# ANALYSIS AND DESIGN OF G-Mail

This report was made to complete a final project of

Programming Web Courses



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# LIST OF FIGURES

*Made automatically. See the tutorial at:* <https://www.youtube.com/watch?v=Lnd_7uELeiM>

# LIST OF TABLES

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# CHAPTER I Introduction

### About Web

*Contains an explanation of the web that was built, including*

*a. What is the web about?*

*b. The reason why take the web as a topic?*

1. In this assignment, we will create a web based on the web mailing that is Gmail. Gmail is Google's email service. Users can access Gmail in HTTPS web mail, POP3 or IMAP4 protocols. Gmail was launched with the invitation system in Beta form on April 1, 2004 and was available to the public on February 7, 2007 even though it still has Beta status.
2. The reason we choose Gmail is because ….

### Limitation of Work

*Contains an explanation of the limitations of the web that was built including*

*a. What pages are built?*

*b. Which page is used as a CRUD system?*

1. The pages we built are :
2. Register page.
3. Input email
4. Input password
5. Send email
6. Inbox
7. Change password.
8. Compose message

### Job Description

*Job descriptions of each group member are explained clearly and in detail.*

|  |  |  |  |
| --- | --- | --- | --- |
| No | Name | Student ID | Job Description |
| 1. | Ezar Rizqullah Tsaqif Setyawan | 1301174383 | Design, frond-end |
| 2. | Gregorius Vito | 1301170501 | Design, back-end |
| 3. | Diah Ayu C.P | 1301170519 | Create this report, design |

# CHAPTER II Analysis and Design

### 2.1. Business process

*Contains business processes from the web that will be built. How is the relationship between entities and business rules of the web that will be built*

The business processes on this website are as follows:

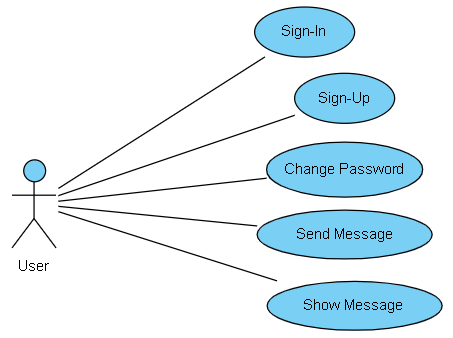
1. The user should have the account first and login.
2. If the user doesn’t have an account, the user can registration first.
3. After user login, the page will redirect to the main page, that is mailing page.
4. The user can send email, receive email, change password.

### 2.2. Designing Entity Relationship Diagrams

### 2.3. Use case Diagram and Use case Scenario

*Contains a use case diagram and a use case scenario from the web that will be built*

#### 2.3.1. Use case Diagram

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#### 2.3.2. Use case Scenario

Use case Name: Sign Up

Actor : User

Pre-Condition : Actor has no account.

Post-Condition : Actor have an account for login in Gmail

Description : This use case is used for user to registration (create the account) to the system accessing the features in system.

|  |  |
| --- | --- |
| Actor | System |
| 1. Open the website . |  |
| 2. Click “Creat an Account” anchor. |  |
|  | 3. System will display the sign-up page. |
| 4.User fill the Sign-Up form based on the requirement. |  |
| 5. click “sign-up” |  |
|  | 6. server will store data to database |

Use case Name: Sign In

Actor :User

Pre-Condition : Actor on Sign-In page.

Post-Condition : Actor has been Sign in

Description : This use case is used for Sign in.

|  |  |
| --- | --- |
| Actor | System |
| 1. open the website |  |
| 2. Fill the email address. |  |
| 3. Click “Next” button. |  |
|  | 4.System will display the password form. |
| 5.User fill the password. |  |
| 6.User click “Sign-In” button. |  |
|  | 7.System will display the main page. |

Use case Name: Send Message

Actor : User

Pre-Condition : Actor wants to send message.

Post-Condition : Actor has been send the message.

Description : This use case is used for Send message.

|  |  |
| --- | --- |
| Actor | System |
| 1. Actor has been loged-in |  |
| 2. Click the “New Message” anchor. |  |
|  | 3. System will display the message form. |
| 4. Fill the recipient email address, fill the subject of the message, and fill the message. |  |
| 5.Click “Send” button. |  |
|  | 6.System will send the message. |

Use case Name: Show Message.

Actor : User.

