SRM

INSTITUTE OF SCIENCE & TECHNOLOGY

SRM INSTITUTION OF SCIENCE AND TECHNOLOGY
KATTANKULATHUR-603203

BONAFIDE CERTIFICATE

Register No. **RA2111003010702, RA2111003010698, RA2111003010693**

Certified to be the bonafide work done by **Taniya Yadav, Aditya Swarup, Divyanshu Yadav** of II Year/IV Semester B.Tech Degree Course in the **Practical Software Software Engineering and Project Management 18CSC206J** in **SRM INSTITUTE OF SCIENCE AND TECHNOLOGY,** Kattankulathur during the academic year 2022 – 2023.

Bibin 9/5/2023

SIGNATURE

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FLUFFY PAWS

Submitted by

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Under the Guidance of

Dr. Bibin Christopher V

Assistant Professor, Department of Computing Technologies

In partial satisfaction of the requirements for the degree of

BACHELOR OF TECHNOLOGY
in
COMPUTER SCIENCE AND ENGINEERING
of
FACULTY OF ENGINEERING AND TECHNOLOGY

SCHOOL OF COMPUTING

COLLEGE OF ENGINEERING AND TECHNOLOGY

SRM INSTITUTE OF SCIENCE AND TECHNOLOGY

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APRIL 2023

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ABSTRACT

FLUFFY PAWS

The project “Woof N’ Wag” is to help the pet parents to work efficiently and raise their pets the best way possible and our website is just going to do that and help people have their best time raising their pets without any worries as we will provide a complete guide, grooming and training for your pet. Owning a pet offers significant benefits. While it may have some issues, the perks of having pets still outweigh them. There will be times that pet owners will need assistance in caring for pets when on vacation. This isn’t a problem at all. For all the problems the pet parents face we will provide them with proper vet appointments and vaccination doses that a pet needs in their lifetime. Good offers for the food and supplementscustomized for your pets breed mostly throughout the year. This project will help first time pet parents to grow and raise their pets in a safer and more efficient way. It reduces the hassleof going to multiple websites for different things.

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LIST OF ABBREVIATIONS

1.WSB- WORK BREAKDOWN STRUCTURE
2.SWOT-STRENGTH WEAKNESS OPPORTUNITY THREAT
3.SDLC-SOFTWARE DEVELOPMENT LIFECYCLE

EXPERIMENT-1

To identify the Software Project, Create Business Case, Arrive at a Problem Statement

Aim:

To Frame a project team, analyze and identify a Software project. To create a business case and Arrive at a Problem Statement for the Fluffy Paws.

Project Title: Fluffy Paws

Project Description:

The project "Fluffy Paws" is to help the pet parents to work efficiently and raise their pets the best way possible and our website is just going to do that and help people have their best time raising their pets without any worries as we will provide a complete guide, grooming and training for your pet Owning a pet offers significant benefits. While it may have some issues, the perks of having pets still outweigh them. There will be times that pet owners will need assistance in caring for pets when on vacation. This isn't a problem at all. For all the problems the pet parents face we will provide them with proper vet appointments and vaccination doses that a pet needs in their lifetime .and good offers for the food and supplements customized for your pets breed mostly throughout the year**.**

	DATE	23-01-2023
	SUBMITTED BY	Taniya Yadav, Aditya Swarup, Divyanshu Yadav
	TITLE / ROLE	3 Members

THE PROJECT:

1.A complete guide for 1st time pet parents
2.Get easy vet appointments at best price possible
3.Easy to follow diet plan and the supplements you need for your pets growing age.
4.Grooming, training and A/C boarding is available at your fingertips.
5.Get your dogs vaccinated on time with our reminder.

THE HISTORY:

1.Pets miss their vaccination and booster shots.
2.Improper diet is given.
3.Pets are not trained properly.
4.But current situation is getting better as people are trying to take better care of their pets but lacking to take good care of their pets due to lack of supervision.

LIMITATIONS:

1.Pets miss their vaccination and booster shots.
2.Improper diet is given.
3.Pets are not trained properly.
4.Lack of supervision by the owners in daily routine of dogs.
5.Costly medications in case of special treatment or disease.

APPROACH:

1.It is a complete guide to pet care and needs.
2.Reminders for the vaccination and regular checkups will be provided on timely basis.
3.First vet appointment will be free for first time users.
3.Queries will be answered 24/7 about the pet care.

BENEFITS:

1.This project will help first time pet parents to grow and raise their pets in a safer and more efficient way.
2.It reduces the hassle of going to multiple websites for different things.
3.It will help us to grow the better environment for the pets around us and will help us in taking better care of the pets.

PROBLEM STATEMENT:

1. **Purpose:** The purpose of this website is to help the pet owner to grow and raise their pets in a safer and more efficient way.
2. **Questions to be answered:** All the questions about pet care their diet about their training, supplements, appointments and many other problems that are faced by the first-time pet owners will be answered.
3. **Key Issues to consider:** The main problem faced by pet owners is that they don't know how often they should feed their dogs and how much due to which either the pets are overweight or underweight. This problem will be solved as proper diet plan will be provided by a vet.
4. **Goals and Objectives:** The goals and objective of our website is to provide free guide to first time pet parents and proper diet and supplements for all the stages of a pet's life
5. **Existing Resources**: All the guide and information about the different breeds of a dog is available on the internet separately and what we have to do it organize the info for our customers to understand easily

6. **Feasible Budget:** The budget we need to work with will have to cover the expenses partnering with the vet clinic, people who will groom and train the pets and the people who will work to run the website of PetSmart and retail of pet food and supplements.
7. **Existing Data:** The data we need about pets is free and the quality of existing data is good, it just needs to be filtered and tinkered.

Result:

Thus, the project team formed, the project is described, the business case was prepared and the problem statement was arrived.

EXPERIMENT-2
Identification of Process Methodology and Stakeholder Description

Aim

To identify the appropriate Process Model for the project and prepare Stakeholder and User Description.

Project tittle: “fluffy paws”

Selection of Methodology:

PROTOTYPING-Prototyping is defined as the process of developing a working replication of a product or system that has to be engineered. The Prototyping Model is one of the most popularly used Software Development Life Cycle Models (SDLC models). This model is used when the customers do not know the exact project requirements beforehand. In this model, a prototype of the end product is first developed, tested and refined as per customer feedback repeatedly till a final acceptable prototype is achieved which forms the basis for developing the final product. Extreme Prototyping is a method mainly used for web development. It is consisting of three sequential independent phases

1) In this phase a basic prototype with all the existing static pages is presented in the HTML format.

2) In the 2nd phase, Functional screens are made with a simulated data process using a prototype services layer.

3) This is the final step where all the services are implemented and associated with the final prototype. This Extreme Prototyping method makes the project cycling and delivery robust and fast, and keeps the entire developer team focus centralized on products deliveries rather than discovering all possible needs and specifications and adding unnecessitated features

TABLE 1:-STAKEHOLDERS

Stakeholder Name	Activity/ Area /Phase	Interest	Influence	Priority (High/ Medium/ Low)
project Leader	manages the functioning of the project. Accountable for team success and failures	high	high	1
Team members	Following the instructions of project leader	high	High	2
Developers	Develops the website	high	high	1
Customers	Approves or critics the project by giving feedback	medium	low	4
Designer	makes the project interface user-friendly	high	medium	3
Sponsor	Negotiate funding for the project and be a spokesperson to the senior management	Low	medium	5
Veterinarians	a person trained in the medical treatment of animals	medium	low	4
End user	Target Audience	Medium	medium	3

Stakeholder	Interests	Estimated Project Impact	Estimated Priority
Owner	Achieve targets, Increase sales margin	High	1
Sponsor	Provides new market to expand ventures Negotiate funding for project Reviews changes to project environments.	Med	3
Team members	Demand incentives Retain and upgrade skills New product excitement	High	2
Project Manager	Lead the team in every aspect. Accountable for entire project scope, team, success & failure	High	2
Investors	Promoter of the investment, Provides necessary financial resources	Low	5
Resource Manager	Resource planning and allocation. Ensuring adequate resource according to project needs and budget.	Med	4
Suppliers	Ensuring feasible and realistic in every aspect Managing divergence from budgeted cost.	Med	6
End Users	Provides feedback	Low	7

Result

Thus, the Project Methodology was identified and the stakeholders were described.

EXPERIMENT-3

System, Functional and Non-Functional Requirements of the Project

Aim

To identify the system, functional and non-functional requirements for the project.

System Requirements:

- We need a server
- We need a domain
- Database will be required.

Functional Requirements:

- The system must send a confirmation email whenever an order is placed.
- The system must allow blog visitors to sign up for the newsletter by leaving their email.
- The system must allow users to verify their accounts using their phone number.

Non-Functional Requirements:

- Performance – for example Response Time
- Availability
- Reliability
- Security
- Useability
- Portability

Result

Thus, the requirements were identified and accordingly describe

EXPERIMENT-4

Prepare Project Plan based on scope, Calculate Project effort based on resources and Job roles and responsibilities

AIM: To Prepare Project Plan based on scope, Calculate Project effort based on resources, Find Job roles and responsibilities

TABLE 2:-PROJECT MANAGEMENT PLAN

1. Project Management Plan

Focus Areas	Details
Schedule Management	Provision of scheduling vet appointments on time. Provision of delivering pet products on time.
Cost Management	Effort estimation Budget management Minimizing the cost increasing factors.
Resource Management	To estimate and manage the need we require, People: For management of the website. Professionals such as vet will be required for the website. Finance: Budget requirement Physical: The website will provide the user with the contact info of their nearby vet Skills: Ability to code the website
stakeholders	project leader, team members, developers, customers, designers, sponsors
Risk Management	Identification of risks analyzing proper ideologies to overcome risks Prioritizing the risk factors and finding a solution to removethem.

