

MANİSA CELAL BAYAR UNIVERSITY

CSE 3105/CSE 3137

OBJECT ORIENTED ANALYSIS AND DESIGN

FALL 2019

COURSE PROJECT: < E-COMMERCE >

Requirements Analysis Document

Group 6

Fatma Kurtuluş – 170316064

Ayça Ateşer – 190315075

Esmâ Çelikten – 160316043

Umutcan Kalkan – 150315001

29 October 2020

Table of Contents

1	Introduction	1
2	Current System	1
3	Proposed System	1
3.1	Overview	1
3.2	Functional Requirements.....	1
3.3	Nonfunctional Requirements.....	1
3.4	System Models.....	1
3.4.1	Scenarios	2
3.4.2	Use Case Model.....	4
3.4.3	Object Model	5
3.4.4	Dynamic Models.....	5
3.4.5	User Interface Mock-ups.....	7
4	Glossary.....	9

1 Introduction

E-commerce were first introduced in the late 1990s. e-commerce is the concept of online trading in a digital environment. E-commerce is a shopping method for any product or service that allows you to trade or place an order through a website with various payment methods.

2 Current System

Our company consists of two main groups as buyers and sellers. Users can select any group. This task distribution is managed by the administrator. However, there is not good communication between the seller and the buyer.

3 Proposed System

Our propose in our project, as I mentioned above, is that our customer can online shopping with confidence. Other stores can also make sales through our website.

In addition, it there are many options on this site. Customer can choose the best outfit. Has the option to list the appropriate clothes according to size options.

Suggestion if other malls use our use case diagrams customers can easily shopping and can cancel the order.

3.1 Overview

Entity Object : Customer, Admin

Boundary Object: Admin, Bank

Controller Object: Admin

3.2 Functional Requirements

- **Purchase:** Use case that allows the customer to successfully buy clothing products from the system.
- **Sales:** Use case that allows the customer to successfully sales clothing products from the system.
- **Transportation:** Use case that interacts between the customer and the e-commerce company.
- **Canceling:** Use case that before product shipped to customer, customer doesn't want product.

3.3 Nonfunctional Requirements

- It gives feedback to customer mail within 1-3 days whether the products that are out of stock will go on sale again.
- The customer can score the shopping experience.
- From outside vendors (malls) is blacklisting disliked stores according to the comments of shoppers and does not make the store sell on the e-commerce site again.
- When the customer takes the product he does not like to the shipping company, the cost of shipping is covered by the e-commerce site and the changing product is delivered free of charge.
- The customer can add the product he/she likes.
- Automatic message goes to members on discount days.
- Automatic message goes when cargo departs.

