VIETNAM NATIONAL UNIVERSITY – HO CHI MINH CITY INTERNATIONAL UNIVERSITY SCHOOL OF INDUSTRIAL ENGINEERING AND MANAGEMENT



WEB APPLICATION DEVELOPMENT PROJECT SHOPPING ONLINE STORE

NGUYỄN HOÀNG VIỆT-ITITIU20351 ĐINH QUANG HIỂN-ITITIU20201 TÔN THẤT MINH VỮ-ITITIU20356

Advisor: Dr.NguyenVan Sinh MSc.Nguyen Trung Nghia

A report submitted to the School of Computer Science and Engineering in partial fulfillment of the requirements for the Final Project in Web Application Development course 2024

Ho Chi Minh City, Vietnam,2024 **Table of content**

2	2. Product information 3			
II.	II. Requirement Analysis and Design			
1	. Requirement Analysis			
A	A. FUNCTIONAL REQUIREMENTS 10			
В	B. NON-FUNCTIONAL REQUIREMENTS 13			
	1. Operational requirements:			
	2. Legal requirements:			
	3. Usability requirements:			
	4. Humanity Requirements:			
	5. Performance Requirements:			
	6. Maintainability Requirements:			
	7. Support Requirements			
	8. Security requirements:			
	9. Interface requirements:			
2	2.Design			
	System Architecture Model 16			
	Enity-Relationship Diagram(ERD)			
	Class Diagram			
	Use case Diagram			
	Use case 1: Log in the store system			
	Use case 2: Creat a new account			
	Use Case 3: Rate/Vote the quality of products			
	Use Case 4: Add/ Remove desired products to/from wish list and shopping cart	22		
	Use Case 4.1: Add to wish list			
	Use Case 4.2: Remove from wish list			
	Use Case 4.3: Add from cart			
	Use Case 4.4: Remove from cart			
	Use Case 5: Perform buying transaction and checkout			
III.	. IMPLEMENTATION			
1 2	USER'S ACCOUNT MANAGEMENT FUNCTIONS			
3	TRANSACTION FUNCTIONS 3.1 Add product to shopping cart			

4	TRANSACTION FUNCTIONS 4.1 View Product List
III.	DISCUSSION AND CONCLUSION29
IV.	REFERENCES

GROUP NO HOPE		
NAME	ID	CONTRIBUTION
Tôn Thất Minh Vũ	ITITIU20356	40%
Nguyễn Hoàng Việt	ITITIU20351	30%
Đinh Quang Hiển	ITITIU20201	30%

I.INTRODUCTION 1. Overview

In today's fast-paced technological landscape, online shopping has become an unavoidable trend. The purpose of the online shopping project is to establish a userfriendly and convenient platform for online shopping. This report will outline the various stages of the project, including requirement analysis, system design, implementation, testing, and result evaluation.

2. Product information

Today, Adidas clothing is highly popular and valued in Vietnam due to its stylish appearance and quality. More and more families and individuals desire Adidas apparel to enhance their wardrobe and daily comfort.

Our online store system offers a seamless shopping experience for customers seeking Adidas clothing. Built using HTML, CSS, React.js, and MongoDB, our platform provides a user-friendly interface that simplifies the process of ordering and purchasing products.

This system allows customers to effortlessly browse, select, and buy Adidas apparel from the comfort of their homes using either a computer or mobile device. Our web page introduces several new features, such as allowing customers to leave reviews and comments directly on product pages and check product availability in real-time.

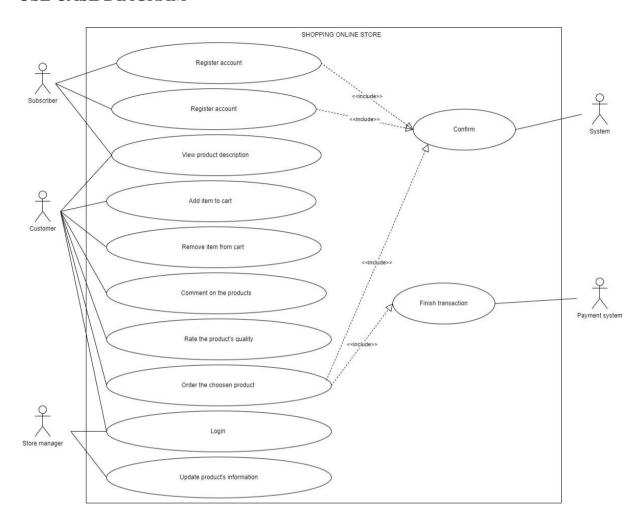
With our solution, shopping for Adidas clothing becomes easier, faster, and more convenient, meeting the growing demand for an efficient online shopping experience.

II. Requirement Analysis and Design

This section provides a brief introduction to the requirement analysis and design process. Its purpose is to pave the way for the future implementation of the project. According to this requirements specification, we will implement each function, taking into consideration all conditions as well as the functional and non-functional requirements supplied by the customers. Throughout our implementation, we will continuously revise and update the newer version to keep track of the project's progress.

