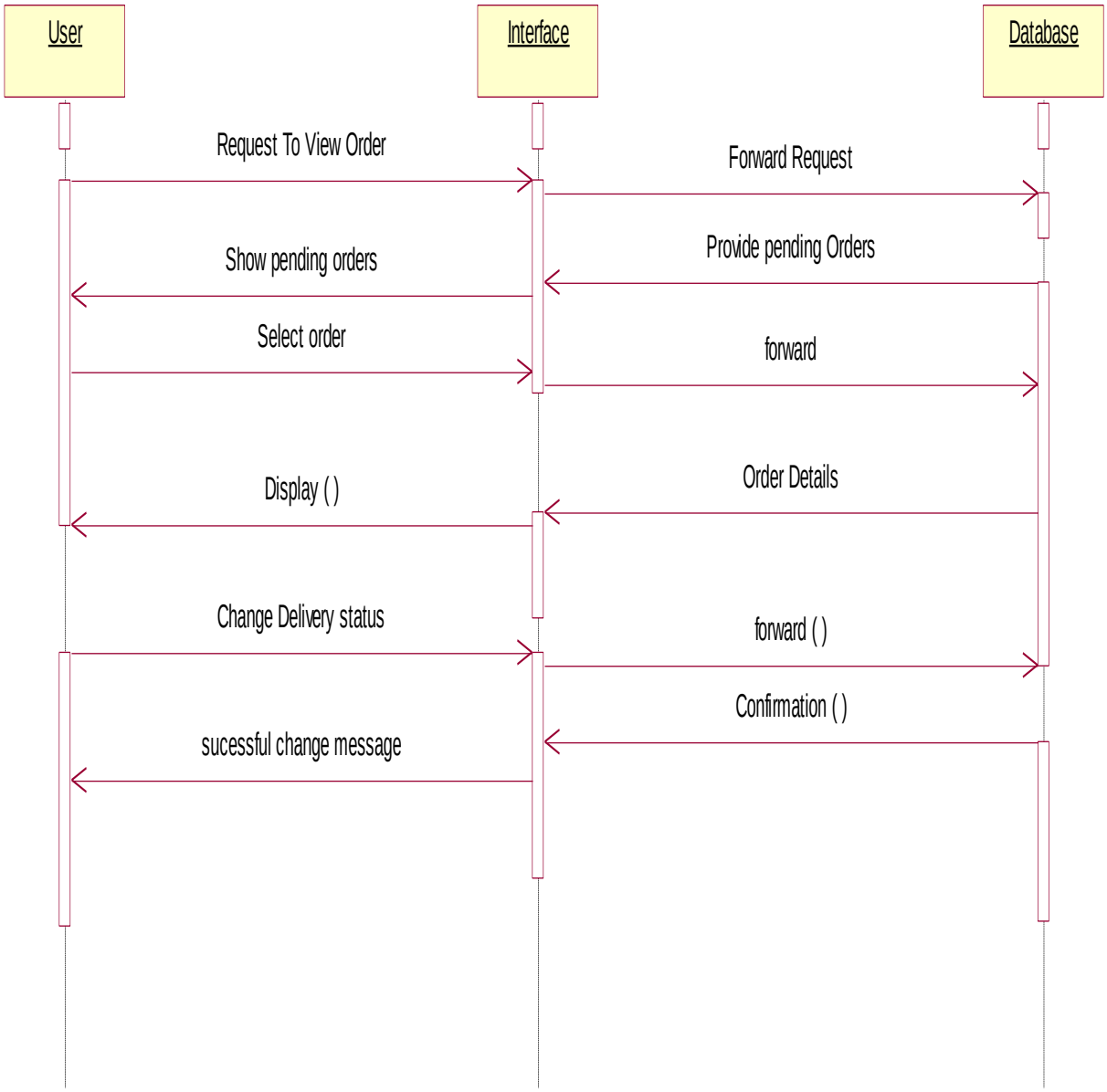
Sequence Diagram For Login