TABLE 3:-COST ESTIMATION

1.1. Effort and Cost Estimation

Activity Description	Sub-Task	Sub-Task Description	Effort (in hours)	Cost in INR

Design the user screen	E1R1A1T1 (Effort-Requirement-Activity-Task)	user login page design	5	15000
	E1R1A1T2	detailed information for first term users	5	15000
	E1R1A1T3	designing the home page for the website	5	15000
	E1R1A1T4	designing the appointment setting page	5	15000
	E1R1A1T5	page for retail ofproducts	8	24000
	E1R1A1T6	designing a payment portal	12	36000
	E1R1A1T7	backend development	150	450000
Identify Data Source for displaying units of EnergyConsumption		software testing	12	36000
		Document	5	12000

Effort (hr)	**Cost (INR)**
1	3000

1.2. Infrastructure/Resource Cost [CapEx]

Infrastructure Requirement	**Qty**	**Cost per qty**	**Cost per item**
IR1	pc's	3	60000
IR2	hosting server	1	10000
	Wi-Fi	1	5000
	web designing software license	1	5000
	domain license	1	5000
	collaboration withbank	6	12000
	vet collaboration	10	20000
	collaboration withpet brands	4	8000

ACTIVITY DESCRIPTION	SUBTASK	KLOC
designing the UI/UX	• Design the UI/UX design • Design all webpage/app screens • Notification alert design	50 50 20
Frontend Development	Developing JS code Integrating with the UL/UX	200 100
Backend Development	Developing the basic API Create Interface Between Frontend and Backend	200 150
Authentication	Login page Verification of the customer	150 20
Database Management	Storing the Data/Information of the user Merging with Backend	200 70
Hosting	Identify suitable cloud storage To publish the WebApp	20 40

Integration	Integrate Database Integrate Frontend, Backend and ULUX	30 50

2.3 Maintenance and Support Cost [OpEx]

Category	Details	Qty	Cost per qty perannum	Cost per item
People	Network, System, Middleware and DB admin Developer, Support Consultant	3	2,000,000	6,000,000
License	Operating System Database Middleware IDE	10	10000	100,000
Infrastructures	Server, Storage and Network	20	20000	400,000

2. Project Team Formation

2.1. Identification Team members

Name	Role	Responsibilities
Taniya Yadav	Key Business User (Product Owner)	Provide clear business and user requirements
Taniya Yadav	Project Manager	Manage the project
Taniya Yadav	Business Analyst	Discuss and Document Requirements
Divyanshu Yadav	Technical Lead	Design the end-to-end architecture
Divyanshu Yadav	UX Designer	Design the user experience
Divyanshu Yadav, Aditya Swarup	Frontend Developer	Develop user interface
Divyanshu Yadav, Aditya Swarup	Backend Developer	Design, Develop and Unit Test Services/API/DB
Aditya Swarup	Cloud Architect	Design the cost effective, highly available and scalable architecture
Aditya Swarup	Cloud Operations	Provision required Services
Taniya Yadav	Tester	Define Test Cases and Perform Testing

2.2. Responsibility Assignment Matrix

RACI Matrix	**Team Members**			
Activity	**Taniya Yadav (BA)**	Divyanshu Yadav, Aditya Swarup **(Developer)**	**Taniya Yadav (Project Manager)**	**Key Business User**
User Requirement Documentation	A	C/I	I	R
Development	A	R/A	I	
website design	A	R/A	I	
advertisement	A	C	C	
testing/development	C	R/A	I	
bug fixes	I	R/A	I	
update and upgrade	c	R/A	C	

A	Accountable
R	Responsible
C	Consult
I	Inform

Result:

Thus, the Project Plan was documented successfully.

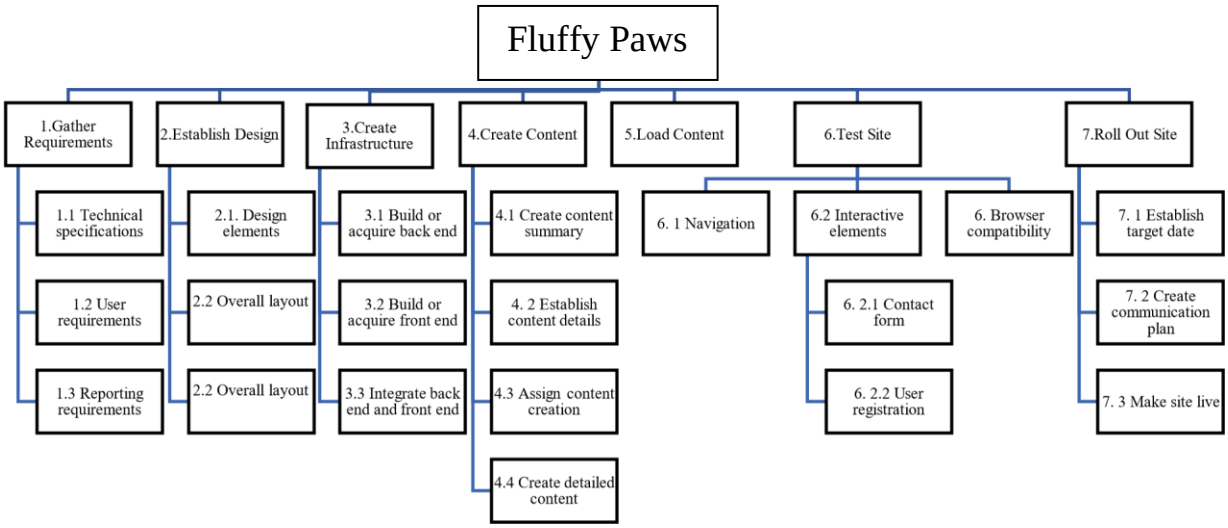
EXPERIMENT-5

Prepare Work breakdown structure, Timeline chart, Risk identification table

AIM:

To Prepare Work breakdown structure, Timeline chart and Risk identification table

FIG1:-WBS(WORK BREAKDOWN STRUCTURE)



1. Gather Requirements
1.1 Technical specifications
1.2 User requirements
1.3 Reporting requirements

2. Establish Design
2.1 Design elements
2.2 Overall layout
2.3 Content elements

3. Create Infrastructure
3.1 Build or acquire back end
3.2 Build or acquire front end (user interface)
3.3 Integrate back end and front end

4. Create Content
4.1 Create content summary
4.2 Establish content details
4.3 Assign content creation
4.4 Create detailed content

5. Load Content

6. Test Site

6.1 Navigation
6.2 Interactive elements
6.2.1 Contact form
6.2.2 User registration
6.3 Browser compatibility

7. Roll Out Site
7.1 Establish target date
7.2 Create communication plan
7.3 Make site live

FIG2:TIMELINE – GANTT CHART

Task	start date	end date	duration
project kick off	21-03-2022	01-04-2022	11
identification of methodolgy	01-04-2022	08-04-2022	7
gather buisness requirments	08-04-2022	22-04-2022	14
devlop the database	22-04-2022	06-05-2022	14
devlop the UI	06-05-2022	27-05-2022	21
testing	27-05-2022	26-06-2022	30
implementation	26-06-2022	10-07-2022	14
customer acceptance	10-07-2022	17-07-2022	7
Maintenace	17-07-2022	06-08-2022	20

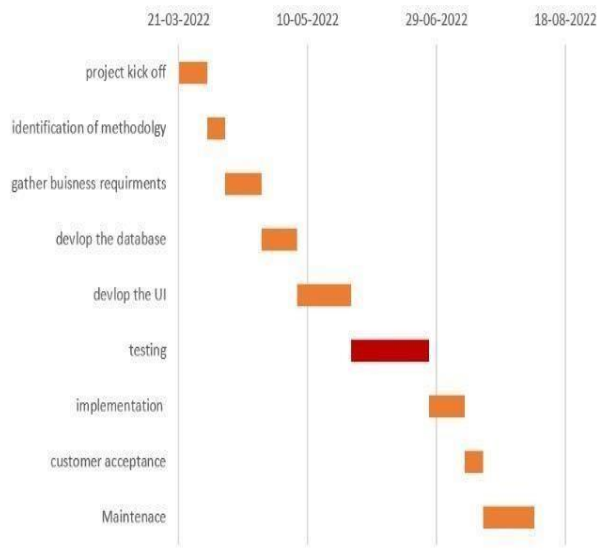


FIG3:-SWOT ANALYSIS

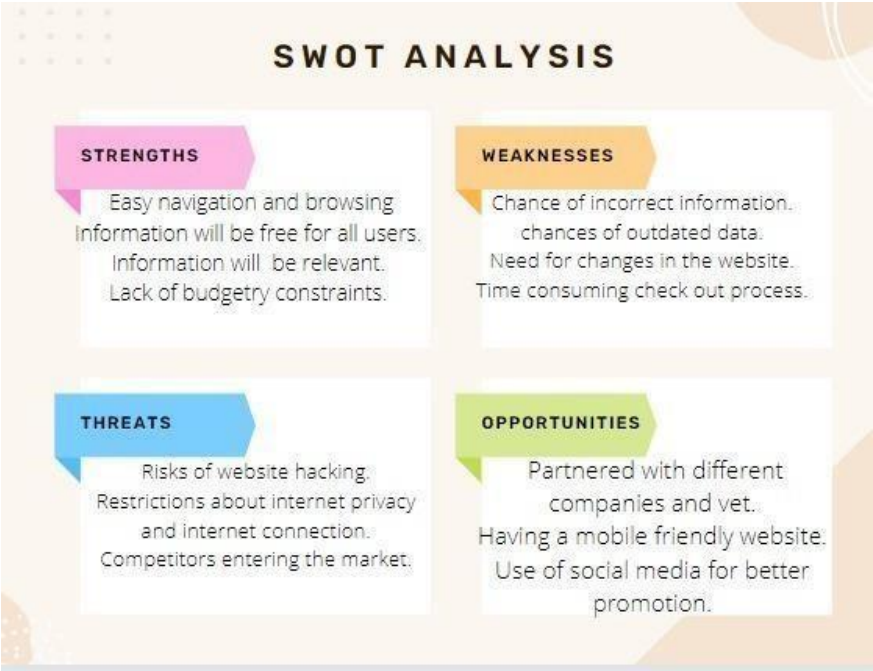


TABLE4:-RISK MANAGEMENT FRAMEWORK

Response	Strategy	Examples
Avoid	This is a strategy where the team will take action t remove any kind of the risk that can impact theproject	• Extending the schedule • Reducing/removing scope • Change the execution state
Transfer	This involves transferring the responsibility to a thirdparty in order to reduce	• Contract insurance • Payment processes • warranties
Mitigate	Risk mitigation is a strategy were by the project team takes an action to reduce the probability of the risk occurring .	• increasing testing • changing suppliers to amore stable one
Accept	Risk acceptance means the team acknowledges thek risk its potential impact, but decides not to take anypreemptive action to prevent it	• contingency reserve budget • management schedule float • event contingency

Result:

Thus, the work breakdown structure with timeline chart and risk table were successfully formulated .