1. Requirement Analysis

USE CASE DIAGRAM



Use Case 1:

Name: Log in the store system

Identifier :UC1 **Inputs**:

- 1. User name
- 2. Password **Outputs:**
- 1. The home page with user's authorization [If

success]

2. The login page [If fail] **Basic Course:**

<u> </u>	
Actor: User (Customer/Store Manager)	System
1. Open the login page	1.1. Display the login page

2. Enter user name and password	
3. Submit	3.1. Check the user's info.3.2. If success, return the home
	page 3.3. Else return the login page

Precondition

1. User has an registered account of online store that is created earlier (ID and password)

Post condition

1. None

User story: As an online shop visitor, I want to log in the shop system so that I can use functions of

the shop like buy products, gain the promotion, discuss about the products ...

Use Case 2:

Name: Rate/Vote the quality of products

Identifier: UC2 **Input:**

- 1. Vote value from 1 (worst) to 5 (best) stars by clicking the vote section **Outputs:**
 - 1. New voting value of product in database
 - 2. Product page with updated voting value **Basic Course:**

1 0 1	<u> </u>
Actor: User (Customer/Store Manager)	System
1. Open that product detail page	1.1. Display the page with details of
	product
2. Vote the product by choosing the	2.1. Display user's selection
number of stars from 1 (worst) to 5	
(best)	
3. Submit	3.1. Update the voting value in
	database.
	3.2. Reload the page to show the updated
	voting value from user

Preconditions

- 1. User must log in the store system earlier
- 2. User opens the product page with the details of a certain product

Post condition

1. None User

Story:

As a shop customer, I want to vote or rate the product to recommend other customers to buy that

Products

Use Case 3:

Name: Register a new account of online store

Identifier: UC3 **Input:**

- 1. Personal information from user **Outputs:**
- 2. The home page [If success]
- 3. The register page If fail]

Basic Course

Actor: User (Customer/Store Manager)	System
1. Access a page of online shop	1.1. Display the page
2. Click on the "register" button	2.1. Display the register page
3. Input the personal information (ID, password, Full name, DOB, email) 4. Submit	 4.1. Check the validity of account information 4.2. If success, display the page that remind user check the mailbox 4.3. If fail, return back to the
	register page

Preconditions

1. None

Post condition

1. None User

story:

As a visitor, I want to have a shop account so that I can take advantage of the offered function from the online shop

Use Case 4:

Name: Add/Remove desired products to/from wish list and shopping cart Identifier: UC4 Input:

- 1. None **Output:**
- 2. Display message that user has successfully added items to shopping cart or wish list

Basic Course

Actor: member	System
1. Click the "Add to Cart" button	1.1. If logged in, add items to member's shopping cart
	1.2. Else display "Must log in" message
2. Click the "Add to Wish List" button	2.1. If logged in, add items to member's wish list
	2.2. Else display "Must log in" message
3. Click the "My Shopping Cart" image	3.1. Open the "Your Shopping Cart" page
	3.2. If logged in, display all the products added
	3.3. Else display "Must log in" message
4. Click "Remove from Cart" of item	4.1. Remove item from Shopping Cart
5. Input new quantity for the selected item	5.1. Update the quantity for the selected the item in shopping cart
6. Click the "My Wish List" image	6.1. Open the "Your Wish List" page
	6.2. If logged in, display all the products added
	6.3. Else display "Must log in" message
7. Click "Remove item" in wish list	7.1. Remove item from Wish List
8. Click the "Add to Cart" button in wish list	8.1. Add items to member's shopping cart

Preconditions

- 1. User has logged in
- 2. User is currently in the product viewing or product description page

Post conditions

- 3. Items added to or removed from the shopping cart or wish list
- 4. Database updated

Here are your user stories rewritten with improved clarity and corrected errors:

User Story 1:

As a user, I want to be able to add selected items to my cart so that I can purchase them later, specifying the quantity I desire.

User Story 2:

As a user, I want to remove items from my shopping cart in order to choose alternatives that better suit my needs.

User Story 3:

As a user, I want to be able to adjust the quantity of items in my shopping cart so that I can buy just the right amount that I need.

User Story 4:

As a user, I want to add items to my wish list so that I can save them for future reference.

User Story 5:

As a user, I want to be able to remove items from my wish list so that I can either purchase them or add new items that I find more appealing.

User Story 6:

As a user, I want to move items from my wish list to my shopping cart so that I can proceed to purchase the items I need.

Use Case 5:

Name: Perform buying transaction and checkout

Identifier: UC5 **Input**: None

Output: Display message that user has successfully purchased products

Basic Course:

Actor: member	System
1. Click Checkout button	1.1 Ask user to log in
	1.2. Navigate to Checkout page
	1.3. Create a session
	1.4. Display the user's shopping cart
2. Click Next	2.1. Display the form for user to input
	their information, type of payment for
	the current transaction

3. Fill out the form and click Submit	3.1. Display message about successful
	transaction.
	3.2. Update the database
	3.3. Destroy the current session
	3.4. Navigate back to homepage
4. Click Update shopping cart	4.1. Destroy the current session
	4.2. Navigate to Shopping cart page

Preconditions

- 1. Shopping cart is not empty
- 2. User has register an account

Post conditions

- 1. Mail confirmation is successfully sent
- 2. Database updated **User story 1**:

Navigate to the shopping cart page. As a user, I want to review the products in my shopping cart so that I can make an online purchase and have them shipped to my location.

User story 2:

As a user, I want to update my shopping cart to add or remove items as needed.

