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**Fashion Star**

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| **Supervisor:** | *TRƯƠNG THÀNH TRUNG* | |
| **Semester:** | *IV* | |
| **Batch No:** | *T1.2206.E1* | |
| **Group No:** | *04* | |
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***Month****:4* ***Year****:2024*

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This is to certify that

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| --- | --- |
| **Mr.** | **PHAM QUOC CHIEN** |
| **Mr.** | **LUONG HUU NHAN** |
| **Ms.** | **NGUYEN PHUONG HOA** |
| **Mr.** | **TRUONG NGOC MINH CAT** |

Have successfully Designed & Developed

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|  |  |  |
| **FashionStar** | | |

Submitted by:

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| **Mr. TRUONG THANH TRUNG** |

Authorized Signature:

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| **Content** | | | |

Content

Acknowledge

Synopsis

Review1 1

Review2

Taskset 51

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| **Acknowledge** |

As we understand that the Project is a step-by- step learning environment that  
closely simulates the classroom and Lab based learning environment into actual  
implementation. It is a project implementation at your fingertips!! An electronic, live  
juncture on the machine that allows you to.

✓ Practice step by step i.e. laddered approach.  
✓ Build a larger more robust application.  
✓ Usage of certain utilities in applications designed by user.  
✓ Single program to unified code leading to a complete application.  
✓ Learn implementation of concepts in a phased manner.  
✓ Enhance skills and add value.  
✓ Work on real life projects.  
✓ Give a real life scenario and help to create applications more complicated and useful.  
✓ Mentoring through email support.

We would like to send a great thank to our professor, Mr Truong Thanh Trung and others teammate for the adorable supports during the time in project.

Beside several mistakes we had made in the project, we hope to have more opportunities to widen our knowledge in web-building world.

We also thank you so much for your information and the “demo” project from India  
APTECH to help us get more reality experience in this project. Since we have gained  
more experience from this project, we will not stop learning anything as much as we  
can be more successful in the future.  
Your Sincerely,  
Team Group 04.

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| **Synopsis** |

The Objective of this program we aim is to give a sample project to work on real  
life projects. These applications help us build a larger more robust application.  
The objective is not to teach us front-end or back-end technology but to provide us  
with a real life scenario and help us create basic applications using the tools.

Hence, we can revise the chapters before we start with the project.  
This project is meant for students like us who have completed the module of  
Semester II, as well as special subjects those are Java, Spring Application, Flutter and Dart. These programs should be done in the Lab sessions with assistance of the faculty if required.

The website (in this project) is a world that brings everything about online shopping related to buy more fashionable cloths which enables customer to choose the favourite clothing and purchase via their own computer and smartphone.

It is very essential for us that will have a clear understanding of the subject. We  
think we should go through the project and solve the assignments as per requirements  
given

**Review 01**

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| **Problem Definition** |

## Introduction

Fashion Star is one of the business entities major in supplying a wide range of well-known and fashionable products around the globe. Beloved customers can enjoy the best experience of using our service. We are committed to giving the best experience, fair price, and with the best customer service to all customer who want to have a miracle experience with our business.

Indeed, with advancement of the technology, Fashion Star shop would like to develop their own system management with modern tools such as websites and mobile apps. Fashion Star have a plan to direct their customers as well as employees to approach the online platform for saving time and using more features from their services.

## Problem Definition

In today’s digital age, businesses must adapt to meet the demands of tech-savvy consumers. Fashion Star Shop, a thriving retail brand, recognizes the need to enhance its services through modern technology. There are four key aspects of their digital transformation that we would like to introduce in this documentation:

*a. Customer-Focused Web Application:*

The heart of Fashion Star Shop’s online presence lies in a user-friendly web application. Customers can easily register and log in, gaining access to a personalized shopping experience. Customers can explore the entire product coming from many signed up stores with us and even search the products through some functions: searching or filtering. The cart function streamlines the ordering process. Customers can add items, review their selections, and proceed to checkout effortlessly.