3.4 System Models

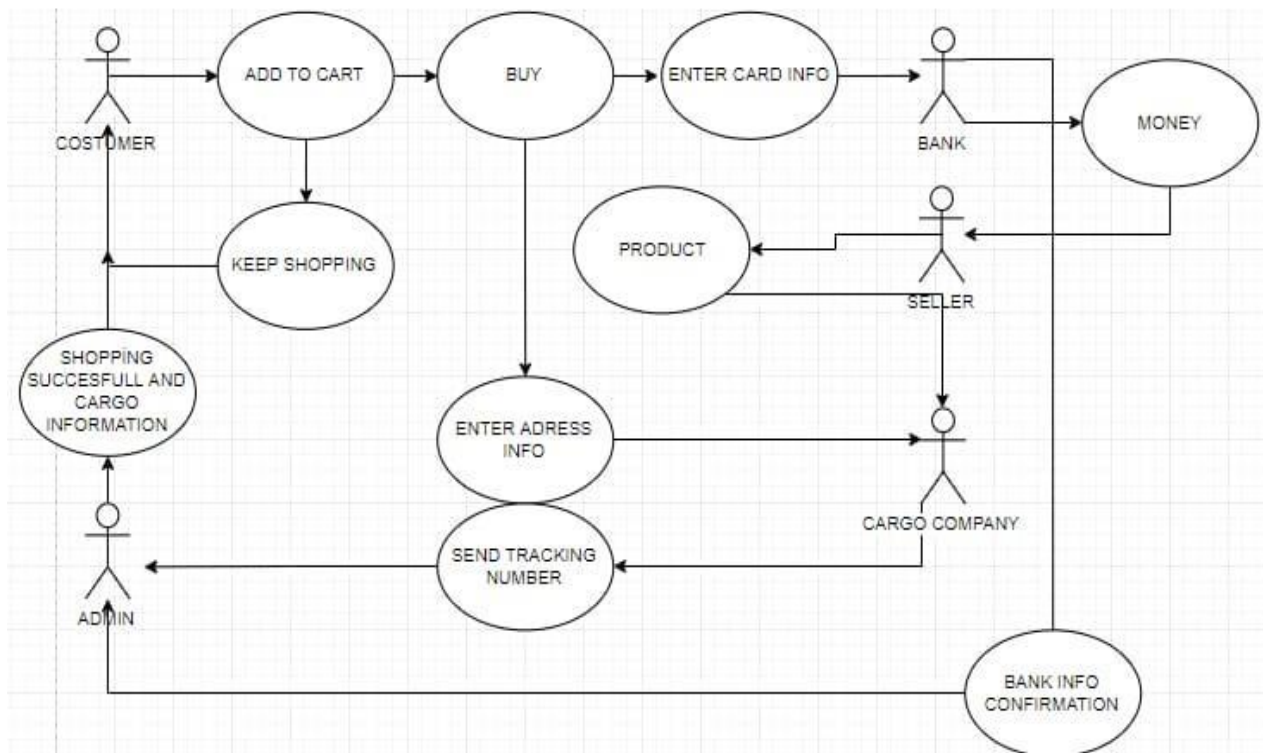
3.4.1 Scenarios

Scenario name: Purchasing
Participating Actors: Customer, System: Admin, E-commerce Company
Pre-Conditions: The customer can shopping online.
Final-Conditions: Confirmation of credit card, sales made, updating stocks.
Flow of events: <ol style="list-style-type: none">1. The Customer entered the e-commerce site.2. The system provides customer login option or give his/her the option to continue without registration.3. Wrote the search option, name of the product. Customer looked the products. Chose the product.4. Product order reach the system. Stock check done from system. But if stock is not enough system displays sold out message.5. Customer selected the payment button.6. Customer choses credit card option. Customer entered the information of the card.7. System transmits card information to the bank. If credit card is valid, system approves. The system has the credit card information approved by the bank8. Customer accepted purchase contract.9. System updated new stock info.10. Product packed from e-commerce company. Billing process was done and the product was delivered to the shipping company.11. The system check stocks, The system Message was sent to the customer that the product is on its way.12. If buyer is satisfied, sales process over. But the product is narrow to herself/himself going to the cargo company , returns product free of charge initiating abort sequence. The customer wants the right size of the product again. The customer is getting the right size product.13. The system provides customer the option of return and exchange. When the customer presses the return button, the system will refund the money to the credit card within 15 days.

