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| E Auction |
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Purpose

The purpose of this project is to provide to the client an online auctioning system for a set of items that can be bid in real time and displayed for the same. Auction events will run according to their intended time and end user will be able to bid when the event is live.

Scope

To create an online auction application where users can live bid online. The application can be made either as Web Application, Mobile Application or Desktop Application. There is 2 entities User and Admin.

Out of Scope

1. Payments are not covered in this project

Functional Requirements

Admin must be able to :-

1. Login/Logout
2. Add Event
3. Add Item
4. Add Items to Event
5. Display Items’ summary report

Customer must be able to :-

1. Login/Logout
2. View list of events
3. Join an ongoing event, start bidding.

Diagrams

1. Sequence
2. Class
3. Activity
4. ER Diagram
5. Use Case
6. Wireframes

Entity Description

Class Attributes-:

1. User
   1. userId: Long
   2. username: String
   3. password: String
   4. userType: Character
   5. gender: String
   6. email: String
   7. mobileNo: String
   8. itemList: List<Item>
   9. totalExpense: Double
2. Item
   1. itemId: Long
   2. itemName: String
   3. initPrice: Double
   4. initOwner: User
   5. currentPrice: Double
   6. currentBidder: User
   7. finalPrice: Double
   8. finalOwner: User
   9. eventId: Long
3. Event
   1. eventId: Long
   2. eventName: String
   3. itemList: List<Item>
   4. venue: String
   5. date: LocalDate
   6. startTime: LocalTime
   7. endTime: LocalTime

Features

* + - 1. Live Bidding
      2. Multithreading
      3. Loggers
      4. Audit Trail Log
      5. Download Excel

References

Wikipedia

Documentations :-