



**UTM**  
UNIVERSITI TEKNOLOGI MALAYSIA

SCHOOL OF COMPUTING  
SESSION 2021/2022  
SEMESTER-II

**Course Code: SECJ/SCSJ 2154**  
**Course Name: Object Oriented Programming**  
**Section: 06**  
**Group: 03**

## **PROJECT PROPOSAL**

**Mini Project Title: Online Shopping System (e-Shop)**

### **SUBMITTED TO**

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### **GROUP MEMBERS**

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### **Date of Submission**

3rd June 2022

# **Mini Project Description**

## **1. Introduction**

The project is a digitally shopping system for a business that already exists. The project's goal is really to adapt an online ordering interface towards the Android operating system. Online shopping is the process of consumers purchasing goods or services directly from a vendor over the Internet in real-time, without the use of a middleman provider. It's a type of electronic business. The concept aims to provide customers of a physical store with the benefits of internet shopping. It allows you to buy things in a store from anywhere in the world using an Android mobile and the internet. As a result, the consumer will be able to shop online and have his purchases delivered to his home from his preferred store.

## **2. Problem statement**

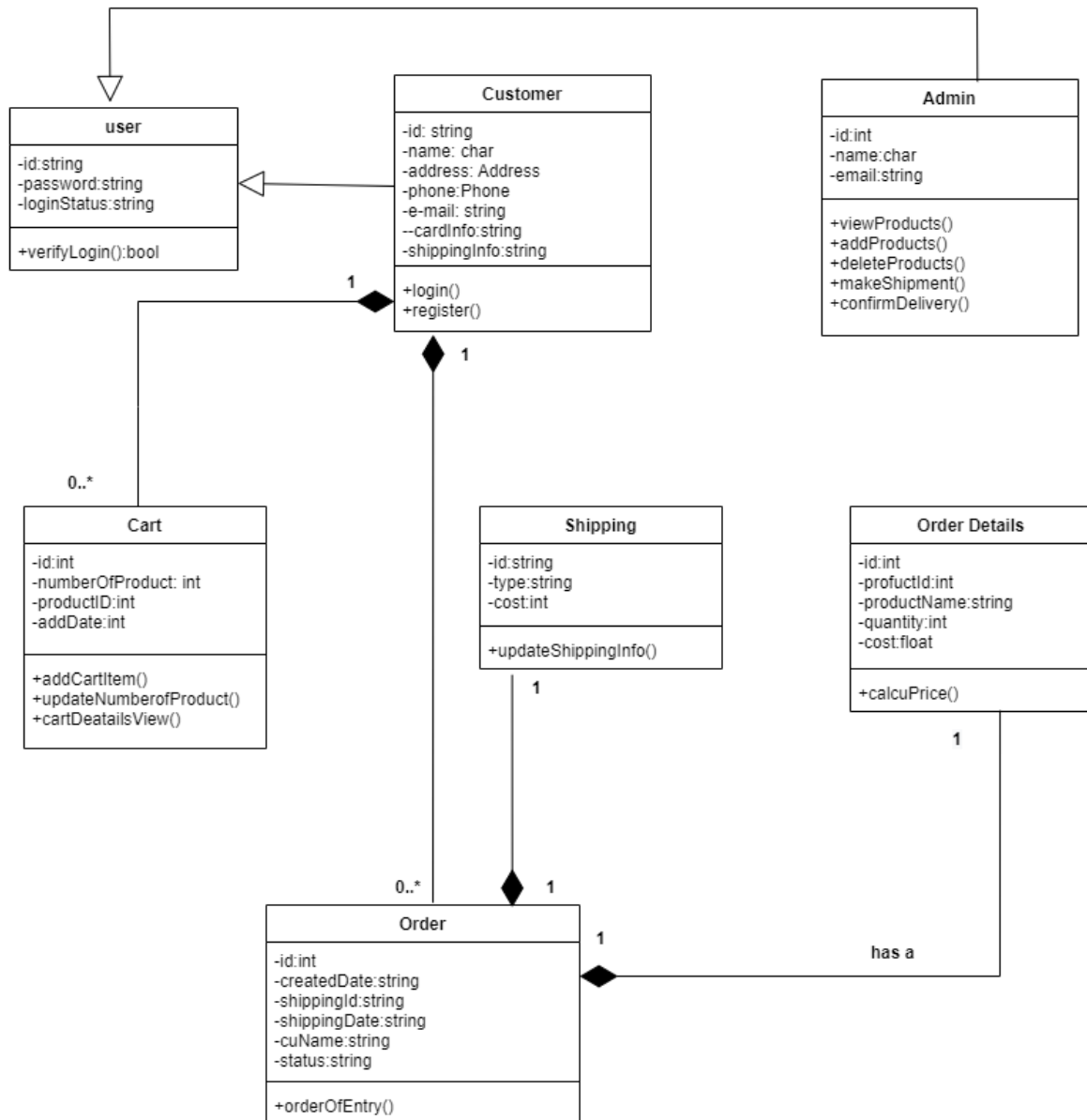
The current system for shopping is to visit the shop manually and from the available product choose the item customer want and buying the item by payment of the price of the item.

- ★ It has a lower user-friendliness
- ★ The user must go to the store and choose things
- ★ Finding the appropriate product is challenging
- ★ The item description is short
- ★ It is a lengthy procedure

Customers do not need to go to the store to purchase things under the suggested method. He can use the application on his Smartphone to order the items he wants. View more information about an item.

### 3. Class Diagram of the project

class diagram of e-Shop



#### 4. TECHNIQUES/SOFTWARE/TOOLS BEING USED

State or tick the main concept of Java Programming to be used in this project

☐

ENUM

☐

ASSOCOATION\*

☐

ARRAY LIST /. VECTOR

☒

COMPOSITION

☒

ARRAY

☐

AGGREGATION

☐

ARRAY OF OBJECT

☐

INHERITANCE\*

☐

FILE\*

☐

STATIC METHOD

☐

POLIMORPHISM\*

☐

ABSTRACT CLASS

☐

INTERFACE CLASS\*

☐

EXCEPTION HANDLING

☐

GUI APPLPLICATION

☐

Others: