Interior Design Website

Project documentation

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# I Project specification

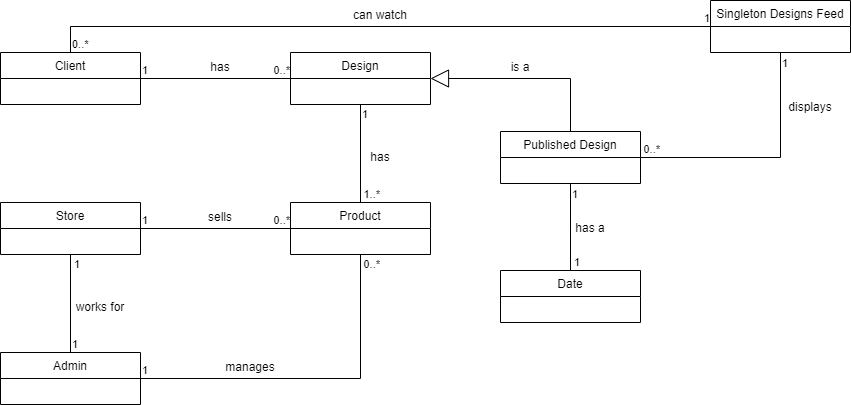
A client-server application that allows users to create interior designs for their home with products available in Romania. They can choose multiple items to add to their design and at the end they can download a shopping list or make their design public so other people can see and use it.

The application has two types of users: clients and admins.

The clients can log in and register on the website (optional), start a design, add or delete products from the design, search for products by store, type, keywords, finish a design, download the shopping list for a design, make a design public (by default they are private) and see their designs.

The admins can log into the website, they work for a specific store and their accounts are made for them. They can add, update or delete products of the store for which they work.

## 1.1 Domain Model Diagram

**

# II Use-Case model

The use cases have as main goals identifying the user on the website and performing CRUD operations. The admins can create, request, update and delete products and the clients can create, request, update and delete designs and only request products.

## 2.1 Users and stakeholders

Users: admins that manage the products, users that did not log in and can just watch the designs and the products, users that logged in that can create and post designs.

Stakeholders: application manager, representatives of the stores that are included in the application, other stores’ managers that might want to sign up to include their products in the application.

## 2.2 Use-Case identification

Use case name: Log in

Level: User-Goal

Main actor: Both client and admin

Main success scenario:

1. The user clicks the log in button
2. He enters the correct credentials
3. He is identified and taken to the main page for users/admins

Extension:

1. The user clicks the log in button
2. He enters incorrect credentials
3. The application displays a message

Use case name: Create a design

Level: User-Goal

Main actor: Logged in client

Main success scenario:

1. The users clicks the create design button
2. He adds one or more products to the design
3. He finishes the design and chooses to make it public or private
4. He downloads a shopping list for the design

Extension:

1. The user clicks the create design button
2. He is not logged in so he is redirected to the log in / register page

Use case name: Update product

Level: User-Goal

Main actor: Admin

Main success scenario:

1. The admin searches for a product from their shop’s list
2. He clicks the update button
3. He modifies the data and clicks save
4. The product is updated in the application database

Extension:

1. The admin chooses a product to update
2. He enters invalid data and clicks save
3. The application displays an error message and the product is not updated

Use case name: Search for products

Level: User-Goal

Main actor: Both clients and admins

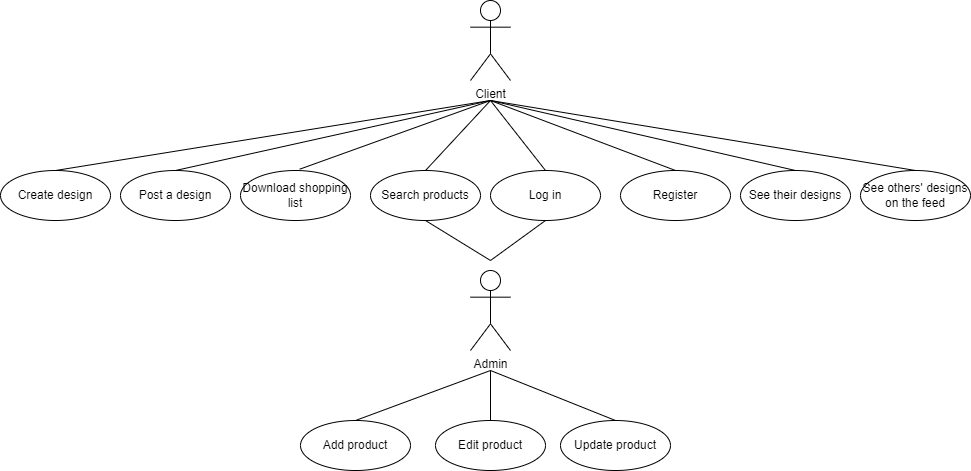
Main success scenario:

1. The user enters data in the search fields
2. He clicks the search button
3. The products that matched the criteria are displayed

Extension:

1. The user clicks search without filling any field
2. The application displays a message and no search is performed

## 2.3 UML Use-Case diagram



# 

# III Architectural design

*< Se va scrie o mica introducere./>*

## 3.1 Conceptual architecture

*<In acest capitol se vor prezenta arhitectura proiectului. Este o aplicatie web sau desktop. Are baze de date? Cate componente are? Client-Server? etc*

*/>*

## 3.2 Package diagram

*< (Package Diagram)/>*

## 3.3 Class diagram

*< (Class Diagram)/>*

## 3.4 Database (E-R/Data model) diagram

*< (Data Model)/>*

## 3.5 Sequence diagram

*< (Sequence Diagram)/>*

## 3.6 Activity diagram

*< (Activity Diagram)/>*

# IV Supplementary specifications

*< Se va scrie o mica introducere./>*

## 4.1 Non-functional requirements

*< Specificatiile non-functionale ale aplicatiei. Se va discuta la laborator./>*

## 4.2 Design constraints

*< Se va discuta la laborator./>*

# V Testing

*< Se va discuta la laborator./>*

## 5.1 Testing methods/frameworks

## 5.2 Future improvements

# VI Bibliography