**Project:**

**E-Commerce (Online Shopping System)**

**Group#08**

**Group Members:**

**Faizan Ahmad (2020-ag-6545)**

**Husnain Ali (2020-ag-6535)**

**Insha Yaqoob (2020-ag-6568)**

**Bushra Riaz (2020-ag-6503)**

**Software Requirements Specification**

**CONTENTS:**

[1 INTRODUCTION 3](#_Toc98518572)

[1.1 Purpose 3](#_Toc98518573)

[1.2 Scope 3](#_Toc98518574)

[1.3 Definitions, Acronyms, and Abbreviations 3](#_Toc98518575)

[1.4 References 3](#_Toc98518576)

[1.5 Overview 3](#_Toc98518577)

[2 The Overall Description 4](#_Toc98518578)

[2.1 Product Perspective 4](#_Toc98518579)

[2.1.1 System Interfaces 4](#_Toc98518580)

[2.1.2 User Interfaces 4](#_Toc98518581)

[2.1.3 Software Interfaces 4](#_Toc98518582)

[2.1.4 Hardware Interfaces 4](#_Toc98518583)

[2.1.5 Communications Interfaces 4](#_Toc98518584)

[2.1.6 Memory Constraints 4](#_Toc98518585)

[2.1.7 Operations 4](#_Toc98518586)

[2.1.8 Site Adaptation Requirements 4](#_Toc98518587)

[2.2 Product Functions 4](#_Toc98518588)

[2.3 User Characteristics 4](#_Toc98518589)

[2.4 Constraints 4](#_Toc98518590)

[2.5 Assumptions and Dependencies 4](#_Toc98518591)

[2.6 Apportioning of Requirements 4](#_Toc98518592)

[3 Requirements 4](#_Toc98518593)

[3.1 Functional Requirements 4](#_Toc98518594)

[3.2 Non-Functional Requirements 4](#_Toc98518595)

**1- Introduction**

E-commerce (electronic commerce) is an activity of buying and selling goods are services over the internet or open networks. E-commerce is the trading in products or services using computer networks, such as internet. E-commerce has become one of the most popular methods of making money online and an attractive opportunity for investors.

**1.1 Purpose**

E-Commerce brings convenience for customers as they do not have to leave home and only need to browse website online, especially for buying the products which are not solid in nearby shops. By using online mode people can sell services worldwide with the increasing wave of digitalization, people want to get the best services buy spending less time and just scrolling eyes over E-Commerce sites.

**1.2 Scope**

The **scope of ecommerce** is expanding day by day due to the heavy number of internet users all over the world. People are spending more time in doing **online shopping** for various products available on the **e-commerce** platforms.

**E-commerce** is a super technique in the business. Nations are developing much faster through using technology just like smart phone and computer systems people want to execute their tasks much faster than the world is.

**E-commerce** provides us with this facility and also has the highest scope all over the world.it made **online shopping** save and secure. Though it took sometimes for this to be accepted by the end users, today we are at a point where the majority of the people love to **shop online**.

There were numerous concerns revolving around **online shopping** at its launch, but over years’ people attend to have started trusting **E-commerce** for all their shopping needs.

In Pakistan people prefer **shopping online** these days rather than having to visit the physical store. The payments feature that are smart and secure as well as the cash on delivery **(COD)**

Which makes the payment, even more, suffer with hassle-free shipping easy returns and reach out.

Selling online can help your business reach new markets and increase your sales and revenues. If you are interested in selling to other businesses, you can use the Internet to find sales leads, announce calls for tender and offer products for sale either through your own website or through an e-marketplace site.

The various scopes of E-commerce are **business to customer, business to business, customer to customer, and customer to the business**. Here the trading activities between customers are connected directly. Internet users become sellers or buyers based on the requirement.

As e-mail. The scope of ecommerce is really good now and in the future also because of more number of online users on the internet. E-commerce typically uses the web for at least a part of a transaction's life cycle although it may also use other technologies such

Typical **e-commerce** transactions include the purchase of products (such as books from or services (such as music downloads in the form of digital distribution such as iTunes Store) There are three areas of e-commerce: online retailing, electronic markets, and online auctions E-commerce is supported by electronic business.

It looks very dominating in the future also with lots of advancement to see in the technologies.

In this business model, individuals sell their products without the involvement of any organization. Ecommerce stores operating on this model have direct contact with the buyer and the purchaser.

