



**Fresher Academy**  
**Reading Book Management System**  
Requirement Specifications  
Version: 1.0

*Hanoi, July 2018*

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## 1. Introduction

### 1.1. Purpose

The purpose of this document is to present a detailed description of the Online Mobile Shopping System. It will explain the purpose and features of the system, the interfaces of the system, what the system will do, the constraints under which it must operate and how the system will react to external stimuli. This document is intended for both the stakeholders and the developers of the system and will be proposed to the potential clients for its approval.

### 1.2. Scope of Project

This software product will be the website for buyer and the manager Online Mobile Shopping.

### 1.3. Glossary

Term	Definition
Admin	Admin could login to manipulate the data
User	Users want to find and read books

## 2. High Level Requirements

### 2.1. Use case diagram overview

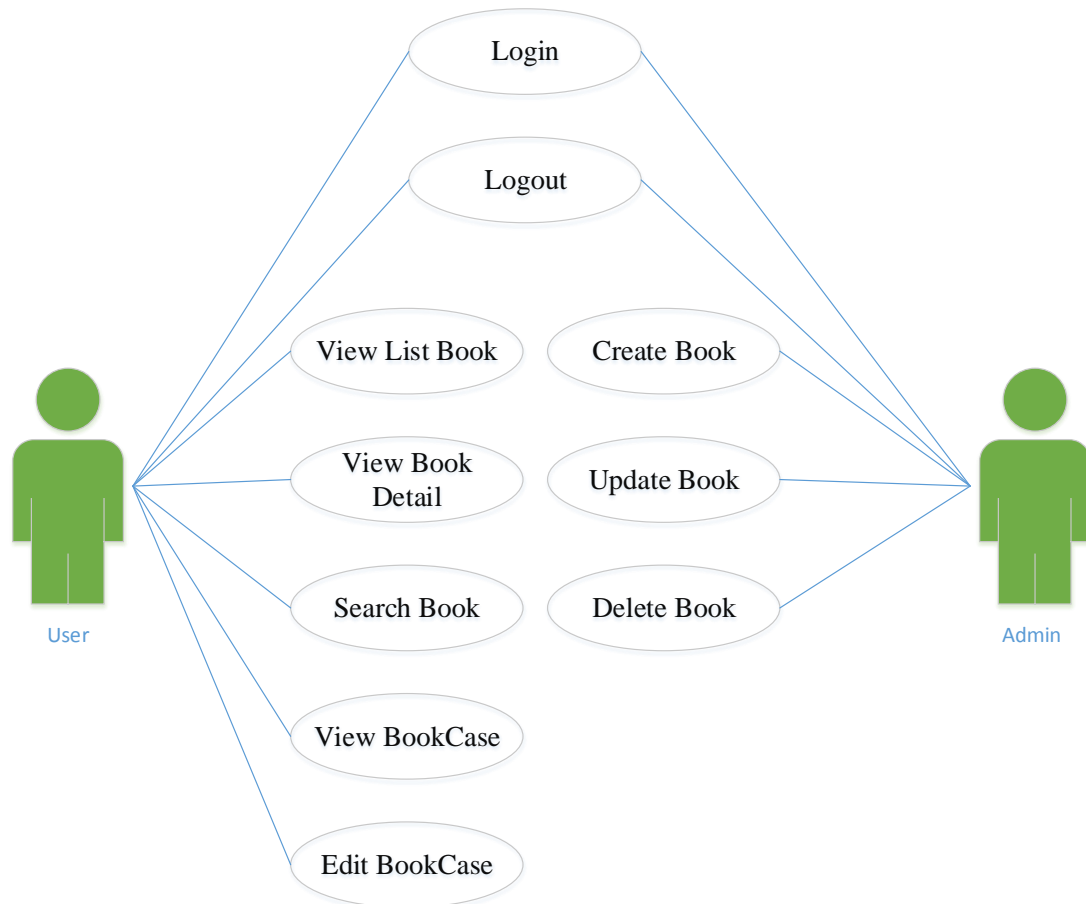
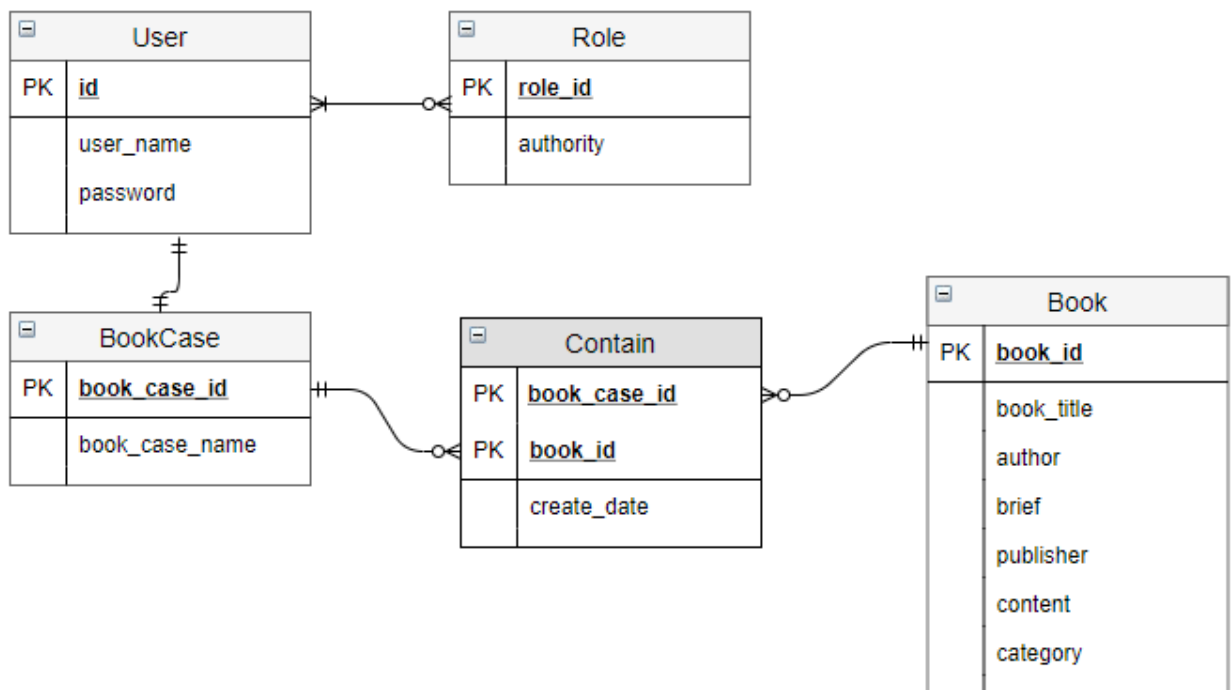