EXPERIMENT-6

Design a System Architecture, Use Case and Class Diagram

Aim

To Design a System Architecture, Use case and Class Diagram

Requirements

System Architecture

Data centered

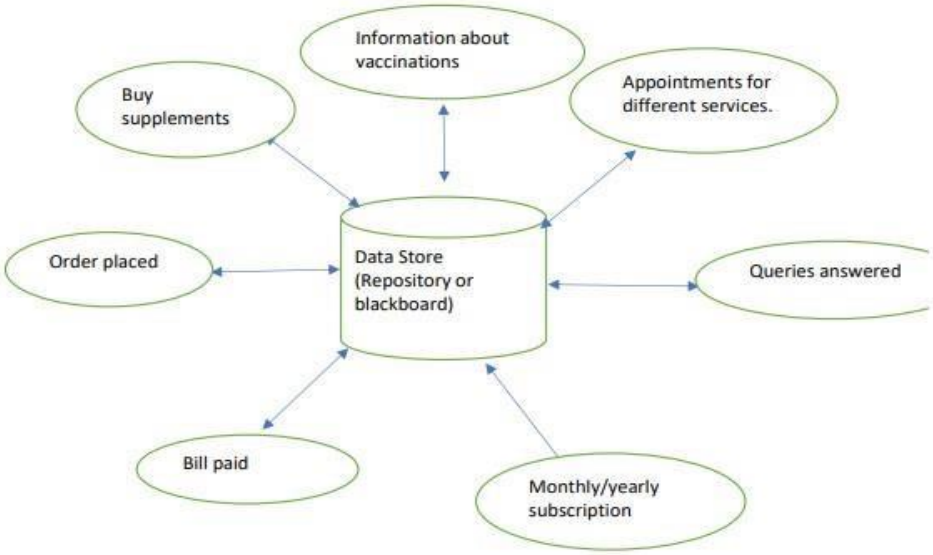


FIG4:-USE CASE DIAGRAM

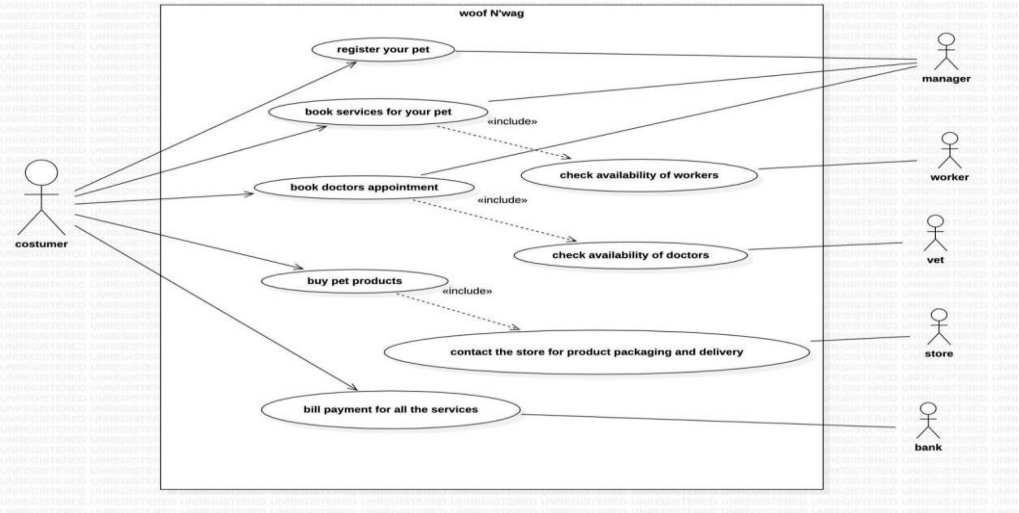
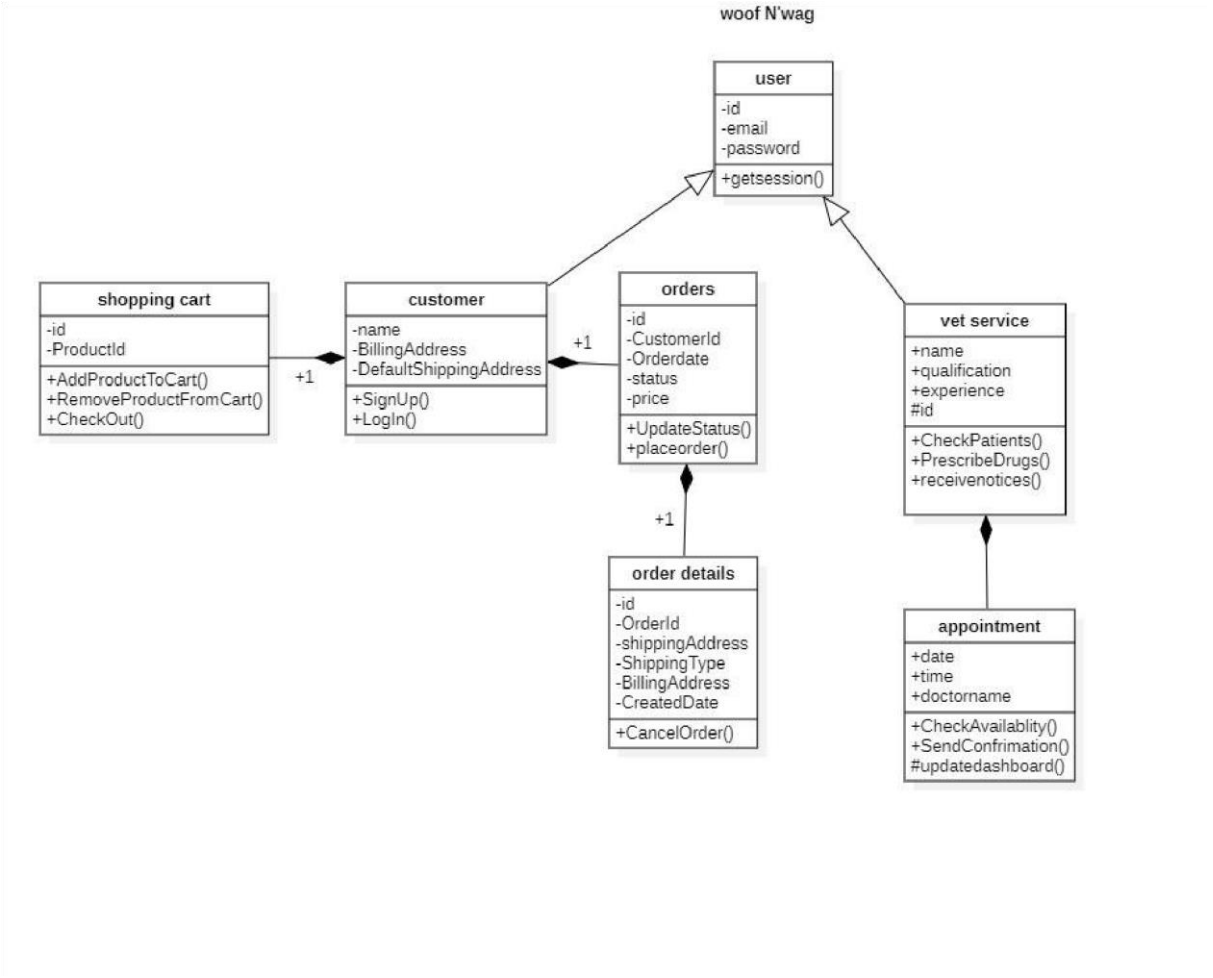


FIG5:-CLASS DIAGRAM



Result:

Thus, the system architecture, use case and class diagram created successfully.

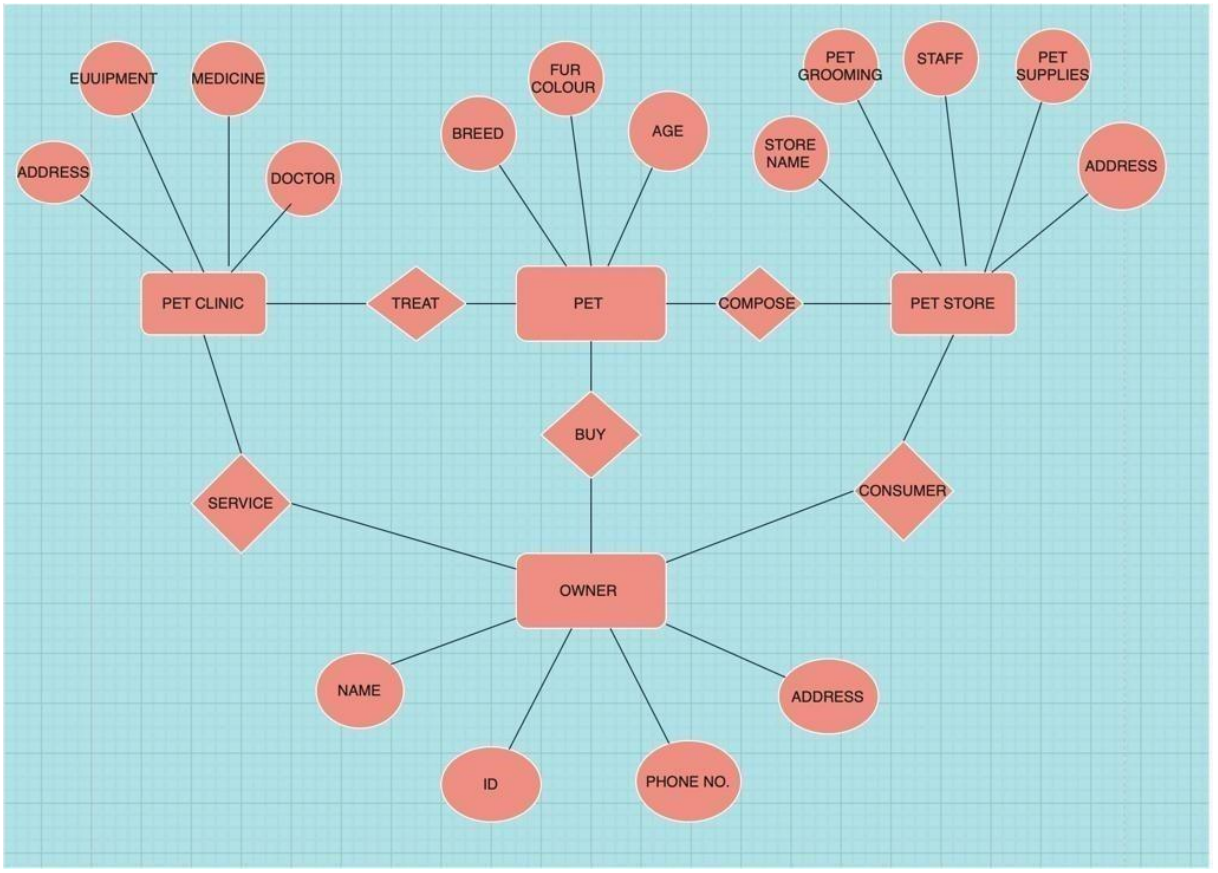
EXPERIMENT-7
Design an Entity relationship diagram

Aim:-

To create the Entity Relationship Diagram

ER diagram:-

FIG6:-ER DIAGRAM



Result:

Thus, the entity relationship diagram was created successfully.

