

"Software Engineering Project"

Clothes Store

Abstract

The desktop application that will be introduced in the rest of this document is a clothes store system. The application will be able to store the product id, quantity of items, their prices, it also stores username, mobile, history of sale process and allows each user to have his own privileges and his own access to certain data. and allow each user to have his own privileges and his own access to certain data.

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Introduction:

The purpose of this document is to apply what we studied in the Software Engineering and Advanced Software Engineering courses on a real project of our choice which is a desktop application for clothes store.

The document shows our implementation of the full cycle often software development including system requirements, system analysis, system design, system implementation, system testing while applying diagrams and using the Object-Oriented Programming and Design which is a powerful programming style.

The intended readership for these documents are the ones who want a full understanding of how the software development cycle is applied on a real-based application.

User Requirements:

Our product is a clothes store. The system is a simple clothes shop management system that stores the product id, quantity of items, their prices, it also stores username, mobile, history of sale process and allows each user to have his own privileges and his own access to certain data.

It starts with a login screen in which each type of user can login using his own username and password. After logging in successfully each type of user can use his own privileges to use the product as designed.

For example: cashier will login, it can view two options (new purchase / logout), An administrator is the one with the most privilege.



Feasibility study:

1) Financial Feasibility:

The system will flow the freeware software standards. No cost will be charged from the potential customers. Bug fixes and maintaining tasks will have its cost, beside the associated cost.

There will be many benefits for the customers, especially the extra effort that is associated with paper making and marking will be significantly reduced while the effort to create descriptive statistical report.

Now, it is easy for the user to know quantity of products, their prices, history of sale process and etc.

2) Technical Feasibility:

Project is a desktop application, main technologies and the tools that are associated with project are:

- JAVA programming language
- NetBeans
- MySQL
- Swing tool in java used for GUI

Diagram drawing tools:

- Microsoft vision

Each of the technologies are freely available and the technical skills required are manageable.



3) Resource and Time Feasibility:

Resources that are required for the project includes:

- programming device (Laptop).
- programming tools (freely available).
- programming individuals.

Time limitations of the product development and the ease of implementing using these technologies are synchronized.

System Requirements:

Functional Requirements:

- 1. In the home page, the user shall be able to select one of the two login types (login as a cashier/ login as an admin).
- 2. The Cashier and Administrator can login with their username and password.
- 3. If the user logged in as a cashier, a new page will open. This page has two options: New purchase/ Logout.
 - If the user selects New purchase option, another new page will open, it manages him/her to add or remove existed products to/from the cart with their ids, he also will be able to reset the written data. This page also allows the user to enter his name and mobile number, the page may have a text area that contains the product id, name, the unit price, quantity and the total price of the selected products.
 - If the user selects the Logout option, the system will return to the home page.



- 4. If the user logged in as an administrator, a new page will open. This page has two options: Users/ Clothes.
 - In Users page, the administrator will be able to Add, Delete and Edit any data of the users by their ids, he also will be able to Reset the written data. it may have a text area that contains: User id, Name, Phone Number, Address and Password.
 - In Clothes page, the administrator will be able to Add, Delete and Edit the clothes data by their ids, he also will be able to Reset the written data. the page may have a text area that contains: Product id, Color, Category, Size, Quantity and the Unit price.
 - If the user selects the Logout option, the system will return to the home page.
- 5. Cashier can register the client's name and phone number.
- 6. Cashier generates a unique ID to each new product.
- 7. System contains list of products available, which is accessed by admins and cashier.
- 8. System have a database to store all existing products and users data.

Non-Functional Requirements:

- 9. The program should be written in java programming language.
- 10. The program should be delivered by Friday, 13 May 2022.
- 11. The program shouldn't take more than 50 Megabytes of memory.
- 12. The program should have a user guide.
- 13. The system should have a logo on the home page.
- 14. The program should work on any laptop or PC running windows operating system.
- 15. Any process in the program shouldn't take more than 3 seconds.



Requirements Validation:

Requirements:

REQ1	In the home page, the user shall be able to select one of the two login types (login as a cashier/ login as an admin).
REQ2	The Cashier and Administrator can login with their username and password.
REQ3	If the user logged in as a cashier, a new page will open. This page has two options: New purchase/ Logout.
REQ4	If the user logged in as an administrator, a new page will open. This page has two options: Users/ Clothes.
REQ5	Cashier can register the client's name and phone number.
REQ6	Cashier generates a unique ID to each new product.
REQ7	System contains list of products available, which is accessed by admins and cashier.
REQ8	System have a database to store all existing products and users data.
REQ9	The program should be written in java programming language.
REQ10	The program should be delivered by Friday, 13 May 2022.
REQ11	The program shouldn't take more than 50 Megabytes of memory.
REQ12	The program should have a user guide.
REQ13	The system should have a logo on the home page.
REQ14	The program should work on any laptop or PC running windows operating system.
REQ15	Any process in the program shouldn't take more than 3 seconds

Requirements traceability Matrix:

REQn/REQn	REQ1	REQ2	REQ3	REQ4	REQ5	REQ6	REQ7	REQ8	REQ9	REQ10	REQ11	REQ12	REQ13	REQ14	REQ15
REQ1															
REQ2	D														
REQ3	D	D													
REQ4	D	D													
REQ5	D	D	D												
REQ6	D	D	D												
REQ7	D	D	D	D				D							
REQ8		D	D	D		D	D								
REQ9															
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REQ11															
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REQ15															



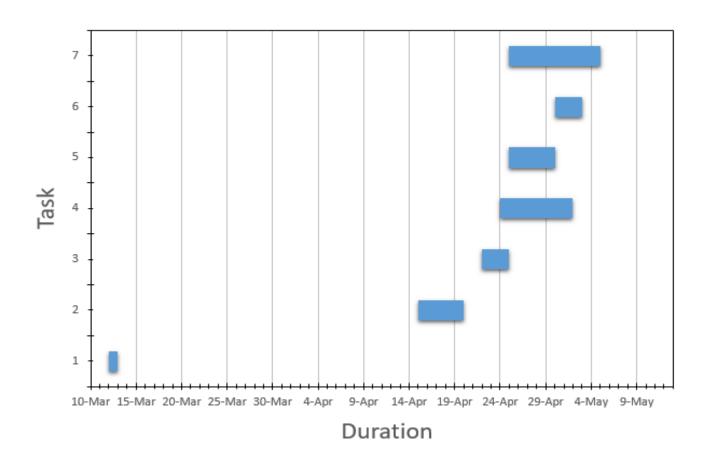
Source traceability Matrix:

	Dev team	Admin	Cashier
REQ1	٧	٧	٧
REQ2	٧	٧	٧
REQ3	٧		٧
REQ4	٧	٧	
REQ5	٧		٧
REQ6	٧		٧
REQ7	٧	٧	٧
REQ8	٧		
REQ9	٧		
REQ10	٧		
REQ11	٧		
REQ12	٧		
REQ13	٧		
REQ14	٧		
REQ15	٧		