Figure 1: Use Case Diagram

#	UC Name	Description
1	Login	This function allows all users login application.
2	Logout	This function allows all users out of application.
3	View List Book	This function allows User view all books in application.
4	View Book Detail	This function allows the User to view the content overview of a book.
5	Search Book	This function allows the user to find list books follow condition.
6	View BookCase	This function allows the User to view their bookcase.
7	Edit BookCase	This function allows User to edit their bookcase such as add new book, remove a book, clear Bookcase...
8	Create Book	This function allows Admin to create a new book into application
9	Update Book	This function allows Admin to edit a book which is existed.
10	Delete Book	This function allows Admin delete a book.

## 2.2. Entity Relationship Diagram



## 3. Use Case Specification

This section covers the system's functional requirements which details what the system must do in terms of input, behavior and the expected output. It elicits the interaction between the actor(s) and the system, the system's behavior and the results of their interactions.

### 3.1. General

#### 4.2.1. UC1: Login

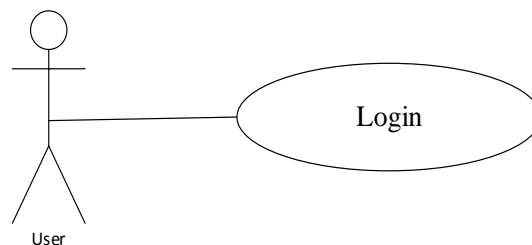


Figure 2: Login Use Case

#### Brief Description

The user accesses the application to login.