EXPERIMENT-8

Develop a Data Flow Diagram (Process-Up to Level 1)

Aim:-

To develop the data flow diagram up to level 1 for the Fluffy Paws.

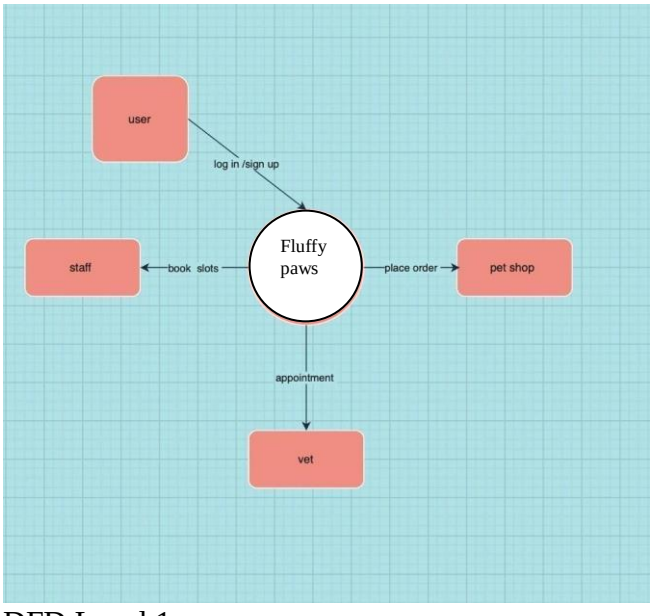
Data Flow Diagram

The DFD takes an input-process-output view of a system. That is, data objects flow into the software, are transformed by processing elements, and resultant data objects flow out of the software. Data objects are represented by labeled arrows, and transformations are represented by circles (also called bubbles). The DFD is presented in a hierarchical fashion. That is, the first data flow model (sometimes called a level 0 DFD or context diagram) represents the system as a whole. Subsequent data flow diagrams refine the context diagram, providing increasing detail with each subsequent level.

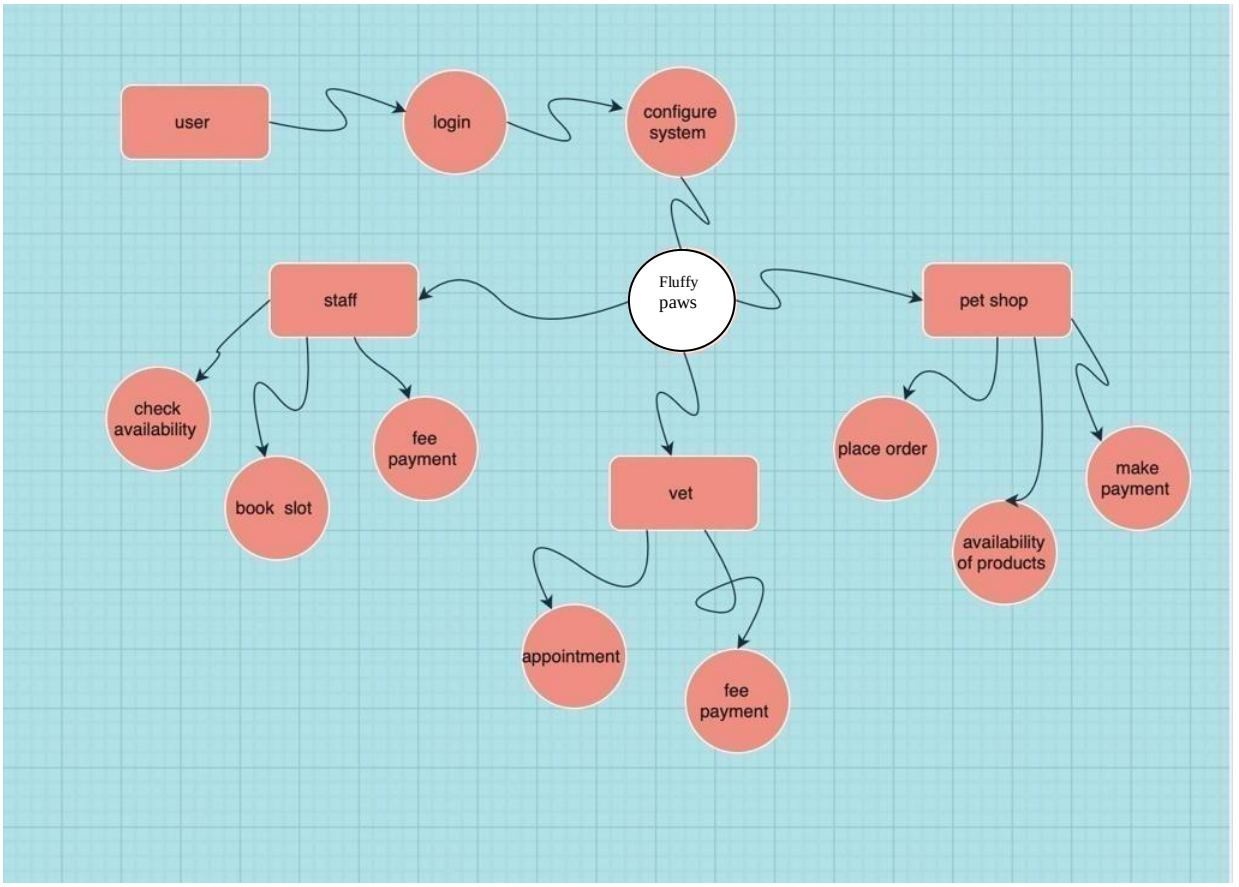
The data flow diagram enables you to develop models of the information domain and functional domain. As the DFD is refined into greater levels of detail, you perform an implicit functional decomposition of the system. At the same time, the DFD refinement results in a corresponding refinement of data as it moves through the processes that embody the application.
A few simple guidelines can aid immeasurably during the derivation of a data flow diagram:
(1) Level 0 data flow diagram should depict the software/system as a
single bubble;
(2) Primary input and output should be carefully noted;
(3) Refinement should begin by isolating candidate processes, data objects, and data stores to be represented at the next level;
(4) All arrows and bubbles should be labeled with meaningful names;
(5) Information flow continuity must be maintained from level to level and
(6) One bubble at a time should be refined. There is a natural tendency to overcomplicate the data flow diagram. This occurs when you attempt to show too much detail too early or represent procedural aspects of the software in lieu of information flow.

FIG7:-DATA FLOW DIAGRAM

DFD level 0



DFD Level 1



Result:

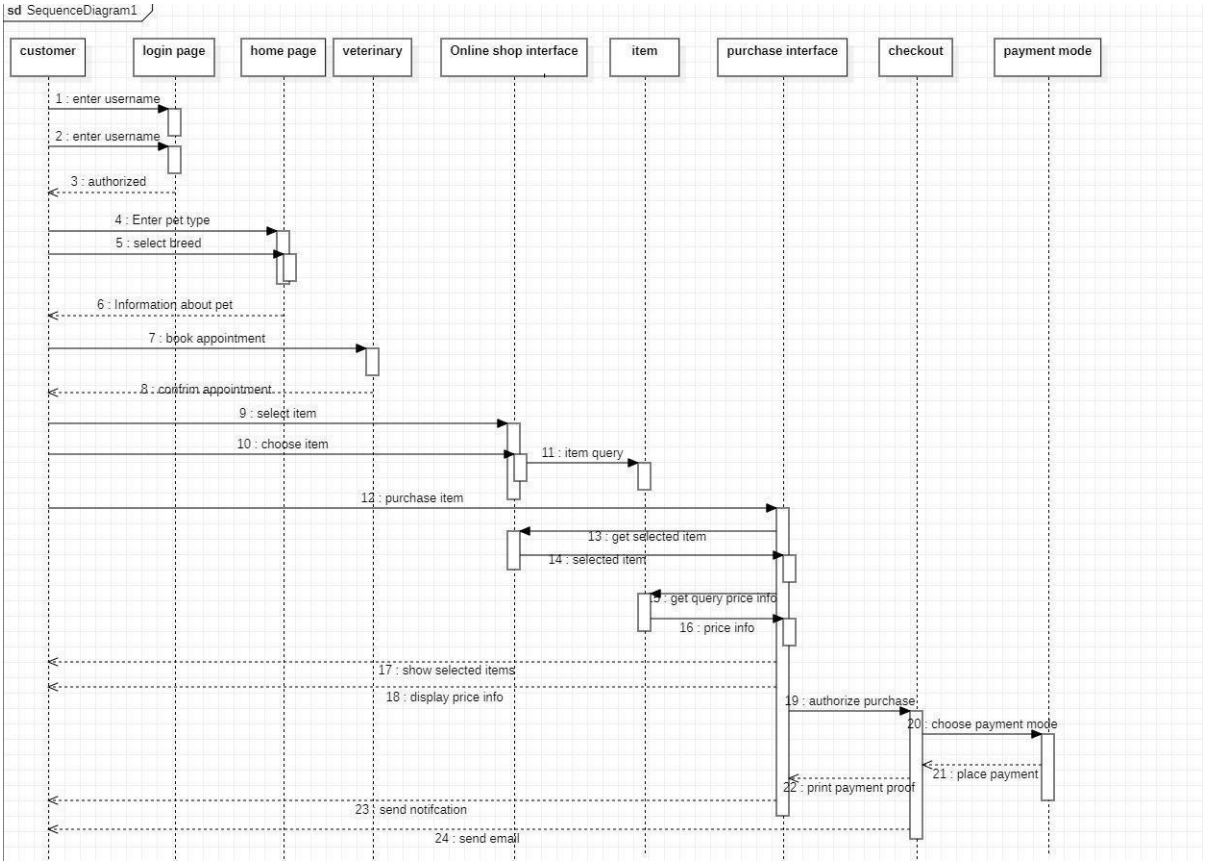
Thus, the data flow diagrams have been created for the fluffy paws.