Use Case 6:

Name: Update the product information and clearance sale-off Identifier: UC6 Inputs:

- 1. Product's Updated Information
- 2. Sale-off event's Description (option) Output:
- 1. Display result on the store's page

Basic Course:

Actor: Store Manager	System
1. Login as store manager	1.1 System will resolve this step base on
	UC1

2. Request for store's database	2.1 System will display the store's
	database to the user on screen
3. Update the product's information	3.1 If nothing wrong occurs, update the
	information.
	3.2 Else, notify the user of the error.
4. Create an sale events by picking out	4.1 If nothing wrong occurs, update the
the items and update the new price for	price for the item.
those particular items	4.2 Else, notify the user of the error.
5. Input for sale's event description	5.1 Display form for the user to input
	description text.
	5.2 Will show the event on the store's
	homepage.
6. Submit the form	6.1 Update the database with input
	information

Precondition

1. The user has logged in as store manager

Post condition

1. Display all information of the user

User Stories: "The store manager needs to update the quantity of certain items because the store has just received supplies from the suppliers. Additionally, the manager wants to create a sale event for specific items, which will involve reducing the current price of those items. The manager also needs to create a description for the sale event."

Use Case 7:

Name: View the product's information on the web page

Identifier: UC7 Input:

- 1. Click on the product after searching **Outputs:**
- 1. Display a more detailed version of the product, including the description, in-stock or out-of-stock status, etc.
- 2. Provide photos of the products taken from different perspectives.
- 3. Show rates and comments from different users. **Basic course**

Actor: Visitor	System
1. Click on the searched product	1.1 Display the product description in more details
2. View the comments in more details	2.1 Expand the comments' pages and lists

Pre-condition: Visitors searched the product and got the desire result.

Post-condition: None

User Stories: "Visitors should be able to view the product in detail, including comments and ratings, in order to assess its quality, authenticity, brand reputation, and any production-related issues."

A. FUNCTIONAL REQUIREMENTS

Use Case 1: Log in the store system

1. The Scope of the Work

- This occurs in the sprint 5 in the process
- 4 tasks needed for this function
- 20 hours of effort is needed for this function

2. The Scope of the Product: This is the main part of user's login functionality 3. Functional and Data Requirements

a. Functional Requirement

- Shall display the log in so that user can input the information of account
- Shall achieve the information of the account that is matched with the ID that user logs in from the database
- Shall decrypt password of user account from the database
- Shall check the validity of user login account

b. Data Requirement: The log in information (ID and password) must be valid

Use Case 2: Create a new store account

1. The Scope of the Work

- This occurs in the sprint 6 in the process
- 5 tasks needed for this function
- 20 hours of effort is needed for this function

2. The Scope of the Product: This is the a part of user's login functionality 3. Functional and Data Requirements

a. Functional Requirement

- Shall display the page to require account information from the user
- Shall check the validity of account ID
- Shall insert a new account of user into database
- Shall link information to mailing system
- Shall display the announcing page the success of registration process.

b.Data Requirement

• Valid account information (ID is not used, email is valid)

Use Case 3: Rate/Vote the quality of products

1. The Scope of the Work

- This occurs in the sprint ... in the process
- 5 tasks needed for this function
- 20 hours of effort is needed for this function

2. The Scope of the Product

This is a part that offers function that is Voting/Rating on the product 3.

Functional and Data Requirements

a. Functional Requirement

• Shall retrieve and Display current voting value from the database

- Shall check the authorization of the user
- Shall check the voting ability of user
- Shall display the voting section for user
- Shall update/Insert the voting value of product inside database

b. Data Requirement

• Each user has only one chance to vote the product

Use Case 4: Add/Remove desired products to/from wish list and shopping cart

1. The Scope of the Work

This occurs in the sprint 6 in the process

4 tasks needed for this function

20 hours of effort is needed for this function

2. The Scope of the Product: This is a part in the last piece of the product 3. Functional and Data Requirements

a. Functional Requirements:

- Shall add item to cart
- Shall add item to wish list
- Shall remove item from cart
- Shall remove item from wishlist
- Shall update the wishlist table in the database

b.Data Requirements:

• The total value of the purchase = quantity * price per item

Use Case 5: Perform buying transaction and checkout

1. The Scope of the Work

- This occurs in the sprint 6 in the process
- 5 tasks needed for this function
- 30 hours of effort is needed for this function
- 2. The Scope of the Product: This is a part in the last piece of the product 3. Functional and Data Requirements

a.Functional Requirements:

- Shall destroy a session
- Shall view/update shopping cart
- Shall display input form to ask for user's information
- Shall the user's information
- Shall update the orders table in the database
- Shall update the point in the member table in the database

b.Data Requirements: none

Use Case 6: Check availability of merchandise, Update the product information and clearance

sale-off

1. Scope of the work

- This occurs in the sprint 5 in the process
- 3 tasks needed for this function
- 30 hours of effort is needed for this function

2. Scope of the Product part of the Store Manager Management use cases 3. Functional and Data requirements

a. Functional Requirements:

• Shall update the product information

Shall insert into the database the clearance price sale-off

b.Data Requirements:

• The data in the product table exists before query

Use Case 7: View the product's information on the web page (for visitor)

1. Scope of the work

- This occurs in the sprint 4 in the process
- 4 tasks needed for this function
- 10 hours of effort is needed for this function

2. Scope of the Product

• This is the part of 85 % GUI of the product (how the product might display) and 15% of

database retrieval (stock left, numbers of rates, comments,...) 3.

Functional and Data Requirements

a. Functional Requirements:

• Shall show images gallery slideshow of the product. (include zoom in, zoom out,

forward and backward buttons)

- Shall rating: Scale from Poor to Excellent (red to green), along with the diagram and favorites.
- Shall show comment section: Hide and show comments with button, the content should be retrieved from the stored database.

b. Data requirement:

 Sample images ☐ Description, stock availability, discount, number of rates, comments' contents: Taken from the database

B. NON-FUNCTIONAL REQUIREMENTS

1. Operational requirements:

- Must make sure all of the components of the software operate in good manner
- Must keep the host running licensed so that it can handle all of the requests properly

• Must keep an administrator to frequently update the software as well as checking for the system's errors

2. Legal requirements:

- Must cite all the components integrated into the system to avoid copyright violation
- Must keep the own-written source code confidential to avoid unauthorized use

3. Usability requirements:

- Usability is the ease with which a user can learn to operate, prepare inputs for, and
 - interpret outputs of system or component
- Well-structured user manuals
- Informative error messages Error messages must state clear and might include hint to retrieve the solutions.
- Help facilities.
- Well-formed graphical user interfaces easy to learn and navigate.
- Efficiency of use: goals are easy to accomplish and with few or no user error.

4. Humanity Requirements:

- The user who works on the system usually has none or little computer background.
- Development team must create detail documentation so that the user can easily
- understand the system just by reading that documentation. The graphical user
- interfaces of the system must also be well designed so that it is easy to learn and easy
- to use. User should not be required a lot of time to learn how to get used to the system
- interfaces. Also the attractiveness and responsiveness also part of the interface

 ☐ requirement to help increase user experience.

5. Performance Requirements:

This is the concern on speed of the system in operating

- a. Response Requirements (how quickly the system response to the user's request)
 - I. Login response time for both customer and manager must be fast.
 - II. Time for the system to update on Database modifications must be small. System must be able to change the multiple database tables' attributes seamlessly.
 - III. Time to process certain services that are offered by the system must be achieved quickly and no delay. Our system must be able to process 10 different transactions simultaneously.
 - IV. Website loading time must be fast and all the items must be generated correctly.
 - For this particular requirement, our system can able to achieve of loading more than 50 products per page in the minimal time.
- **b. Throughput Requirements** (how much can system achieved in a specific amount of

- I. System must able to handle significant large amount of requests from many customers at one time without being delay. Our system must be able to handle more than 1000 visitors simultaneously who are simply browsing our products on the store page.
- II. System must able to handle multiple database modifications quickly.
- **c.** Availability Requirements (is the system available when is requested by the user)
 - I. System should have good memory management Programming Language garbage collection must be utilized.

Description:

This is an e-commerce store which might have more than thousands of visitors each day. This will be an extreme heavy workload for the server if all the requests have not been

handled thoroughly. The shopping-cart system must be able to process orders simultaneously

as many as possible without getting delay or overload. The website can handle many different requests from many customers on different operating system without being postponed.

6. Maintainability Requirements:

Online Store system is a system that needs to update or change continuously. The user of the system has a very little background about inside aspects of the system. Therefore the developer team has to implement the system in the way that the user and further maintenance team can easily manipulate the current system.

- Offer the functions that help user to update/manage the information of products and customers.
- Write well-defined and clean source code with necessary comment lines to enhance the comprehension.
- Design the clear and stable database that is convenient for the further maintenance work.

7. Support Requirements

System users (especially, Store manager) are the people who do not have much background on

technology maintenance. therefore, beside developing the system, the developer team should

have a better way so that the user can receive the support from the developer team as soon as possible

- Provide the hotline to receive the feedback from store manager if there is a problem
- Provide a remote maintenance tool (like TeamViewer, Computer Remote control ...) to
 support the store manager directly

• Check frequently and maintain the stability of the system (monthly or each 2/3 months)

8. Security requirements:

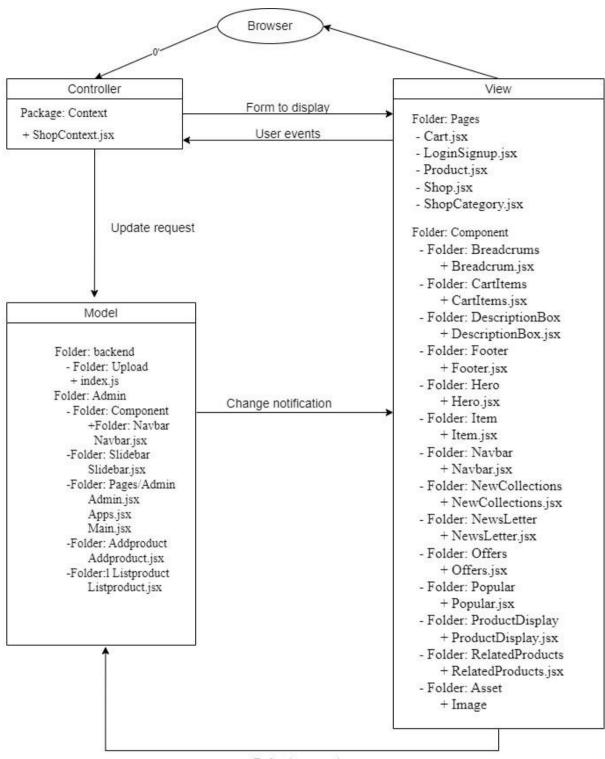
- This web operating system shall ensure that data is protected from unauthorized access.
- Ensure the integrity of the system from accidental or malicious damage.
- Restrict log-in attempts: Failure to log in the website (five times or more) should lead to a ban from access the website within 24 hours.
- The access permissions for system data changes might only be done by the administrator. <
- All modification events shall be logged. The event log shall contain "date, "time, "user, "action, "object", "prior", "value", "new value",...
- All communications between the system's data server and clients must be encrypted
 (SSL, SSH protocol for HTTP, etc.)
- When customer logins, a session and timeout should be set.
- Information of the customers must be encrypted before adding to the database.
- All system data, including the information of products, customers (cookies, sessions),
 - etc. must be backed up every 24 hours and there should be one copies stored in a secure location different from where the system is placed.
- Policy of privacy should be given out to restrict the third retrieval of many of customers' information.