#### Initial Step-By-Step Description

Before this use case can be initiated, the user must access application

1. The user access the application
2. User fill username, password
3. The input data will be validated and response an error message for invalid data
4. If the input data is correct, the program will redirect user to menu options

#### 4.2.2. UC2: Logout

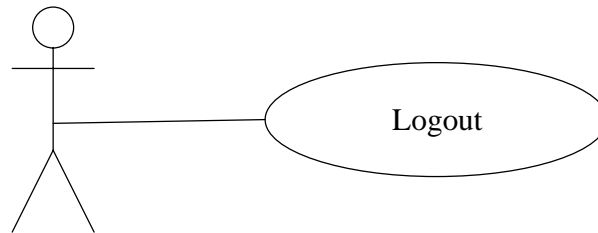


Figure 3: Logout Use Case

##### Brief Description

The user accesses the application to logout.

##### Initial Step-By-Step Description

Before this use case can be initiated, the user must login application

1. The user select option 'Logout'
2. User back to Login screen

### 3.2. User Role

#### 3.2.1. UC3: View List Books

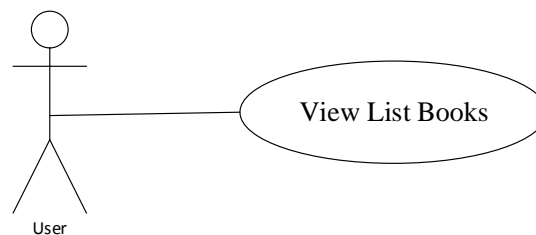


Figure 4: View List Books Use Case

##### Brief Description

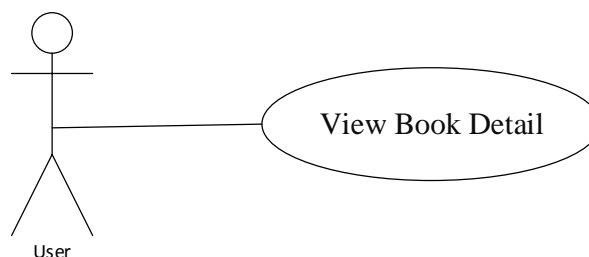
The user accesses the application to view all existed book in database.

##### Initial Step-By-Step Description

Before this use case can be initiated, the user must login application

1. The user select option 'View List Books'
2. The program displays all books from database
3. The program allows the user to perform other activites

#### 3.2.2. UC4: View Book Detail



*Figure 5: Read Book Use Case*

**Brief Description**

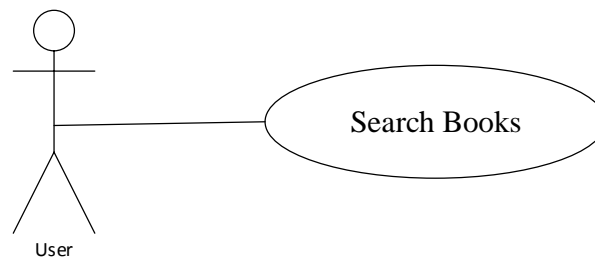
The user accesses the application to view s book detail in database.

**Initial Step-By-Step Description**

Before this use case can be initiated, the user must login application

1. The user select option 'View Book Detail'
2. The program displays book detail
3. The application allows the user to perform other activities

**3.2.3. UC5: Search Books**



*Figure 6: Search Books Use Case*

**Brief Description**

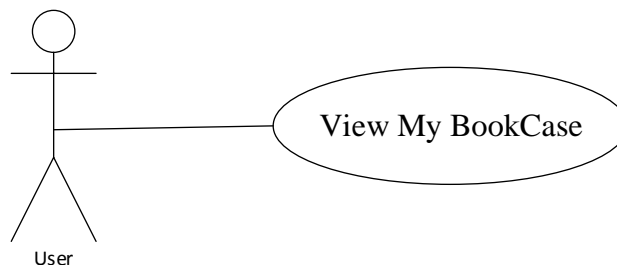
The user accesses the application to search list book.

**Initial Step-By-Step Description**

Before this use case can be initiated, the user must login application

1. The user select function 'Search Book'
2. User enters criteria for search
3. All books found be displayed as a list, or no records.
4. The application allows the user to perform other activities

**3.2.4. UC6: View BookCase**



*Figure 7: View BookCase Use Case*

**Brief Description**

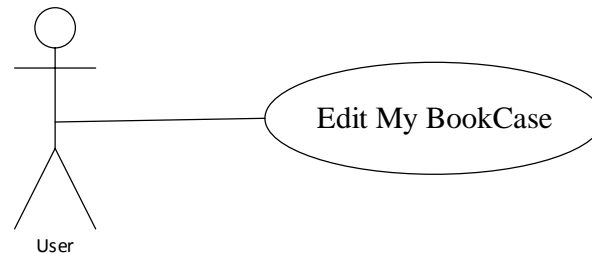
The user accesses the application to view bookcase of them.