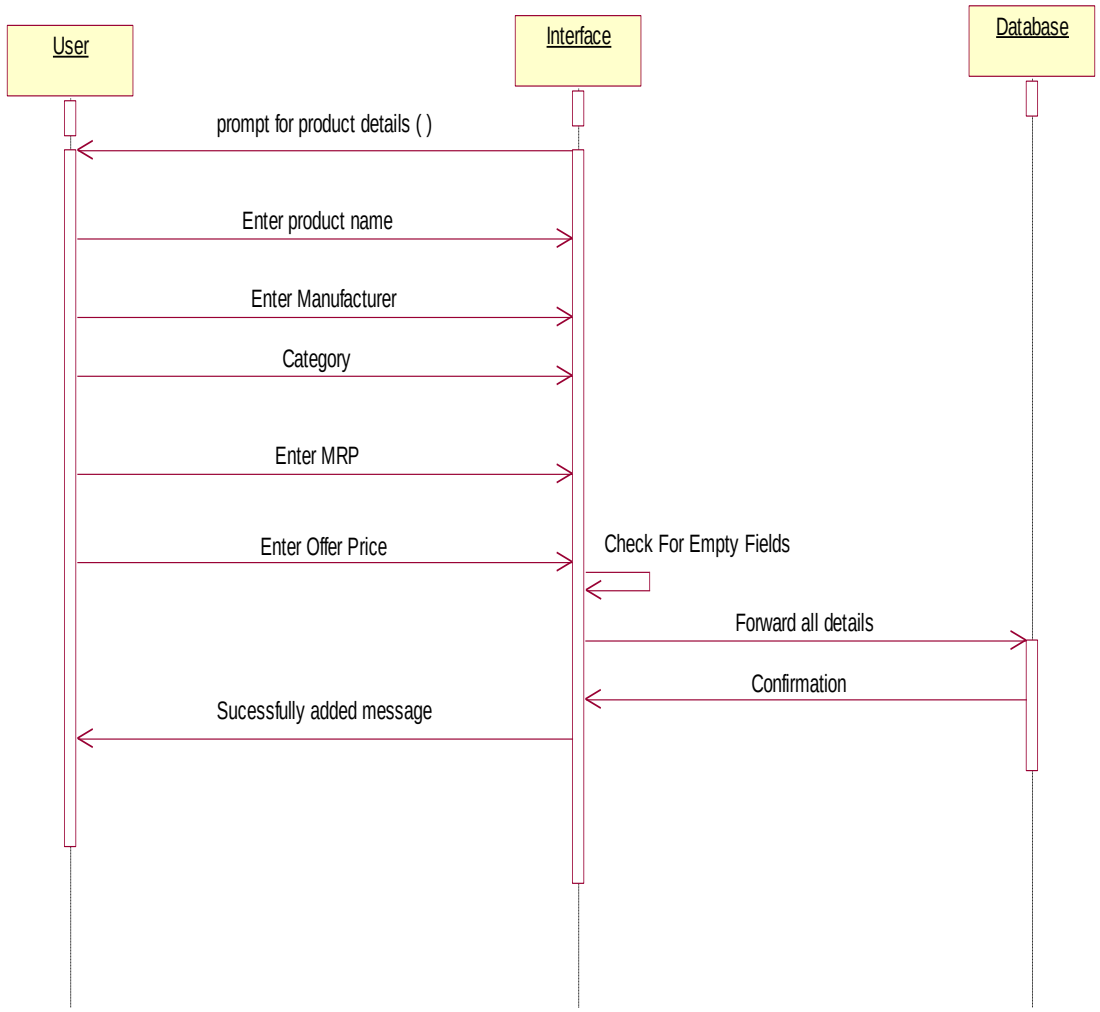
Sequence Diagram For Account Info.



