

# ClassMATES

# Proposal

The following proposal is for ClassMATES

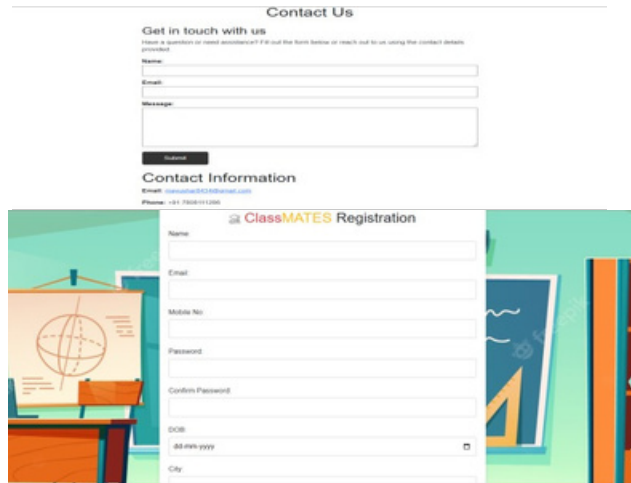
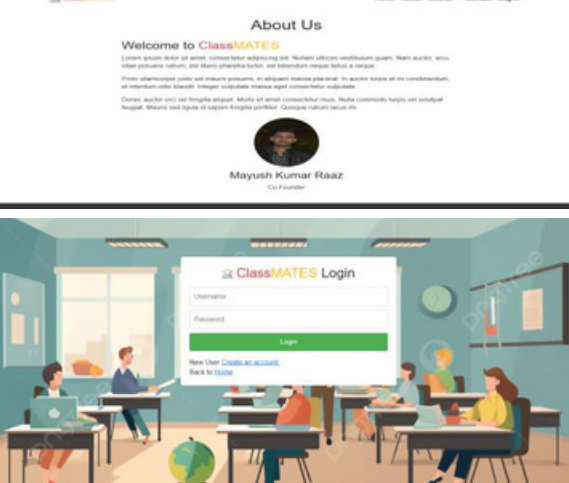
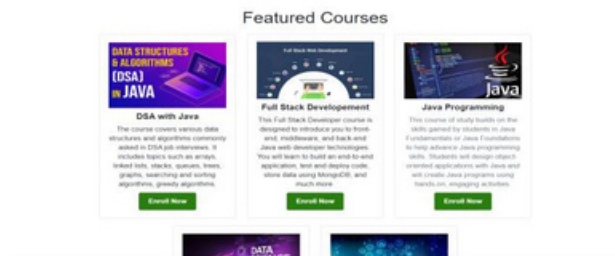
## The Challenge: What Our Client Needs

- ClassMATES is a learning platform. Looking to launch new courses that helps student to get their dream job.
- The client is looking to create a new landing page for their product that will include updates from their launch campaign, special offers, contests and social network “challenges”.
- The client would like the product page to be evergreen. the goal of the landing page is to become a hub to focus the entire campaign concept. The client would hopes that it will become an online learning platform were peoples can learn more.
- The client has cited sites such as “canvas.net” and “pw skills”. sites they have found inspiring:  
<https://www.canvas.net/>  
<https://pwskills.com/>



## Our Proposed Solution

- We propose an interactive page, that will include all of the features specified by the client.
- To add greater levels of interactivity, we propose 5 courses that helps to student to get skilled and get the dream job.
- To make it aesthetically appealing and practical, we outsource the design of the course and provide all the basic knowledge to the users.
- The product page will carry some of the zany appeal of the landing page, however, it must also have a formal feel.





## This solution will require the following resources:

- Approved color scheme and font selection.
- Specialist code for links to live feeds from social media.
- Use of the Client's official branding kit (Logos, fonts, colours, etc.)
- Approved design of Courses page.
- Approved design of the landing page. Approved content for the landing page.
- Professional images of the product and the brewery. Professional images of people in groups with the product (party, beach, home).