Payment Options: Fashion Star Shop supports secure transactions via PayPal and VNPAY, ensuring convenience and trust for their valued clientele. Customer comments and suggestions are actively sought to improve service quality and enhance product offerings.

*b. Mobile App for Shopping:*

Recognizing the ubiquity of smartphones, Fashion Star Shop extends its reach through a mobile app. Customers can place orders anytime, anywhere. The app provides real-time updates on order status. From confirmation to delivery, customers stay informed.

Email Notifications: Order confirmations, shipping alerts, and personalized promotions are delivered straight to customers’ inboxes.

*c. Seller Management Platforms:*

With multiple sellers that they want to join us for contributing our company, efficient order and product management is crucial. Seller at each shop have their own website. They oversee inventory, handle orders, and ensure smooth operations. They can check all products which have been on list of our services. Whether a customer prefers online or in-person shopping, Fashion Star Shop caters to both.

*d. Administrator’s Web Portal:*

Administrator will manage the big picture. A dedicated website allows them to oversee all aspects: with customer accounts: From registration to loyalty programs, administrators handle customer-related matters. Managing all accounts, handling returns, and ensuring timely fulfillment. Seller Oversight: ensuring that all sellers have to be polite.

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| **Customer Requirements Specifications** |

### 2.1 Functional Requirements for website

|  |  |  |  |
| --- | --- | --- | --- |
|  | **User** | **Admin** | **Seller** |
| **1.1. Login / Registered page** | R1: allow users to enter the page with registered account or can register new account to access the page. | R1: Login to account. | R1: allow sellers to enter the page with registered account or can register new account to access the page. |
| **1.2. Profile page** | R1: Change the password.  R2: Allow to see personal information  R3: Personal information can be edited and updated | R1: Create staff’s account.  R1: Manage all staff account | R1: Change the password  R2: Allow to see personal information.  R3: Personal information can be edited and updated. |
| **1.3.Order page** | R1: Can see the details of the deliverables that he/she has made  R2: Can choose the services of order  R3: Can search the fee of orders | R1: Can see all user’s online orders.  R2: Can update the fee of shipment | R1: Can manage all customers ‘orders. |
| **1.4. Product page** | R1: Can see details of the products and search them. R2: can view details of product. | R1: Can manage products, create more products and update them | R1: Can update the products of branch |
| **1.5.Statistic page** |  | R1: Can view all total of online orders of shop | R1: Can view all total of offline orders of branch |
| **1.5.Cart page** | R1: Can view all items they add in the cart  R2: can adjust the items |  |  |
| **1.6.Payment Orders page** | R1: Visit Orders page.  R2: Make payments for orders they have throughbanking or e-wallet platforms. |  | R1: make orders and make payment through banking or e-wallet platforms. |
| **1.9. Chatroom page** | R1: will have a small chat room that they would like to get in touch with seller to ask some questions |  | R1: will have a small chat room that they would like to get in touch with customer to reply some questions |
| **1.8. Sitemap** | R1: Can view the page sitemap. |  | None |
| **1.9. Contact us** | R1: Visit Contact Page.  R2: Can view contact information. | R1: Visit Contact Page.  R2: Can edit contact information. |  |

### 2.2 Functional Requirements for Mobile

|  |  |
| --- | --- |
|  | **User** |
| **1.1. Login / Registered screen** | R1: allow users to enter the page with registered account or can register new account to access the page. |
| **1.2. Profile screen** | R1: Change the password.  R2: Allow to see personal information  R3: Personal information can be edited and updated |
| **1.3.Order screen** | R1: Can see the details of the deliverables that he/she has made  R2: Can choose the services of order  R3: Can search the fee of orders |
| **1.4. Product screen** | R1: Can see details of the products and search them. R2: can view details of product. |
| **1.5. Cart screen** | R1: Can view all items they add in the cart  R2: can adjust the items |
| **1.6. Chat room screen** | R1: will have a small chat room that they would like get in touch with seller to ask some questions |
| **1.7. payment Orders page** | R1: Visit Orders page.  R2: Make payments for orders they have throughbanking or e-wallet platforms. |

### 2.3. Non-functional Requirement Specifications

**- User-friendly**: The application should be easy to navigate with clear menus and other elements and easy to understand.