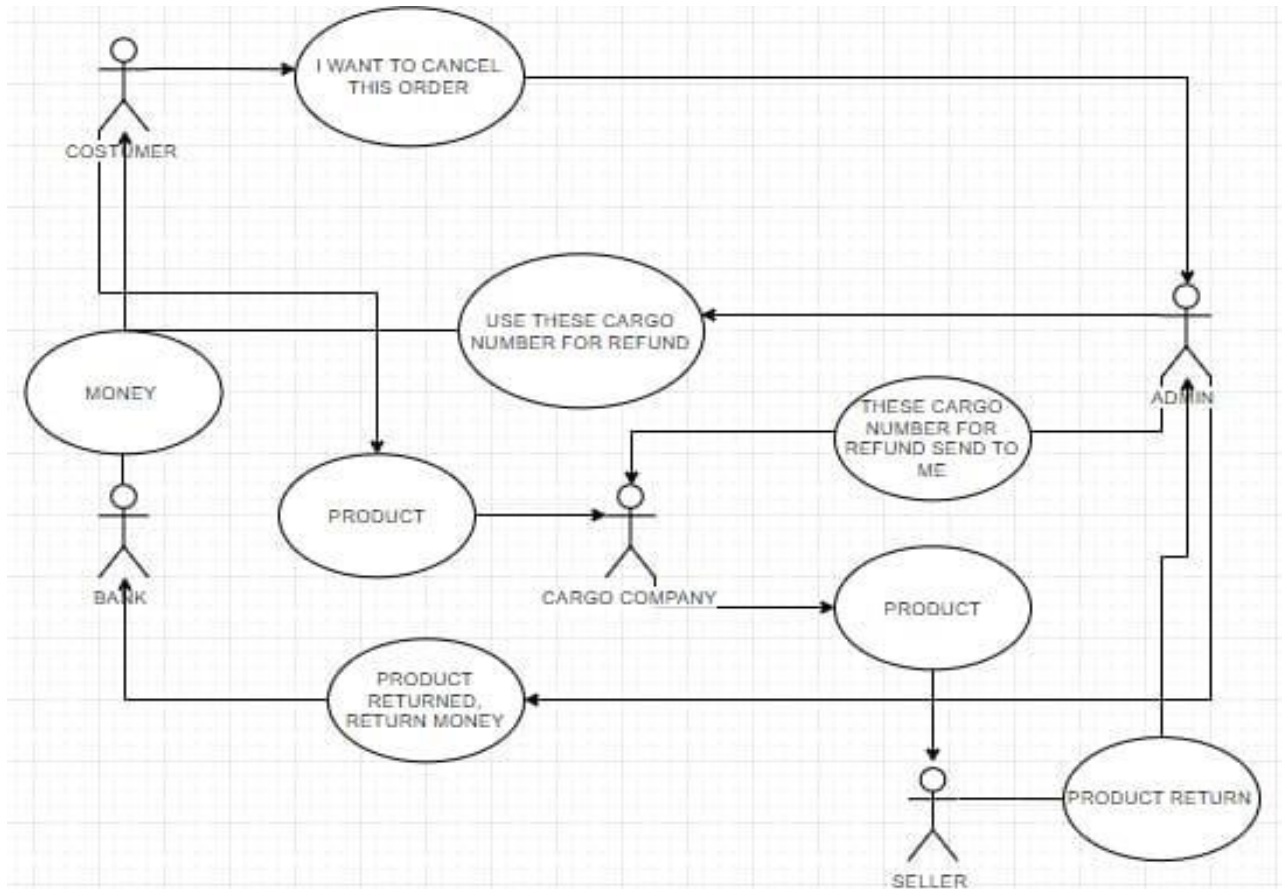
Scenario name: Canceling
Participating actors: System: Admin, Customer, Bank
Pre-Conditions : Before product shipped to customer.
Final-Conditions : Order canceled, products not shipped.
Flow of events: <ol style="list-style-type: none"> 1. The customer login to the e-commerce site. 2. The customer is adding the products she/he likes to the basket. 3. The system asks the customer to approve the cart. 4. The customer enters the address information, payment information and the basket is approved. 5. The customer has made the payment. 6. The desired products, inventory control is done by admin. 7. The estimated delivery date is generated and an informational message is sent to the customer. 8. The customer sees that the delivery date is too late. Since it cannot be at the delivery address on these dates, it wants to cancel the order. 9. The customer re-enters the site for order cancellation. 10. The customer enter the login information. 11. The customer clicks on my orders. 12. The system displays historical order information. 13. The customer clicks on the order information he wishes to cancel. 14. The order information is displayed by the system. 15. Customer checks information. 16. Click cancel. 17. The system says 'Do you want to cancel?' sends the message. 18. the customer clicks 'Yes'. 19. Order cancellation takes place. 20. The admin confirms the cancellation and initiates the refund process. 21. Admin informs the bank. 22. The bank returns the payment received to the customer's account.