9. Interface requirements:

- Describe all of the technical requirements that affect interfaces such as protocol
 management, scheduling, directory services, broadcasts, message types, error
 and buffer management, security, etc. Assign a unique ID number to each
 requirement.
- Some non-functional requirements of interface:
 - +Buttons should include feature symbols equivalent to their functionalities .
 - + Sales report included in every successful transaction.
 - + Java might support different libraries of Look and Feel to decorate the website.
 - + Include language options for native and foreign visitors/customers

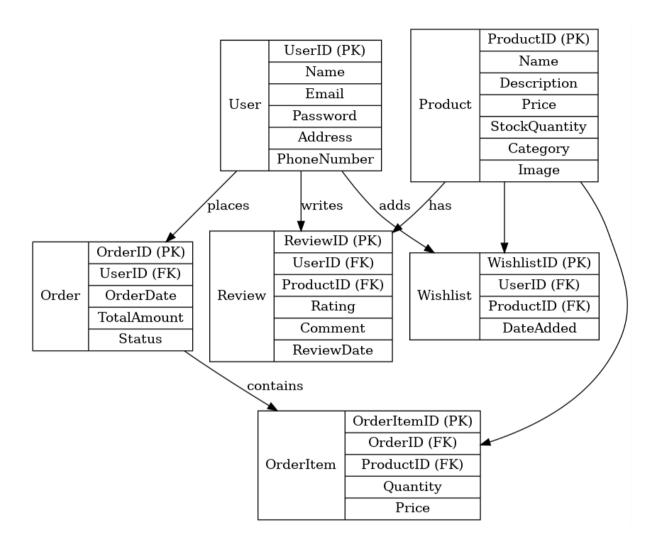
2.Design

System Architecture Model



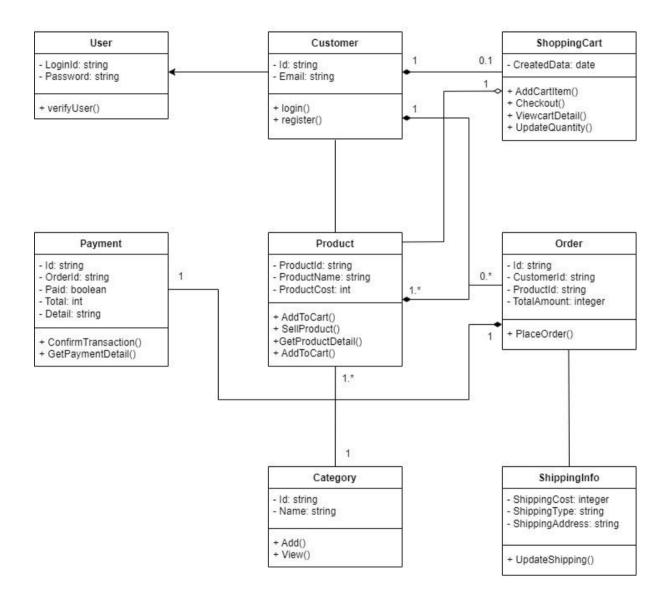
Refresh request

Enity-Relationship Diagram(ERD)