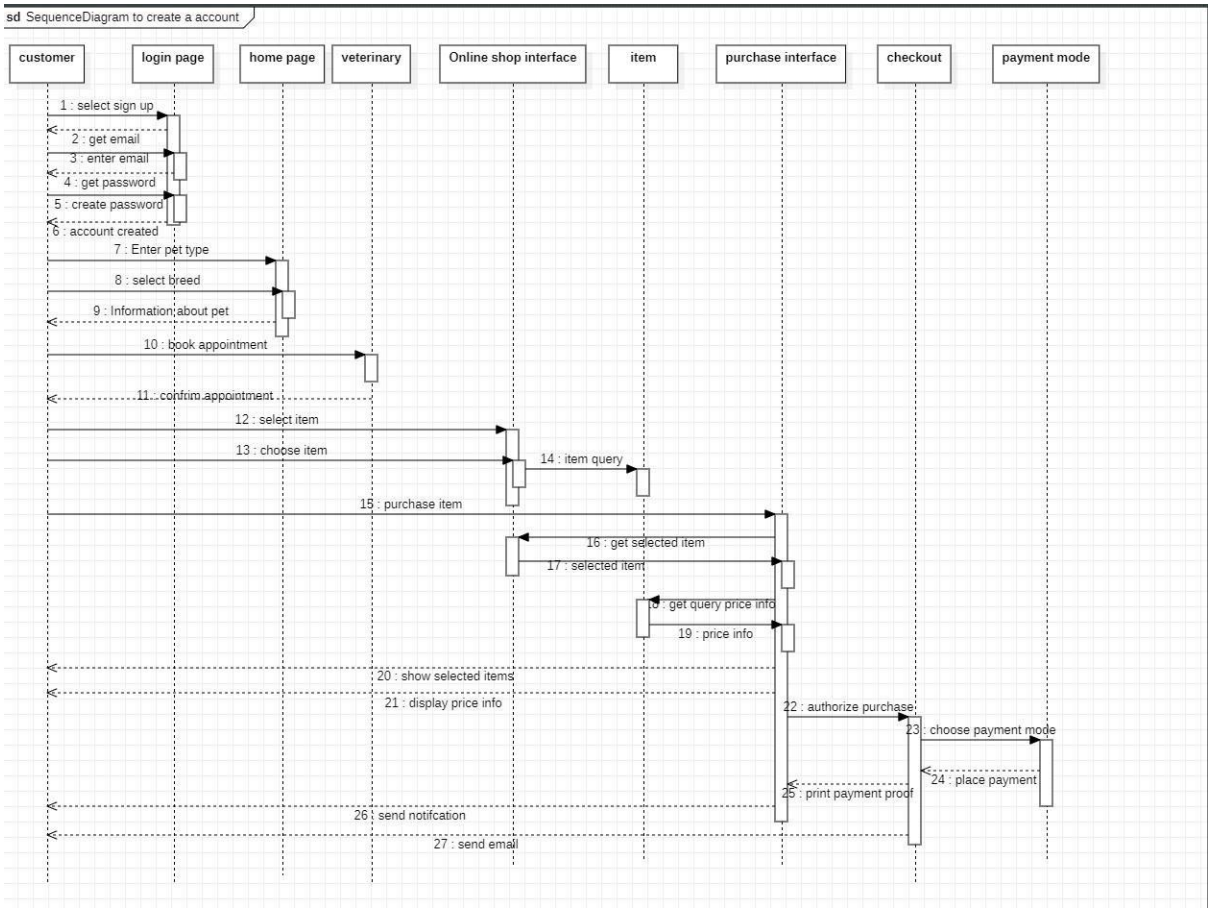
EXPERIMENT-9
Design a Sequence and Collaboration Diagram

Aim:-

To create the sequence and collaboration diagram for the Fluffy Paws.

FIG8:-SEQUENCE DIAGRAM:




sd SequenceDiagram to create a account
customer
login page
home page
veterinary
Online shop interface
item
purchase interface
checkout
payment mode
1 : select sign up
2 : get email
3 : enter email
4 : get password
5 : create password
6 : account created
7 : Enter pet type
8 : select breed
9 : Information about pet
10 : book appointment
11 : confrim appointment
12 : select item
13 : choose item
14 : item query
15 : purchase item
16 : get selected item
17 : selected item
18 : get query price info
19 : price info
20 : show selected items
21 : display price info
22 : authorize purchase
23 : choose payment mode
24 : place payment
25 : print payment proof
26 : send notifcation
27 : send email

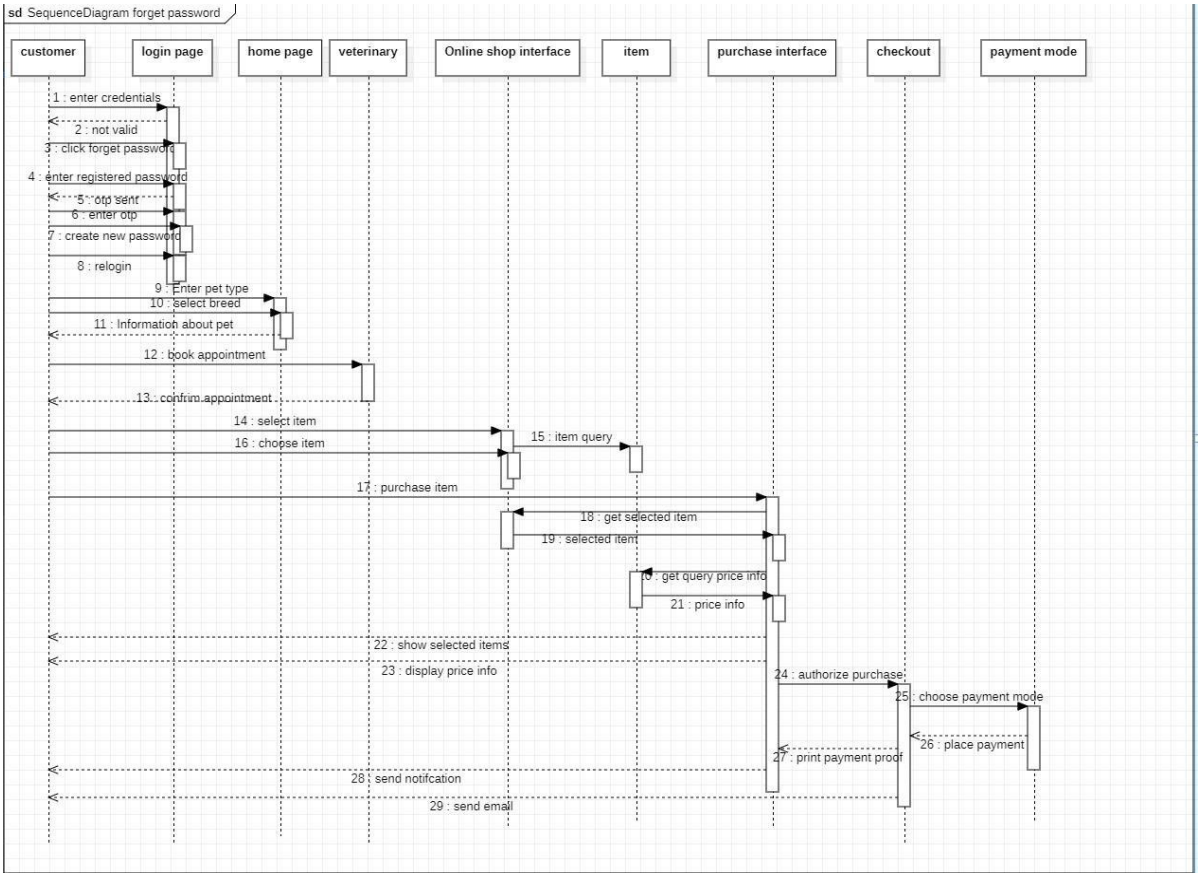
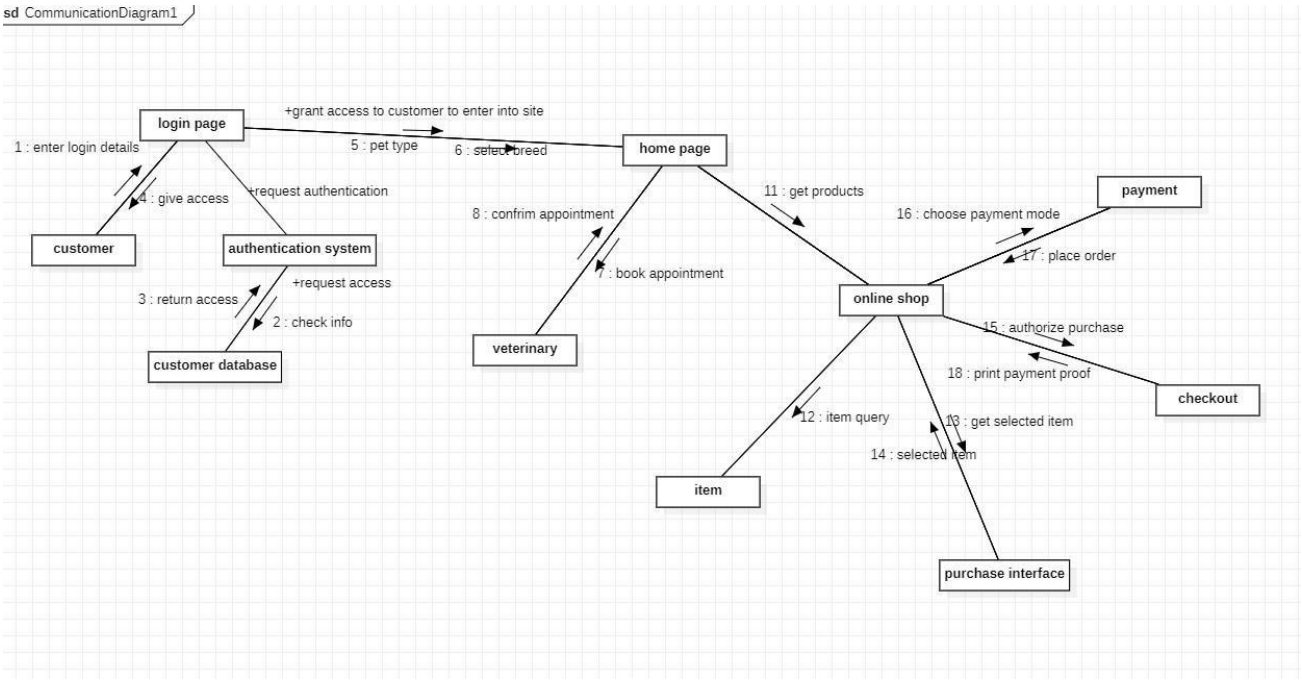

sd SequenceDiagram forget password
customer
login page
home page
veterinary
Online shop interface
item
purchase interface
checkout
payment mode
1 : enter credentials
2 : not valid
3 : click forget password
4 : enter registered password
5 : otp sent
6 : enter otp
7 : create new password
8 : relogin
9 : Enter pet type
10 : select breed
11 : Information about pet
12 : book appointment
13 : confrim appointment
14 : select item
15 : item query
16 : choose item
17 : purchase item
18 : get selected item
19 : selected item
20 : get query price info
21 : price info
22 : show selected items
23 : display price info
24 : authorize purchase
25 : choose payment mode
26 : place payment
27 : print payment proof
28 : send notifcation
29 : send email

FIG9:-COLLABORATION DIAGRAM



Result:-

Thus, the sequence and collaboration diagrams were created for the Fluffy Paws.

