Gikosh.com

Software Documentation

Group Members

1:Diana Nyamai

2:Collins Kiprono

3:Barbara Nanyingi

CMT:311

INTRODUCTION TO SOFTWARE ENGINEERING

DECLARATION

ACKNOWLEDGMENTS

DEDICATION

ABSTRACT

Electronic Commerce, also known as e commerce is a type of industry where buying and selling of a product is conducted over electronic systems such as the internet.

The purpose of this application is to bring knowledge to students about ecommerce and how an interactive ecommerce application can be designed from scratch using javascript for both the client and server side . The server side includes a database , creating session models for joining diffferent user-interface pages, calculating the shipping cost and sales tax , etc. it is responsible for taking information from the database and making it available on the UI by mapping the category or item ID to the respective IDs stored in the database . The client side is responsible for showing the entire user interface, containing the react javascript framework

Table of Contents

Cover Page  
Declaration page  
Acknowledgment  
Dedication page  
Abstract  
Table of Contents  
List of Figures  
List of Tables  
List of Abbreviation (Acronyms)  
  
Chapter 1: Background Introduction  
1.1 Introduction  
1.2 Statement of the problem  
1.3 Objectives of the study  
1.4 Justification of the study  
1.5 Scope and limitations of the study  
1.6 Time Schedule & Budget  
1.7 System Modules  
1.8 Implementation Tools Required  
  
Chapter 2: Research Methodology  
2.1 Introduction  
2.2 Methodology for Literature Review  
2.3 Methodology for requirement specification, data collection and analysis techniques  
2.4 Methodology for system Analysis & Design  
2.5 Methodology for System implementation  
2.6 Methodology for system testing  
2.7 Methodology for System Deployment  
  
Chapter 3: Literature Review  
3.1 Introduction  
3.2 Theoretical Review of similar System 1  
3.3 Theoretical Review of similar System 2  
3.4 Theoretical Review of similar System 3  
3.5 The Proposed System  
   
Chapter 4: Systems Analysis  
4.1 Introduction  
4.2 Requirement analysis  
4.3 Feasibility study  
4.4 Systems Analysis Diagrams  
  
Chapter 5: Systems Design  
5.1 Introduction  
5.2 Entity-Relationship Model/Diagram  
5.3 Database schema and Data dictionary  
5.4 User Interface sketches  
  
Chapter 6: System Implementation and Testing  
6.1 Introduction  
6.2 Database Development  
6.3 Coding  
6.4 Testing Plan and [Test](https://elearning.cuea.edu/mod/bigbluebuttonbn/view.php?id=73071) Cases  
6.5 System Changeover  
6.6 Training of Users  
6.7 Maintenance  
  
Chapter 7: Conclusion and Recommendations  
7.1 Introduction  
7.2 Challenges encountered  
7.3 Recommendations for future improvement of the System  
7.1 Conclusions  
  
References/Bibliography  
APPENDICES  
Questionnaires  
Sample code

1:Chapter one Background Introduction

1.1 Introduction

E-commerce has seen developed in the recent period in the area of trade in Iraq

and there is a significant change in the electronic shops. In addition, captured the

new e-commerce in the field of businesspersons and this through the market

orientation of commercial sites in Iraq for continued attraction in the domain of web

browsing sites. Supporting many web broker access first to find information about

technology, news, tutorials and other, so the content of web sites is the backbone of

the existence of this site and its usefulness. Web content provides visitors to the site

and visitor traffic to the site to be one of the two cases, the movement of a petition

and the movement of narrow in terms of content [1]. Broad movement, see the visits

represent and pursue varied content on the pages of the site where the content in this

layer petition targeting of an example of Arab arenas contain content Mono political

and economic and religious and scientific and thus the movement of the visit [2].

The global Statistics e-commerce will grow by $ 1.5 trillion in 2017 and growth

rates between 20 and 30 per cent in emerging regions such as Latin America, Africa,

the Middle East and North Africa [3]. The number of Internet users in the Middle

East is 90 million users, e-commerce sales estimated in the Middle East and NorthAfrica by about 17 billion dollars in 2016, up from $ 9 billion since 2013 [4]. In

addition, the value of electronic commerce via smart phones in the Middle east and

north Africa could reach $ 4.9 billion by 2017 [5]. Half of the consumers in the

Middle East almost 47% have paid card, and between 70% to 80% of online

purchases of physical goods in the Middle East are made through payment by those

cards upon receipt, while there are only 30% payment [6]. The Middle East, the

Arab market and Iraq collectively represent only 2.5% of the glo