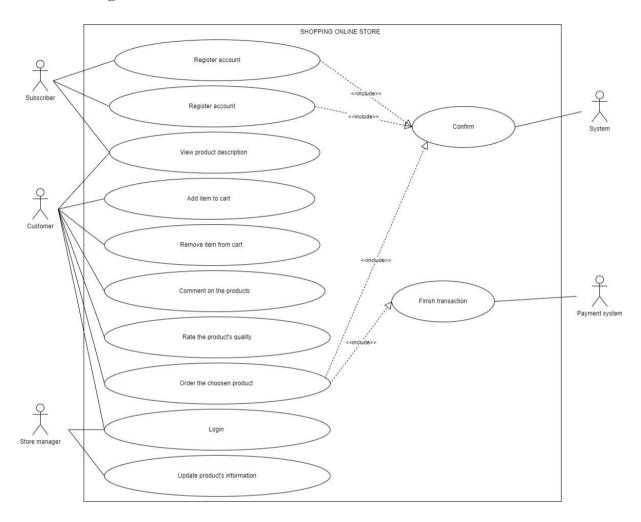


Class Diagram

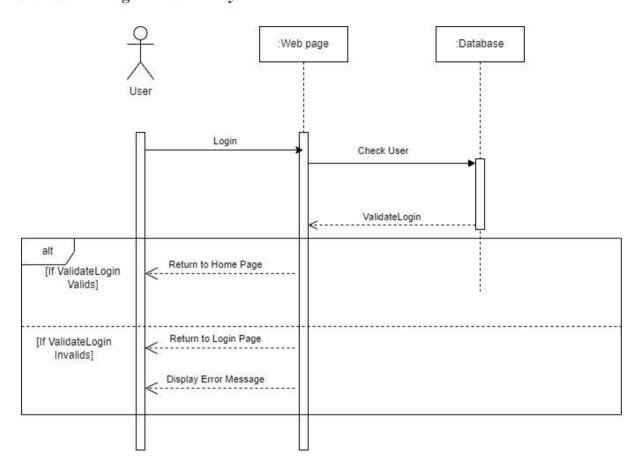
Class Diagram



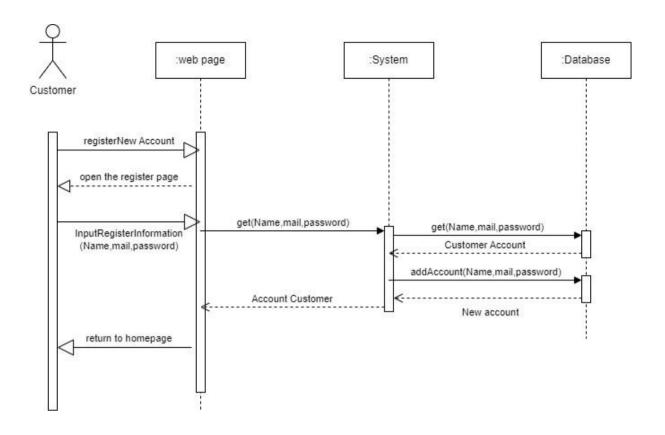
Use case Diagram



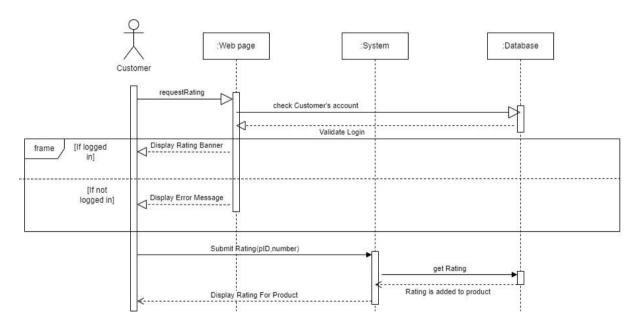
Use case 1: Log in the store system



Use case 2: Creat a new account

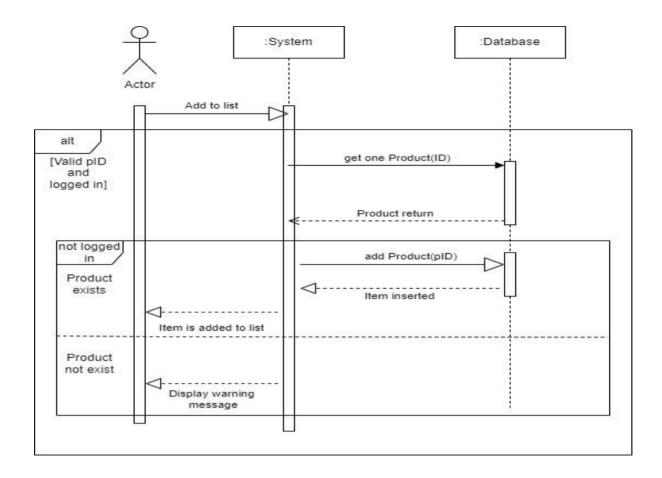


Use Case 3: Rate/Vote the quality of products

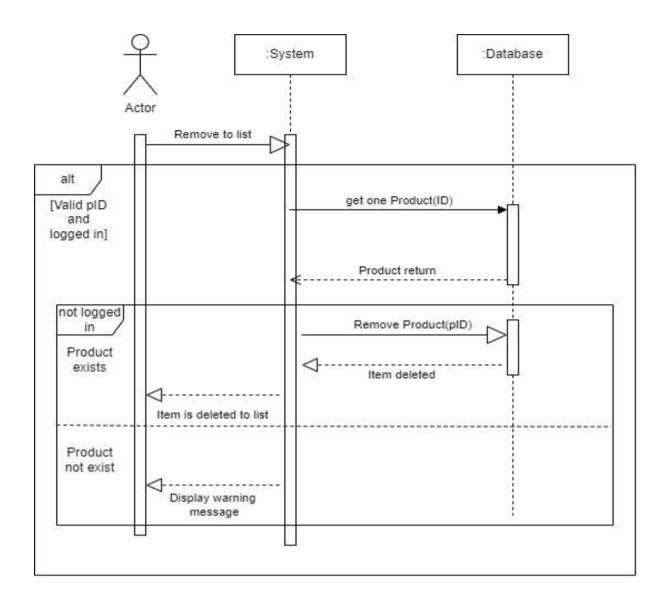