## Please feel free to contact us

Should you have any questions, need clarifications, or would just like to discuss the ideas, Please feel free to contact us directly:

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# **Software Requirements Specification**

**for**

## **Online Learning platform**

**Version 1.0 approved**

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**10th July 2023**

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# 1. Introduction

## 1.1. Purpose

The aim of this document is to gather and analyze and give an in-depth insight of the complete **Online learning platform** by defining the problem statement in detail. The project aims to develop a web-based application to improve the service to the customers and merchant which in turn increases the sales and profit in "online shopping". The detailed requirements of the **Online learning platform** are provided in this document.

## 1.2. Document Conventions

This document follows MLA Format. Bold-faced text has been used to emphasize section and sub-section headings. Italicized text is used to label and recognize diagrams.

## 1.3. *Intended Audience and Reading Suggestions*

This document is to be read by the developer and the concerned staff. They might review the document to learn about the project and to understand the requirements.

### Overall Description – Develop staff have to become

#### accustomed to the various

course scope in order to effectively advertise the course.

### System features – Testers need an understanding of the

#### system features to develop

meaningful test cases and give useful feedback to the developers.

### External Interface Requirements – The hardware

This system allows the customers' to maintain their course order by adding or removing the course. It allows online sales, distribution and marketing of goods.

#### developers need to

## 1.5. References

know the requirements of the device they need to build. The develop staff also needs to understand the external interface requirements to sell the courses.  
IEEE, IEEE Std 830-1998 IEEE Recommended Practice for Software Requirements Specifications. IEEE Computer Society, 1998.

Nonfunctional and Functional Requirements – The hardware developers.



## 2. Overall Description

### 2.1. *Course Perspective*

The online shopping system should provide the facility of 'Buying' of items. There is no credit card payment. Payment is assumed to be by 'Cash on Delivery'. This product aimed towards people who wish to save time and energy by not going to the shop instead ordering for products sitting at home. Also some products may not be available in the store a person visits; the proposed system is a solution to carry out buying/selling products online.

### 2.2. *Course Functions*

Access to the online learning system for the administration and the customer is provided with individual login.

Username will be individual customer id and each set their own password.

Only the administer can add or update the database containing the courses.

Customer can only view the item details and order course that they choose to buy.

The system allows the user to buy/sell courses online.

### 2.3. *User Classes and Characteristics*

There are 2 kinds of users for the proposed system.

Administrators: Administrators are the ones who adds or administers the courses.

End Users/Customers: The end user will be the who visits the website and buys courses online from the many added by the administrator.

### 2.4. *Operating Environment*

#### **Hardware Requirements**

A PC with proper speed and memory.

#### **Software Requirements**

Front End: PHP : Hypertext Pre-processor, JavaScript, CSS Back

End: SQL Database

### 2.5. *Design and Implementable Constraints*

The main constraint here would be the checking the genuineness of the buyer, which is not always possible. There can be security risks involved.

The developed system should run under any platform (Unix, Linux, Mac, Windows etc.) that contains a web browser which supports PHP, JavaScript, Bootstrap and SQL database.

MySQL should be available in the local host.

The website is not published on the internet. It is run on the local host itself.

Real life credit card verification and banking system is not implemented.

### 2.6. *User Documents*

For user documentation please refer Section 3.

## *2.7. Assumptions and Dependencies*

Administrator is created in the system already. The manager cannot be a customer. Any user cannot edit their account information. The details related to the product, customer payment and service transaction is provided manually. Roles and tasks are predefined.

## **3. External Interface Requirements**

### *3.1. User Interfaces*

Each part of the user interface intends to be as user friendly as possible. The fonts and buttons used will be intended to be very fast and easy to load on web pages. The pages will be kept light in space so that it won't take a long time for the page to load.

The starting page will be the home page of the store. All the products available are displayed. An 'Add to Order' button is available which will add the course by the specified quantity given in the text box to the cart only if the user is logged in to his/her account.

A logged in user can also view the items in the Order and buy them. There are pages which displays the details accordingly.

### *3.2. Hardware Interfaces*

Processor: - Pentium I or above.

RAM: - 128 MB or above. HD: - 20 GB or above.

NIC: - For each party

### *3.3. Software Interfaces*

The following are needed requirements.

Operating System : Unix, Linux, Mac, Windows etc.

Development tool : PHP, JavaScript, Ajax

Application: XAMPP application

Data Base : MySQL Database Server

## **3.4. Communication Interfaces**

PHP uses session variables to communicate between pages of the website.