EXPERIMENT-10

Develop a Testing Framework/User Interface

Aim:-

To develop the testing framework and/or user interface framework for the Fluffy Paws.

Executive Summary:

This document explains the various activities performed as part of the Testing of the 'fluffy paws" application 'fluffy paws' is a web-based pet care application. used for use for pet care and pet related services. there are several modules which are integrated to fulfil the purpose. Reactive approach is used

Test Plan
Scope of Testing
Functional: All functional test cases are covered via automation testing Unit testing, integration testing, and functional testing are all covered. As a result, it is the best solution for functional and critical route test cases, which are extremely important in a project. In addition, testing all test cases takes less time.

Non-Functional: All non-functional modules testing is covered

Types of Testing, Methodology, Tools
Black Box Testing: The Black Box Test is a test that only considers the external behavior of the system; the internal workings of the software are not taken into account. A tester provides input and observes the output generated by the system under test. Black box testing can be applied to three main types of tests: functional, non-functional, and regression testing.

White Box Testing: The White Box Test is a method used to test a software taking into consideration its internal functioning. It is carried out by testers. Test cases for white box testing are derived from the design phase of the software development lifecycle.

Category	Methodology
Module 1	Black Box Testing
Module 2	Black Box Testing

Module 3	Black Box Testing
Module 4	Black Box Testing
Module 5	Black Box Testing
Frontend	White Box Testing:
Backend	White Box Testing:
Graphic user interface	White Box Testing:

Modules include both functional and a non-functional

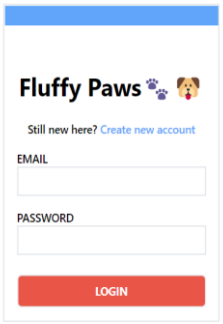
Module 1: consists of sign-up page test cases

Module 2: consist of Login page test cases

Module 3: consists of home page test cases

Module 4: consists of online shopping test cases

Module 5: consists of pet services



Fluffy Paws 🐾 🐶

We'll care for your pets the same way you do for them.

Learn More

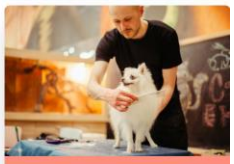
Our Services

VETERINARY

Easy appoinments available at best price.

PET FOOD

Wide range of pet products available. Just have a look.

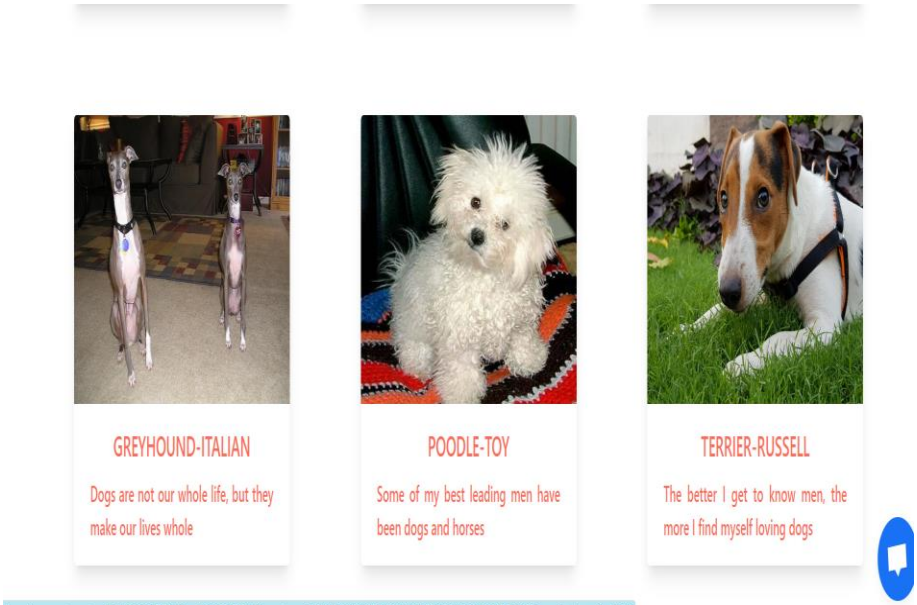


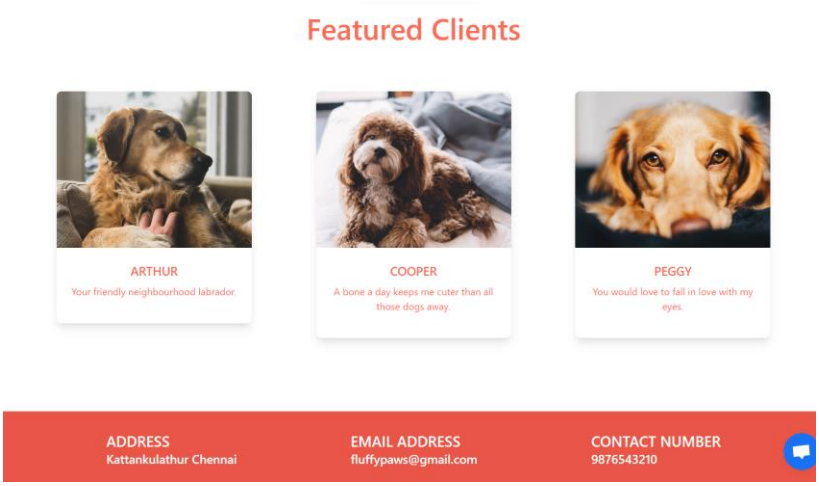
PET GROOMING

We guarantee one full day of pet grooming.

We love your pets.

Fluffy Paws 🐾 is #1 provider of pet care and pampering services. We have served over thousands of pets and pet parents across the city.





Result:

Thus, the testing framework/user interface framework has been created for the fluffy paws.

EXPERIMENT-11

Test Cases

Aim :-To develop the test cases manual for the Fluffy Paws.

TABLE5:-FUNCTIONAL TEST CASES

Test ID (#)	Test Scenario	Test Case	Execution Steps	Expected Outcome	Status	Remarks
1.	Verify User Registration from India	Accept Valid India Mobile Number on the Page#1	1. User clicks on User Registration link 2. Enter the mobile Number on the text boxes 3. Click Register button	User should be taken to the next page for entering more user details	Pass / Failure	success
2.	Verify User Registration from India	Don't Accept Non Indian Mobile Number on the Page#1			pass	success
3.	Check if the username has alphabets	accept only alphabets			pass	success
4.	Check if the username has numerals	accept max 4 numbers			pass	success
5.	Check if the username has special characters	don't accept special characters			pass	success
6.	check if the username has space	don't accept space in between			pass	success

7.	Check if the username is in lowercase	accept user cases with lowercase				pass	success
8.	Check if the password has alphabets	only accept if there are at least 8 alphabets				pass	success
9.	Check if the password has numerals	at least one numeral is necessary				pass	success
10.	Check if the password has special characters	at least one special character is necessary				pass	success
11.	Check if the password has uppercase character	at least one uppercase character is necessary				pass	success
12.	Check if the password has lowercase character	at least one lowercase character is necessary				pass	success
13.	check if the password has space in it.	don’t accept space in between				pass	success

14.	check if the logo is in the middle	don’t accept if not in the middle				pass	success

15.	check if the title is in the middle	don’t accept if not in the middle				pass	success
16.	check the size of the logo	don’t accept a different size				pass	success
17.	check the font size	don’t accept a different size				pass	success
18.	check the font style	don’t accept a different style				pass	success
19.	check if the submit button is below the password	the button should be at the exact place				pass	success
20.	check if there is a forgotten password link	check the link/button				pass	success
21.	check if there is a login button	check the link/button				pass	success
22.	check if there is a sign-up button	check the link/button				pass	success
23.	check if the login link is below the forgotten password link	check the link/button				pass	success

24.	check if the sign-up link is below the login link	check the link/button				pass	success

TABLE6:-NON-FUNCTIONAL TEST CASES

Test ID (#)	Test Scenario	Test Case	Execution Steps	Expected Outcome	Actual Outcome	Status	Remarks
1.	Verify the time out function	check the nonfunction test				pass	success
2.	Verify if a user should not be allowed to log in with different credentials from the same browser at the same time.	check the non-function test				pass	success
3.	Verify if a user should be able to login with the	check the non-function test				pass	success

	same credentials in different browsers at the same time.						
4.	Up to 1000 users running the application at the same time, the application load time should not exceed 5 seconds.	check the nonfunction test				pass	success
6.	Software should be installable on all versions of Windows and Mac	check the nonfunction test				pass	success
7.	All web images should have alt tags	check the non-function test				pass	success

Result:

Thus, the test case manual has been created for Fluffy Paws.

EXPERIMENT-12
Manual Test Case Reporting

AIM:-To prepare the manual test case report for fluffy paws.

