DIGITAL BOOK

MARKET

Blibli ***FUTURE*** Program Batch 4.0

Fase 1 – Medan Kota



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REQUIREMENT DOCUMENT

# Pendahuluan

## Tujuan dan Ruang Lingkup

Tujuan dari pembuatan web ini adalah untuk membuat sebuah web yang menjual-belikan buku digital (ebook), yaitu versi elektronik dari buku. Dewasa ini, teknologi semakin canggih sehingga kebutuhan masyarakat akan hal-hal yang praktis juga meningkat. Kebutuhan untuk mendapatkan buku dengan cepat, serta mudah untuk dibawa juga meningkat pesat.

Buku digital lebih disukai karena lebih praktis jika dibandingkan dengan buku. Selain itu, terdapat fitur pencarian pada buku digital, sehingga kata-kata dalam buku digital dapat dengan cepat dicari dan ditemukan.

Dengan adanya web Digital Book Market, masyarakat diharapkan akan lebih mudah untuk melakukan transaksi jual-beli buku digital, tanpa perlu pergi ke toko yang bersangkutan.

## Definisi

Beberapa definisi kata yang akan sering dipakai :

**Admin** Orang yang dapat mengedit, menambah, atau menghapus data pada sistem; mengakses halaman master.

**Cart** a

**Categories** a

**Database** Sistem yang menyimpan semua informasi yang dimonitor oleh sistem ini.

**ERD** *Entity Relationship Diagram*; Diagram yang menunjukkan

**Log in** a

**Log out** a

**Merchant** Orang yang dapat menambah produk dan menjual produk dalam web.

**SRS** *Software Requirement Specification*; Suatu dokumen yang mendeskripsikan semua fungsi dari sistem yang diusulkan dan kendala yang terjadi ketika sistem beroperasi, seperti dokumen ini.

**User** Orang yang mengunjungi / menggunakan web sebagai seorang konsumen.

**Wishlist** a

**Database** a

## Referensi

Adapun referensi yang digunakan dalam membantu proses pembuatan dokumen SRS ini :

* [*http://cheesterzone.blogspot.com/2011/04/dokumen-srs-sistem-informasi.html*](http://cheesterzone.blogspot.com/2011/04/dokumen-srs-sistem-informasi.html)
* [*https://hasrulbakri.wordpress.com/2011/05/23/contoh-dokumen-srs-software-requirement-spesification/*](https://hasrulbakri.wordpress.com/2011/05/23/contoh-dokumen-srs-software-requirement-spesification/)
* http://www.cse.msu.edu/~chengb/RE-491/Papers/SRSExample-webapp.doc

## Sistematika

Dokumen SRS ini dibagi menjadi tiga bagian utama, yaitu :

**Pendahuluan**, berisi penjelasan tentang tujuan pembuatan dan lingkup masalah yang dipengaruhi oleh web yang dikembangkan, definisi, referensi dan sistematika.

**Deskripsi Umum**, berisi penjelasan secara umum mengenai web yang akan dikembangkan, meliputi perspektif deskripsi umum sistem,karakteristik penggauna, batasan-batasan dan asumsi penggunaan.

**Spesifikasi Kebutuhan**, berisi uraian kebutuhan web secara lebih rinci.

# Deskripsi Umum

## Perspektif

Produk yang berupa situs web ditujukan kepada para pengguna (konsumen dan para penjual) buku digital. Semua pengguna (baik pengguna terdaftar maupun anonim) akan mengakses dengan menggunakan situs web ini.

Pengguna tidak diharuskan mendaftar jika pengguna hanya berkunjung ke web. Namun untuk dapat menggunakan semua fungsi yang disediakan, pengguna diminta untuk mendaftar melalui antarmuka web. Ketika pengguna baru mendaftar, semua data yang diminta akan disimpan dalam database dan sebuah workspace akan diberikan pada pengguna. Nantinya, pengguna dapat melakukan login ke / logout dari sistem kapanpun.

Dari sudut pandang pengguna sebagai konsumen, pengguna diharapkan dapat melihat dan mencari buku berdasarkan kategori yang tersedia, melihat buku yang sudah pernah dibeli, menyimpan daftar buku yang ingin dibeli, membeli buku, dan membaca buku yang sudah dibeli.