3.4.2 Use Case Model

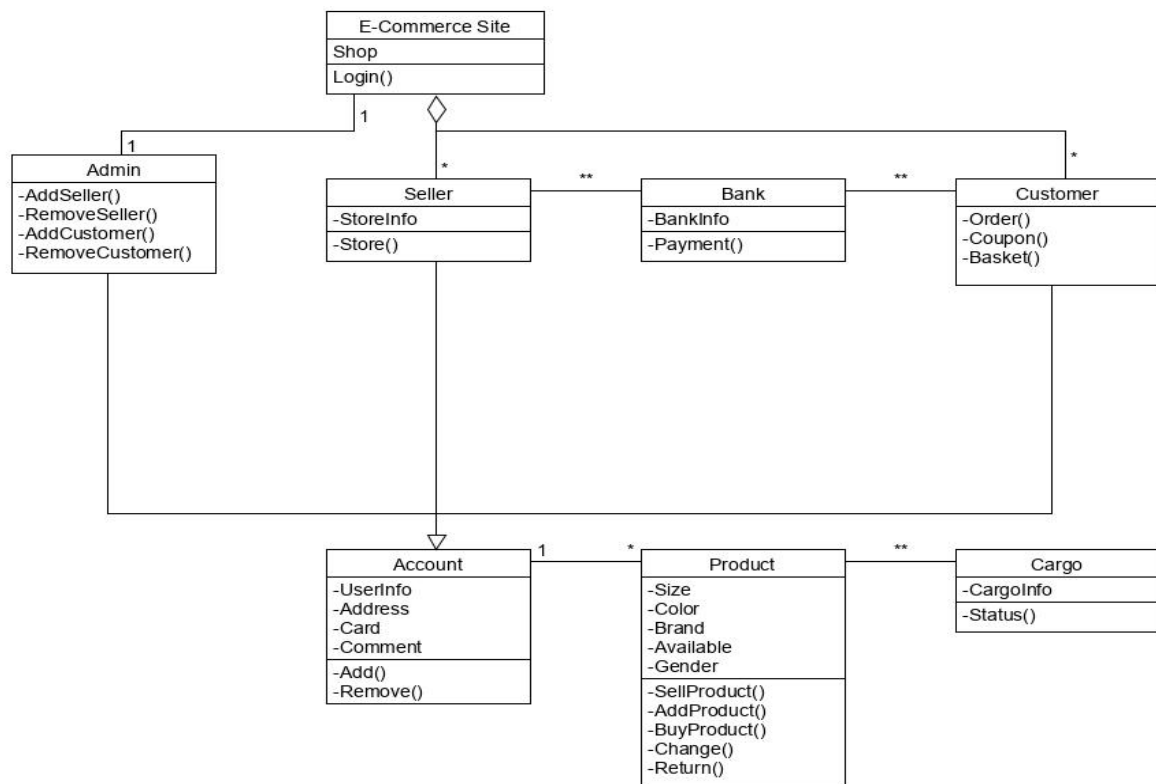