Gantt chart:

Task	Start Date	End Date	Duration
1 project initiation	12-Mar	14-Mar	1
2 Develop SRS	15-Apr	20-Apr	5
3 Technical design	22-Apr	25-Apr	3
4 Coding and implementation	24-Apr	2-May	8
5 Unit testing	25-Apr	30-Apr	5
6 Integration testing	30-Apr	3-May	3
7 Project Documentation	25-Apr	5-May	10





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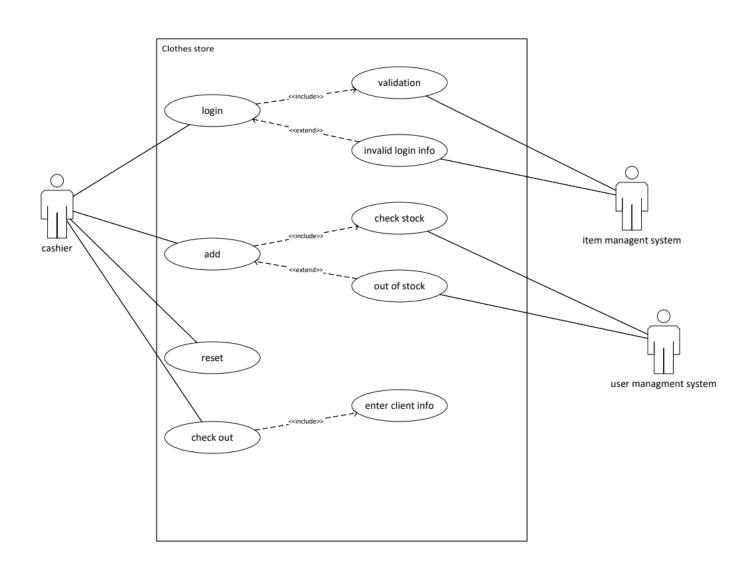


Assumptions:

- Manage users: it performs operations in the users like add, delete or edit user and it requires also verification on the user information.
- Manage items: it performs operations in the items like add, delete or edit user and it requires also verification on the user information.

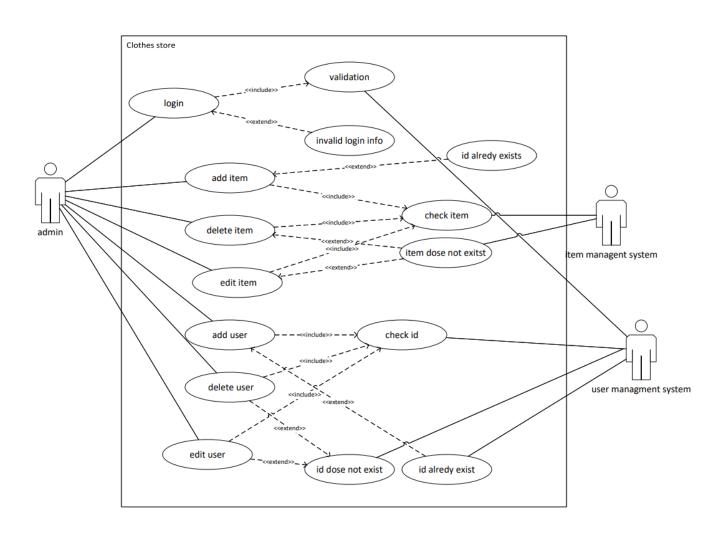


Use-Case Diagram:



Cashier use case diagram



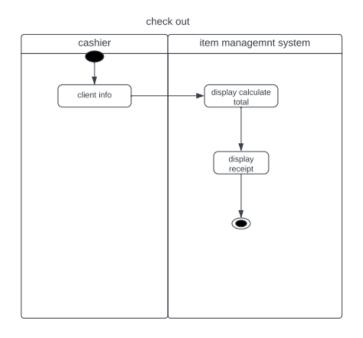


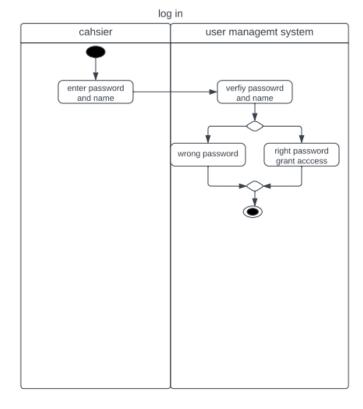
Admin use case diagram

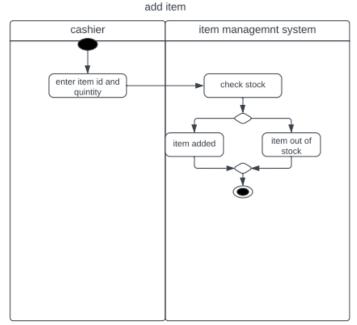


Swimlane Diagram:

Cashier use cases:

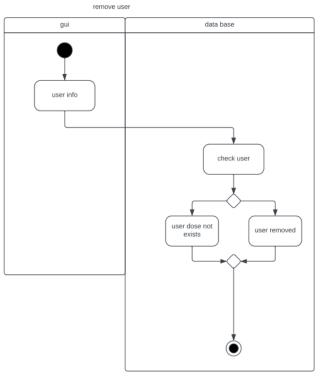


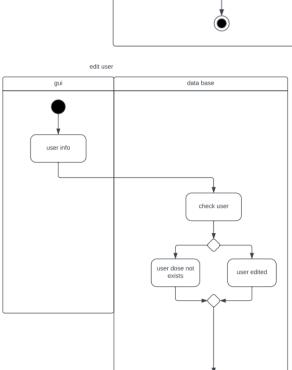


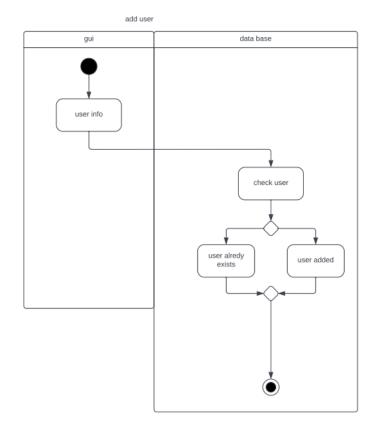




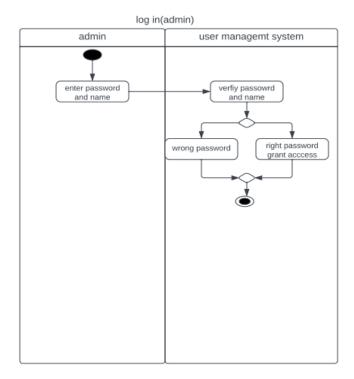
Admin use cases:

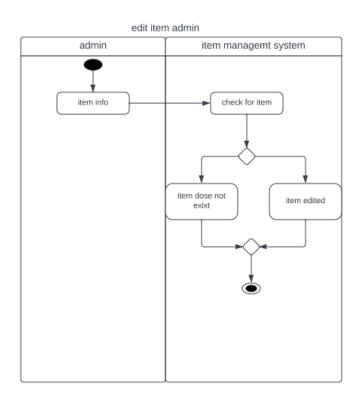


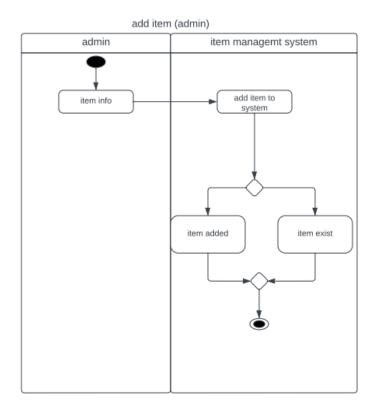






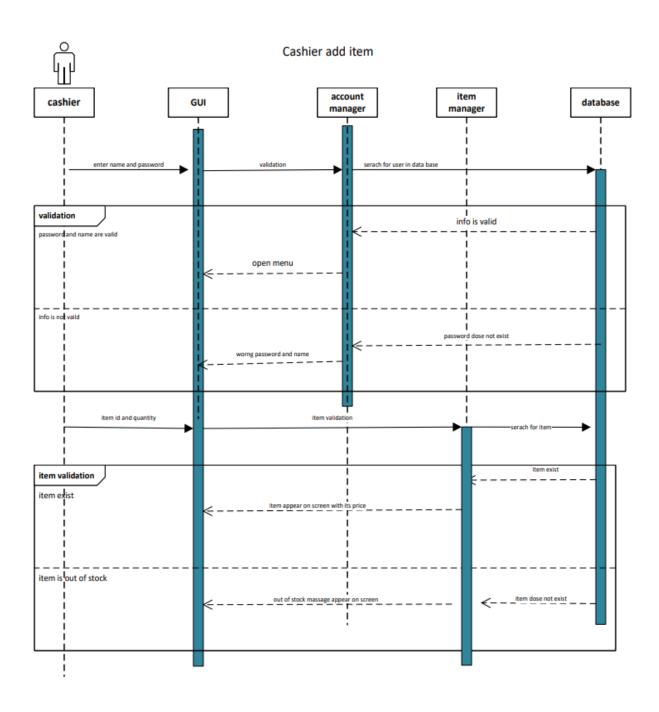




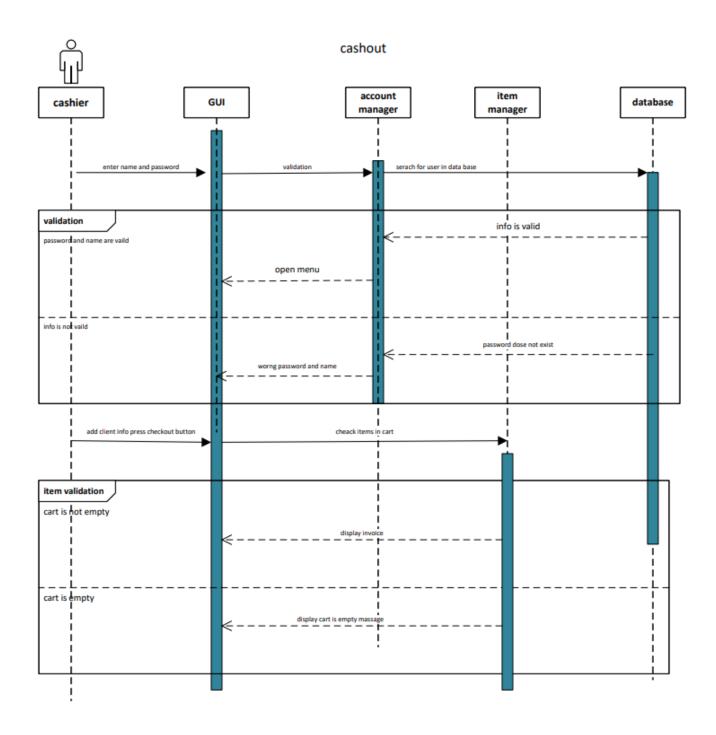




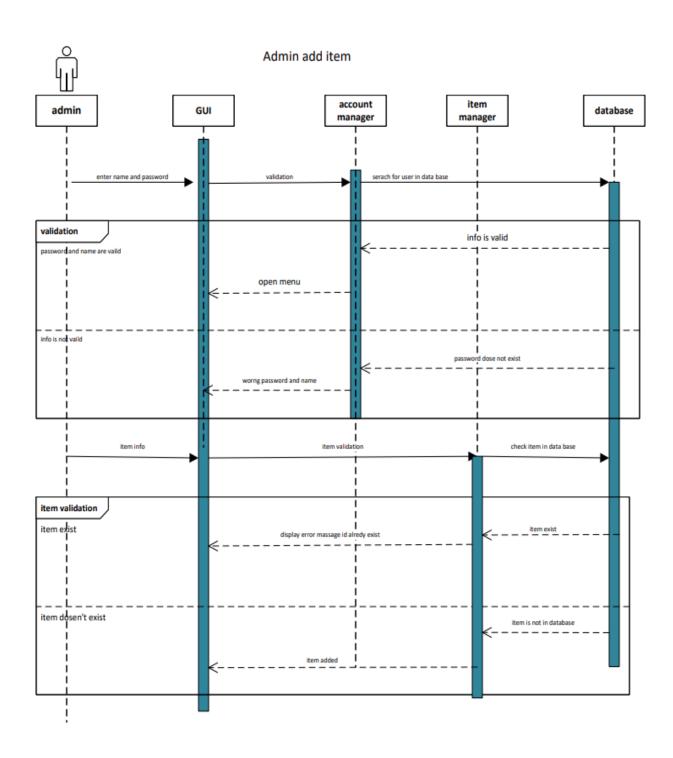
Interaction Diagrams:



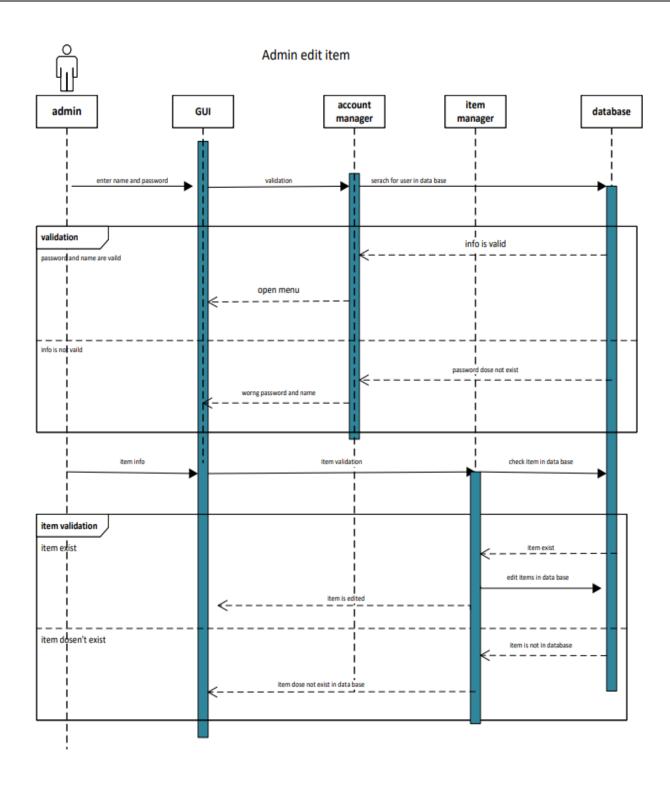




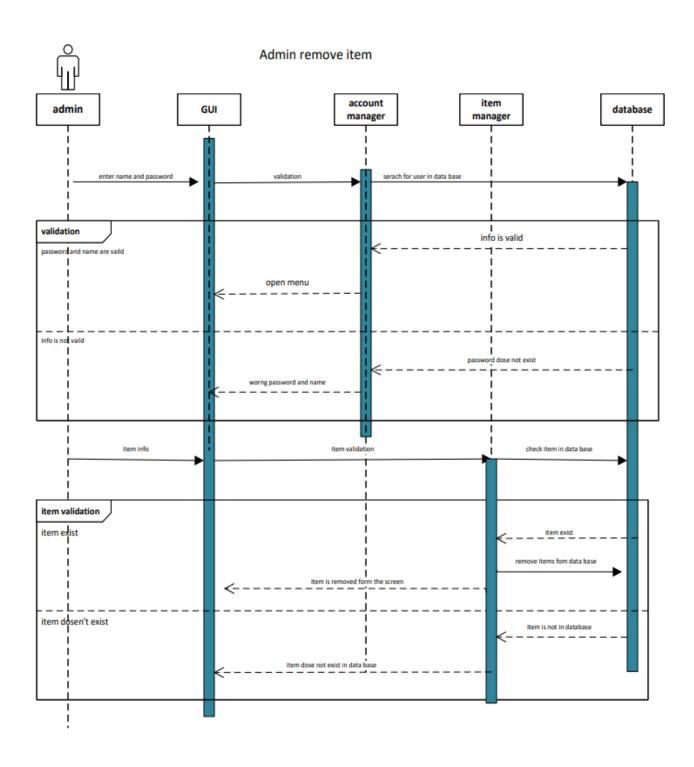




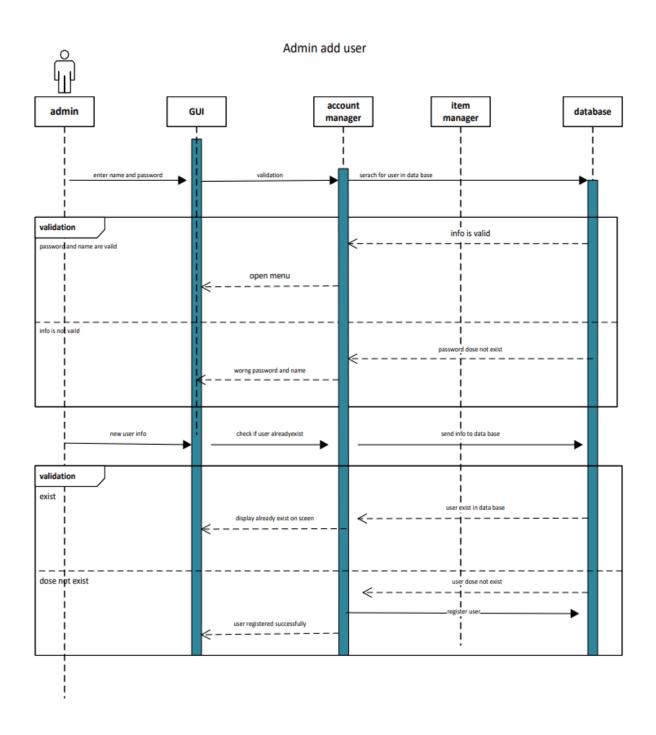




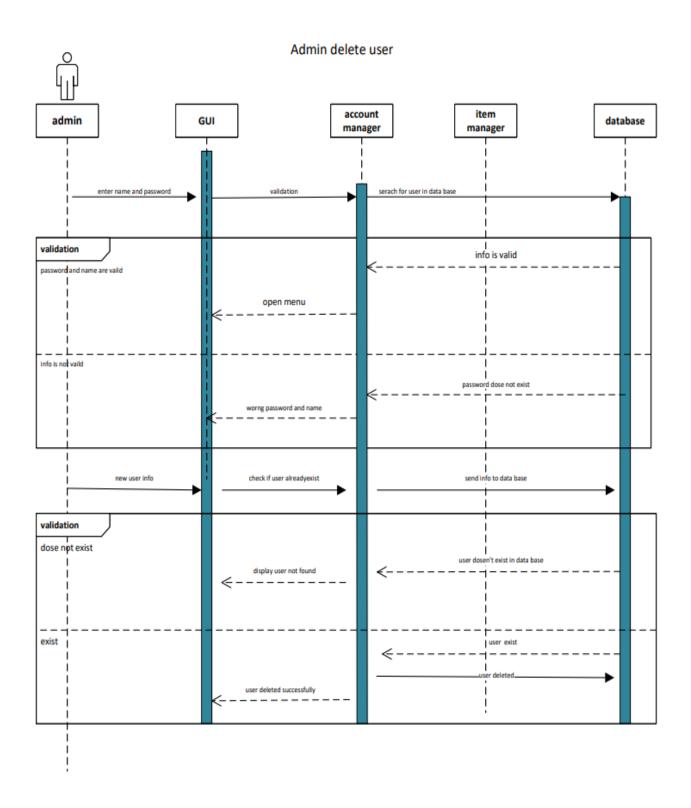




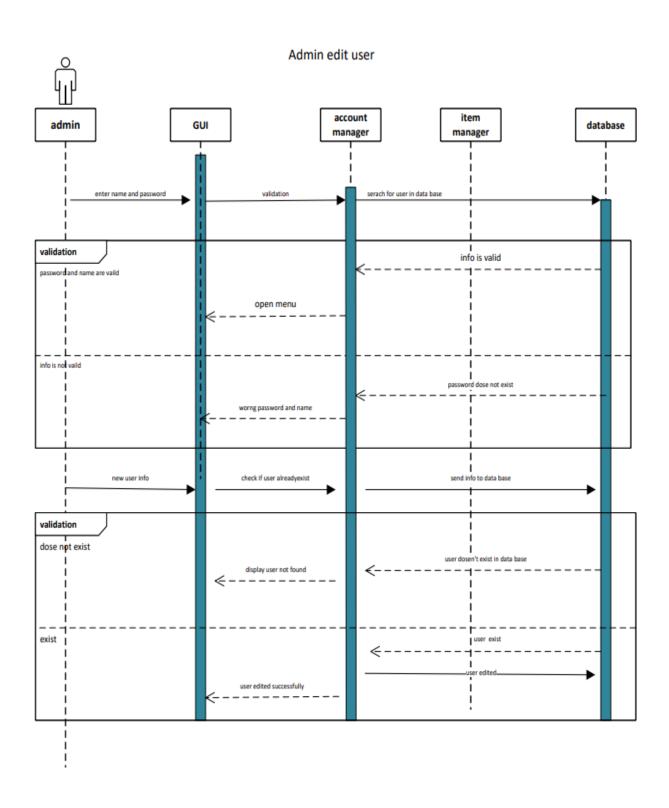