Sementara dari sudut pandang pengguna sebagai penjual, pengguna diharapkan dapat memasukkan produk, melihat halaman tokonya, serta melihat daftar pengguna yang memesan buku dari toko penjual.

## Kegunaan

Produk memungkinkan User dan Merchant untuk melakukan transaksi jual-beli buku digital secara online.

Fungsi-fungsi dari produk adalah :

|  |  |  |
| --- | --- | --- |
| User | Merchant | Admin |
| Login  Profile  Product  Wishlist  Purchase and Order List  Cart  Book Library | Login  Storefront Page  Catalog Entry  Product  Incoming Order | Login  Master Page  Block User |

## Karakteristik Pengguna

Berikut adalah 3 jenis pengguna beserta karakteristiknya yang akan menggunakanproduk.

|  |  |
| --- | --- |
| **Pengguna** | **Karakteristik** |
| User | User dapat melihat dan mencari buku digital yang tersedia, membeli buku digital melalui pembayaran online, dan membaca buku yang sudah dibeli. |
| Merchant | Merchant dapat menambah buku digital yang ingin dijual, menampilkan halaman profil, dan menerima orderan yang datang. |
| Admin | Admin dapat mengubah data, mengakses halaman master, serta dapat melakukan *block* pada User maupun Merchant. |

## Batasan-Batasan

Beberapa batasan dalam menggunakan web ini :

* User yang dapat melihat / mengubah *Wishlist*, melihat *Book Library*, melihat / mengubah keranjang (*Cart*), melakukan pembayaran, dan memberi ulasan pada produk adalah User yang sudah terdaftar.

## Asumsi dan Ketergantungan

Asumsi dan ketergantungan dalam menggunakan web ini :

* Pengguna sudah mengerti dalam memakai layanan *e-commerce*
* Semua pembayaran yang dilakukan secara otomatis akan berhasil

# Spesifikasi Kebutuhan

## Kebutuhan Fungsional

Berikut deskripsi dari Use Case Diagram yang terdapat pada Sesi 2.

### Log in

|  |  |  |
| --- | --- | --- |
| Use Case Name | Log in | |
| Scenario | Login an account to use the web | |
| Triggering Event | Clicking some features that only available to verified account.  Clicking Log in / Register menu. | |
| Brief Description | User must log in to use all of the provided features and have an account.  Merchant and Admin must log in before using the web and have an account. | |
| Actors | User, Merchant, Admin | |
| Pre-conditions | User, Merchant, Admin hasn’t logged in | |
| Post-conditions | User, Merchant, Admin has logged in | |
| Flow of Activities | **Actor** | **System** |
| 1. User, Merchant, Admin click Log in / Register menu | * 1. System loads the UI for login |
| 1. User, Merchant, Admin type the username and password |  |
| 1. User, Merchant, Admin click on login button | * 1. System validates the username and password   2. System informs the user of successful login by show the home UI for each role.   3. System loads the home UI. |
| Exceptions Conditions | * 1. User, Merchant, Admin failed to Log in due to unstable Internet connection.   2. User, Merchant, Admin failed to Log in caused by wrong username / password. | |

### Register as User / Merchant

|  |  |  |
| --- | --- | --- |
| Use Case Name | Register as User / Merchant | |
| Scenario | Register as an User / a Merchant | |
| Triggering Event | Clicking Log in / Register menu.  Clicking Register menu. | |
| Brief Description | User / Merchant input all the required field such as username, email, password. | |
| Actors | User, Merchant | |
| Pre-conditions | User, Merchant hasn’t have an account | |
| Post-conditions | User, Merchant has an account and has logged in. | |
| Flow of Activities | **Actor** | **System** |
| 1. User / Merchant click Log in / Register menu | * 1. System loads the UI for login |
| 1. User / Merchant type all the required information, such as username and password. |  |
| 1. User / Merchant click on Sign up button | * 1. System validates all the field in form   2. System successfully registered an account in database   3. System automatically logged in the User / Merchant by show the home UI for each role. |
| Exceptions Conditions | 3.2. User / Merchant failed to register due to an error in some field, such as username already exists. | |