Purchasing:



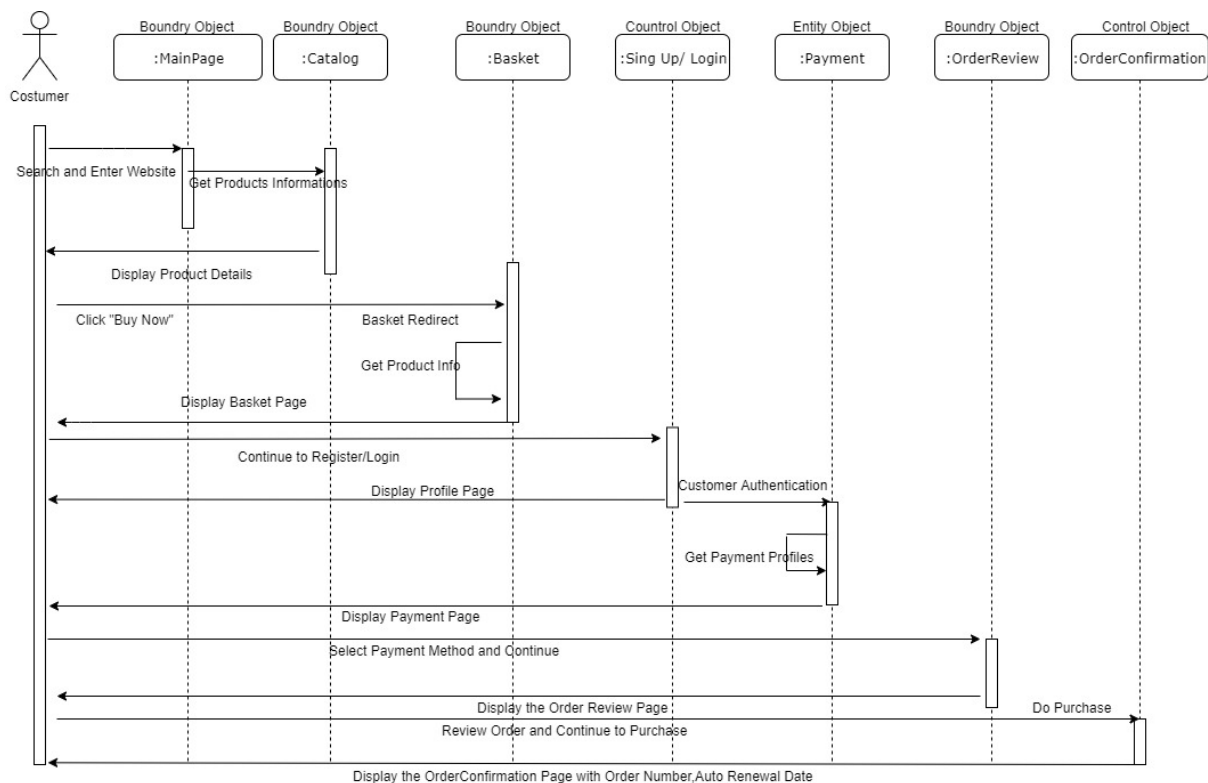
Canceling:

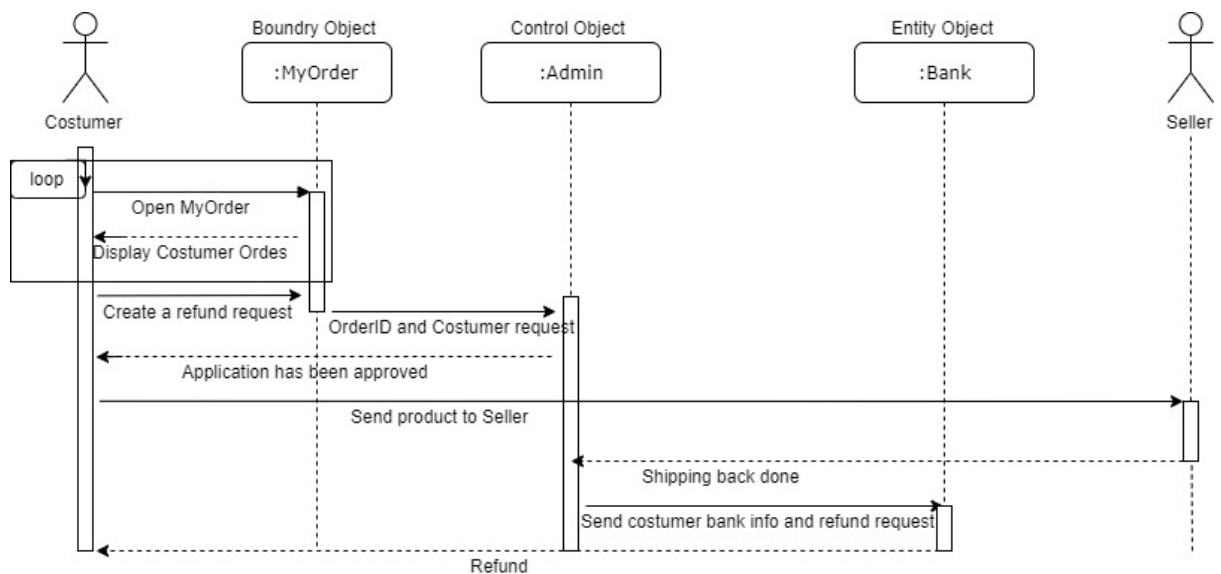
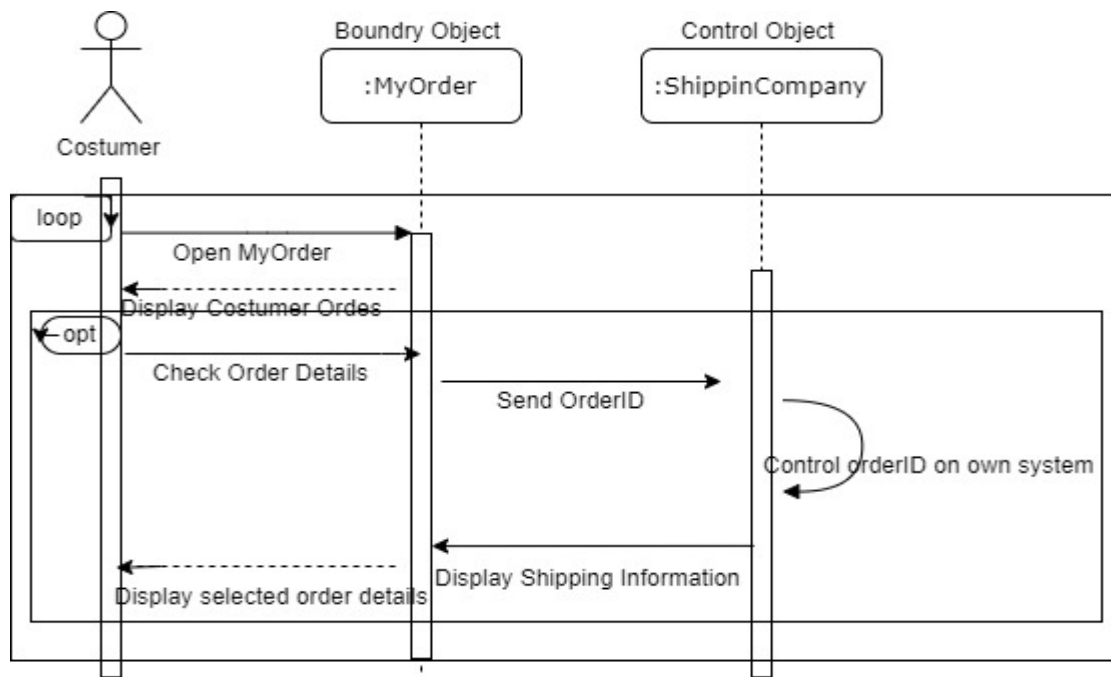