**Initial Step-By-Step Description**

Before this use case can be initiated, the user must login application

1. The user select function 'View Bookcase'
2. The application console show all books belongs as a specific bookcase
3. The application allows the user to perform other activities

### 3.2.5. UC7: Edit BookCase



*Figure 8: Edit BookCase Use Case*

#### Brief Description

The user accesses the application to edit bookcase.

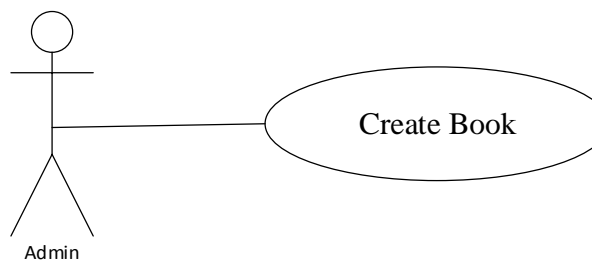
#### Initial Step-By-Step Description

Before this use case can be initiated, the user must login application

1. The user select function 'Edit Bookcase'
2. The application console show 3 function: delete a book, add new book and clear bookcase.
3. The application allows the user to perform other activities

## 3.3. Admin Role

### 3.3.1. UC8: Create Book



*Figure 9: Create Book Use Case*

#### Brief Description

The admin accesses the application to create a new book.

#### Initial Step-By-Step Description

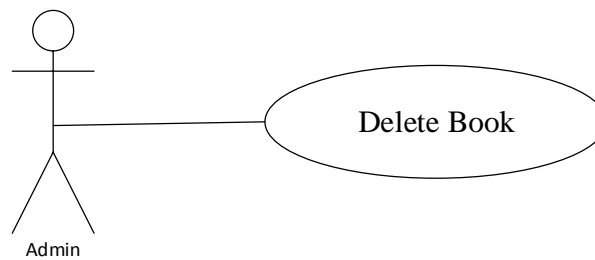
Before this admin case can be initiated, the admin must login application

1. The admin select function 'Create Book'
2. The application console show attribute of book which user must be input from keyboard



3. The application will displays an error message if having an error happened
4. The application allows the user to perform other activities.

### 3.3.2. UC9: Delete Book



*Figure 10: Delete Book Use Case*

#### Brief Description

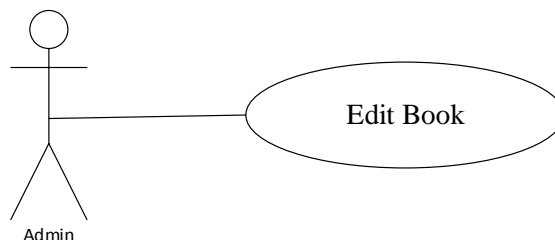
The admin accesses the application to delete a book.

#### Initial Step-By-Step Description

Before this admin case can be initiated, the admin must login application

1. The admin select function delete book
2. The application console show id of book which must be input from keybroad
3. The application console displays an error message if error happened
4. The application allows the user to perform other activities

### 3.3.3. UC10: Edit Book



*Figure 11: Edit Book Use Case*

#### Brief Description

The admin accesses the application to update a book.

#### Initial Step-By-Step Description

Before this admin case can be initiated, the admin must login application

1. The admin select function update book
2. The application console show message to input from keybroad by admin
3. The application console display error message if error happened
4. The application allows the user to perform other activites