Use Case 4: Add/ Remove desired products to/from wish list and shopping cart

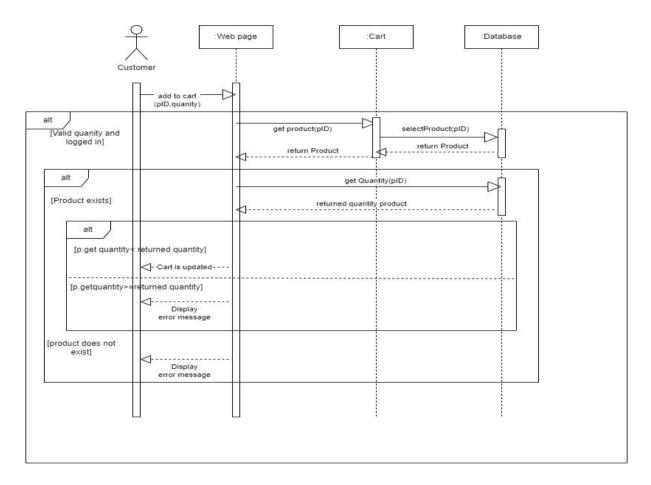
Use Case 4.1: Add to wish list



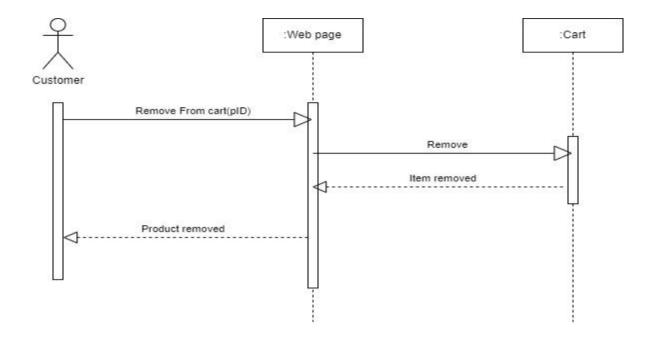
Use Case 4.2: Remove from wish list



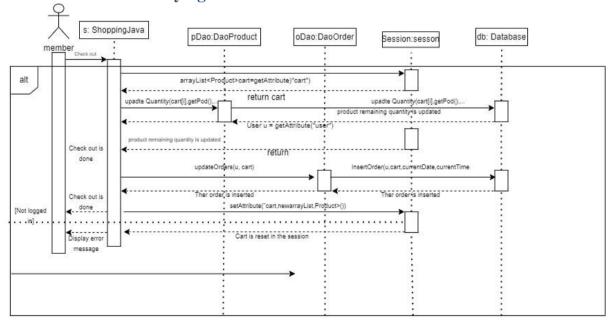
Use Case 4.3: Add from cart



Use Case 4.4: Remove from cart

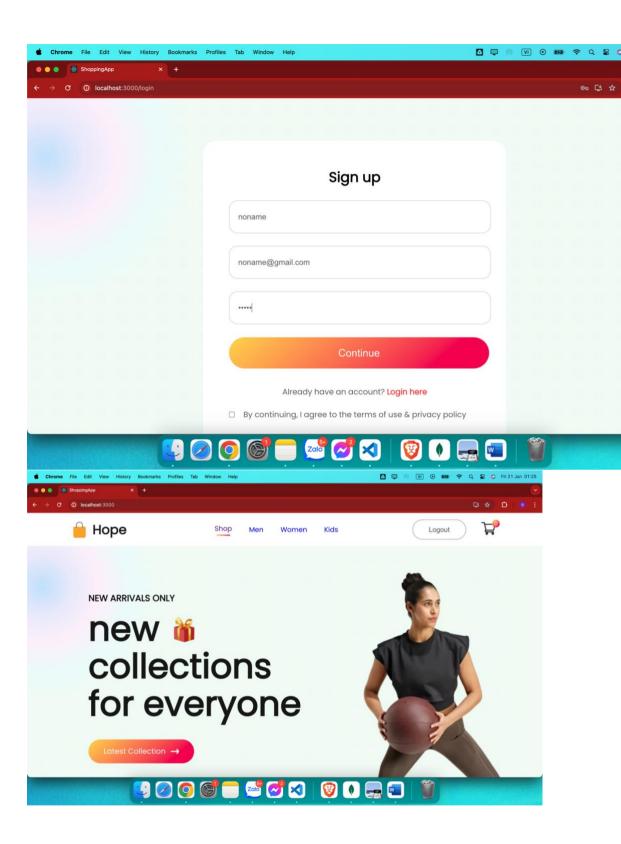


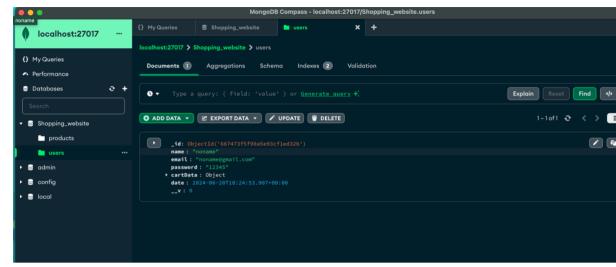
Use Case 5: Perform buying transaction and checkout