3.4.3 Object Model

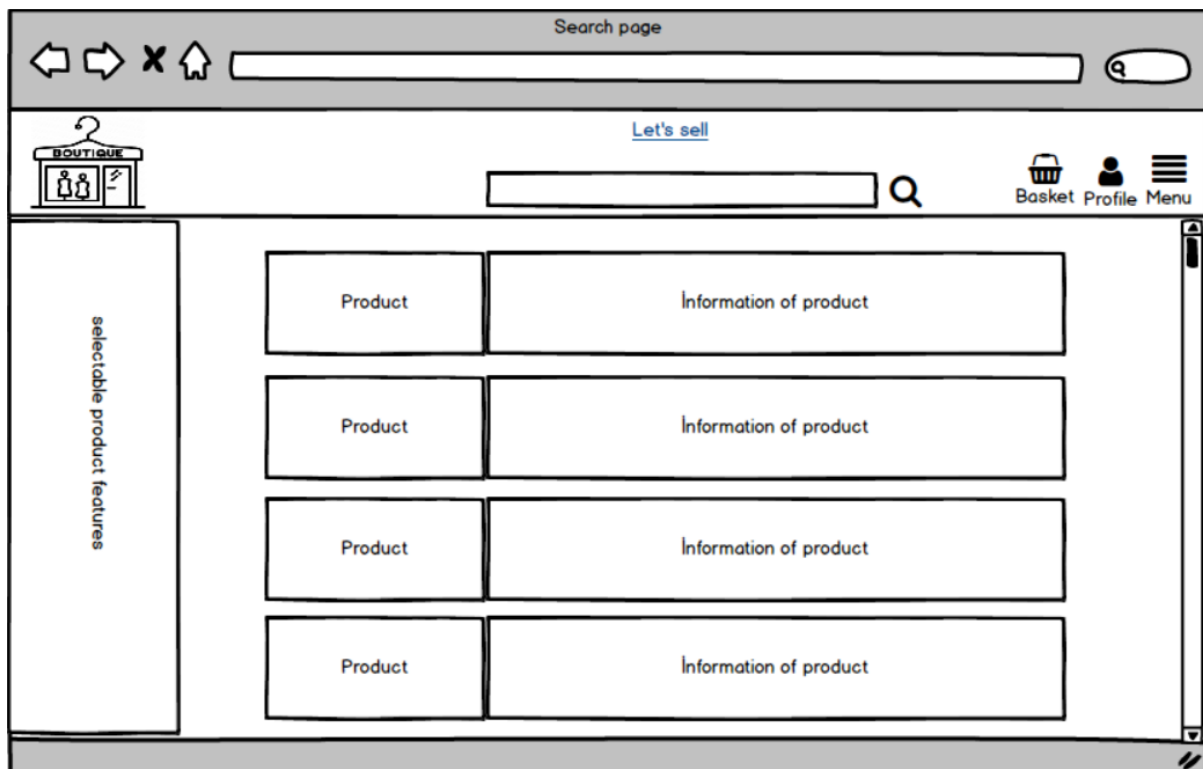
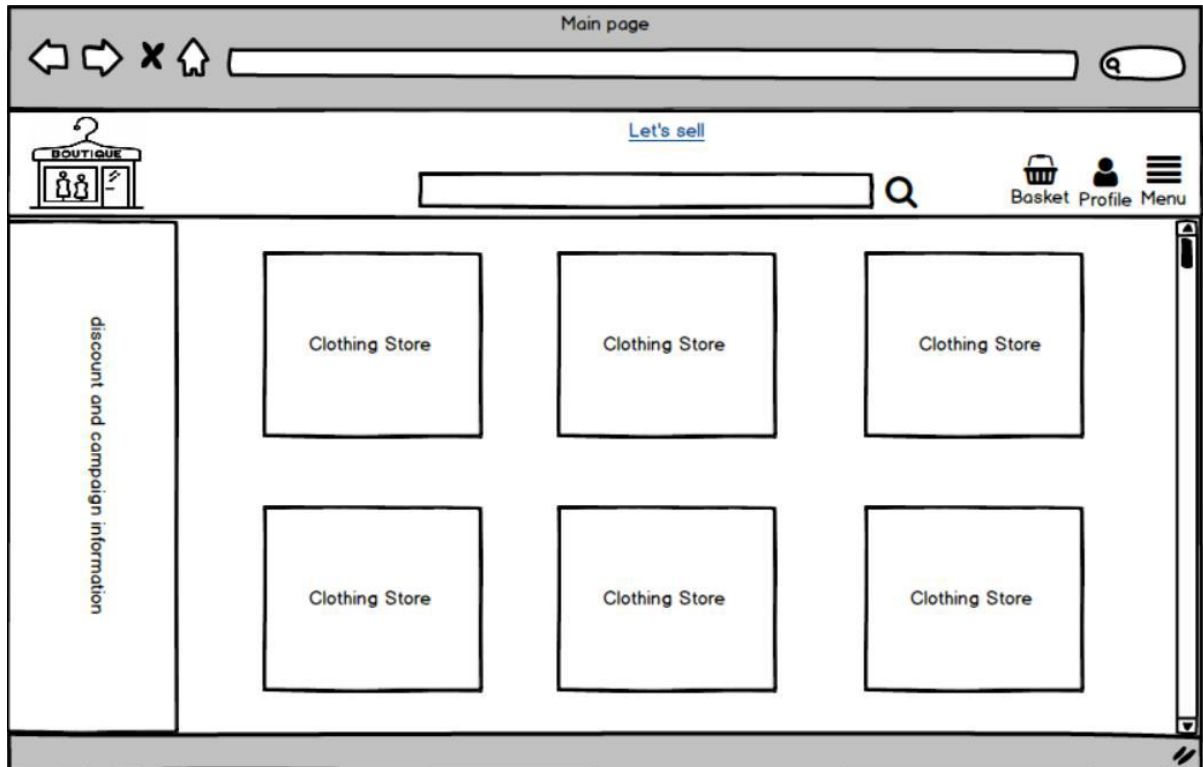