## 4. Mockups Screen

### 4.1. User

#### 4.1.1. Login

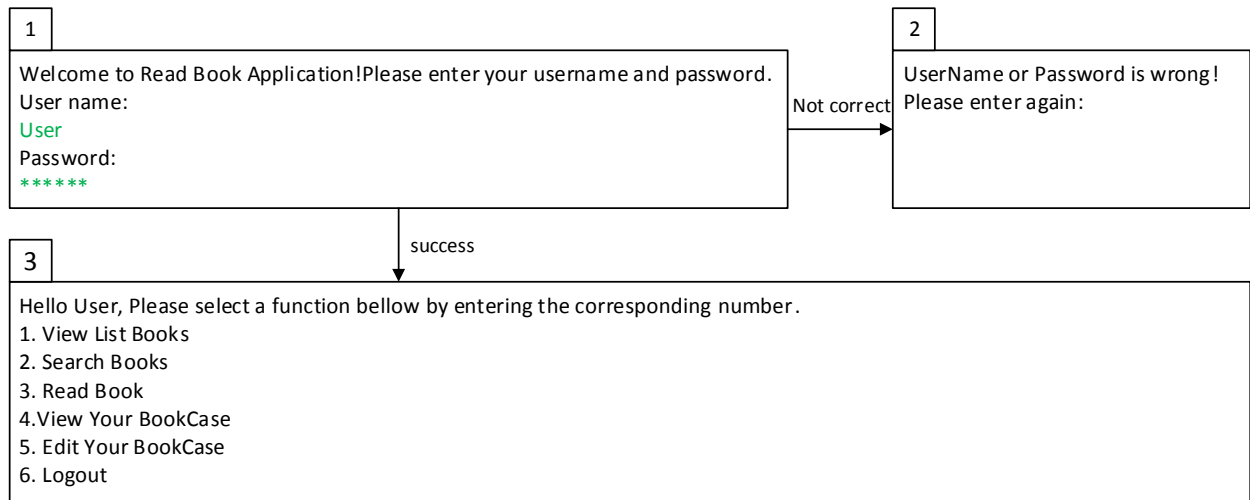


Figure 12: Login Screen

#### 4.1.2. View List Books

STT	id	Name	Author	Category	Brief	Title	Publisher
There is not any book in application							