**- Operability**: The application should operate in a reliably efficient manner.

**- Performance**: The application should demonstrate high value of performance through speed and throughput. In simple terms, the application should be fast to load and page redirection should be smooth.

**- Scalability**: The application architecture and infrastructure should be designed to handle increasing user traffic, data storage, and feature expansions.

**- Security**: The application should implement adequate security measures such as authentication. For example, only registered users can access certain features.

### 2.4. System Requirement Specifications

2.**4.1 Server Requirement:**

* Hardware:
* Component CPU:
  + Processor type:
  + Pentium IV-compatible processor or faster
  + Processor speed: Recommended: 2.0 GHz or faster
* OS:
  + Microsoft Windows XP or higher with IIS
* Memory (RAM):
  + Minimum: 512MB
  + Recommended: 2GB or more
* Hard Drive:
  + Minimum: 200 MB
  + Recommended: 50 GB or more
  + Maximum: Operating system maximum
* Software:
* Java Spring Boot Application Version 3.0 or more
* RDBMS MySQL
* Flutter and Dart

2.**3.2 Client requirements:**

* Hardware:
* Component CPU:
  + Processor type:
  + Pentium IV-compatible processor or faster
  + Processor speed: Recommended: 2.0 GHz or faster
* OS:
  + Microsoft Windows XP or MacOS …
* Memory (RAM):
  + Minimum: 512MB
  + Recommended: 2GB or more if website, 16GB if using virtual machines for mobile
* Hard Drive:
  + Minimum: 512MB
  + Recommended: 1 GB or more
* Software:
* Web Browser: Microsoft Edge, Mozilla Firefox, Chrome

2.**3.3 Development Software:**

* Spring Tool Suite
* MySQL Workbench
* Microsoft Visual Code
* Android Studio

**2.3.4 Technology:**

* Java Spring Boot Application
* Web: React
* Database: MySQL
* Mobile: Flutter, Dart

**Review 02**

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| **Architecture & Design of the Project** |

A diagram of a software application

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1. **Presentation Tier**

* This is the tier in which the users interact with applications. Presentation Tier

contains framework of React for web and Flutter for mobile used to receive a request and response to User and Seller.

* Technology: **React, Flutter.**

**2. Business Logic Tier**

- Is mainly working as the bridge between Data Tier and Presentation Tier. All

the Data passes through the Business Tier before passing to the Presentation

Tier.

* Technology: **Spring Boot API**

**3.Data Access Tier**

- This is basically the server which stores all the application’s data. Data tier

contents Database Tables, Database Views and other means of storing Application’s data.

* Technology: **MySQL**

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| **Data Flow Diagram** |

**1.Login (Users)**

A diagram with lines and squares

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1. **Logout (users)**

A graph with a white rectangle with black text

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1. **Profile:**

A diagram of a flowchart

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1. **Products Order**

**A diagram of a company

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1. **Chat Function:**

**A diagram of a flowchart

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| **User Case Diagram** |

1. **User**

A diagram of a company

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1. **Sellers:**

A diagram of a company

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**3. Admin:**

A diagram of a login account

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| **A. Entity Relationship Diagram** |