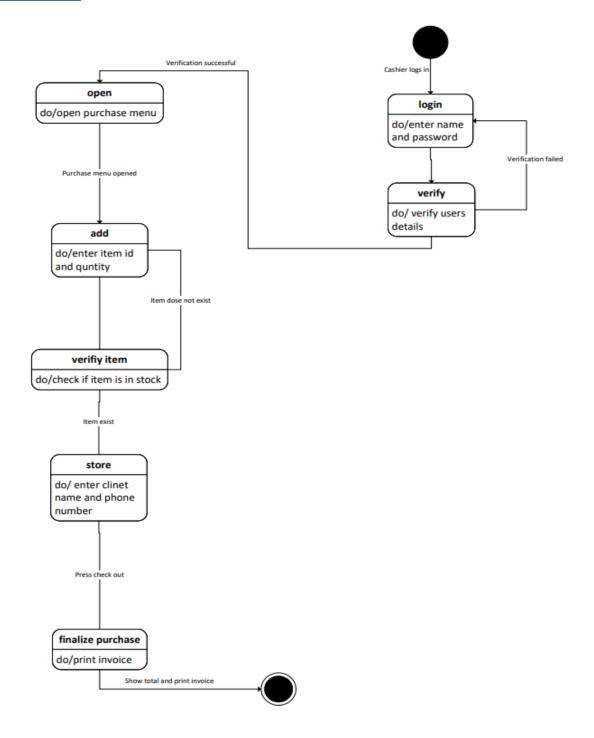




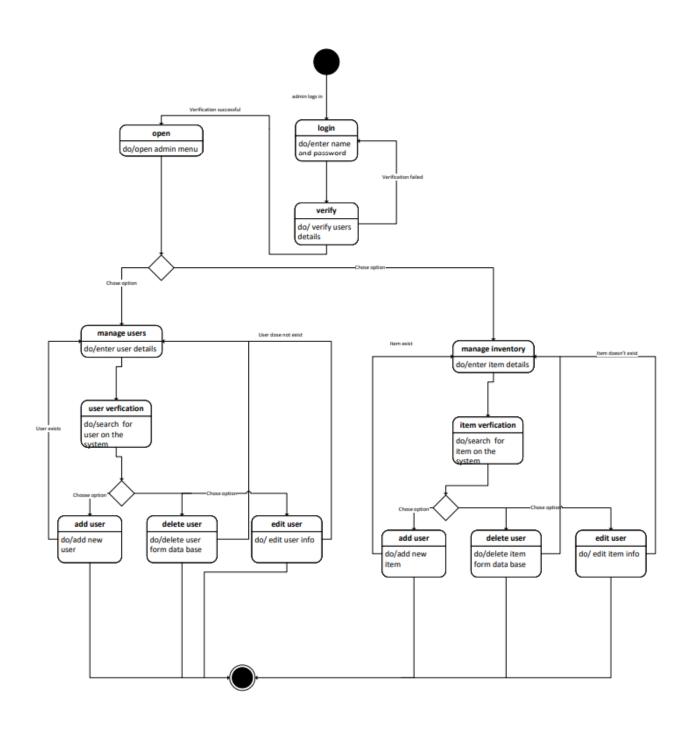




State Diagram:



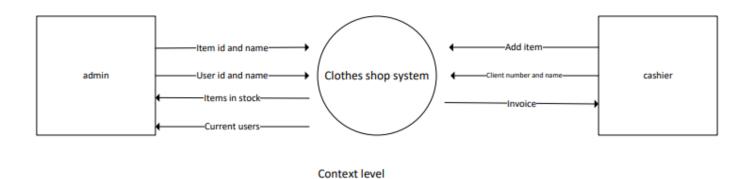




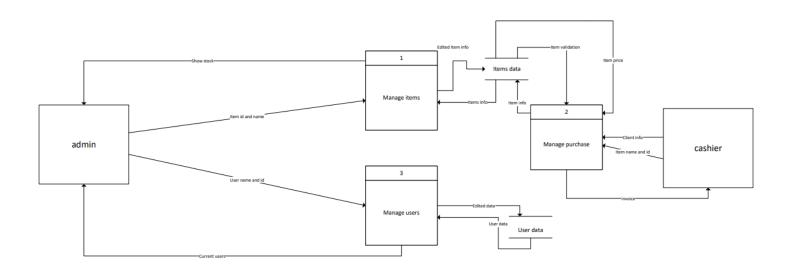
Admin state Diagram



Data Flow Diagrams:



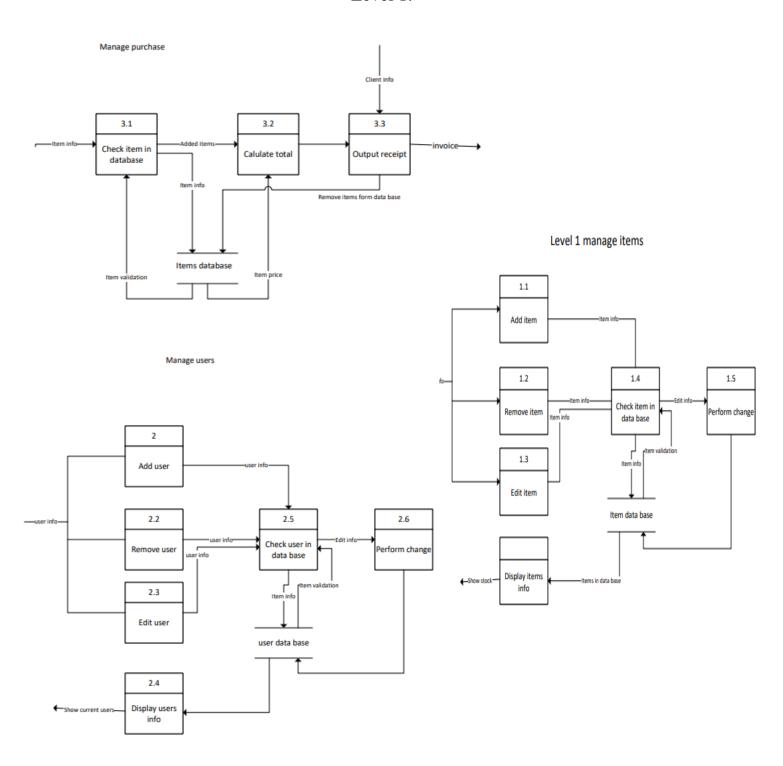
Context diagram



DFD level 0

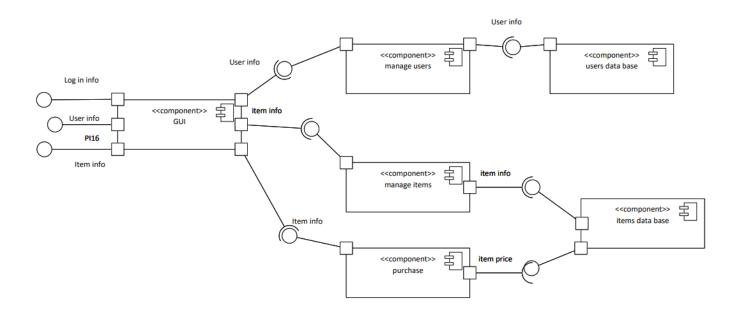


Level 1:





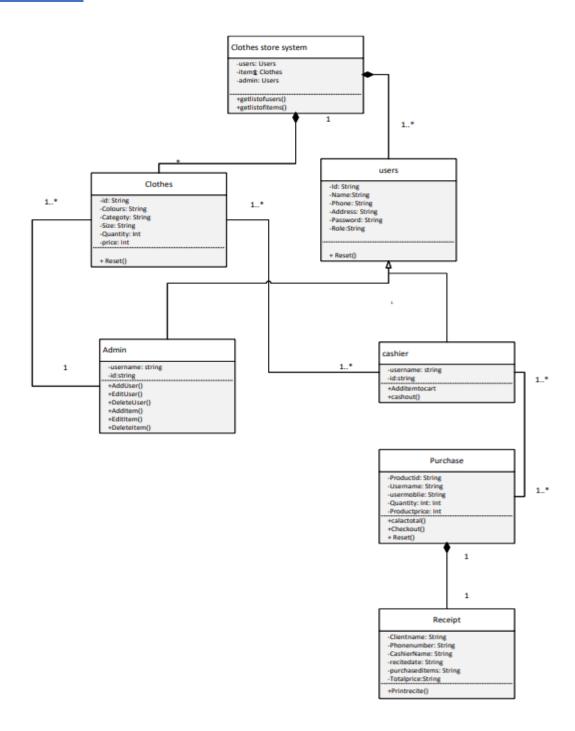
Component Diagram:



Component diagram



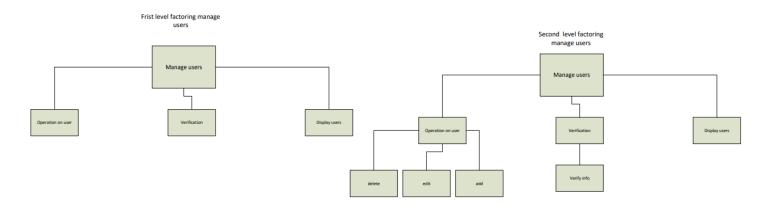
Class Diagram:

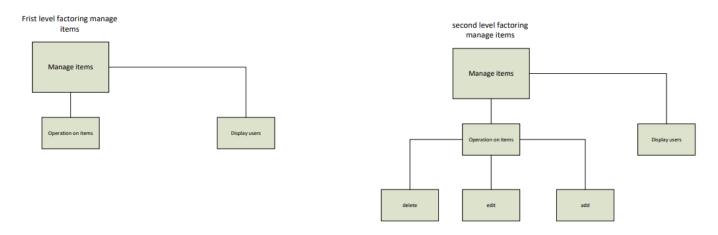


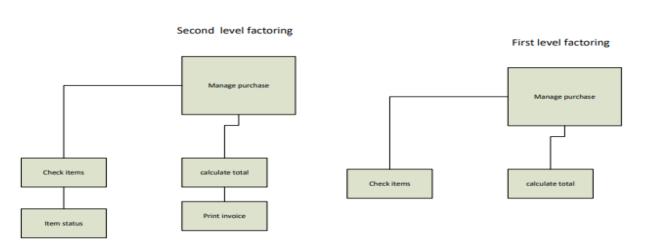
Class diagram



Architectural Diagram:









End-User Guide/ User Interface:

Steps:

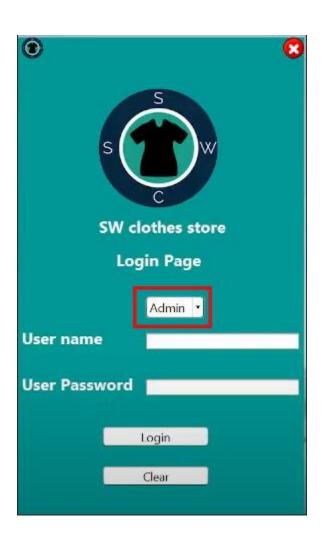
1- Open the system and wait for loading window to complete.







- 2- After loading window completed, the home page will open.
 - In this page there are a selection box, from which you can choose one of the two modes to login:
 - Admin Mode
 - Cashier Mode







- 3- Select one of the two modes, enter your user name and password then press login.
- 4- If you select the Admin mode:
 - If you entered invalid user name or password, a message "Wrong user name or password" will warn you.





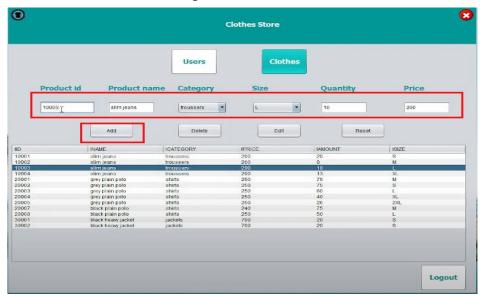
• if you entered a valid user name and password, your page will open. This page contains two options: A (Users)/ B (Clothes).

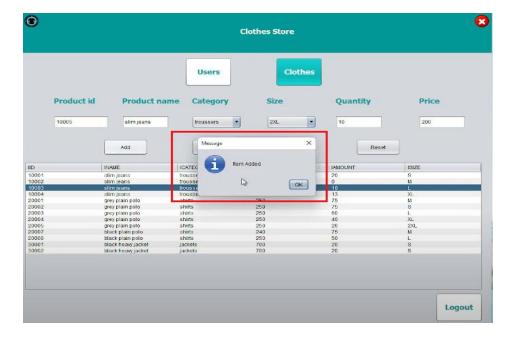
Login with the default admin user name: ahmed and password: lolbiglol.