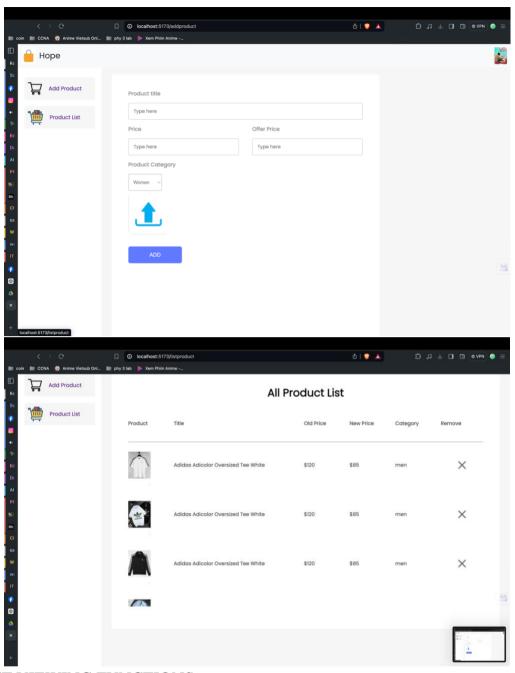
III. IMPLEMENTATION

- 1 USER'S ACCOUNT MANAGEMENT FUNCTIONS
 - 1. Register account in the store



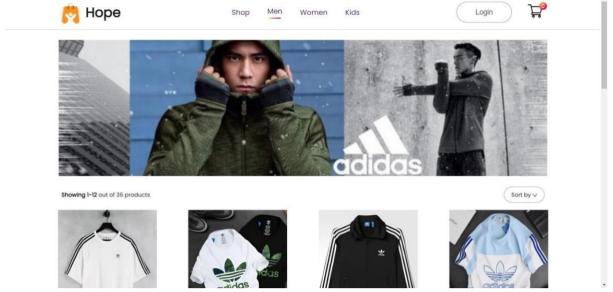


1.1 Admin



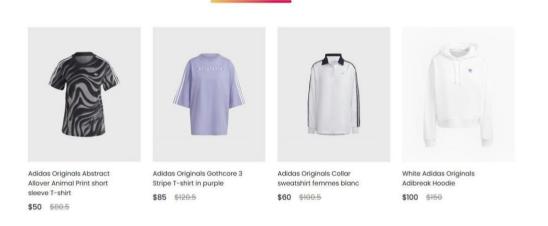
2 PRODUCT VIEWING FUNCTIONS

2.1. View a category of products



2.2. View a specified product

POPULAR IN WOMEN



2.3. Comment on a product





and with a round neckline and short sleeves, worn as an undershirt or outer garment

A lightweight, usuallyknitted, pullover shirt, close-fitting

Select Size

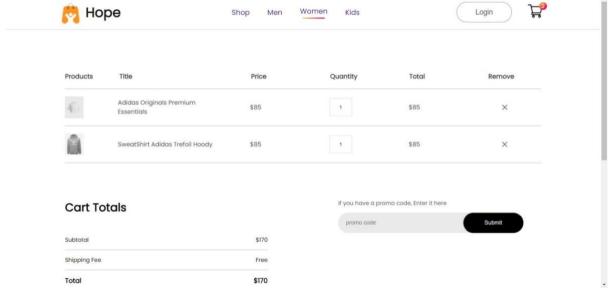
ADD TO CART

2.4. Rate/Vote a product

Adidas Adicolor Oversized Tee White



3 TRANSACTION FUNCTIONS 3.1 Add product to shopping cart

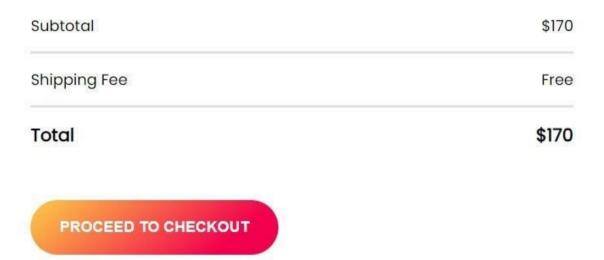


3.2 Remove product from shopping cart



3.3 Checkout your orders from the shop

Cart Totals



- 4 TRANSACTION FUNCTIONS
 - 4.1. View Product List



III. DISCUSSION AND CONCLUSION

The project of the Adidas Online Clothing Store has provided us with a comprehensive understanding of the Web Application Development Process. As the current project has concluded, there are several extensions we can implement to further enhance and develop in the future.

Firstly, the system could become more attractive and effective in e-commerce by incorporating a product recommendation feature. This feature would suggest products related to the items purchased by customers, thereby making it easier for customers to buy additional products and periodically increasing the efficiency and sales of the clothing store.

Secondly, the current system is a demo running on a computer's local host, meaning it can only handle one user session at a time. To expand and implement this system in a real-world scenario, it is crucial to address the task of serving multiple users simultaneously.

Lastly, to achieve a fully functional e-commerce system, integrating banking systems into our Adidas store is essential. This will provide both customers and store managers with more tools to conduct transactions seamlessly through the system.

Another significant aspect of this project is the wealth of knowledge gained from both current and previous work. Firstly, our coding skills and ability to organize source code within a project have improved considerably. This improvement is crucial for maintaining and developing the system over a long period, even into the future. Additionally, the project has enhanced our ability to analyze and translate system requirements into an initial implementation sketch before writing the first line of code.

Furthermore, working on a large system like this has greatly improved our communication and teamwork skills among team members. This improvement facilitates easy interaction and idea exchange among us.

In summary, the Adidas Online Clothing Store Web Application Development Project has been an invaluable opportunity to apply what we learned in our course. Moreover, it has provided us with valuable experience and skills that will be beneficial in future endeavors.

IV. REFERENCES

SCRUM

https://www.scrum.org/

Agile

http://agilemethodology.org/

HTML, CSS, JavaScript techniques www.w3schools.com
DATA

https://www.mongodb.com/

Text data and image data

https://www.adidas.com.vn/vi

Framework

https://react.dev/