

FITNESS EQUIPMENTS SHOP

Software Requirements Specification

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1. Abstract

The main purpose of the web application for fitness equipment shops is to provide a smooth and enjoyable online shopping experience for the user. When the user selects an item, they will be directed to a page which contains information about the product. If the user wishes to buy the product, they can add the item to the cart. The user must login in to buy the item. The data entered by the user will be validated and if the data is valid, it will be automatically stored in the database. Once login or signup process is over the user can proceed to the checkout where the product can be purchased. There the user can select the payment option and then they can proceed to payment.

2. Module Description

2.1 Homepage

The application starts with the Homepage and this page gives the user an overview of the application. At the top of the Homepage, user can see the product and login/signup tabs. The Price, product name, model and the specifications are provided for each type of item.

2.2 Product

The product page contains information about the product. It contains images of the item, product name, product details, specifications, price, ratings of the product. The user can see the option to add the product to the cart on this product page.

2.3 Login/Signup

The user can login or signup on this page. If the user already has an account, they can directly login otherwise they have to create an account by clicking the option "signup". The user has to enter the username, email id, password to login and to signup, user have to enter email id, phone number, address and create a password.

2.4 Add to Cart

Add to cart option will be available under the image of the product. If the user clicks on "Add to cart", the product will be added to the cart. For adding the product to cart, the user needs to login or to create an account.

2.5 Checkout

When the user is satisfied with the product they can add it to the cart, then they can check it out. The user will be taken to a payment page where they can pay online and by that, they can purchase the product.

3. Requirements

3.1 Functional Requirements

3.1.1 Login/Signup Requirements

The user must have an account to buy a product. To create an account, the user must click "Signup" button. The signup page requires email id, phone number, address and a password and username. If the user already has an account, then the user must click the "Login" button which requires email id, username and password.

3.1.2 Product Requirements

Every product should contain product image, price, specification, add to Wishlist and below the image, available and unavailable status should be mentioned.

3.1.3 Payment Requirements

The payment process requires the user's bank details and ID proof which is used for online payment process.

3.2 Non-Functional Requirements

It describes system elements that are concerned with how the system fulfills functional requirements. They are as follows:

I. Reliability: The system should provide a reliable environment to both customers and owner. All orders should be reached to the admin without any errors.

II. Usability: The Application is designed as the user-friendly environment and ease of use.

III. Availability: This system must be accessible at any time and available for every device.

4. High Level Design

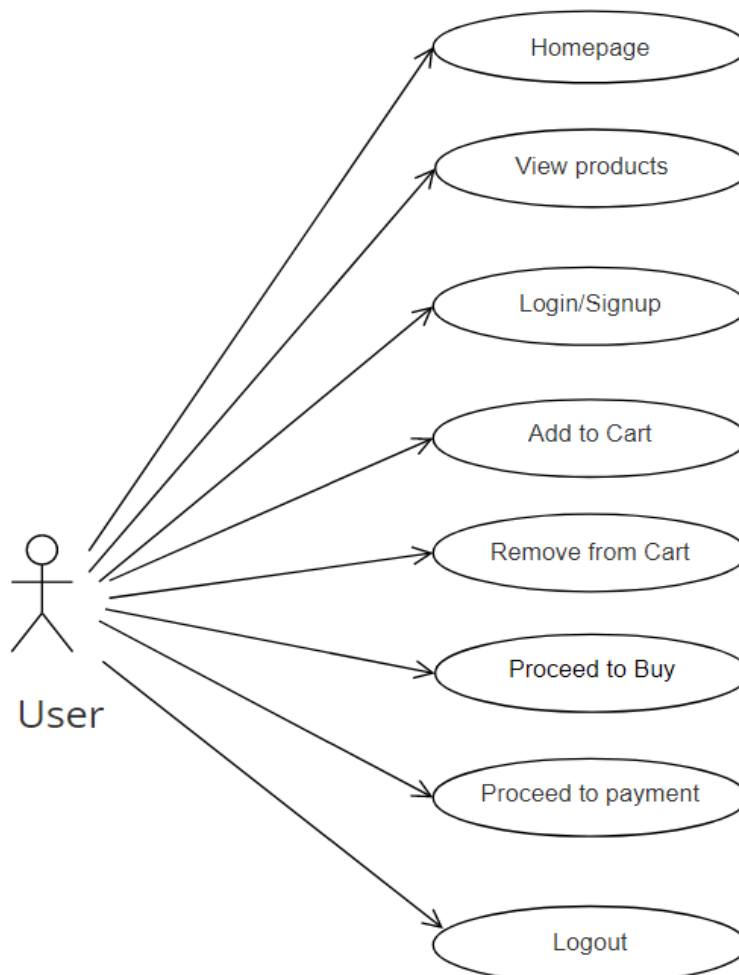
- The high-level design includes overall description of the system architecture along with the design of its database and description of its services, systems, platforms used and the relationship between modules.
- The webpage must contain login/signup page that should be easier to understand and user friendly.