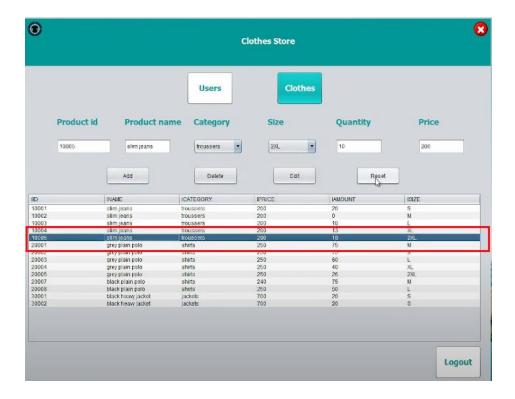


- In Clothes page (option B), the administrator will be able to Add, Delete and Edit the clothes data by their ids, he also will be able to Reset the written data. the page may have a text area that contains: Product id, Color, Category, Size, Quantity and the Unit price.
 - if you want to add item fill its data then choose option 1 (add), a message will open says" Item added" then it will be added to the products list.

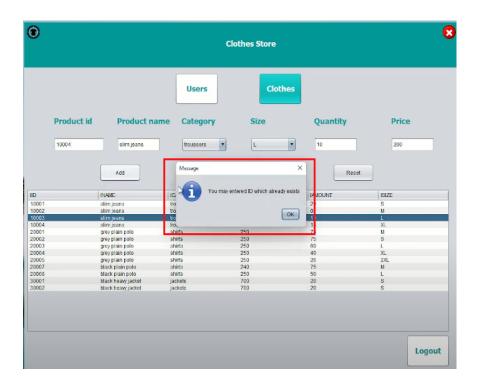






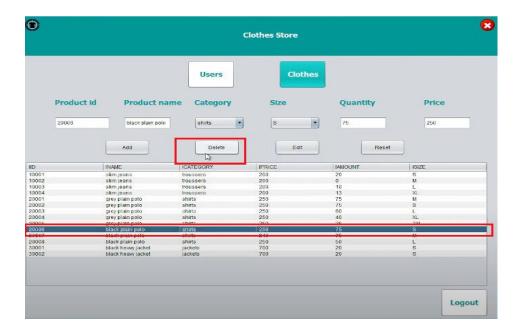


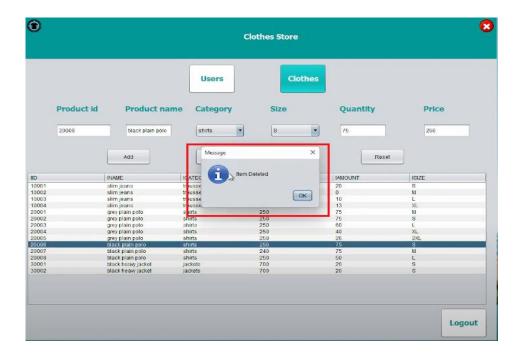
A warning message will open if you try to add item with id that already exists.





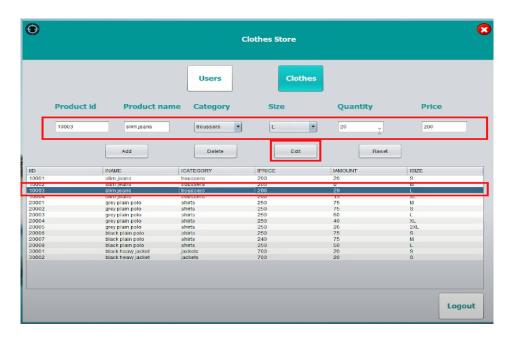
• if you want to delete item choose it from clothes table then choose option 2(delete), a message will open says" Item deleted" then it will be removed from the products list.

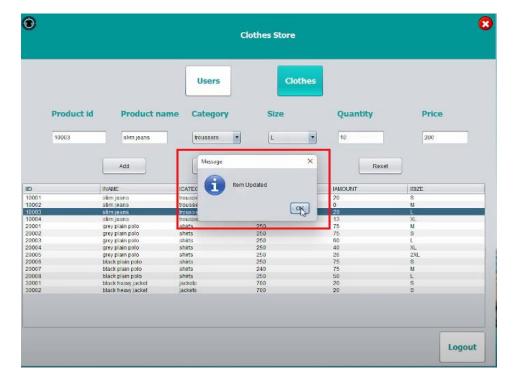






• if you want to edit item choose it from clothes table and change data that you want then choose option 3 (edit), a message will open says" Item updated" then it will be updated in the products list.







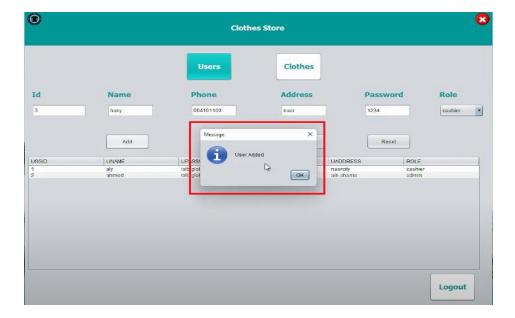
- If you want to reset the written data, choose option 4.
- If you want to log out, choose option 5.
- In Users page (option A), the administrator will be able to Add, Delete and Edit any data of the users by their ids, he also will be able to Reset the written data. it may have a text area that contains: User id, Name, Phone Number, Address and Password.



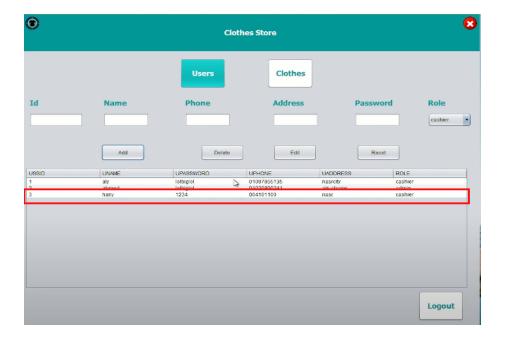


• If you want to add a new user, enter its data then choose option 1 (add), a message will open says" User added" then the user will be added to the users list.

