

CS4753 Class Project – Milestone 3 (of 5)

Assigned: **Wednesday, March 1, 2017**

Due Date: Submit on collab by **11:59 pm Wednesday, March 22, 2017**

CAUTION: Collab closes promptly at 11:59 pm. Don't wait until the last minute to submit.

It is better to submit multiple times than to risk no submission.

Weight: 8% of final course grade

(Note: Milestone 4 will be worth 8% of your final course grade and will be due April 5.

Milestone 5 is worth 4% of your final grade and will be due April 19. Another 5% of your final grade will depend upon your group's evaluation of your personal effort and contribution to your team.)

For the third milestone of the class project, we will be making various improvements to your previous work for the first two milestones. The major improvement will be the implementation of payment processing software using PayPal. This will require you to make an account at PayPal.com. Implementing ways to charge and retrieve funds from your customers is vital to any business. This implementation will help improve your skills in incorporating third party software and APIs to establish functionalities, rather than building them from scratch.

Additionally, email capabilities to your project, so that a customer who signs up for your service will receive a confirmation email.

Grading Criteria

CRITERIA	POINTS
Create a Personal PayPal account using a real email (for verification), but you do not need to use a real phone number. Do NOT enter your real credit card information, as we will be using PayPal's Sandbox, a virtual environment for PayPal, to mock transactions. After verifying your account, using Sandbox, create a Personal (buyer) virtual account for one of your users and a Business (merchant) virtual account for yourself at https://developer.paypal.com/developer/accounts/ . Expanding each account reveals a "Profile" link, which shows all the information you need to implement the API. To link an application to your seller account, click on "My Apps & Credentials" under the "Dashboard" header and create a Sandbox REST API app (second option) using your seller account. Now, the seller account is linked to your application as the merchant.	15
Now that setup is complete, you must integrate the PayPal API to perform a checkout of at least one item. PayPal provides a demo on how to perform a checkout using the REST API in PHP at https://demo.paypal.com . At the very least, your application must ensure that a transaction occurs between your unique	40

buyer and seller accounts such that it will appear on the seller's account dashboard. Ensure that the payment was successful by checking the buyer's account balance from the PayPal developer page, and checking if the transaction appears on https://www.sandbox.paypal.com/al/webapps/mpp/merchant (log in with your PayPal seller account).	
Improve your server code that is used to process a user and write to your database, to incorporate email functionality. This can be established using PHPMailer at https://github.com/PHPMailer/PHPMailer . Normally, less work is needed to establish email functionality, but the XAMPP servers that we are using don't have the configurations necessary to use email with PHP the normal way. An email must be sent to site users either after they have successfully registered for your service or after they have used PayPal to pay for your service. Note: You should be sending an email to the account linked to your website user.	30
Make sure that your site is generally well polished, and that it looks and functions like a cohesive web application. Your three pages should all be well organized and look clean.	15
<u>TOTAL</u> (MISTAKES/ASKED OF CORRECTIONS FROM MILESTONE 1 AND 2 MUST BE FIXED OTHERWISE POINTS WILL BE DEDUCTED FROM OVERALL MILESTONE 3 SCORE)	<u>100</u>

Class Policies:

Late Policy: You will incur a 10-point late penalty for each day late that you submit your project. After 5 late days, no submissions will be accepted. CAUTION: Collab closes promptly at 11:59 pm. Don't wait until the last minute to submit. It is better to submit multiple times than to risk no submission.

Submission Policy: You will be submitting a .zip file of your project code to Collab under the correct assignment page. Groups will be required to sign up for in-person demos for each assignment, in which they will display their current progress to the TAs. On your honor, you agree to demo the exact code you submitted on collab.

Demo Policy: If you miss your scheduled demo appointment (disregarding emergency situations and extreme circumstances) you will incur a 5-point penalty on your milestone grade.