TABLE7:-MANUAL TEST CASE REPORT

Category	**Progress Against Plan**	**Status**
Functional Testing	Green / Amber / Red	Completed / In-Progress / Not-started
Verify User Registration fromIndia		Completed
Verify User Registration from India		Completed
Check if the username hasalphabets		Completed
Check if the username hasnumerals		Completed
Check if the username hasspecial characters		Completed
check if the username hasspace		Completed
Check if the username is inlowercase		Completed
Check if the password hasalphabets		Completed
Check if the password hasnumerals		Completed
Check if the password hasspecial characters		Completed
Check if the password hasuppercase character		Completed
Check if the password haslowercase character		Completed
check if the password hasspace in it.		Completed

check if the learn more button takes you to the info page		Completed
check if the learn more button takes you to the right info page		Completed
check the image on the second slide		Completed

check if the image is placed in the left		In-Progress
check if the image is of correct size		Completed
check the background colour of the second page		Completed
check the sub heading on the 2nd page		
check the font if the subheading		Completed
check the colour of the sub heading		Completed
check the size of the sub heading		Completed
check the text of 2nd page		Completed
check the position if the text		Completed
check the font of the text		Completed
check the size of the text		In-Progress
check the background colour of page 3		In-Progress
check the heading of page 3		Not-started
check the position of the heading		Completed

check image two position		Completed
check image two size		Not-started
check image three		Not-started
check image three position		Completed
check image three size		Not-started
check 1st link		In-Progress
check 1st link position		Not-started
check the text under the 1st link		Completed
check the font of the text under the 1st link		Completed
check the 2nd link		Completed
check the 2nd link position		Not-started
check the text under the 2nd link		In-Progress
check the font of the text under the 2nd link		Completed
check the 3rd link		Completed

Non functional		
Verify the timeout functionality of the loginsession .		In-Progress
Verify if a user should not beallowed to log in with different credentials from the same browser at the same time.		In-Progress
Verify if a user should be able to login with the same credentials in different browsers at the same time.		Completed

Up to 1000 users running the application at the same time, the application load time should not exceed 5 seconds.		In-Progress
Software shouldbe installable on all versions of Windows and Mac		In-Progress
All web images should have alt tags		Not-started

Functional	Test Case Coverage(%)	Status
Module ID	30%	Not-Started / In-Progress / Completed
Verify User Registration fromIndia	100%	Completed
Verify User Registration fromIndia	100%	Completed
Check if the username has alphabets	100%	Completed
Check if the username has numerals	100%	Completed
check the sub heading 2 on page 4	30%	In-Progress
check the font of sub heading 1 on page 4	50%	In-Progress
check the font of sub heading 2 on page 4	40%	In-Progress
check the font size of sub heading 1 on page 4	70%	In-Progress
check the 2nd link position	0%	Not-Started
check image two size	0%	Not-Started
check image three	0%	Not-Started

Result:

Thus, the test case report has been created for the Fluffy Paws

EXPERIMENT-13

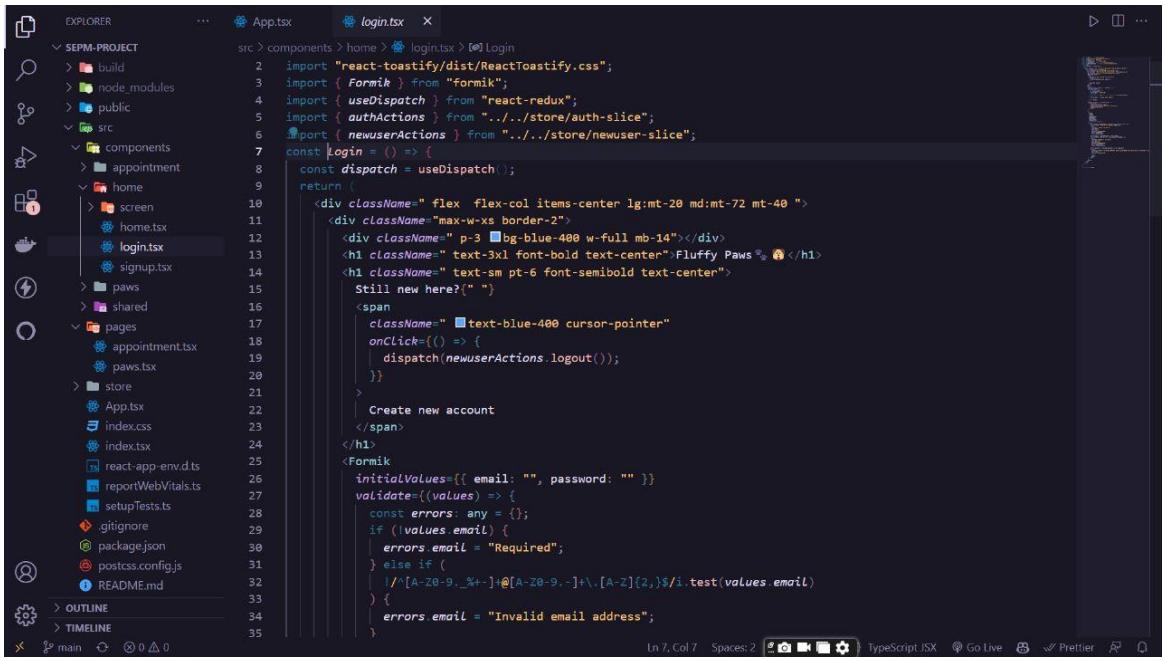
Provide the details of Architecture Design/ Framework/ Implementation

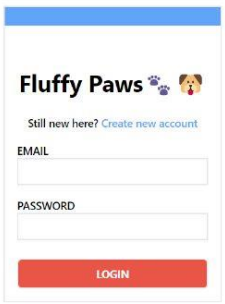
Aim

To provide the details of architectural design/framework/implementation

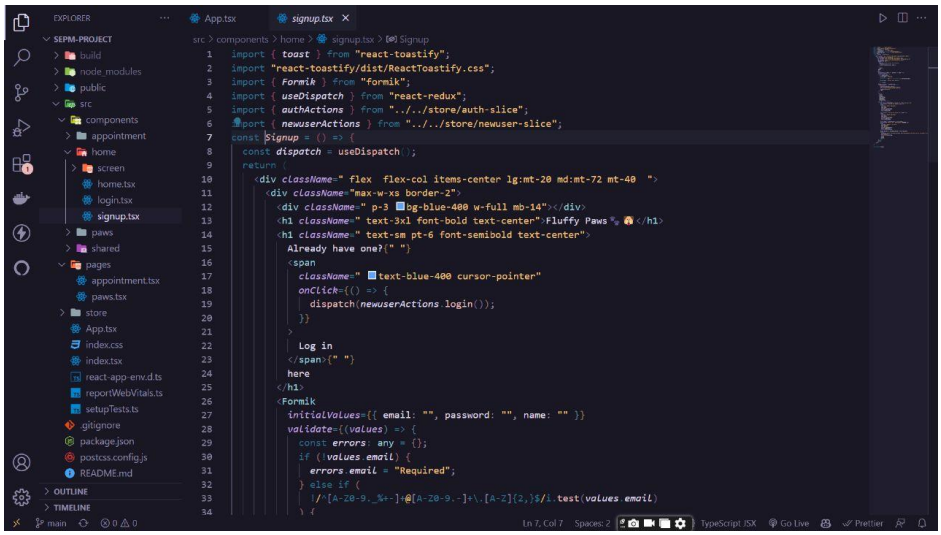
FULL DOCUMENTATION WITH CODING

LOGIN PAGE:



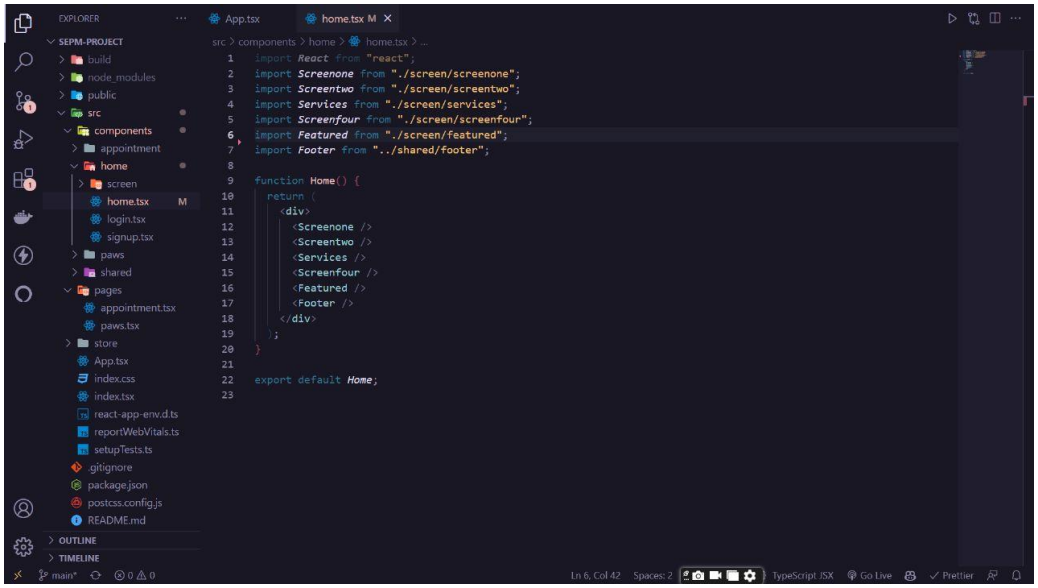


SIGNUP PAGE:

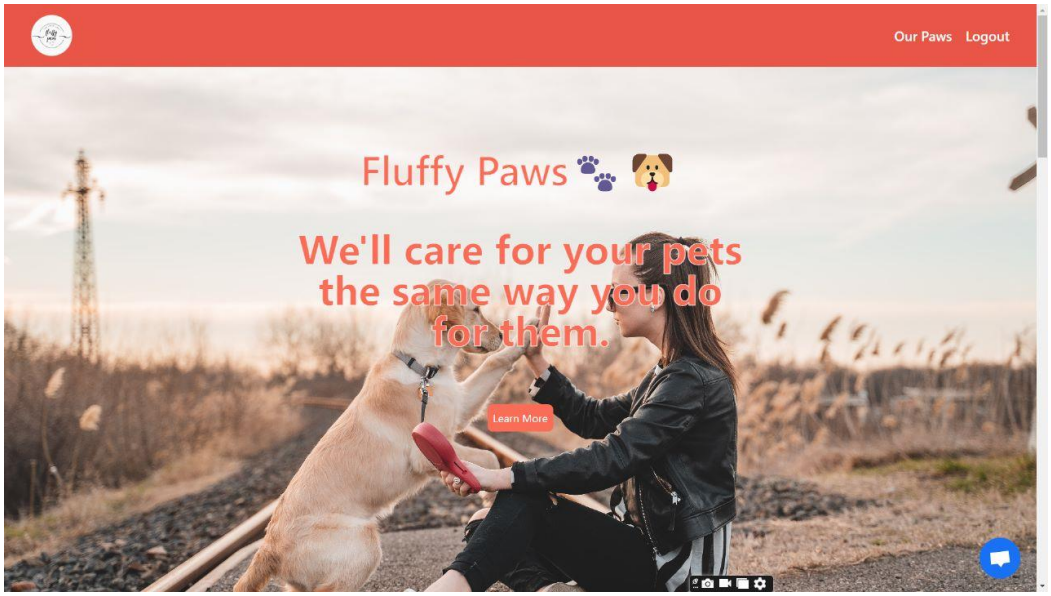


```
import { toast } from "react-toastify";
import "react-toastify/dist/ReactToastify.css";
import { Formik } from "formik";
import { useDispatch } from "react-redux";
import { authActions } from "../../store/auth-slice";
import { newuserActions } from "../../store/newuser-slice";
const Signup = () => {
  const dispatch = useDispatch();
  return (
    <div className=" flex  flex-col items-center lg:mt-20 md:mt-72 mt-40  ">
      <div className="max-w-xs border-2">
        <div className=" p-3 bg-blue-400 w-full mb-14"></div>
        <h1 className=" text-3xl font-bold text-center">Fluffy Paws 🐾 🐶 </h1>
        <h1 className=" text-sm pt-6 font-semibold text-center">
          Already have one?{" "}
          <span
            className=" text-blue-400 cursor-pointer"
            onClick={() => {
              dispatch(newuserActions.login());
            }}
          >
            Log in
          </span>{" "}
          here
        </h1>
        <Formik
          initialValues={{ email: "", password: "", name: "" }}
          validate={(values) => {
            const errors: any = {};
            if (!values.email) {
              errors.email = "Required";
            } else if (
              !/^[A-Z0-9._%+-]+@[A-Z0-9.-]+\.[A-Z]{2,}$/i.test(values.email)
            ) {
```