### Edit Profile

|  |  |  |
| --- | --- | --- |
| Use Case Name | Edit Profile User | |
| Scenario | View or Edit Profile of an User account | |
| Triggering Event | Clicking Profile menu.from Hamburger icon.  Clicking Profile photo on Review button in Product page (if user has reviewed on a product) | |
| Brief Description | User fill/edit their personal information such as Address, Phone Number, etc. | |
| Actors | User | |
| Pre-conditions | User hasn’t complete / change their personal information | |
| Post-conditions | User has completed / changed their personal information | |
| Flow of Activities | **Actor** | **System** |
| 1. User click Profile menu | * 1. System loads the UI for edit profile |
| 1. User fill / change some or all the required information, such as Address, Phone Number. |  |
| 1. User click on checklist (Done) button. | * 1. System successfully filled / changed the information in database   2. System redirects to Home UI |
| Exceptions Conditions | 3.1. User failed to change / fill the information due to unstable Internet connection. | |

### Edit Storefront Page

|  |  |  |
| --- | --- | --- |
| Use Case Name | Edit Storefront Page | |
| Scenario | View or Edit Storefront Page of a Merchant account | |
| Triggering Event | Clicking Edit button on Storefront Page.  Clicking Profile photo on Product page (if merchant has added a product or more). | |
| Brief Description | Merchant fill/edit their storefront information such as Store Name, Phone Number, etc. | |
| Actors | Merchant | |
| Pre-conditions | Merchant hasn’t complete / change their storefront information | |
| Post-conditions | Merchant has completed / changed their storefront information | |
| Flow of Activities | **Actor** | **System** |
| 1. Merchant click the Edit button on Storefront Page. | * 1. System loads the UI for edit Storefront information. |
| 1. Merchant fill / change some or all the required information, such as Address, Phone Number. |  |
| 1. Merchant click on checklist (Done) button. | * 1. System successfully filled / changed the information in database   2. System redirects to Storefront UI. |
| Exceptions Conditions | * 1. Merchant failed to change / fill the information due to unstable Internet connection. | |

### Edit / Remove from Wishlist

|  |  |  |
| --- | --- | --- |
| Use Case Name | Edit or Remove from Wishlist | |
| Scenario | Edit or Remove favorite product from their Wishlist. | |
| Triggering Event | Clicking Wishlist menu on Hamburger menu. | |
| Brief Description | User be able to view, or remove their favorite product from their Wishlist. | |
| Actors | User | |
| Pre-conditions | User hasn’t change their favorite product from their Wishlist. | |
| Post-conditions | User has changed their favorite product from their Wishlist. | |
| Flow of Activities | **Actor** | **System** |
| 1. User click the Wishlist menu from Hamburger menu | * 1. System loads the UI for view, edit, or remove from Wishlist. |
| 1. User click Remove button on a wishlist | * 1. System removed the product from User’s Wishlist and from the database. |
| Exceptions Conditions | * 1. User failed to remove the product due to unstable Internet connection. | |

### Add to / Remove from Cart (**NEED TO CHANGE**)

|  |  |  |
| --- | --- | --- |
| Use Case Name | Add to / Remove from Cart | |
| Scenario | Add to or Remove the products from User’s Cart. | |
| Triggering Event | Clicking “Add to Cart” button on Hamburger menu. | |
| Brief Description | User be able to view, or remove their favorite product from their Wishlist. | |
| Actors | User | |
| Pre-conditions | User hasn’t change their favorite product from their Wishlist. | |
| Post-conditions | User has changed their favorite product from their Wishlist. | |
| Flow of Activities | **Actor** | **System** |
| 1. User click the Wishlist menu from Hamburger menu | * 1. System loads the UI for view, edit, or remove from Wishlist. |
| 1. User click Remove button on a wishlist | * 1. System removed the product from User’s Wishlist and from the database. |
| Exceptions Conditions | * 1. User failed to remove the product due to unstable Internet connection. | |

### View / Edit Book Library (**NEED TO CHANGE**)

|  |  |  |
| --- | --- | --- |
| Use Case Name | Add to / Remove from Cart | |
| Scenario | Add to or Remove the products from User’s Cart. | |
| Triggering Event | Clicking “Add to Cart” button on Hamburger menu. | |
| Brief Description | User be able to view, or remove their favorite product from their Wishlist. | |
| Actors | User | |
| Pre-conditions | User hasn’t change their favorite product from their Wishlist. | |
| Post-conditions | User has changed their favorite product from their Wishlist. | |
| Flow of Activities | **Actor** | **System** |
| 1. User click the Wishlist menu from Hamburger menu | * 1. System loads the UI for view, edit, or remove from Wishlist. |
| 1. User click Remove button on a wishlist | * 1. System removed the product from User’s Wishlist and from the database. |
| Exceptions Conditions | * 1. User failed to remove the product due to unstable Internet connection. | |