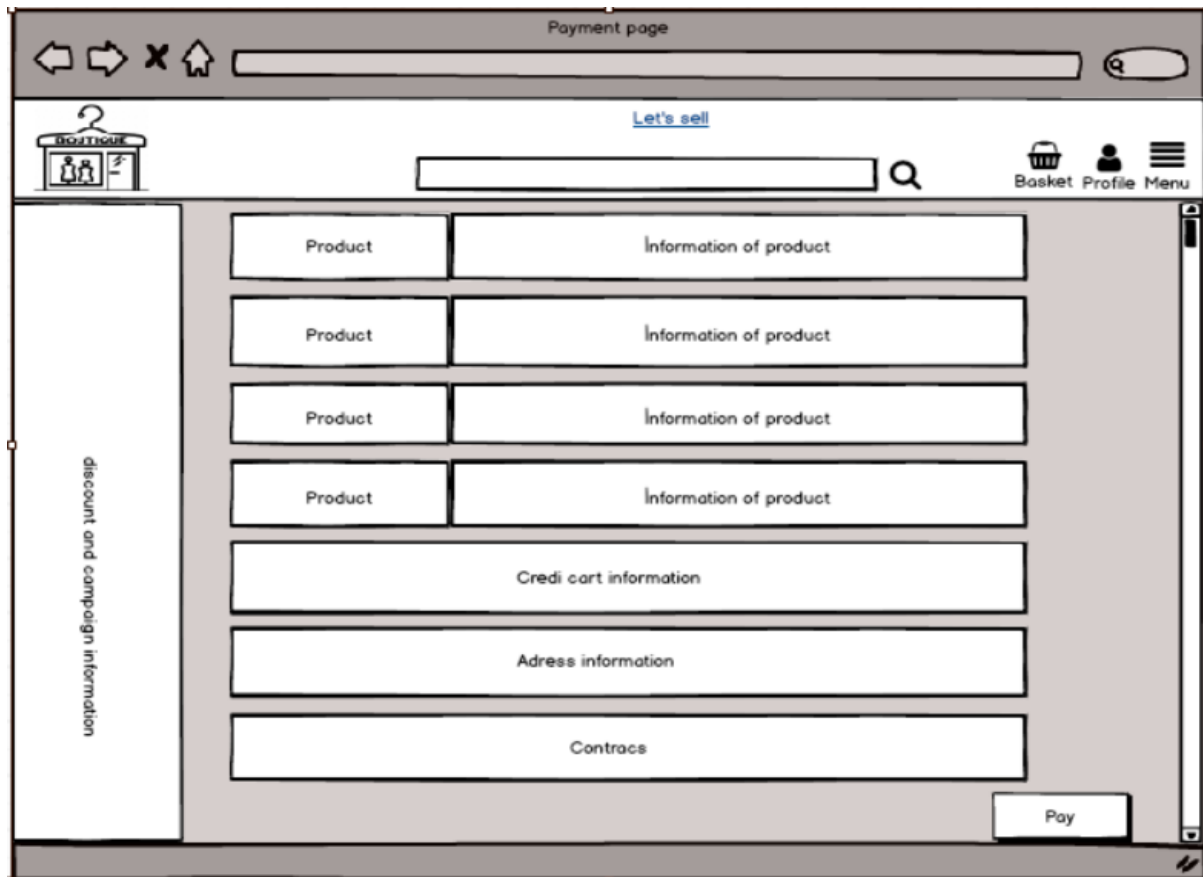
3.4.4 Dynamic Model





3.4.5 User Interface Mock-ups





4 Glossary

- **E-commerce:** is a website where clothing products are sold.
- **Admin:** Manage the e-commerce site, communicate with seller and customer.
- **Customer:** Person who use e-commerce site for shopping.
- **Seller:** Person who use e-commerce site for make money.
- **Cargo company:** It takes the product from seller to buyer.
- **Bank:** Allows the transfer of money.
- **Product:** Dresses, T-shirts, blouses, skirts, pants etc.
- **Account:** Information required for customers to purchase through our site. (Login status)
- **Basket:** The area where the customer puts the products he wants to buy.