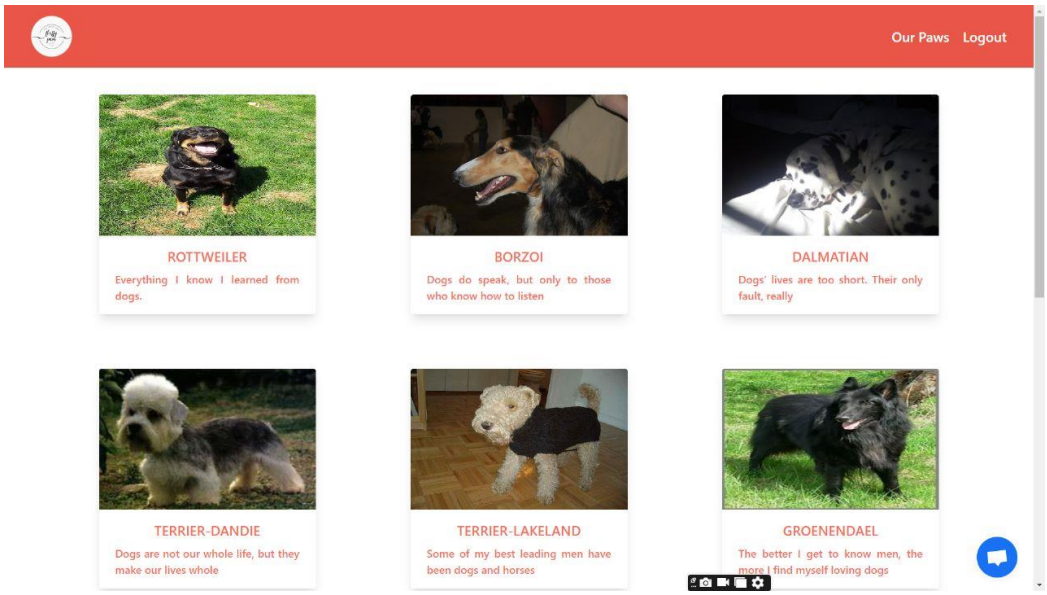
HOME PAGE:

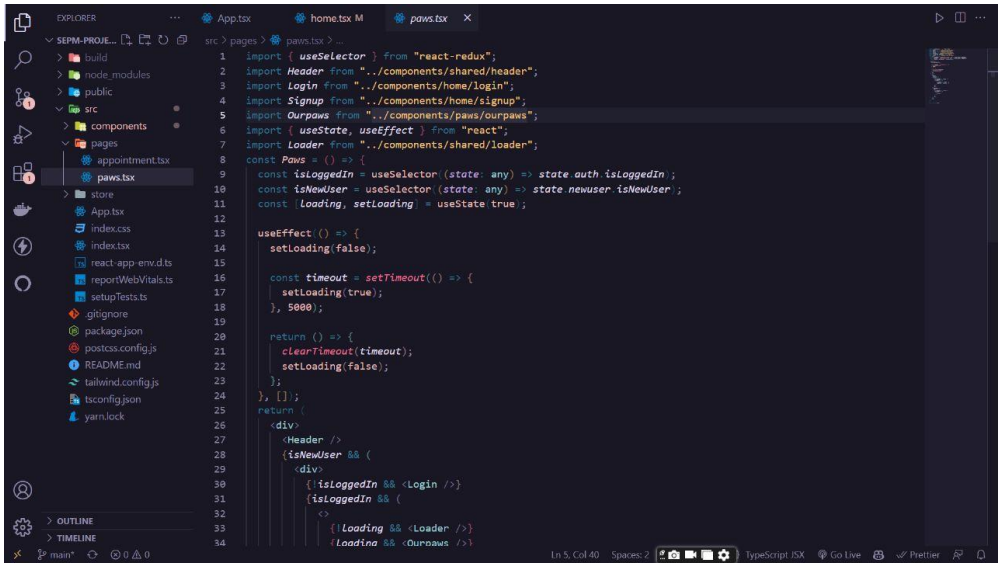


```
import React from "react";
import Screenone from "./screen/screenone";
import Screentwo from "./screen/screentwo";
import Services from "./screen/services";
import Screenfour from "./screen/screenfour";
import Featured from "./screen/featured";
import Footer from "../shared/footer";

function Home() {
  return (
    <div>
      <Screenone />
      <Screentwo />
      <Services />
      <Screenfour />
      <Featured />
      <Footer />
    </div>
  );
}

export default Home;
```


Our Paws
Logout
Fluffy Paws
We'll care for your pets the same way you do for them.
Learn More

OUR PAWS:

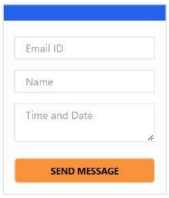

Our Paws
Logout
ROTTWEILER
Everything I know I learned from dogs.
BORZOI
Dogs do speak, but only to those who know how to listen
DALMATIAN
Dogs' lives are too short. Their only fault, really
TERRIER-DANDIE
Dogs are not our whole life, but they make our lives whole
TERRIER-LAKELAND
Some of my best leading men have been dogs and horses
GROENENDAEL
The better I get to know men, the more I find myself loving dogs

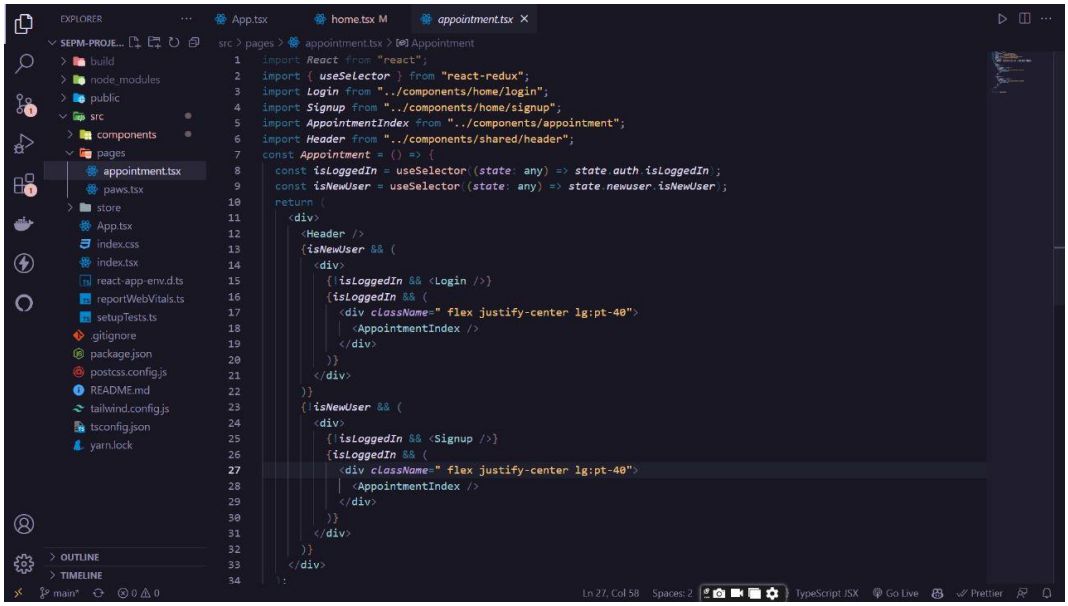

EXPLORER
App.tsx
home.tsx M
paws.tsx
SEPM-PROJE...
build
node_modules
public
src
components
pages
appointment.tsx
paws.tsx
store
App.tsx
index.css
index.tsx
react-app-env.d.ts
reportWebVitals.ts
setupTests.ts
.gitignore
package.json
postcss.config.js
README.md
tailwind.config.js
tsconfig.json
yarn.lock
OUTLINE
TIMELINE
import { useSelector } from "react-redux";
import Header from "../components/shared/header";
import Login from "../components/home/login";
import Signup from "../components/home/signup";
import Ourpaws from "../components/paws/ourpaws";
import { useState, useEffect } from "react";
import Loader from "../components/shared/loader";
const Paws = () => {
const isLoggedIn = useSelector((state: any) => state.auth.isLoggedIn);
const isNewUser = useSelector((state: any) => state.newuser.isNewUser);
const [loading, setLoading] = useState(true);
useEffect(() => {
setLoading(false);
const timeout = setTimeout(() => {
setLoading(true);
}, 5000);
return () => {
clearTimeout(timeout);
setLoading(false);
};
}, []);
return (

<Header />
{isNewUser && (

{!isLoggedIn && <Login />}
{isLoggedIn && (
<>
{!loading && <Loader />}
{loading && <Ourpaws />}

APPOINTMENT PAGE:





Result:

Thus, the details of architectural design/framework/implementation along with the screenshots were provided.

CONCLUSION:-

Hence, the documentation for Fluffy Paws was created and completed successfully. This documentation will help the stakeholders and creators of the application better understand theproject and give them an in-depth analysis for future prospects.

REFERENCES:-

- Wikipedia: For Several references on various topics.
- Geeks For Geeks: For learning technical Concepts.
- W3Schools For Diagram and related things.
- Canva: For designing the user interface.
- Star Uml