### Add Catalog Entry (**NEED TO CHANGE**)

|  |  |  |
| --- | --- | --- |
| Use Case Name | Add to / Remove from Cart | |
| Scenario | Add to or Remove the products from User’s Cart. | |
| Triggering Event | Clicking “Add to Cart” button on Hamburger menu. | |
| Brief Description | User be able to view, or remove their favorite product from their Wishlist. | |
| Actors | Merchant | |
| Pre-conditions | User hasn’t change their favorite product from their Wishlist. | |
| Post-conditions | User has changed their favorite product from their Wishlist. | |
| Flow of Activities | **Actor** | **System** |
| 1. User click the Wishlist menu from Hamburger menu | * 1. System loads the UI for view, edit, or remove from Wishlist. |
| 1. User click Remove button on a wishlist | * 1. System removed the product from User’s Wishlist and from the database. |
| Exceptions Conditions | * 1. User failed to remove the product due to unstable Internet connection. | |

### Edit Product (**NEED TO CHANGE**)

|  |  |  |
| --- | --- | --- |
| Use Case Name | Edit Product | |
| Scenario | Add to or Remove the products from User’s Cart. | |
| Triggering Event | Clicking “Add to Cart” button on Hamburger menu. | |
| Brief Description | User be able to view, or remove their favorite product from their Wishlist. | |
| Actors | Merchant | |
| Pre-conditions | User hasn’t change their favorite product from their Wishlist. | |
| Post-conditions | User has changed their favorite product from their Wishlist. | |
| Flow of Activities | **Actor** | **System** |
| 1. User click the Wishlist menu from Hamburger menu | * 1. System loads the UI for view, edit, or remove from Wishlist. |
| 1. User click Remove button on a wishlist | * 1. System removed the product from User’s Wishlist and from the database. |
| Exceptions Conditions | * 1. User failed to remove the product due to unstable Internet connection. | |

### Edit Incoming Order (**NEED TO CHANGE**)

|  |  |  |
| --- | --- | --- |
| Use Case Name | Edit or Delete Incoming Order | |
| Scenario | Add to or Remove the products from User’s Cart. | |
| Triggering Event | Clicking “Add to Cart” button on Hamburger menu. | |
| Brief Description | User be able to view, or remove their favorite product from their Wishlist. | |
| Actors | Merchant | |
| Pre-conditions | User hasn’t change their favorite product from their Wishlist. | |
| Post-conditions | User has changed their favorite product from their Wishlist. | |
| Flow of Activities | **Actor** | **System** |
| 1. User click the Wishlist menu from Hamburger menu | * 1. System loads the UI for view, edit, or remove from Wishlist. |
| 1. User click Remove button on a wishlist | * 1. System removed the product from User’s Wishlist and from the database. |
| Exceptions Conditions | * 1. User failed to remove the product due to unstable Internet connection. | |

### Edit Master Data (**NEED TO CHANGE**)

|  |  |  |
| --- | --- | --- |
| Use Case Name | Edit or Delete Incoming Order | |
| Scenario | Add to or Remove the products from User’s Cart. | |
| Triggering Event | Clicking “Add to Cart” button on Hamburger menu. | |
| Brief Description | User be able to view, or remove their favorite product from their Wishlist. | |
| Actors | Admin | |
| Pre-conditions | User hasn’t change their favorite product from their Wishlist. | |
| Post-conditions | User has changed their favorite product from their Wishlist. | |
| Flow of Activities | **Actor** | **System** |
| 1. User click the Wishlist menu from Hamburger menu | * 1. System loads the UI for view, edit, or remove from Wishlist. |
| 1. User click Remove button on a wishlist | * 1. System removed the product from User’s Wishlist and from the database. |
| Exceptions Conditions | * 1. User failed to remove the product due to unstable Internet connection. | |