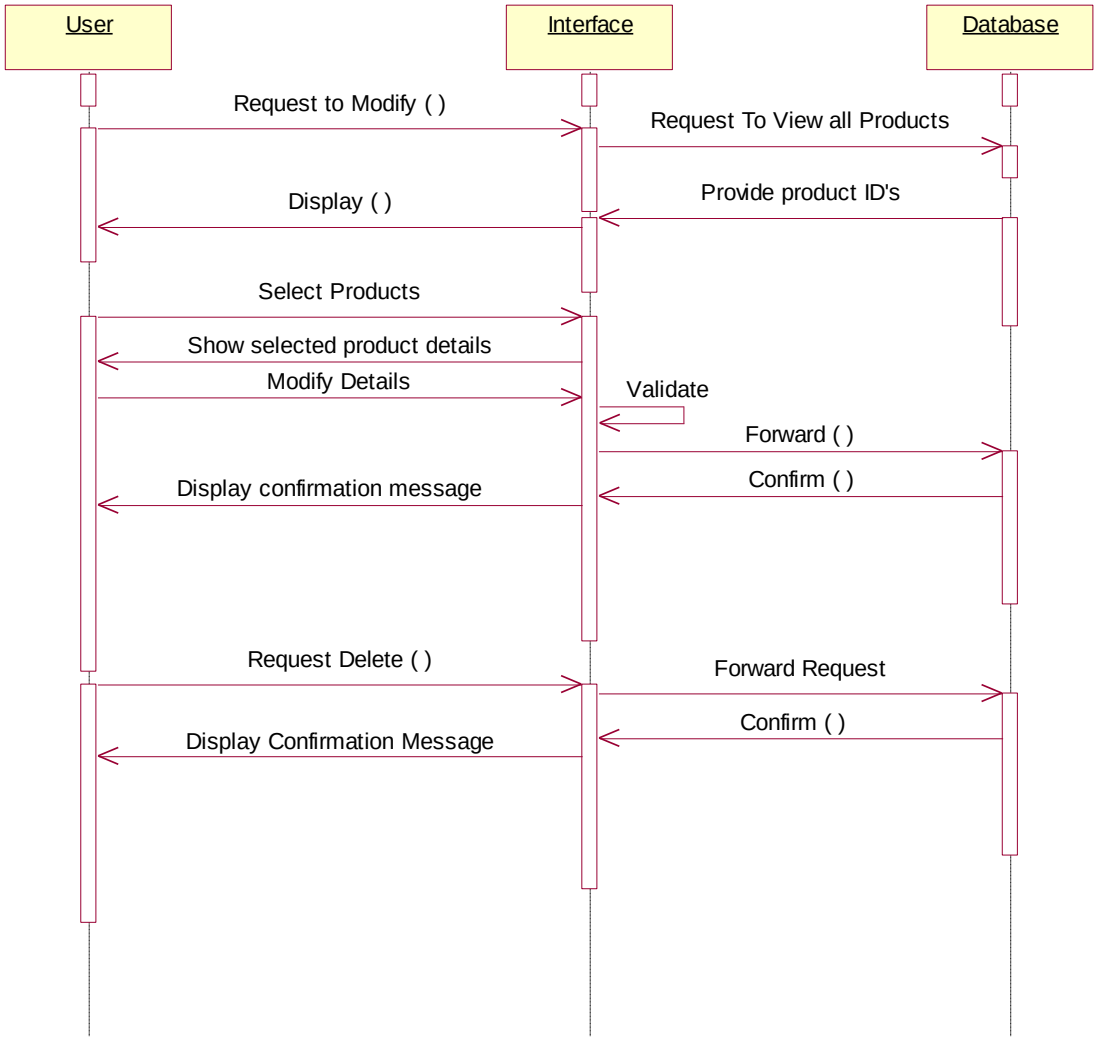
Sequence Diagram For View Products



Sequence Diagram For View Order

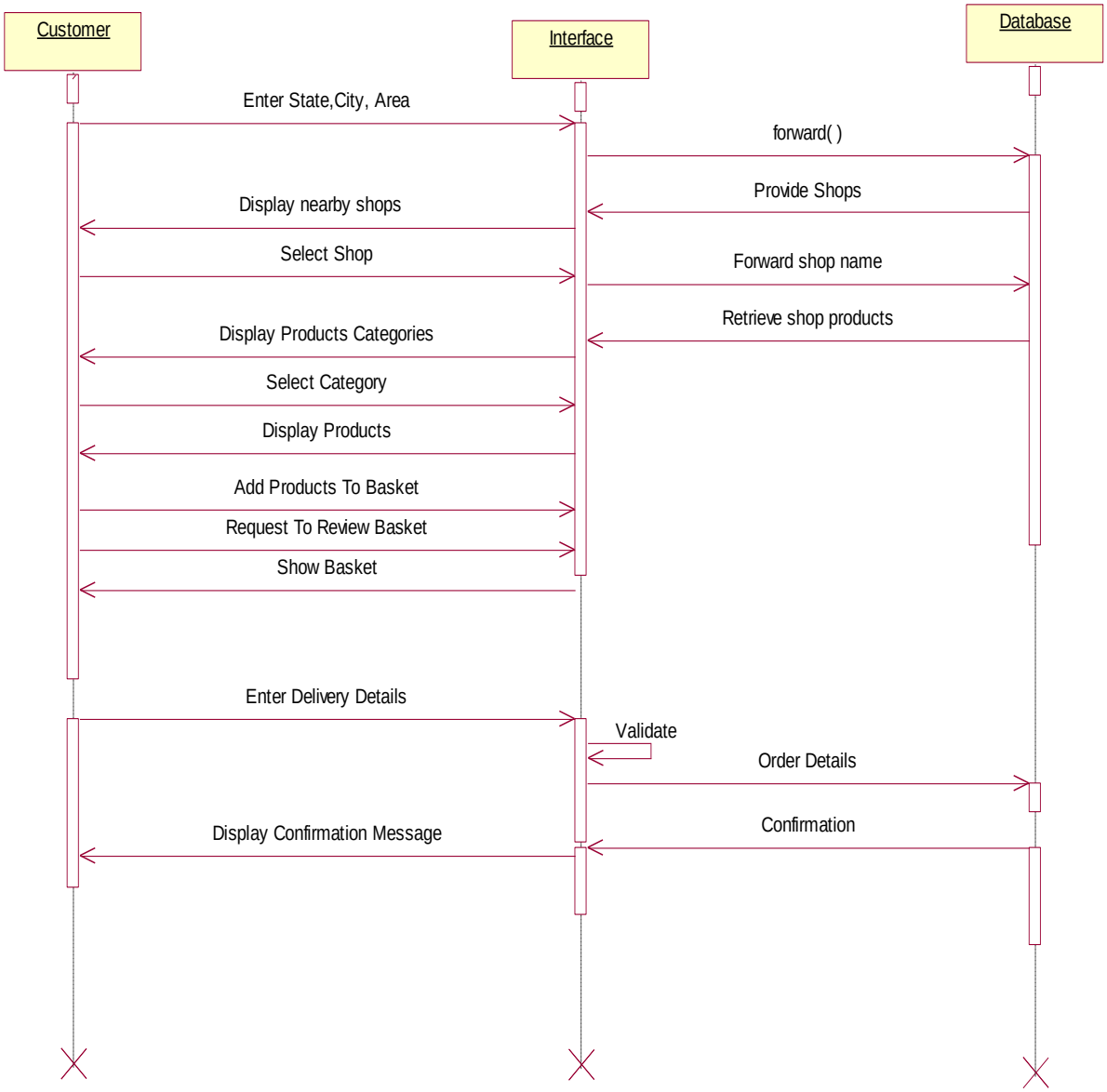


Sequence Diagram For Add Products



Sequence Diagram For Modify Products

For Customer



Sequence Diagram For Customer

2.9 Database Design

Items	
PK	product_id
	manufacturer
	MRP
	offer_price
	category
	product_name
FK	shop_id

shopkeeper_registration	
PK	shop_id
	Shop_name
	name
	state
	city
	area
	mobile_no
	permanent_address
	email_id
	password

