E-Commerce Website (SMART-SHOP)

Software Requirements Specification

Version 1.2

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Revision History

Date	Description	Author	Comments
11-09-2022	Version 1.0	Ahmed	Cant login normally

Document Approval

The following Software Requirements Specification has been accepted and approved by the following:

Signature	Printed Name	Title	Date
Islam fayed	islam fayed	Lead test engineer	13-09-2022

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1. Introduction

1.1 Purpose

*The **Smart-shop** Store (SS) web application is intended to provide complete solutions for vendors as well as customers through a single gateway using the internet as the sole medium. It will enable vendors to set up online shops (Robotics, electronics, mobile phones, smart watches, accessories, etc.), customers to browse through the shop and purchase them online without having to visit the shop physically. The administration module will enable a system administrator to approve and reject requests for new shops and maintain various lists of shop categories.*
What is the purpose of this SRS and the (intended) audience for which it is written.

1.2 Scope

•Secure registration and profile management facilities for Customers
•Adequate searching mechanisms for easy and quick access to particular products and services.
•Creating a Shopping cart so that customers can shop 'n' no. of items and checkout finally with the entire shopping carts. Customers can add or delete items in the cart.
•Uploading 'Most Purchased' Items in each category of products in the Shop.
•Maintaining database of regular customers of different needs.
•Shop employees are responsible for internal affairs like processing orders, assure home delivery, getting customer's delivery-time feedback, updating order's status and answering client's queries online.
•Feedback mechanism, so that customers can give feedback for the product or service which they have purchased. Also, facility rating of individual products by relevant customers.
•Adequate payment mechanism and gateway for all popular credit cards, cheques and other relevant payment options, as available from time to time.

1.3 Definitions, Acronyms, and Abbreviations

1.4 References

PHP: - http://www.phptherightway.com
HTML5: - http://www.w3schools.com
CSS3: - http://www.w3schools.com
JAVA Script: - http://www.w3schools.com/

2. General Description

2.1 Product Functions

➢ *The main purpose of this project is to reduce the manual work.*

➢ *Functions: A Customer can browse through the shops and choose products to place in a virtual shopping cart. The shopping cart details can be viewed and items can be removed from the cart.*

To proceed with the purchase, the customer is prompted to login. Also, the customer can modify personal profile information (such as phone number and shipping address) stored by the application. The customer can also view the status of any previous orders, and cancel any order that has not been shipped yet.

2.2 Assumptions and Dependencies

The assumptions: -

1) The coding should be error free.
2) The system should be user friendly so that it is easy to use for the users.
3) The system should have more capacity and provide fast access to the database.
4) The system should provide search facility and support quick transactions.
5) The SMART-SHOP system is running twenty-four hours a day.
6) Users may access from any computer that has internet browsing capabilities and an internet connection.
7) user must have their correct usernames and passwords to enter into their online accounts and do actions.

The dependencies: -

1) The specific hardware and software due to which the product will be run.
2) On the basis of listing requirements and specification the project will be develop and run.
3) The end users (admin) should have proper understanding to the product.
4) The system should have the general report store.
5) The information of all users must be stored in a database that is accessible by the SMART-SHOP system.

3.Specific Requirements

3.1 External Interface Requirements

3.1.1 User Interfaces

➢ *Admin can View, Edit and Delete everything on the product.*
➢ *User can view the whole information.*

3.1.2 Hardware Interfaces

➢ *Operating system: windows*
➢ *Hard disk :40 GB RAM: 512 MB.*
➢ *Processor: Pentium(R)Dual-core CPU*

3.1.3 Software Interfaces

➢ *XAMPP*
➢ *Notepad ++*
➢ *MySQL server*

3.1.4 Communications Interfaces

The Customer must connect to the Internet to access the Website:

➢ *Dialup Modem of 52 kbps*

➢ *Broadband Internet*

➢ *Dialup or Broadband Connection with a Internet Provider.*

3.3 Non-Functional Requirements

1- Performance Requirements

There is no performance requirement in this system because the server request and response are depended on the end user internet connection.

2- Safety Requirements

The database may get crushed at any certain time due to virus or operating system failure.

it is required to take the database backup so that the database is not lost. Proper UPS/ Inverter

3- Security Requirements

System will use secured database.

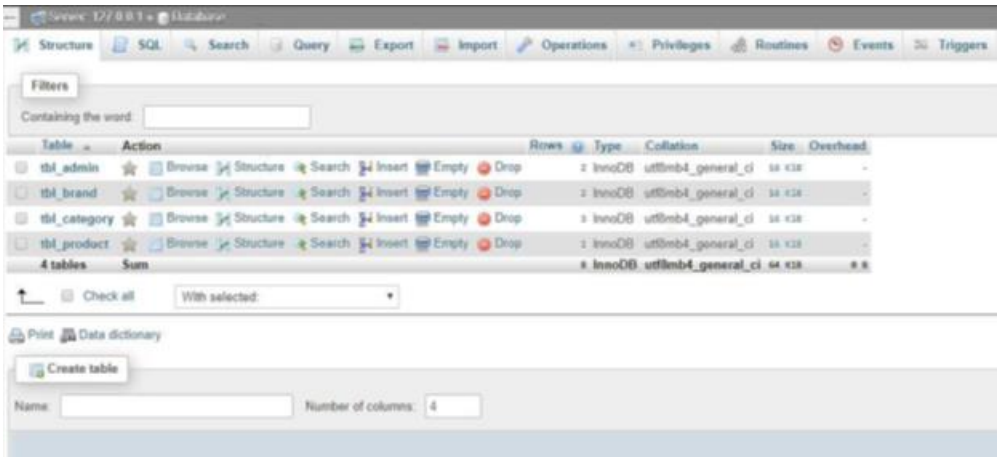
Normal users can just read information but they cannot edit or modify anything except their personal and some other information.

System will have different types of users and every user has access constraints.

3.4 Other Requirements

Smart-shop *shall handle expected and non-expected errors in ways that prevent loss in information* and long downtime period.

4. Analysis Models



4.1 Sequence Diagrams

4.2 Data Flow Diagrams (DFD)

4.3 State-Transition Diagrams (STD)

5. Change Management Process

A. Appendices

The following are the list of conventions and acronyms used in this document and the project as well:

➔ *User: Normally user can comment or view details of* ***Smart-shop*** *availability.*

➔ *Client: Intended users for the software.*

➔ *SQL: Structured Query Language; used to retrieve information from a database.*

➔ *SQL Server: A server used to store data in an organized format.*

➔ *Layer: Represents a section of the project.*

➔ *User Interface Layer: The section of the assignment referring to what the user interacts with directly.*

➔ *Application Logic Layer: The section of the assignment referring to the web server. This is where all computations are completed.*

➔ *Data Storage Level: The section of the assignment referring to where all data is recorded.*

➔ *Use Case: A broad level diagram of the project showing a basic overview.*

➔ *Class diagram: It is a type of static structure diagram that describes the structure of a system by showing the system's cases, their attributes, and the relationships between the classes.*

➔ *Interface: Something used to communicate across different mediums.*