# Project Trading System: Glossary

**Store** - a place that holds products

**Product** - a simple data type that users can buy

**Product ID-** unique identifier for a product in a specific store

**Shopping basket**- a list of products that user bought in a certain store

**Shopping cart**- a collection of shopping baskets from different stores in the system

**Order history-** previous order that exists in the system.

**Supply-** available items in a store.

**Permissions-** set of settings that define what behaviour store managers can do.

**Payment System-** an external system who manages the payment process

**Supply System-** an external system who manages the Delivery and Supply process

## User Types
A user can visit or login to the system. At the beginning, he chooses his role: manager or normal subscriber.
- **Subscriber Shopper-** can be a seller
- **Guest Shopper- User that isn't logged-in to the website**
- **Store Owner-** includes the store opener and the appointed owners

- **Store Manager-** A user that received managerial permission from the store owner, a store manager can only perform actions that were allowed by the store owner.
- **Store opener-** the first Store owner of a certain store.
- **Seller-** can be a store owner or a store manager
- **System Admin-** has to be a subscribed shopper

## Purchase (buy) Types

There are several options for shopping in the store. For example, immediate purchase of a product, auction and raffle purchase. Different products can be sold in different purchase types as long as the purchase is made possible by the purchase policy.

1. **Direct purchase-** the users need to pay the pull price in order to buy it now
2. **Public auction-** defined by a base price and duration. As long as the auction doesn't end, subscribed shoppers can bid for the product with higher price than listed. Users can see the recent price, base price and time remaining on the page, in the end of the auction the item is sold to the highest bidder.

3. **抽選(Lottery)-** defined by price and period of availability. Subscribed shoppers can buy a chance of winning the product as long as the sum doesn't go above the product price. When the sum reaches the product price, a lottery occurs and the chance of winning equal to the amount placed. The winner of the lottery wins the product.

## Purchase (buy) Policy

Defines who can buy items at the store, what are the purchases options. For example: the minimum items in a lottery, policy is defined to a store and can affect both users and items

## Discount Types

There are several discount types:
1. **Known discount-** defined by amount and period, the product price on that period is shown with the discount applied and without it
2. **Conditional discount-** defined by amount, period and condition. Like known discount, the discount is shown to the users but shows also the condition needed to get the discount
3. **Hidden discount-** defined by amount, and code. Unlike the discounts above, this discount is not known to the shoppers. A user can input a code to get the discount when he checks out with his basket

## Discount Policy

Defines who can get a discount, how applied, on what products and the rules.

## Traceability Policy

Includes the purchase and discount policy according to sellers will when he opens a store. The goal is to prevent mixed policies that contradict each other.