## **4. System Features**

### *4.1. Sign up and Log in*

#### **4.1.1 Description and Priority**

The features creates an account for a new user in the system. For a user to be able to buy any item he/she must have an account and must be logged into it. This feature enlists the user details in the database. This is an important feature so it has high priority.

## 4.1.2 Stimulus/Response Sequences

Customer first clicks on the button or link to initiate registration process. The system then prompts the customer to fill out his/her first name, last name, shipping address, email address, and their password. Customer enters the fields. System validates the customer's information and creates a new account for the Customer.

Once a Customer registers he/she clicks on the log in button to initiate the login process. The system prompts the customer for his/her email and password and verifies the information. After verification the system displays account home page to the Customer.

### 4.1.3 Functional Requirements

REQ-1: A button for sign up and log in must be available

REQ-2: A table in the database must be created for all users.

## 4.2. Add to Cart and View Courses

### 4.2.1 Description and Priority

This feature enables for a user to browse through different products in the home page and add any product to the cart. The user can also specify the quantity he/she wants to add to the cart.

On 'View Cart' the user must be able to see all the items in his/her cart.

### 4.2.2 Stimulus/Response Sequences

If enough quantity is not available then a message informing the same must be displayed else the item is added to the cart of the user.

### 4.2.3 Functional Requirements

REQ-1: A button for choose the courses.

REQ-2: A button for viewing course details.

REQ-3: A table in the database must be created having all the courses available and each course's details must be present.

## 4.3. Confirm Admission

### 4.3.1 Description and Priority

This feature confirms the order placed by the customer i.e now the customer has brought the course. Card payment is not available.

### 4.3.2 Stimulus/Response Sequences

Customer clicks the button or link to initiate the confirmation process. Customer confirms the course. System admission confirmation and admission details and prints the bill.

### 4.3.3 Functional Requirements

REQ-1: A template/window dealing with the items ordered must be created.

REQ-2: The table dealing with the course must be updated i.e the quantity of the courses (c, c++, java.....) bought must be decreased by the quantity bought once billing is done.

REQ-3: A table dealing with all the admission by different customers must be maintained.

## 4.4. Add and Update Course

### 4.4.1 Description and Priority

This feature is available only for the administrator. Only the administrator can add products and update details of the product in the database.

### 4.4.2 Stimulus/Response Sequences

Administrator clicks the button to initiate Add Product process. The system prompts the administrator to fill out product details. System validates the new product information and adds it to the database.

Administrator clicks the button to initiate Update Product process. The system

prompts

the administrator to fill out product ID. The corresponding product details are displayed. The admin can update any value except the ID of the product. System validates the new product information and update it in the database.

### 4.4.3 Functional Requirements

REQ-1: A separate log in for the administrator must be created. REQ-2: An administrator cannot buy a product.

## 4.5. View Course Details

### 4.5.1 Description and Priority

This feature is available only for the administrator. Only the administrator can view the buy a course details of all users.

### 4.5.2 Stimulus/Response Sequences

Administrator clicks the button to initiate View Order Table process. Details of each customer and his/her course details are printed.

### 4.5.3 Functional Requirements

REQ-1: A separate log in for the administrator must be created.

REQ-2: An administrator cannot buy a courses.

REQ-3: An administrator cannot change the course details table.

## 5. Other Nonfunctional Requirements

### 5.1. *Performance Requirements*

Maximum possible quick response to the orders is required, also should provide fast updation of records. The changes if any made should be reflected automatically in the next screens.

In order to maintain an acceptable speed at maximum number of uploads allowed from a particular customer as any number of users can access to the system at any time. Also the connections to the servers will be based on the attributes of the user like his location and server will be working 24X7 times.

### 5.2. *Safety Requirements*

The application is password protected and also any updation of new product entries and order processing is done by only privileged users.

### 5.3. *Software Quality Attributes*

The necessary qualities of software products are

3.5.1 Security:

The application is password protected and also any updation of new course entries and course processing is done by only privileged users.

3.5.2 Maintainability:

The application is to be designed so that it is easily maintained. Also it should allow incorporating new requirements in any module of system.

