

Chapter 8

Conclusion

8.1 Limitations of the Project

I have tried to make this project according to the Customer needs all the requirement has been fulfill. All though there are some limitations like there is no Wishlist module of this system also there is no coupon system also Customer can not message to the admin in case of he didn't get the product. No password recovery options to the system

8.2 Future Plan

My future plan of this project is to upgrade the module which is not included it different types of coupon system I'd provide. There is no wish list module to the system so in future I'll add this for better experience. I'll try to prove live chat option for user's better performance.

8.3 Conclusion

In four years' study of undergraduate program of IUBAT, what I have learnt from honorable, beloved teachers and supportive educational environment, I tried my best to implement those knowledge during my internship period. Since this project has been designed exclusively as an internship project, certain complexities those faced by any real life problem are considered in this project. But enhancement to the project can easily be made without changing the current design and programming structure. . Implementation is the state in the software where the theoretical design is turned into a working system. By this, the users get the confidence that the system will work effectively. The system can be implemented only after through testing. Implementation walkthroughs ensure that the completed system actually solves the original problem. This walkthrough occurs just before the system goes into use, and it should include careful review of all manuals, training materials and system documentation. Again, users, the analyst and the members of the computer services staff may attend this meeting. I hope that this system will effectively save the time of the customer and the owner and it will give much benefits those who are going to use this system.

Bibliography

- [1] Pressman, Roger S. *Software Engineering: A Practitioner's Approach*. 5th ed. Boston: McGraw Hill, 2004.

- [2] Kendall, Kenneth E and Kendall, Jullie E. (1999) *System Analysis and Design*. 4th edition. New Delhi: Prentice Hall.

- [3] (2018, Octobar). Retrieved from
softwaremetrics:<http://www.softwaremetrics.com/fpafund.htm>

- [4] (2018, Octobar). Retrieved from Baracks: <http://www.bcarocks.com/notes/sem3-notes/software-engineering-notes/effort-distribution.html>

- [5] (n.d.). Retrieved from Wikipedia: https://en.wikipedia.org/wiki/Feasibility_study

- [6] (2018). Retrieved from https://www.tutorialspoint.com/sdlc/sdlc_rad_model.htm.

- [7] (2018, December). Retrieved from Tutorials Point:
https://www.tutorialspoint.com/sdlc/sdlc_rad_model.htm

- [8] (2017). Retrieved from Makers IT: <https://www.facebook.com/Makersorb/>

- [9] (2018, November). Retrieved from software testing:
<http://softwaretestingfundamentals.com/software-quality-assurance/>

- [10] (2018). Retrieved from Risk Managment: <https://www.castsoftware.com/research-labs/risk-management-in-software-development-and-software-engineering-projects>

[11] *Search soft Quality*. (2018). Retrieved from
<https://searchsoftwarequality.techtarget.com/definition/requirements-analysis>

[12] Jacurtis Alexander. (2016). Depreciation Calculations.
Available at: <http://ccba.jsu.edu/accounting/DEPRECIATION.HTML> (Accessed 8 June,
2018).