### Block User / Merchant (**NEED TO CHANGE**)

|  |  |  |
| --- | --- | --- |
| Use Case Name | Edit or Delete Incoming Order | |
| Scenario | Add to or Remove the products from User’s Cart. | |
| Triggering Event | Clicking “Add to Cart” button on Hamburger menu. | |
| Brief Description | User be able to view, or remove their favorite product from their Wishlist. | |
| Actors | Admin | |
| Pre-conditions | User hasn’t change their favorite product from their Wishlist. | |
| Post-conditions | User has changed their favorite product from their Wishlist. | |
| Flow of Activities | **Actor** | **System** |
| 1. User click the Wishlist menu from Hamburger menu | * 1. System loads the UI for view, edit, or remove from Wishlist. |
| 1. User click Remove button on a wishlist | * 1. System removed the product from User’s Wishlist and from the database. |
| Exceptions Conditions | * 1. User failed to remove the product due to unstable Internet connection. | |

### Log out

|  |  |  |
| --- | --- | --- |
| Use Case Name | Log out | |
| Scenario | Log out from an account | |
| Triggering Event | Clicking Log out menu from Hamburger menu (if a User / Merchant / Admin is logged in). | |
| Brief Description | User / Merchant / Admin log out from their account. | |
| Actors | User, Merchant, Admin | |
| Pre-conditions | User, Merchant, Admin is still logged in. | |
| Post-conditions | User, Merchant, Admin has logged out. | |
| Flow of Activities | **Actor** | **System** |
|  | 1. User / Merchant / Admin click the Log out menu from Hamburger menu. | * 1. System saves all the event that User / Merchant / Admin has done to the database.   2. System resets the active account from the web, then system automatically redirected the page to the Home page. |
| Exceptions Conditions | User / Merchant / Admin failed to log out due to unstable Internet connection. | |

## Kebutuhan Antarmuka Eksternal

### Kebutuhan Antarmuka Pengguna

### Kebutuhan Antarmuka Perangkat Keras

### Kebutuhan Antarmuka Peragkat Lunak

### Kebutuhan Antarmuka Komunikasi

Tidak diterapkan pada web ini.

## Kebutuhan Non-Fungsional

### Struktur Logikal Data

ERD + Entity

# User Stories

#### User

Sebagai seorang User, saya ingin melakukan login / logout dari akun saya.

Sebagai seorang User, saya ingin mengedit profil / akun saya.

Sebagai seorang User, saya ingin melihat atau menghapus wishlist yang saya simpan.

Sebagai seorang User, saya ingin melakukan pembayaran.

Sebagai seorang User, saya ingin melihat semua buku yang sudah saya beli.

Sebagai seorang User, saya ingin membuka dan membaca buku yang sudah saya beli melalui web secara langsung.

Sebagai seorang User, saya ingin mencari buku dari kata kunci pada buku, atau dari judul buku.

Sebagai seorang User, saya ingin mengulas produk yang sudah saya beli.

#### Merchant

Sebagai seorang Merchant, saya ingin melihat atau mengedit profil toko saya.

Sebagai seorang Merchant, saya ingin melihat atau mengedit halaman produk saya.

Sebagai seorang Merchant, saya ingin melihat orderan produk saya yang datang.

Sebagai seorang Merchant, saya ingin melihat entri katalog.

#### Admin

Sebagai seorang Admin, saya ingin mengakses halaman master.

Sebagai seorang Admin, saya ingin menampilkan, menambah, meng-*update*, dan menghapus data produk.

Sebagai seorang Admin, saya ingin menampilkan, menambah, meng-*update*, dan menghapus data User / Merchant.

Sebagai seorang Admin, saya ingin menampilkan, menambah, meng-*update*, dan menghapus kategori produk.

Sebagai seorang Admin, saya ingin melakukan *block* pada user, baik User maupun Merchant.

# Kebutuhan Non-Fungsional

* Web harus dibangun dengan Java
* Web tidak boleh menggunakan framework, namun boleh menggunakan *library* seperti Jquery, Lodash, Bootstrap untuk Front-End dan Springboot untuk Back-End
* Web harus melewati 95% Unit Testing
* Unit testing dilakukan dengan implementasi fitur
* Web berjalan di Mobile
* Penggunaan AJAX secara luas pada web