3.5.3 Reliability:

The application will be able to handle two courses. When a user confirms his/her course the database will be updated immediately and the next user will not face problems in buy.

3.5.4 Portability

The application will be easily portable on window based system.

### 5.4. *Business Rules*

Only the admin can add courses in the database. The user can only search and buy for the courses added by the admin. The admin cannot buy any courses.

## Appendix A: Glossary

HTTP Hyper Text Transfer Protocol

SQL Structured Query Language

GUI Graphical User Interface

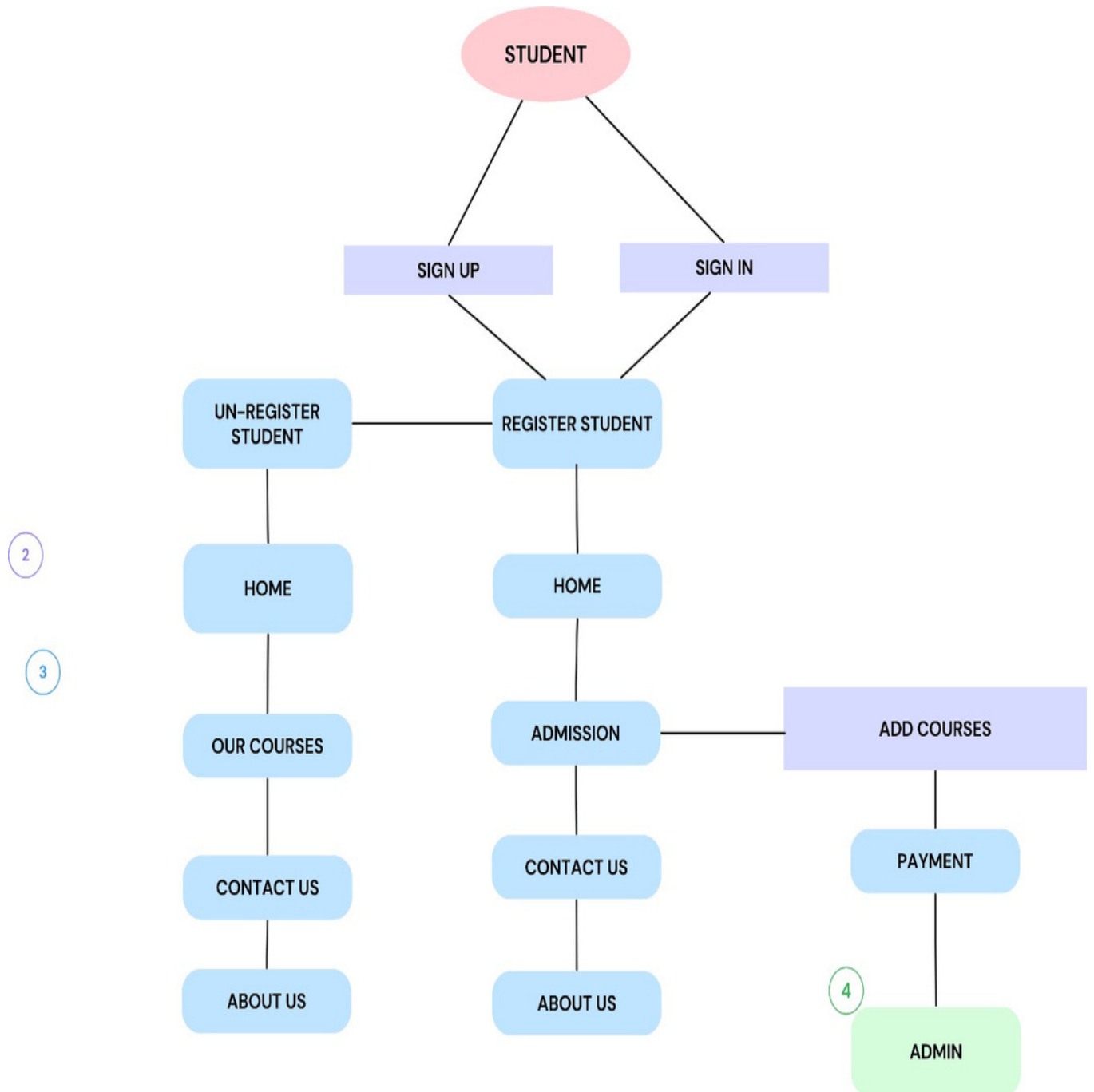
SRS Software Requirements Specification

CSS Cascading Style Sheet

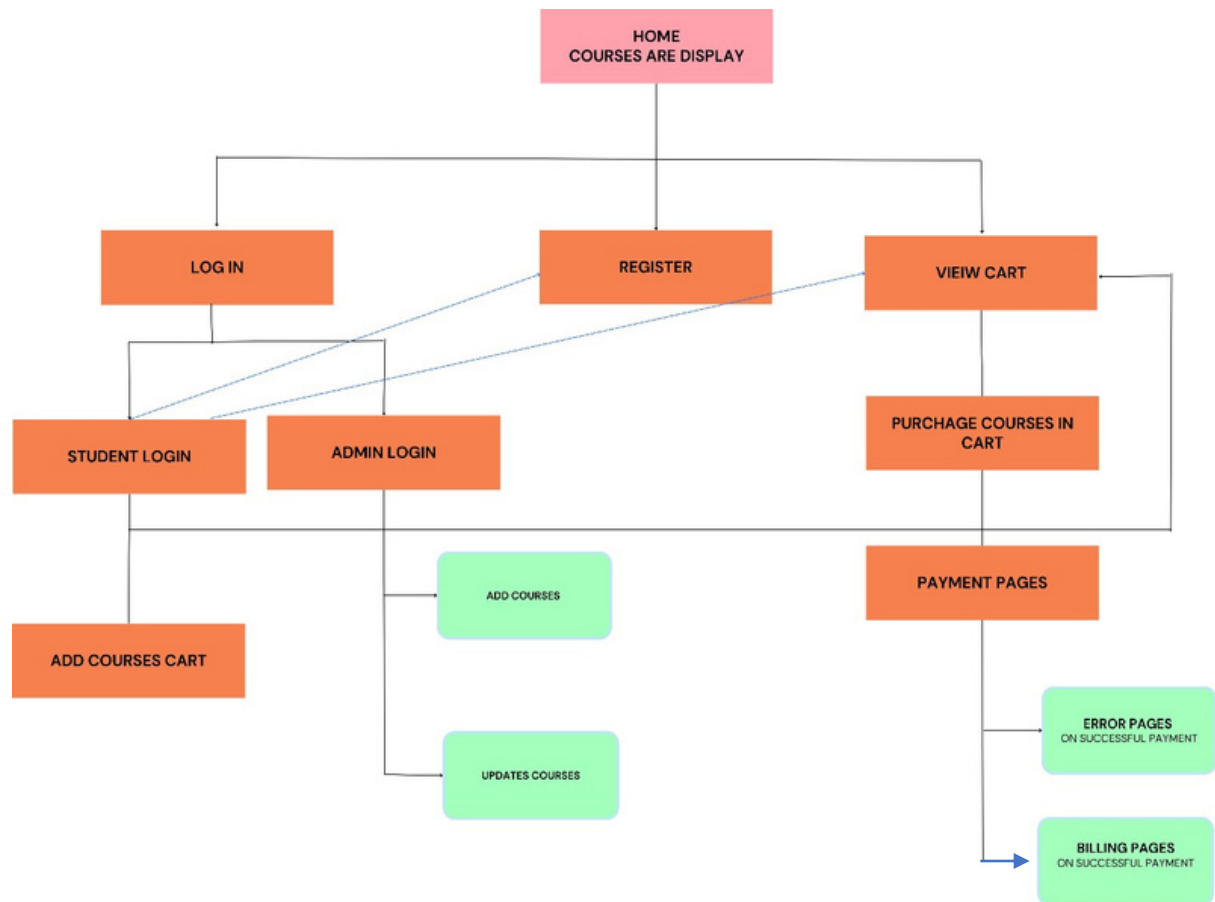
PHP a server-side scripting language designed for web development (Hypertext Pre-processor)

## Appendix B: Analysis Models

### *B1: Use Case Diagram*



## B2: Navigation Diagram



## B3: Over All ER Diagram