5. Low Level Design

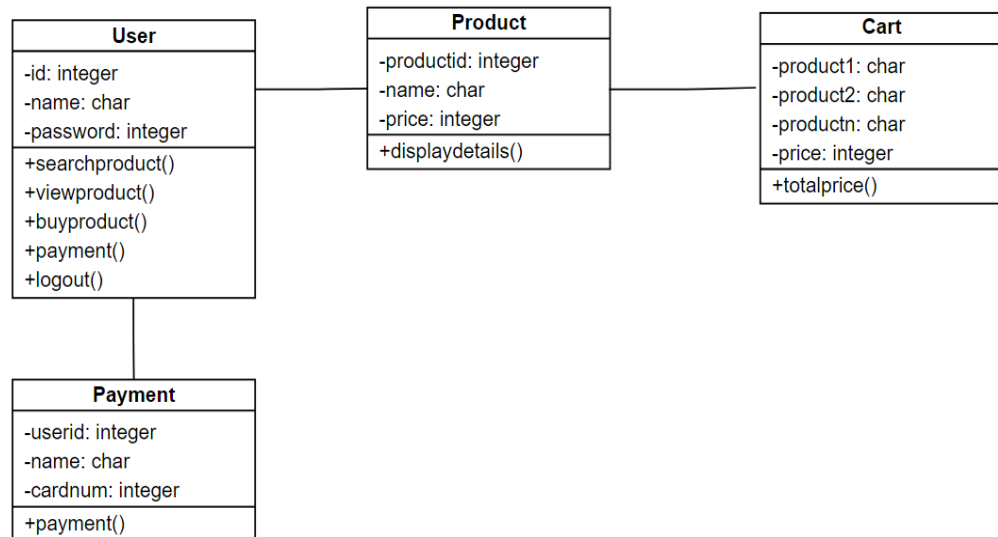
- Low level design is a component level design process that follows step by step process refinement. It deals with planning, coding and execution of various components, modules and steps in HLD.
- It manages each product and details, reviews and comments of each product.