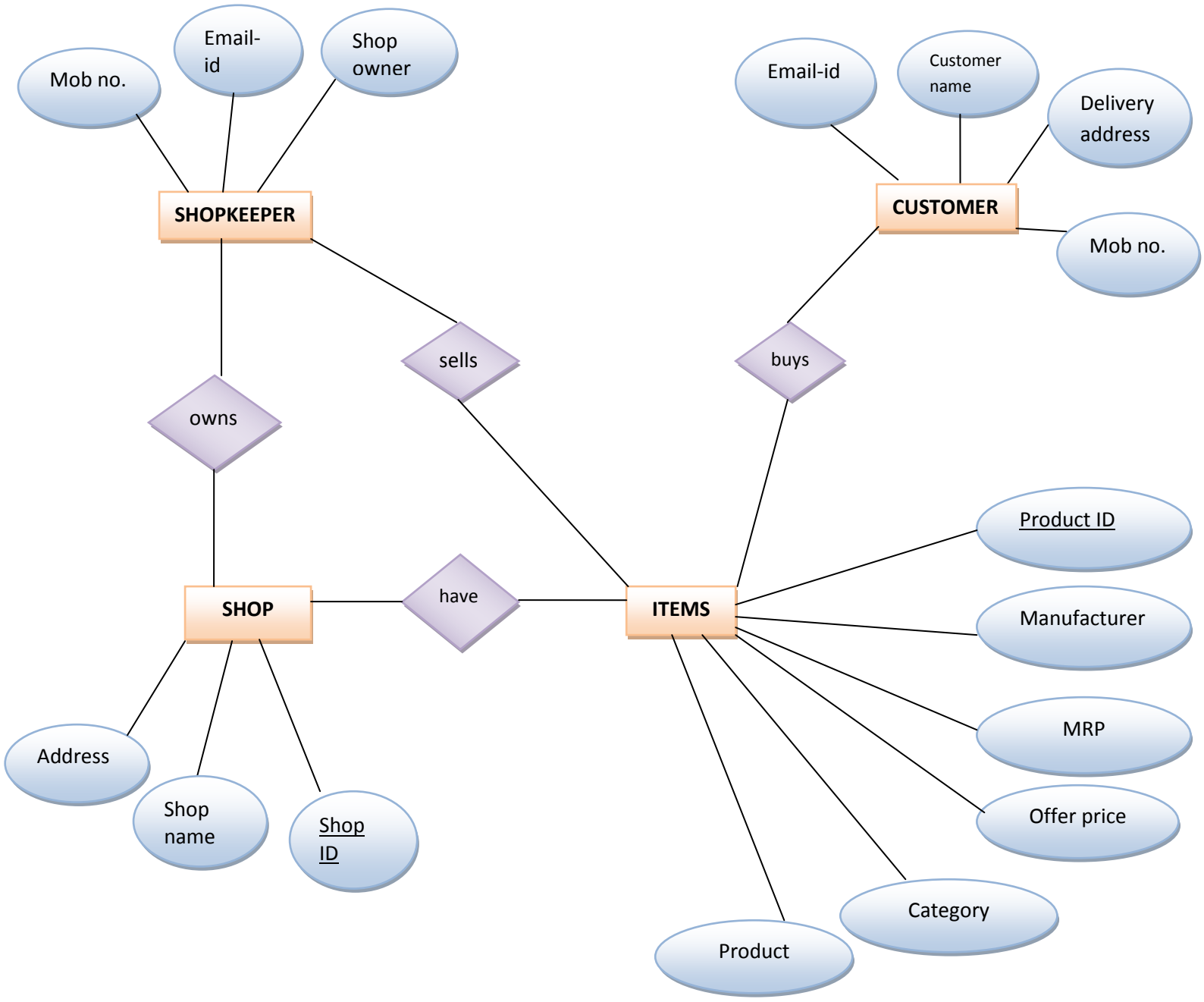
order_info	
PK	order_id
	status
	t_amt
	order_date
FK	shop_id
	cust_name
	cust_address
	cust_mobile
	cust_email

