# **GetSmart**

#### **Abstract**

This Study Buy website is meant to be a one stop shop for all items/services a college students needs on a regular basis. This includes, but isn't limited to, supplies for dorms/offices (furniture, school supplies, miscellaneous items) and services (tutoring, transportation).

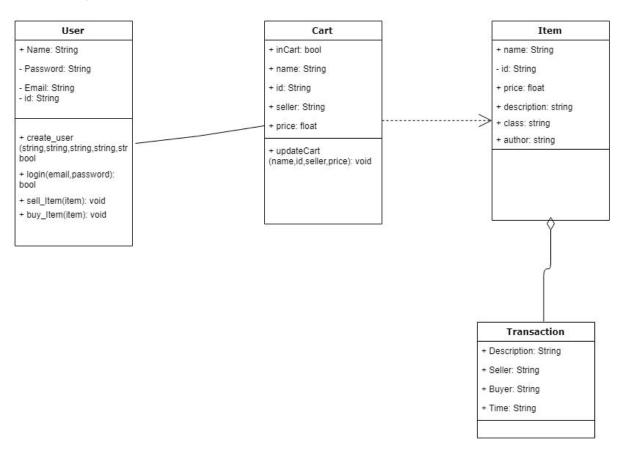
### **Functional Requirements**

- 1. Manage Transaction User of Funds
  - a. User can sell physical items on marketplace
    - i. User can select item category
    - ii. User can select item image
    - iii. User can select item price
    - iv. User can select item description
  - b. User can sell personal services on marketplace
    - i. User can select service type
- 2. Create User
  - a. User will verify college status
  - b. User will update profile with personal data
  - c. User will add payment method
- 3. GUI
  - a. User can use mouse to interact with all site inputs
  - b. User can resize window without losing site information
- 4. Display transaction
  - a. User can allow their transaction to be displayed on public transaction board (like Venmo)

#### Roles for the marketplace will be:

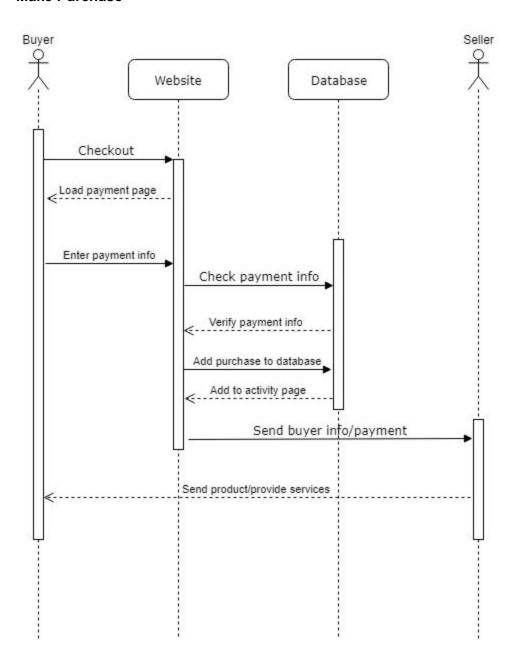
- General User
  - Can buy and sell
  - Can post items to the public transaction board

### **Class Diagram:**

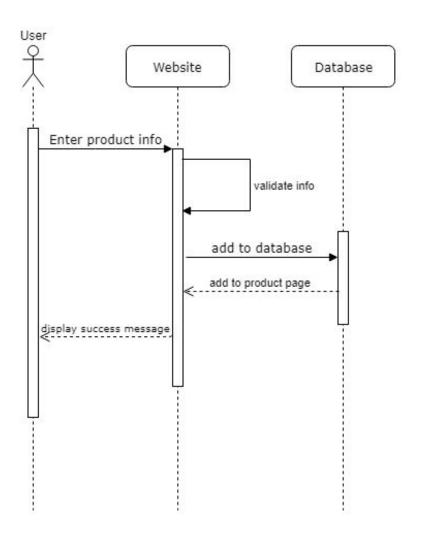


## **Sequence Diagrams:**

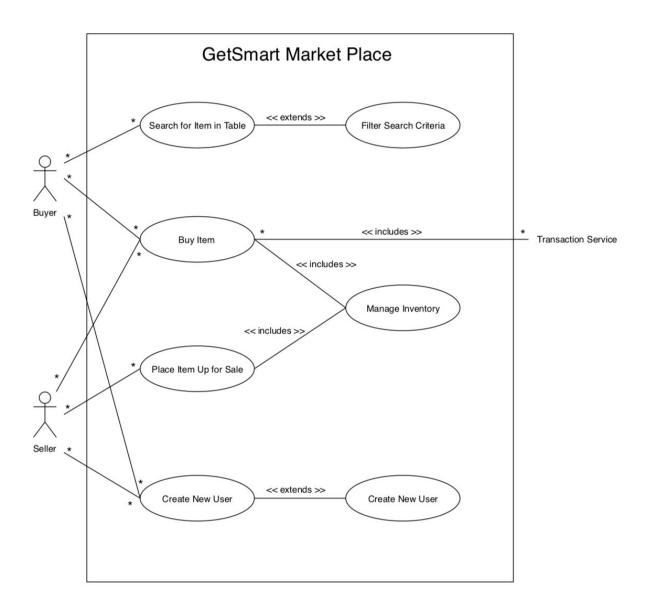
#### **Make Purchase**



### Sell Item



## **Use Case Diagram:**



Use Case Name: Buy Item	ID: 1	Importance Level: High
The same recovery control and the control of the co		

Use Case Actor: User

Stakeholders and Interests: User – wants to buy an item

Brief Description: This use case describes how a user can an item on the open marketplace from

another user

Trigger: Users selects "Go to Cart" from the buy page

Type: External

Relationships:

Association: User Include: Item

Extend:

Generalization:

#### Normal Flow of Events:

- 1. The user clicks the move to checkout button
- 2. If the user clicks the "remove" button to remove an item from their cart
  - a. Execute the Remove Item From Cart method
- 3. The User moves to the payment page
- 4. The User enters their billing, shipping, and credit card information
  - a. If incorrect, the payment won't go through
- 5. User can use the back option to return to previous screen.
- 6. If successful, the user ends on a congratulations page