

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

Subscriber Shopper

Logged-in user to the system

Guest Shopper

User that isn't logged-in to the system

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, direct 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.

Direct purchase

the users need to pay the full price in order to buy it now

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.

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

Known discount

defined by amount and period, the [product](#) price on that period is shown with the discount applied and without it

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

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.