ONLINE JEWEL SHOP

Software Requirements Specification

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1. Abstract

Online Jewellery Shop is basically used to build an application program which help people tofind and buy latest design of Jewellery with different categories like Gold Silver, Diamond. It is useful in the way that it makes an easier way to buy products online. Today most of the Jewellery shop is useful for shopping site.

The admin have lots of paper work and they are using desktop, spread sheet like MS Excel application to manage data in soft copy about user record. In this proposed Jewellery System it will run in server and user can handle whole the registration activities.

This application maintains the centralized database so that any changes done at a location reflects immediately. This is an online tool so more than one user can login into system and use the tool simultaneously. The aim of this application is to reduce the manual effort needed to manage transactions and historical data used in various gods owns.

2. Objective and Scope

An Online Jewellery Shop the main goal of this project was to create shopping cart, which allows customers to shop and purchase the Jewellery products online. Moreover, the project is alsodesigned in such a way it lets managers manage the products information. Customers can order products, and they will be contacted to further process the orders.

In today's busy world, people don't have time for their personal needs. And the technology fast that anyone can do by sitting in a room. If someone buys a new thing, he can buy online with the help of Internet.

The scope of this system is to provide user comfortable environment of Purchasing and selling products and services over the internet without the need of going physically to the market is what online shopping all about. Online Jewellery shop is just like that we do by going to the market, but itis done through the internet. Online shopping has made shopping painless and added more fun.

The system recommends a facility to accept the orders 24*7 and a home delivery system whichcan make customers happy.

3. Project End Users

Those who want to buy jewels in online can use this system.

4. Module description

4.1 User/Customer

- **Register into the Website**

  The user can register into the website through the use of this module.

- **Login to the website**

  This module will allow the users to login to the website through the use of unique username and password without any issues.

- **View products**

  The user can view the products.

- **Add to Cart**

  IF the user likes or wants to purchase the product later, they can add items to the cart.

- **Place the order**

  User can place the order after making the payment.

5. Requirements

5.1 Functional Requirements

Functional requirements are those that are used to demonstrate the system's internal functioning nature, as well as the system's description and explanation of each subsystem. Functional requirements define what a product must do, what its features and functions are. The system must provide the following:

- **User login -** Username and password will be provided after user registration is confirmed.
- **Register new user -** New users should be able to register through online.
- **Purchasing an item -** System must ensure that, only a registered customer canpurchase items.
- **Manage users -** The administrator can add user, delete user, view user and blockuser.
- **Manage products -** The administrator can add products, delete products and viewproducts.
- **Manage orders -** The administrator can view orders and delete orders.

5.2 Non – Functional Requirements

It describes system elements that are concerned with how the system fulfillsfunctional requirements. They are as follows:

I. Efficiency - When an online shopping cart android application implemented customer can purchase product in an efficient manner.

II. Reliability - The system should provide a reliable environment to both customers and owner. All orders should be reaching at the admin without any errors.

III. Usability - The android application is designed for user friendly environment and ease of use.

IV. Availability - This system must be accessible at all times, 24 hours a day, seven days a week.

V. Security – Only authorized staff may get access to the firm's secured page on the systems, and only users with proper passwords and usernames can log in to see the users' page.

6. Design

System design is the solution for the creation of a new system. This phase focuses on the detailed implementation of the feasible system. Its emphases on translating design. System design has two phases of development:

- High Level Design
- Low Level Design

6.1 High Level Design

High Level Design includes the overall description of system architecture along with the design of its database and description of its services, systems, platforms used and the relationship between modules.

- System must contain login/register page and that page must be easier to understand and user friendly.
- Details and order status management.
- Payment management.
- Inventory control management.

6.2 Low Level Design

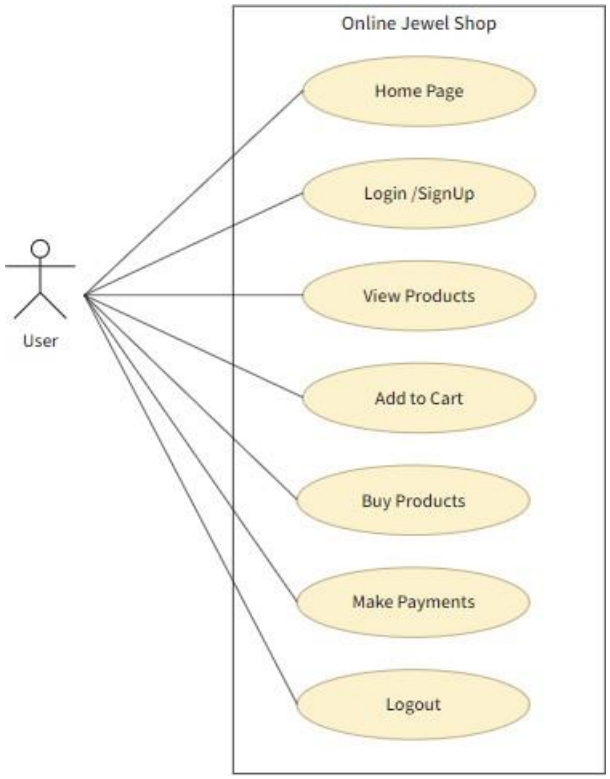
Low Level Design is a component level design process that follows a step – by – step process refinement process. It deals with the planning, coding and execution of the various components, modules and steps in the HLD, at an individual level.

- Manage each product and details
- Pop up information or message should be easier to the user to read and understand them.
- Manage review and comments of each product.

7. Diagrams

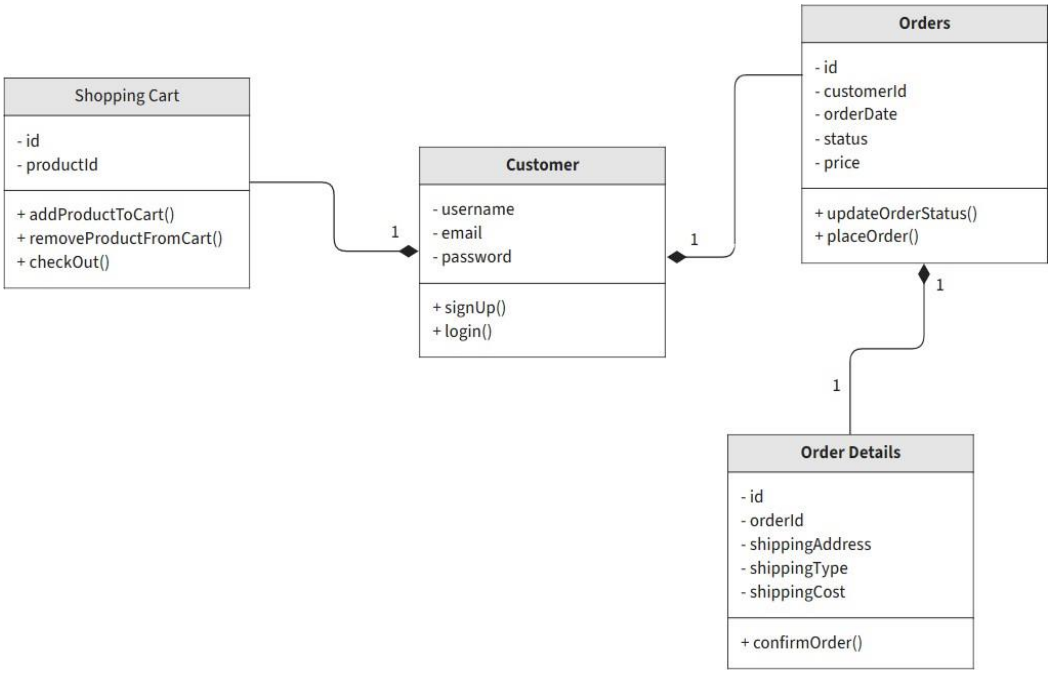
7.1 Use case diagram

In the Unified Modelling Language (UML), a use case diagram can summarize the details of your system's users (also known as actors) and their interactions with the system. To buildone, you'll use a set of specialized symbols and connectors.