transaction	
	trans_id
FK	product_id

order	
PK	order_id
	qty
	rate
FK	product_id

Database Diagram

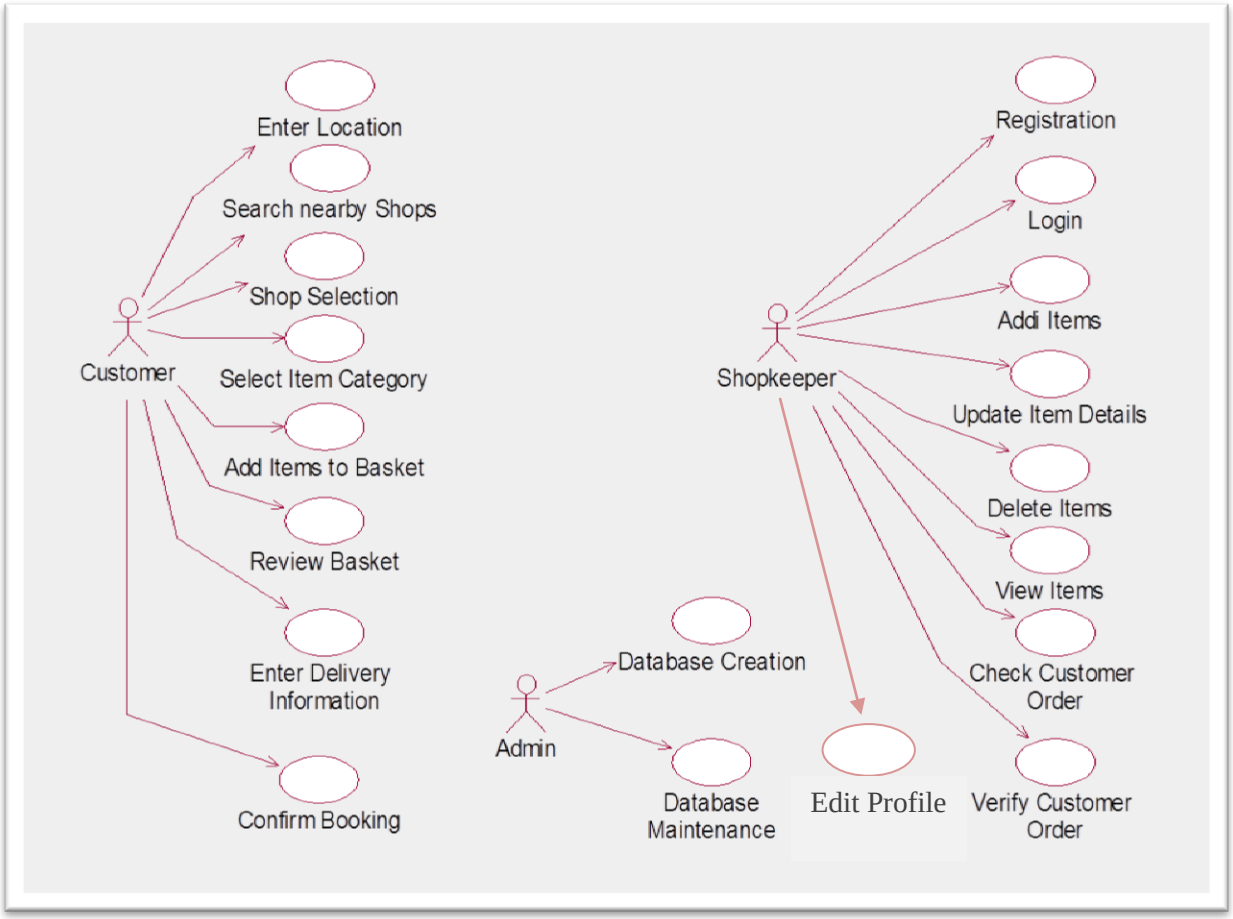
2.10 ER Diagram



Entity-Relationship Diagram

3 Specific Requirements

3.1 Use Case Reports



Use Case Diagram

Given below is an overall picture of the system, as depicted in the above use-case diagrams:

1. **Shopkeepers:**

- Registration: New users (shopkeeper) can register themselves.
- Login: Users must Login to use this application.
- View Items: Users can view products added by him.
- Add Items: New products can be added.
- Modify/Delete Items: Existing details of the products can be modified and deleted.
- Edit Profile: Users can modify their profile details.
- Check Orders: Users can check the customer orders.