6. Diagrams

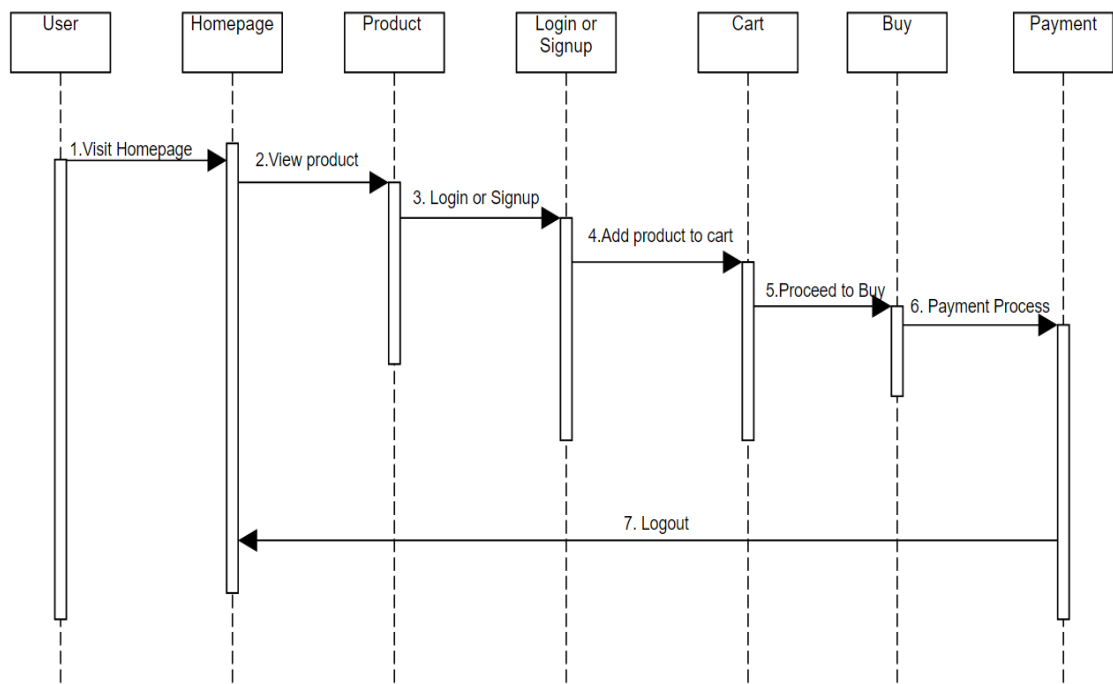
6.1 Use case Diagram



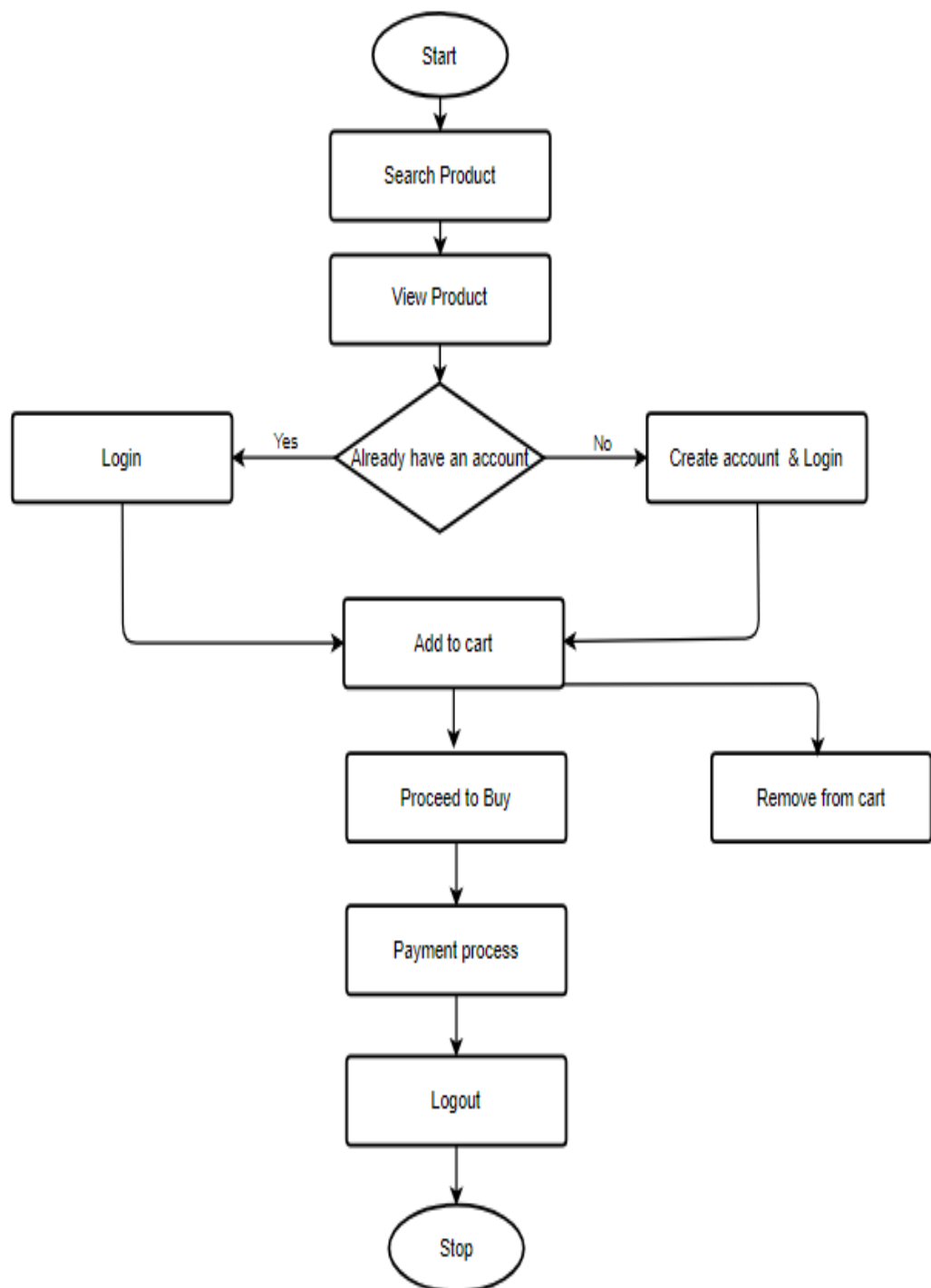
6.2 Class Diagram



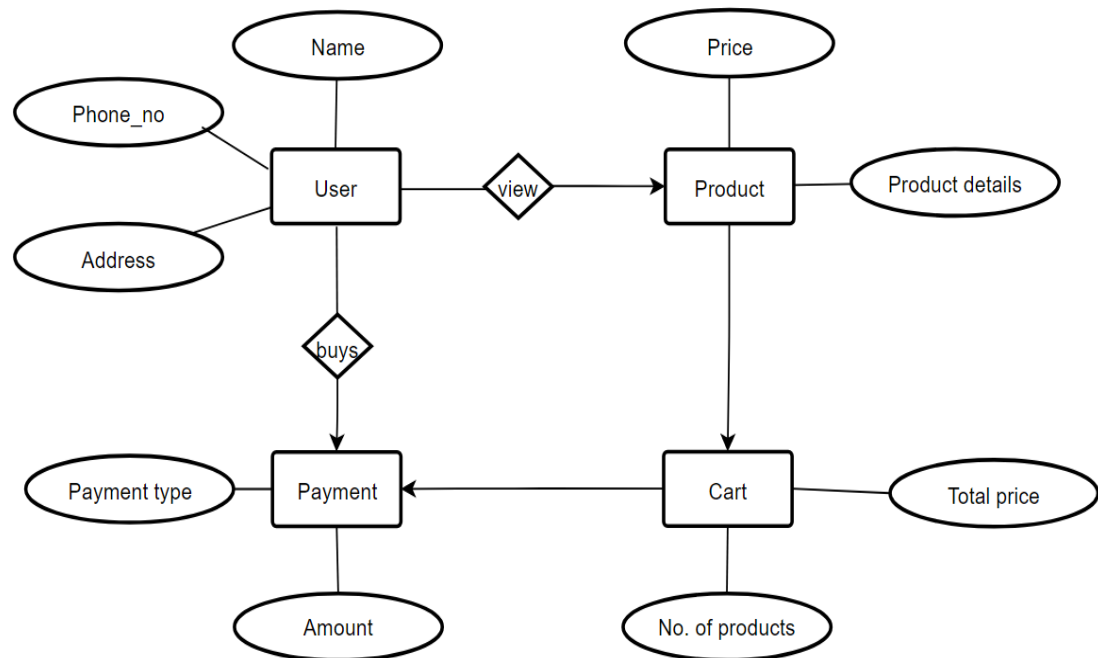
6.3 Sequence Diagram



6.4 Flow Chart



6.5 Entity Relationship Diagram



7. Conclusion

This website has been developed to provide a better shopping experience for the user. Through this website, user can shop their fitness equipment's through online mode.