**Project Details**

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| --- | --- |
| Project number | *12* |
| Project title | *Mega store corporation* |
| Corresponding TA\LA | *TA/Dina Abbas* |
| Deliverable | *2* |

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DESIGN THE ENVIRONMENT

**1.** **Using the project description then answer the following questions:**

1)With what external systems and databases will

the system under development interact? For each

system or database, answer the following

questions:

a) What is the timing and frequency of each interaction?

Timing and frequency for each iteration depends on the number of times to access my own database server which is used in our system, Database is actually accessed more than once per day where the database system used (MySQL server)

which is the most widely used commercial relational database management system and it is good in performance

and speed so that’s management why its easily to access.

b) What is the data content of inputs to and outputs from the

system?

input for our mega store system would be from delivery of products (processed, packed, canned or fresh produce) and output would be

(sales, wastage, pilferage) so this will depend on different types of data content which will affect the performance and speed

for the system response and activity.

c) What protocols will format and encode data flowing to or from

user devices?

Because some users won’t install an app, the CSMS must also support a browser\_based user interface with support for multiple screen sizes, Web browsers, and plug-ins. That will require more complex user-interface coding than exists in the current system, which simply serves static Web pages and forms. The updated user-interface coding will need to query the user’s device and browser and adjust the content of the Web pages transmitted to match the device characteristics. As with the apps, this may require supporting more modern Web protocols such as HTML5 and updated APIs and development tools.

d) What are the security requirements of each inflow and outflow?

Apps will need to be digitally signed prior to distribution via the app stores for each device’s operating system. In addition, some browsers and plug-ins require transmission of digitally signed code fragments that are encrypted with the organization’s public key. Similarly, social networking services implement stringent security protocols to protect themselves against malicious plug-ins and intrusions via Web services. Designers of the updated CSMS will have to work closely with system and network administrators to determine what updates to security configuration will be required

e) What security methods and protocols will be used to satisfy the

security requirements?

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1-b-What devices will be used for automated inputs and outputs?

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user devices?

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d) What APIs and development tools are compatible with the

existing technology environment and required user interfaces?

■ A Web services interface

■ An API and toolkit that enable developers to create customized functions

and embed them within the social networking site and interface

1.c.What user-interface technology will be used?

a) Where will users be located?

There are on-site and off-site users.The offsite services are achieved through online services either through store websites per country or a mobile application customized per user location. The on-site services allow the customers to buy from a physical location. there is also suppliers, These suppliers are spread over different cities per country. Accordingly, the mega store corporation has its own warehouses as well as rented warehouses per country.

b) What hardware device(s) will users use?

The customer can use either mobile application or web based application,the supplier uses tablet application ,the administerator works on web based application and the warehouse owner uses tablet application.

c) What operating systems will run on “smart” user-interface devices?

The current system relies on servers running the Windows

operating system with Internet Information Server as the Web server.

d) On what other user device software will the system rely (e.g.,

browsers, plug-ins, and software utilities embedded in the

device)?

The current system relies on servers running the Windows

operating system with Internet Information Server as the Web server. That

infrastructure is sufficient to support apps in all of the current flavors (iOS,

Android, and Windows) though additional plug-ins will have to be installed and

configured in each device to support each app type.

e) What protocols will format and encode data flowing to or from

user devices?

Because some users won’t install an app, the CSMS must also support a browser\_based user interface with support for multiple screen sizes, Web browsers, and plug-ins. That will require more complex user-interface coding than exists in the current system, which simply serves static Web pages and forms. The updated user-interface coding will need to query the user’s device and browser and adjust the content of the Web pages transmitted to match the device characteristics. As with the apps, this may require supporting more modern Web protocols such as HTML5 and updated APIs and development tools.

f) What are the security requirements of each inflow and outflow?

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g) What security methods and protocols will be used to satisfy the

security requirements?

social networking services implement stringent security protocols to protect themselves against malicious plug-ins and intrusions via Web services. Designers of the updated CSMS will have to work closely with system and network administrators to determine what updates to security configuration will be required

h) What APIs and development tools are compatible with the

existing technology environment and required user interfaces?

■ A Web services interface

■ An API and toolkit that enable developers to create customized functions

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THE USER & SYSTEM INTERFACES

**2. Using the system sequence diagrams developed during the analysis phase of your project:**

a. Identify the various screens and forms that may be needed for the user interface.