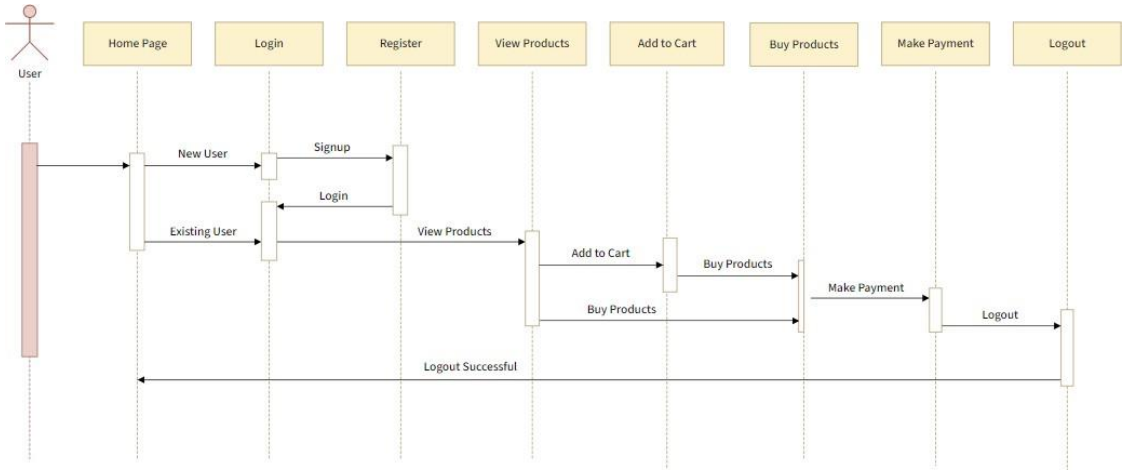
7.2 Class diagram

Class diagram is a static diagram. It represents the static view of an application. Class diagram is not only used for visualizing, describing, and documenting different aspects of a system but also for constructing executable code of the software application. Class diagram describes the attributes and operations of a class and also the constraints imposed on the system.



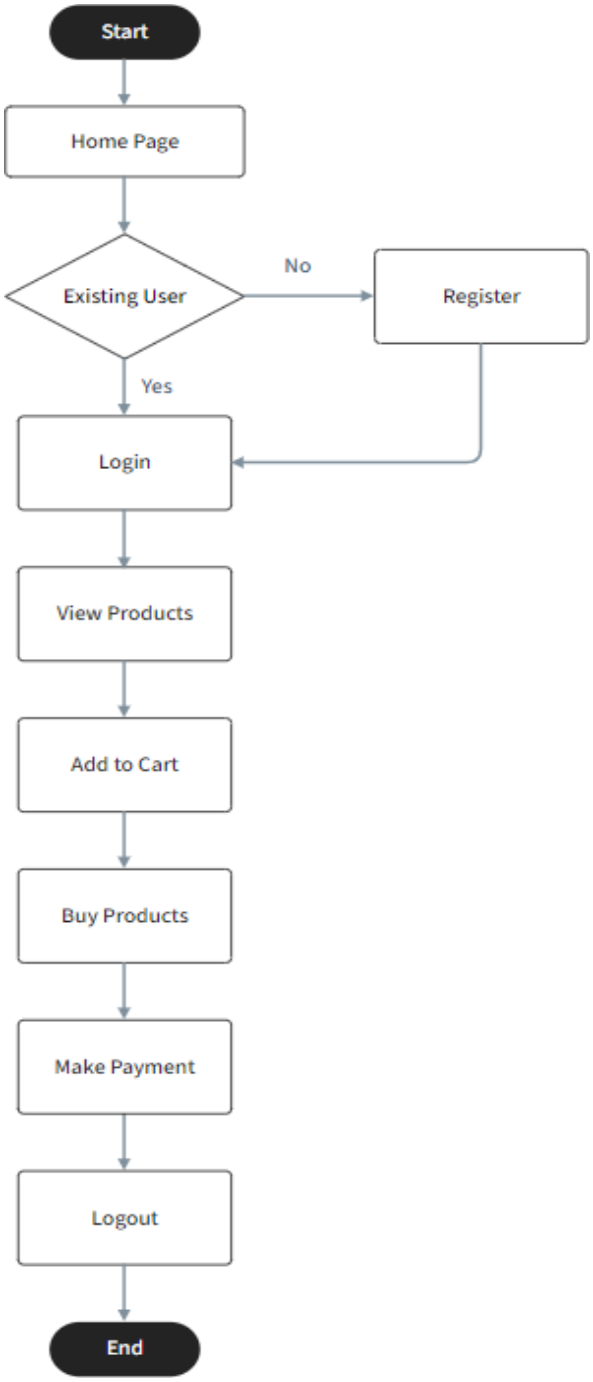
7.3 Sequence diagram

A sequence diagram is a Unified Modeling Language (UML) diagram that illustrates the sequence of messages between objects in an interaction. A sequence diagram consists of a group of objects that are represented by lifelines, and the messages that they exchange over time during the interaction.