Pre-Condition : Actor wants show the message.

Post-Condition : Actor has been seen the message.

Description : This use case is used for show message.

|  |  |
| --- | --- |
| Actor | System |
| 1. . Actor has been loged-in |  |
| 2. On the main page, the message list has been displayed. |  |
| 3. Choose the message that the user want to see. |  |
|  | 4.System will display the message. |

Use case Name: Change Password.

Actor : User.

Pre-Condition : Actor wants to change the password.

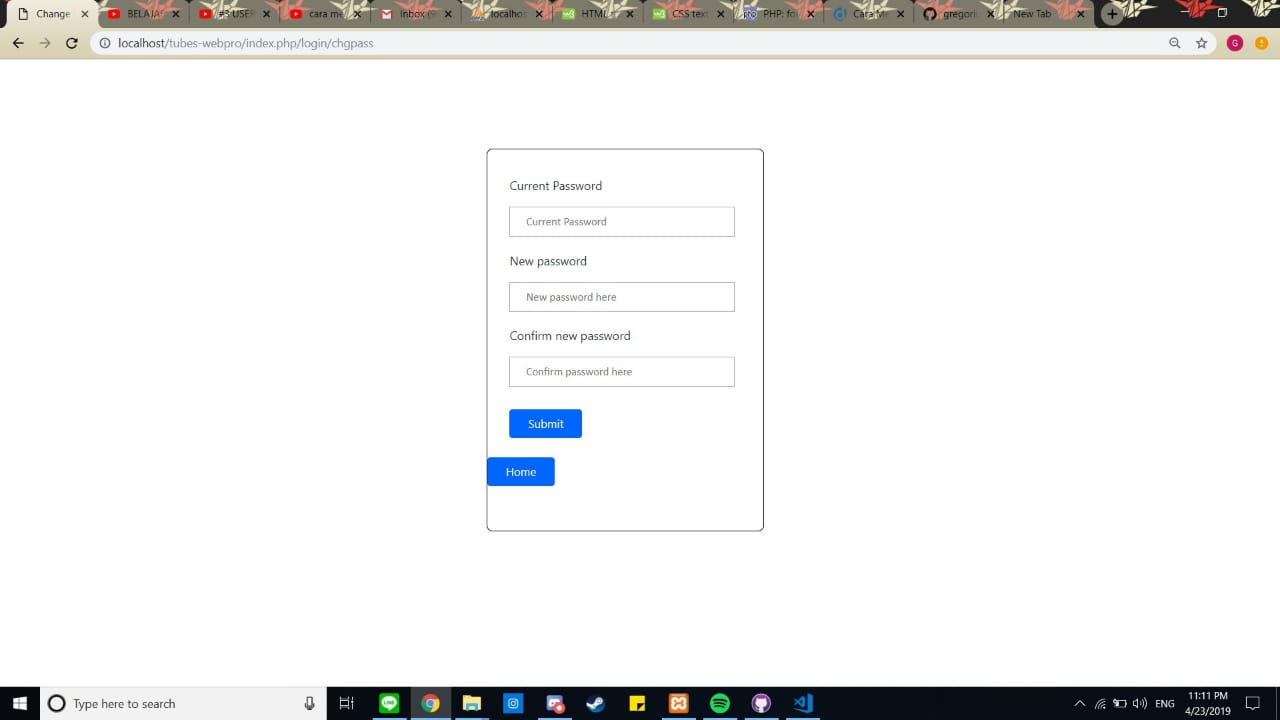
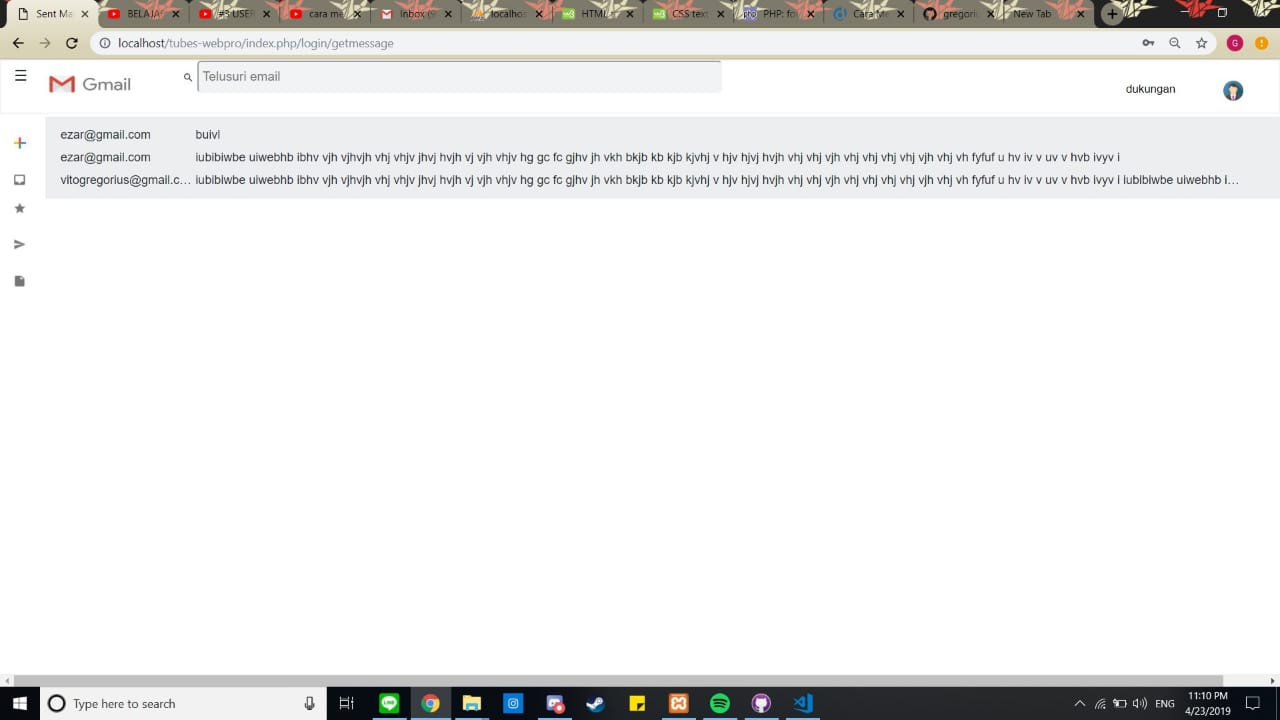
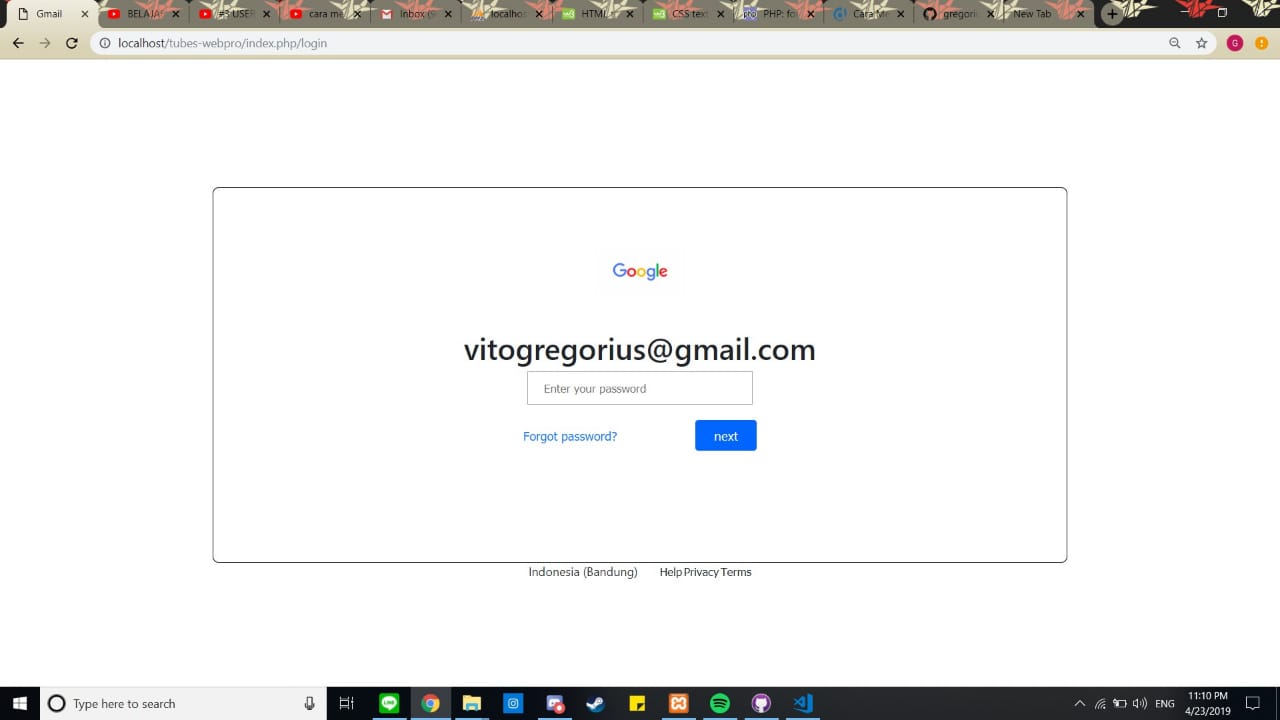
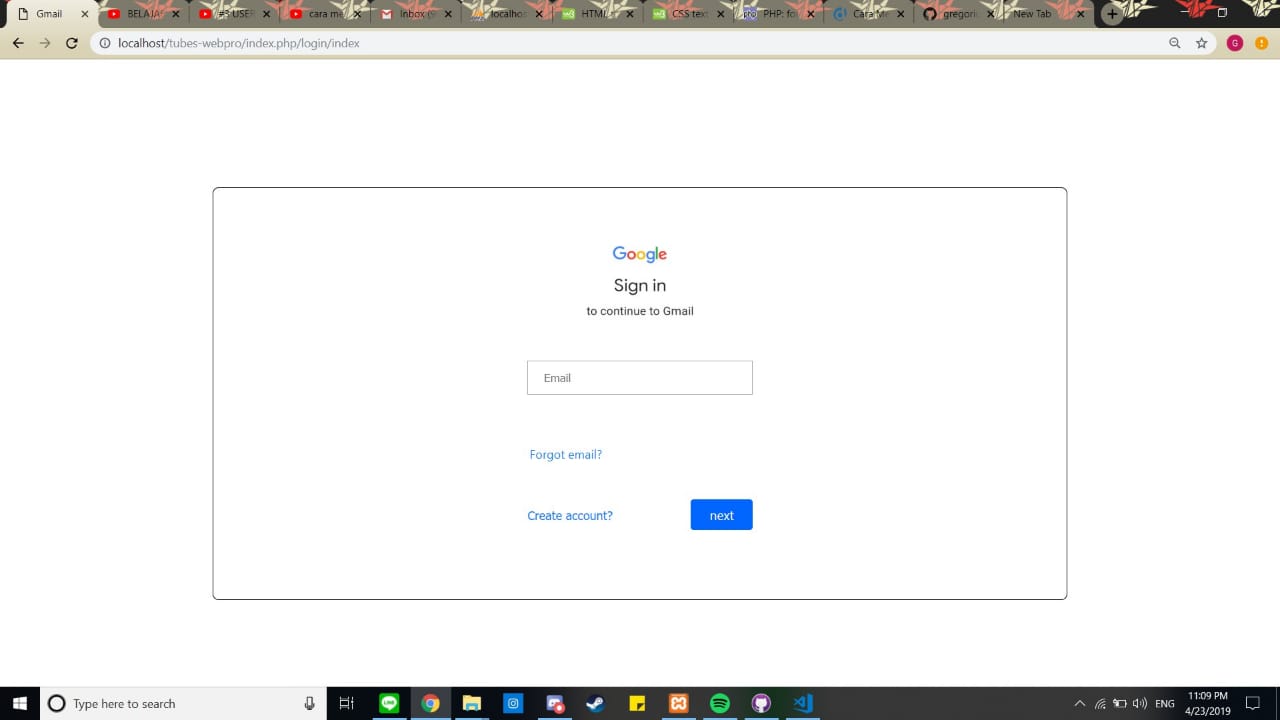
Post-Condition : Actor has been changed the password.

Description : This use case is used to change password.

|  |  |
| --- | --- |
| Actor | System |
| 1.. Actor has been loged-in |  |
| 2. click the user icon. |  |
| 3.Click the “Change Password” anchor. |  |
|  | 4.System display the change password form. |
| 5.fill the change password form. |  |
| 6.Click “Submit” button. |  |
|  | 5.System will save the new password on the database. |

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# CHAPTER III Implementation Results

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