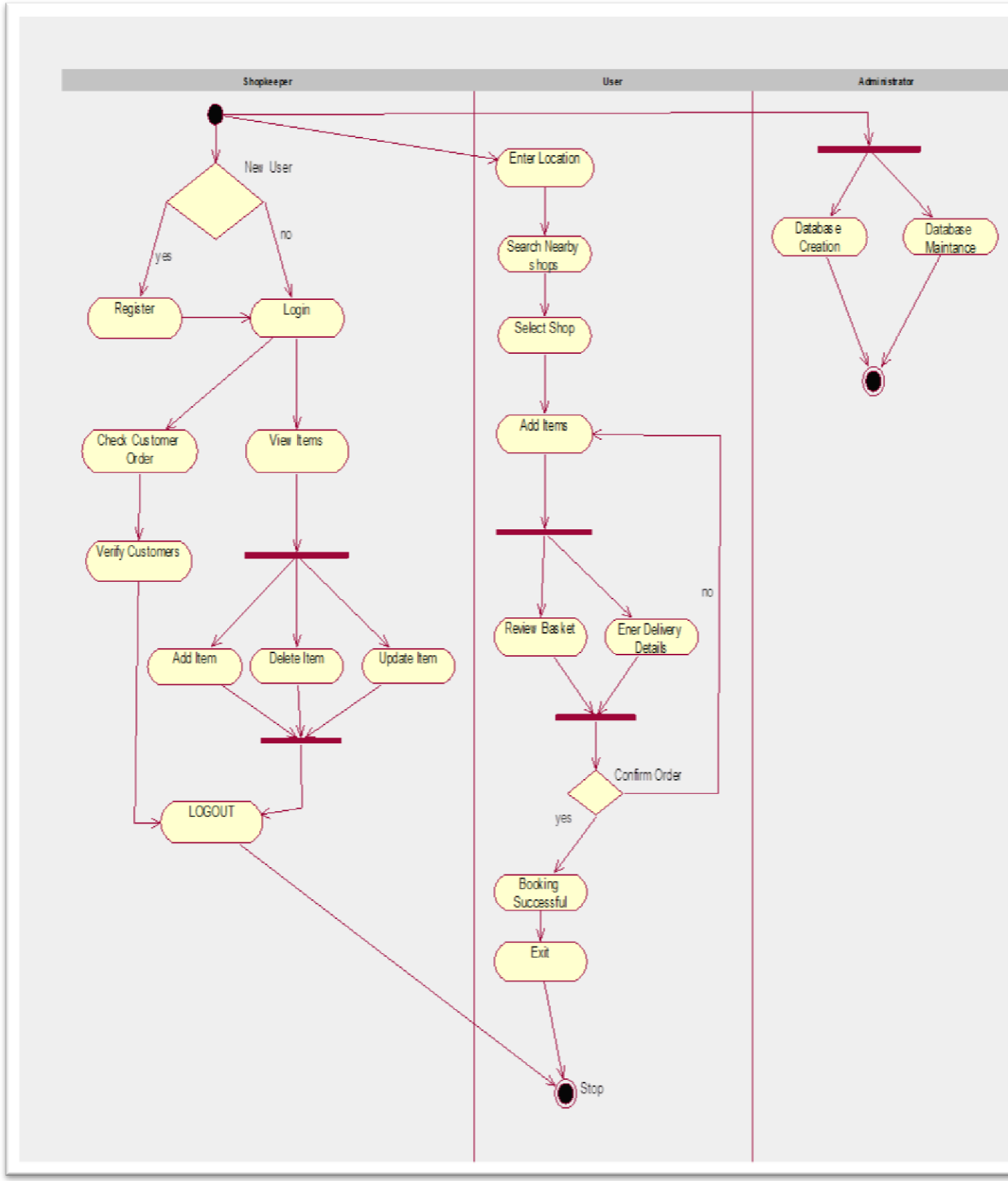
2. Customers:

- Location: Users (Customers) have to specify there location.
- Nearby Shops: Users can access and select nearby shop.
- View Items: Products available in selected shop can be viewed.
- Add To Basket: Selected products can be added to the basket.
- Review Cart: Users can review cart.
- Delivery Information: Users have to enter delivery information.

3. Admin:

- Database Management: Control the database and keep track of all records of customers and employee details.

3.2 Activity Diagram



Activity Diagram For All Users

Special Thanks

We convey a special thanks to our department and to our college. We also convey a special thanks to all these software's and websites, they have been helping a lot in doing this project.

** End of the SRS ***