LIST OF USER INTERFACES (SCREENS/FORMS):

1. Input Screen for Providing a product
2. Input Screen for Checking the Category of the returned product
3. Output Screen for showing the Category of the returned product
4. Input Screen for Checking the date of the returned product
5. Output Screen for showing the validation of the date of the returned product
6. input screen for purchasing a product
7. input screen for applying promocode
8. output screen for promocode validation
9. input screen for payment process
10. input screen for adding products to cart using points
11. output screen for checking points

**3. From use case diagrams developed during the analysis phase of your project which related to the screens and forms identified in (2.a):**

1. Create a good menu design by following the principles you studied. This should start by defining how use case are grouped inside a menu in a tabular format, which is followed by the actual menu design and define which menu style will be used?

|  |  |  |
| --- | --- | --- |
| Intended Users | Choices ( user-cases) | Menu description |
| Supplier  Mega Store Admin  Warehouse Manager  Customer | 1-Provide products  2-Store products  3-Add products  4-Delete a product  5-Purchase a product  6-Search a product  7-Return product  8-Choose product category | Products |
| Warehouse Manager  Mega Store Admin | 1-Make reports | Reports |
| Mega Store Admin  Cashier  Customer | 1-Provide offers  2-Provide points  3-View offers | Offers |
| Mega Store Admin | 1-Check Country  2-Check Occasion  3-Check event requirements | Offers checklist |
| Customer | 1-Pay with cash  2-Pay with Credit Card | Checkout |
| Customer | 1-Use special bags | Special bag usage |
| Cashier | 1-Check product category  2-Check date | Refund Checklist |
| Cashier | 1-Make refund using credit card  2-Make refund using Cash | Refund |
| Cashier | 1-Get Customer information | View Customer info. |
| Mega Store Admin | 1-Add store  2-Delete store | Store |
| Mega Store Admin | 1-Enhance services  2-Check purchase history  3-Check search history | Services |

**Menu of customer**

Graphical user interface, text, application

Description automatically generated

Graphical user interface, text, application, website

Description automatically generated

Graphical user interface, text, application, chat or text message

Description automatically generated

Graphical user interface, text, application, website

Description automatically generated

Menu of Mega Store Admin

Graphical user interface

Description automatically generated with low confidence

Graphical user interface

Description automatically generated with low confidence

A picture containing text

Description automatically generated

A picture containing graphical user interface

Description automatically generated

Diagram

Description automatically generated

Graphical user interface

Description automatically generated

A picture containing graphical user interface

Description automatically generated

A picture containing graphical user interface

Description automatically generated

Table

Description automatically generated with medium confidence

Diagram

Description automatically generated

Graphical user interface

Description automatically generated

b. For the screens and forms identified in (2. a) create a Storyboard that captures the sequences of events involved during the user’s interaction based on your application type (custom, stand-alone, browser-based) identified in (2. b).

**Storyboards Sequence 1 (Offers)**

Graphical user interface, website

Description automatically generated

Graphical user interface, application

Description automatically generated

Graphical user interface, application

Description automatically generated

**Storyboards Sequence 4 (Refund)**

A picture containing graphical user interface

Description automatically generated

Graphical user interface, application

Description automatically generated

**Graphical user interface, table

Description automatically generated with medium confidence**

Graphical user interface

Description automatically generated with low confidence

Graphical user interface, application

Description automatically generated

Graphical user interface, text, application, email

Description automatically generated

**Storyboards Sequence 3 (Purchase a product)**

**Graphical user interface, website

Description automatically generated**

Graphical user interface

Description automatically generated

Graphical user interface, website

Description automatically generated

Graphical user interface, website

Description automatically generated

Graphical user interface, website

Description automatically generated

**Storyboards Sequence 2 (Provide product)**

**Graphical user interface

Description automatically generated**

**Chart

Description automatically generated with low confidence**

c. Design a web-based user interface (screen) and mobile/tablet interface for one of the screens from (2.a).

**Graphical user interface, website

Description automatically generated**

**Graphical user interface

Description automatically generated**

**4. Consider all User Interface Design Guidelines you studied and show how they addressed in your screens Reports:**

• Design One electronic internal output reports of your choice.

**Table

Description automatically generated**

• Design One electronic external output reports of your choice.

**Table

Description automatically generated**