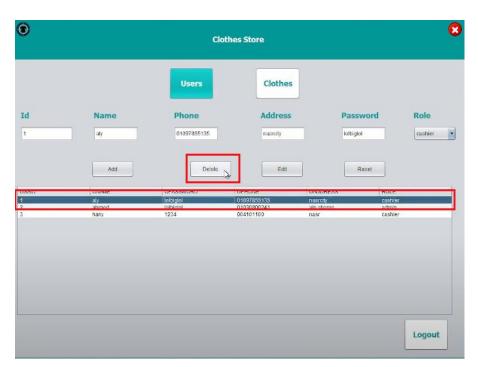




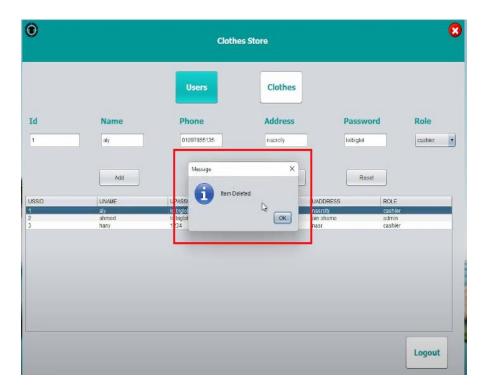




• If you want to delete a user, choose the user you want to delete then choose option 2 (delete), a message will open says" User deleted" then it will be removed from the users list.



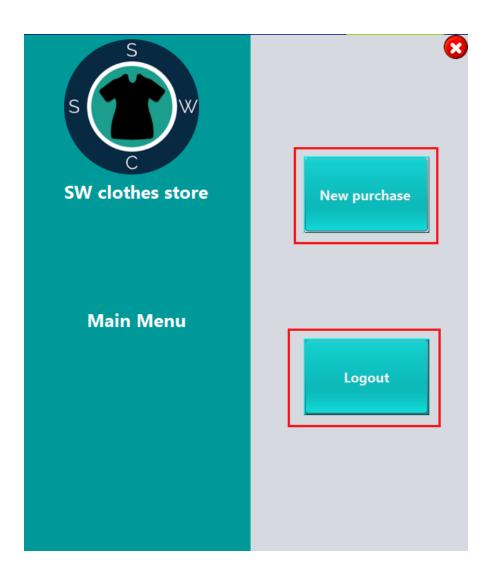




- If you want to rest, choose option 4
- If you want to log out, choose option 5

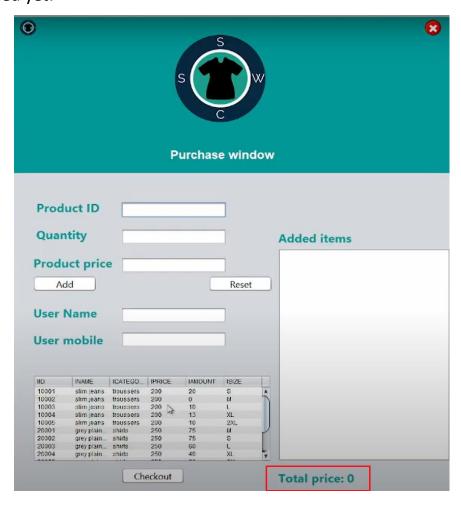


5- If you select cashier mode, you will have to option: new purchase/logout.



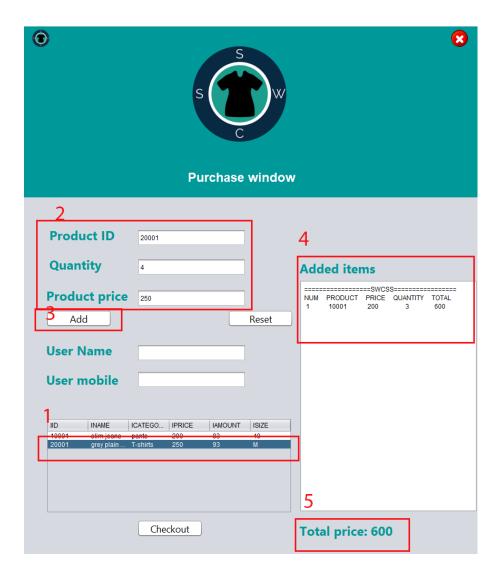


• If you select new purchase option, this window will be opened with a total price zero as no products added yet:



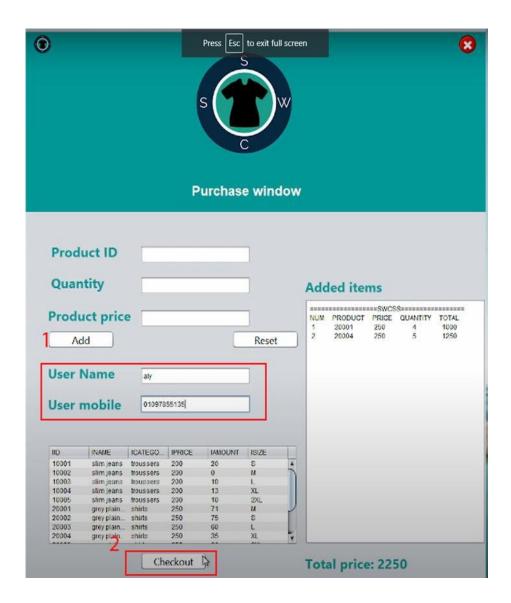


• If you want to add a product choose it from table step (1), then enter its data step (2), then choose add step (3), so quantity of item you choose appear in added items box (4) and the total price appear below added item box (5).



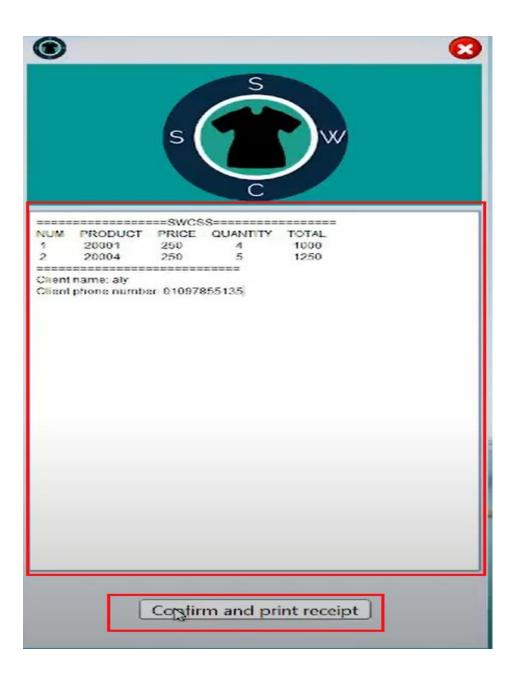


• Before you choose checkout (2), you should enter user name and user mobile (1).





After you choose checkout, this window will appear.



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Conclusion:

This document starts by an introduction which summaries what is the system we develop, then the user requirements which contains what does the user want (functional and nonfunctional requirements). Then followed by Feasibility study, we discuss in this part the financial, technical, resource and time constrains.

From the user requirements we concluded the system requirements, divided it into functional and nonfunctional requirements, then we built requirement traceability matrix and source traceability matrix.

Then we discussed all the diagrams: use case, swinlane, component, sequential, data flow, class and architectural diagrams. then finally we introduce the end user guide.