Quicker and **OLX** are the perfect example of this model, but not just big brands, but you too can start an online **B2C** **ecommerce** store with Builder fly and boost your business reach. This type of business model is best suited for resellers as they can sell their products and resources to a consumer straight forward. Most of the time, exchanged goods are automobiles, bicycles, gadgets, etc.

The scope of **E-commerce** business is turning out to be more famous. Day-after day according to the market demand. And this requirement is generating innovations worldwide focused on delivery times, ease of tractions and several features served by e-commerce business, for example

Drone delivery and artificial intelligence.

Online is all much faster and we save time, so **e-commerce** is becoming more popular every year. The future is behind it.

**1.3 Definitions, Acronyms, and Abbreviations**

**B2C -** Business-to-Customer**.**

**COD-**  Cash on delivery

**OLX-** on-Line exchange

**SRS**- Software Requirement Specifications

**NA-** Not Available

**OSS-** Online shopping system

**OLX**

It is an online classified web application that helps to connect buyers and seller to sell or buy old or used products or services.

**COD**

It is a type of transaction where the recipient pays for a good at the time delivery rather than using credit.

**B2C**

It online retail happens when a consumer purchases an item over the internet for their own use.

**1.4 Reference**

The Existing application of E-Commerce (Online Shopping) from E-Commerce website.

**1.5 Overview**

In above we describe the E-commerce in detail how it works and beneficial for customers. Then how through E-commerce online shopping help customer to safe their time. It contains the information of functional products.

**2. The Overall Description**

**2.1 Product Perspective**

The software described in this SRS is the software for a complete E-Commerce (Online Shopping).

The suggested framework is the solution for the online purchase/sale of goods. The system merges various hardware and software elements. To make all the requirements full filled thus, while the software covers the majority of the system’s functionally, it highly realize on how it is going to be used by the end users.

**2.1.1 System Interfaces**

User interface

**2.1.2 User Interfaces**

**2.1.3 Hardware Interfaces**

* Android/IOS
* RAM:312Mb or more
* Processor: Pentium are higher.

**2.1.4 Software Interfaces**

* JavaScript, C#
* Operating System
* My SQL Server

**2.1.5 Communication Interfaces**

Users can contact with system using browser and internet once user login user can easily buy clothes.

**2.1.6 Memory Constraint**

NA

**2.1.7 Operations**

NA

**2.1.8 Site Adaptation Administrators**

Administrators are people who add or control categories for goods and are responsible for administrators the wanders.

* 1. **Product Function**

The device helps users to purchase/sell goods online through a global internet connection.

**3**.**Requirements**

**3.1 Functional Requirements**

The following list represents the functional requirements for the E commerce (Online Shopping System).

|  |  |  |  |
| --- | --- | --- | --- |
| **Functional Requirement ID#** | **Functional Name** | **Functional Requirement Description** | **Priority** |
| FR 1.1 | Registration | He / She must be register to buy the products. | High |
| FR 1.2 | Login | By entering valid id and password customer logins to the system. | High |
| FR 1.3 | Product Rating | Product rating and reviews bellow every product to maximize the confidence of the customers | High |
| FR 1.4 | Method of payments | Customer can get a choice in method of payments and delivery of goods | High |
| FR 1.5 | Email newsletters | Email newsletters for the active interaction of your customers. | Low |
| FR 1.6 | Sharing on social media | Allowing users to share content on social media platforms for the awareness of brand. | Low |
| FR 1.7 | Online chat | Allow bellow every product Online chat option by which customer can promptly receive answers to their questions. | Medium |
| FR 1.8 | Stock Report | Produce the quantity of the product available and status of the products. | High |
| FR 1.9 | Notification | Request users for notification of new product deals | Low |
| FR 2.0 | Shipping Time | Different products should have different time of shipping. | High |
| FR 2.1 | Reporting | After ordering the product, system will sent one copy of the bill to the customer email. | Medium |
| FR 2.2 | Changes to cart | After login customer can make order or cancel order from shipping cart. | High |
| FR 2.3 | Logout | After visiting or ordering customer has to logout. | High |

**3.2 Non-Functional Requirements**

* Usability: Regardless of the size of your business, the website of your business should be easy to use for even a non-technical user.
* Performance – for example Response Time, Throughput, Utilization, Static Volumetric.
* Scalability.
* Capacity.
* Availability.
* Reliability.
* Recoverability.
* Maintainability.
* Serviceability.