**ERD:** A computer diagram of a computer network

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| **Data Flow Diagram** |

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| **SiteMap** |

Diagram

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| **Algorithm** |

1. **User:**

Diagram

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1. **Seller:**

Diagram

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| **Project Title:**  Fashion Star Shop | | **Activity Plan**  **Prepared**  **By:** | **Date of Preparation of Activity Plan:** | | | |
| **Sr. No.** | **Task** | **Actual Start**  **Date** | **Actual**  **Days** | **Team Mate Names** | **Status** |
| 1 | Introduce | All Members | 02 Apr 2024 | 1 | All members | Completed |
| 2 | Problem Definition | 02 Apr 2024 | 1 | All members | Completed |
| 3 | Requirement & Non-functional requirement | 02 Apr 2024 | 1 | All members | Completed |
| 4 | Process Analyst & Task sheet review | 02 Apr 2024 | 1 | All members | Completed |
| 5 | Entity Relationship Diagram |  | 02 Apr 2024 | 1 | All members | Completed |
| 6 | Data Flow Diagram |  | 02 Apr 2024 | 1 | All members | Completed |
| 7 | Use Case Diagram & Algorithms |  | 02 Apr 2024 | 1 | All members | Completed |
| 8 | Authentication Page (Web +API + Mobile): Login, Register,  Forgot Password | Phạm Quốc Chiến | 02 Apr 2024 | 3 |  | In Process |
| 9 | Account Page (APP + API + Mobile):  Edit Information, Change  Password, Edit State  Account | Phạm Quốc Chiến | 02 Apr 2024 | 3 |  | In process |
| 10 | Home Page (APP + API + mobile ): Display All information: About us, introduce, contact us | Trương Ngọc Minh Cát | 02 Apr 2024 | 3 |  | In process |
| 11 | Product Page (Web + API + Mobile): Show all products | Trương Ngọc Minh Cát | 02 Apr 2024 | 3 |  | In process |
| 12 | Product Detail Page(Web + API + Mobile ): Show details of specific product | Trương Ngọc Minh Cát | 02 Apr 2024 | 3 |  | In process |
| 13 | Cart Page (Web + API + Mobile): show all added items in cart | Trương Ngọc Minh Cát | 02 Apr 2024 | 3 |  | In process |
| 14 | Order Page (Web + API + Mobile ): show order page and check out | Trương Ngọc Minh Cát | 02 Apr 2024 | 3 |  | In process |
| 15 | Payment: (Web + API + Mobile ): create the payment Paypal and VNPAY for orders | Phạm Quốc Chiến | 02 Apr 2024 | 3 |  | In process |
| 16 | Order History and Status Page: show all orders | Trương Ngọc Minh Cát | 02 Apr 2024 | 3 |  | In process |
| 17 | Create Store: make the store seller | Nguyễn Phương Hoa | 02 Apr 2024 | 3 |  | In process |
| 18 | Create Category : (Web + API ): make level of categories for products | Nguyễn Phương Hoa | 02 Apr 2024 | 3 |  | In process |
| 19 | Create products: (Web + API ) : make products to post via platform for customers | Nguyễn Phương Hoa | 02 Apr 2024 | 3 |  | In process |
| 20 | Image Page: (Web + API): create the images for products | Nguyễn Phương Hoa | 02 Apr 2024 | 3 |  | In process |
| 21 | Order Manage Pages : (Web + API + Mobile ): manage all orders of customers of shop | Nguyễn Phương Hoa | 02 Apr 2024 | 3 |  | In process |
| 22 | Option Manage Page : (Web + API): manage all options for products | Nguyễn Phương Hoa | 02 Apr 2024 | 3 |  | In process |
| 23 | Account Manage page : (Web + API): admin will manage all accounts of sellers, customers and shippers | Phạm Quốc Chiến | 02 Apr 2024 | 3 |  | In process |
| 24 | Parental Category page (Web + API): admin will manage all parental category of products, allow seller to do business with products mapped to categories | Phạm Quốc Chiến | 02 Apr 2024 | 3 |  | In process |
| 25 | Shipper app screen register :(Mobile + API) shipper will register with his account | Lương Hữu Nhân | 02 Apr 2024 | 3 |  | In process |
| 26 | Shipper home screen (Mobile + API) : show all details of screens | Lương Hữu Nhân | 02 Apr 2024 | 3 |  | In process |
| 27 | Order screen (Mobile + API): shipper will receive orders and entering the code of parcels to gain the order | Lương Hữu Nhân | 02 Apr 2024 | 3 |  | In process |
| 28 | Confirm Screen (Mobile + API ): shipper will confirm orders when he/she finishes the shipping | Lương Hữu Nhân | 02 Apr 2024 | 3 |  | In process |
| 29 | Chat room page Screen (WEB+ Mobile + API ): | Phạm Quốc Chiến | 02 Apr 2024 | 3 |  | In process |