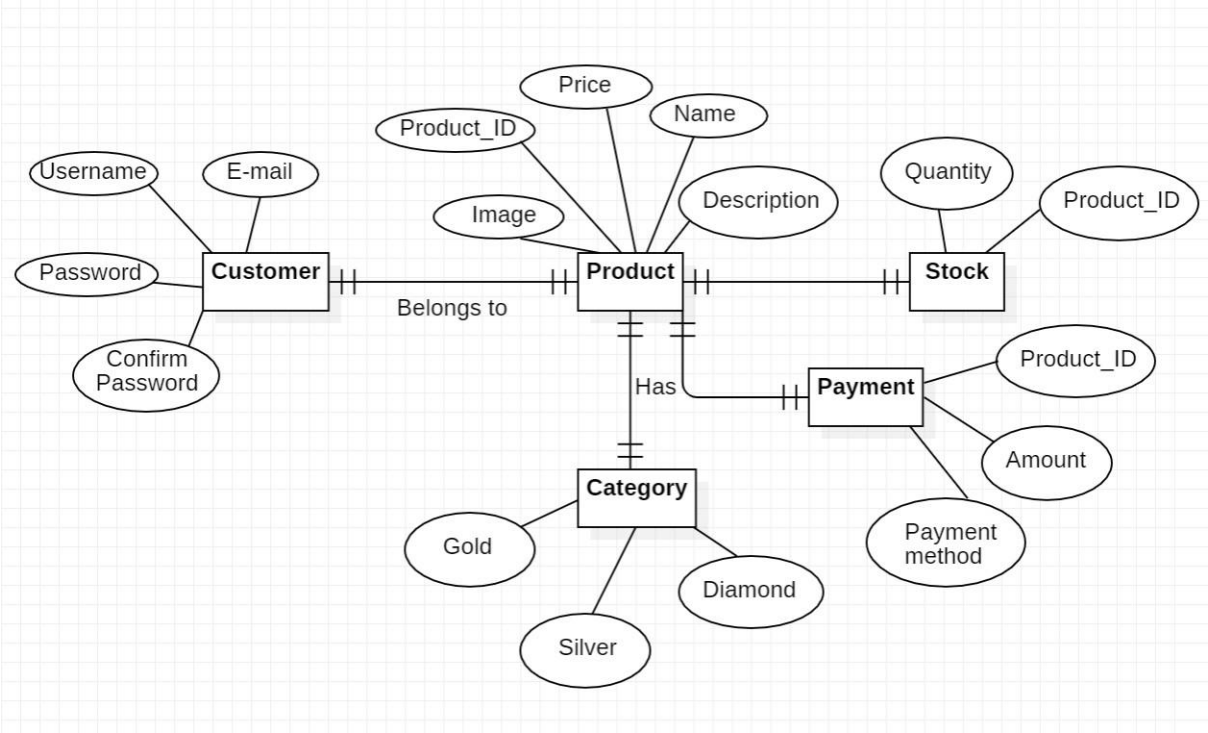
7.4 Flow chart diagram

A website flowchart (also known as a sitemap) maps out the structure and complexity of your current or future website. A well-structured sitemap or flowchart makes your website easily searchable. Each piece of content should ideally give users accurate search results, based on keywords connected to your web content.


Start
Home Page
Existing User
No
Register
Yes
Login
View Products
Add to Cart
Buy Products
Make Payment
Logout
End

7.5 Entity Relationship diagram

An entity relationship diagram (ERD), also known as an entity relationship model, is a graphical representation that depicts relationships among people, objects, places, concepts or events within an information technology (IT) system.



8. Conclusion

The system has been developed with much care and free of errors and at the same time it is efficient and less time consuming. The purpose of this project was to develop a web application and an android application for purchasing items from a shop.