Figure 13: View List Books Screen

#### 4.1.3. ReadBook

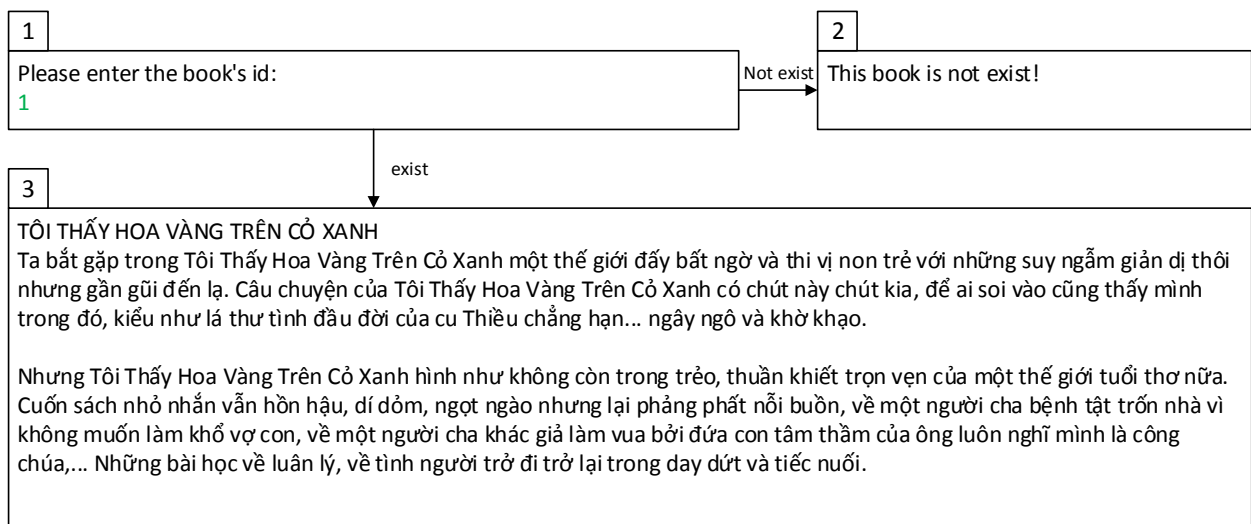


Figure 14: Read Book Screen

#### 4.1.4. Search Book

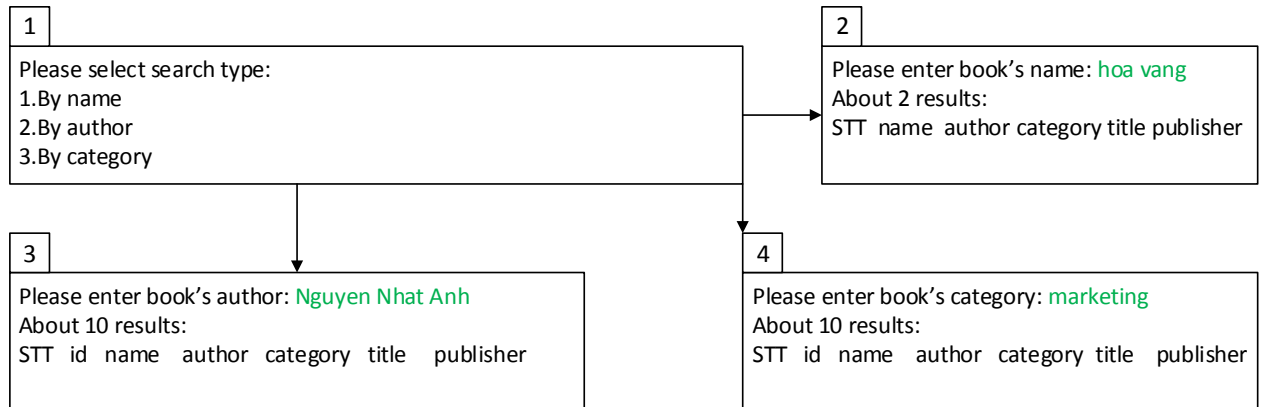


Figure 15: Search Book Screen

#### 4.1.5. View BookCase

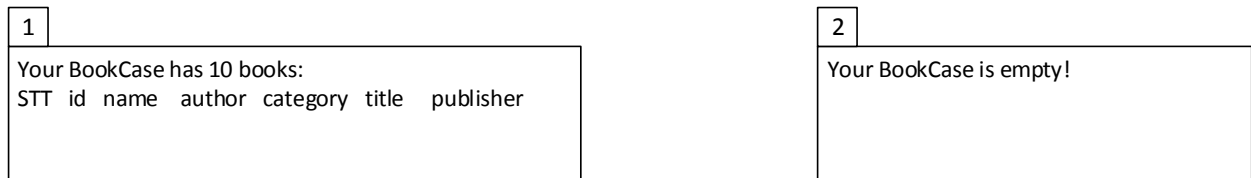


Figure 16: View BookCase screen

#### 4.1.6. Edit BookCase

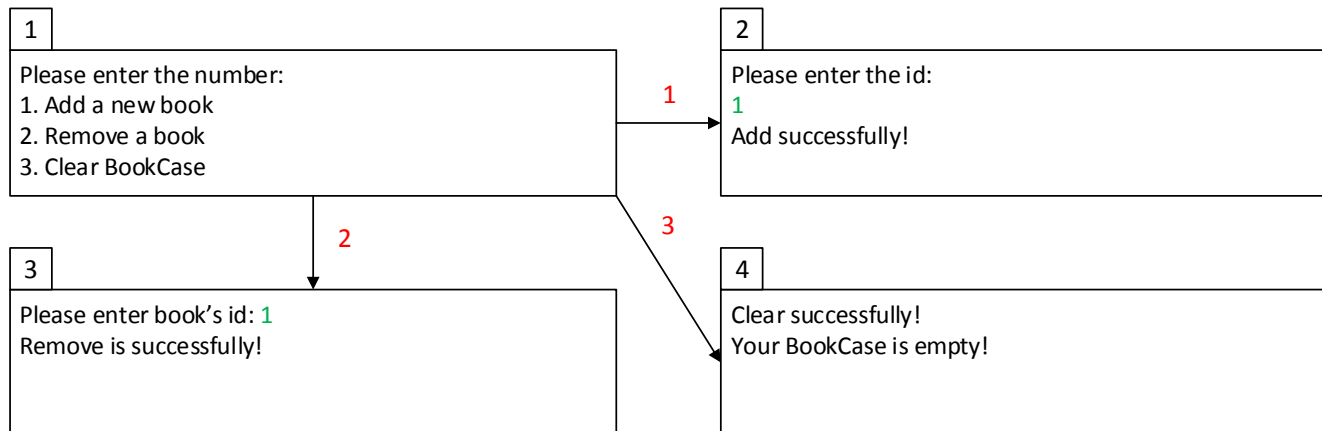


Figure 17: Edit BookCase Screen

## 4.2. Admin

### 4.2.1. Create Book

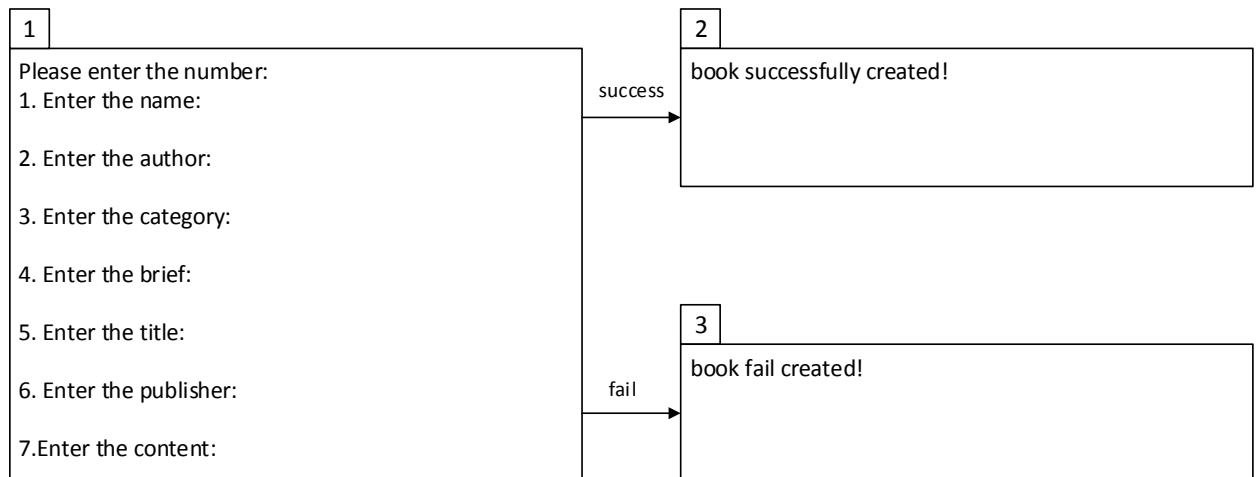


Figure 18: Create Book Screen

### 4.2.2. Update Content book

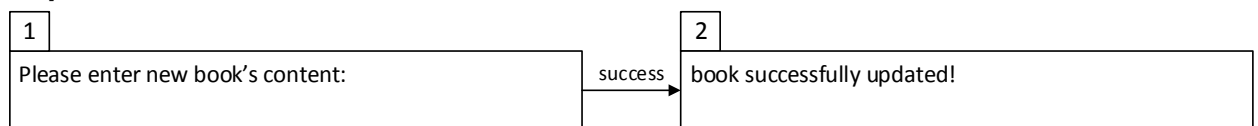


Figure 19: Update content book screen

### 4.2.3. Delete book

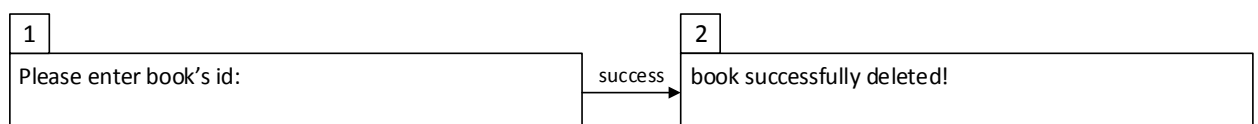


Figure 20: Delete book screen

## 5. Non Functional Requirements

### 5.1. Performance Requirements (optional)

<If there are performance requirements for the product under various circumstances, state them here and explain their rationale, to help the developers understand the intent and make suitable design choices. Specify the timing relationships for real time systems. Make such requirements as specific as possible. You may need to state performance requirements for individual functional requirements or features.>

### 5.2. Safety Requirements (optional)

<Specify those requirements that are concerned with possible loss, damage, or harm that could result from the use of the product. Define any safeguards or actions that must be taken, as well as actions that must be prevented. Refer to any external policies or regulations that state safety issues that affect the product's design or use. Define any safety certifications that must be satisfied.>

### 5.3. Security Requirements (optional)

<Specify any requirements regarding security or privacy issues surrounding use of the product or protection of the data used or created by the product. Define any user identity authentication requirements. Refer to any external policies or regulations containing security issues that affect the product. Define any security or privacy certifications that must be satisfied.>

## 6. Other Requirements

<Define any other requirements not covered elsewhere in the SRS. This might include database requirements, internationalization requirements, legal requirements, reuse objectives for the project, and so on. Add any new sections that are pertinent to the project.>