

**Abstract.** A brief description of the work.

The entire project is a composite of Java classes that are enough to describe a financial transaction on an Online Retail Application. Some classes the project contain are Account, Transaction, and Item. For the milestone portion of the project, instead of downloading a separate database to use I am simply creating classes that act as a database and contain only a few accounts and two transactions. The Account class contains an account number, username, password, and bank account. The Item class contains the item ID number, item name, and the price of the item. The Transaction class contains the transaction ID number, a cart of items, and the account that is making the transaction.

**Introduction.** Describes the motivation of the work and provides an outline of the paper.

Being someone who makes a lot of online retail purchases, I have always been fascinated with how online transactions occur, are actually stored, and how seemingly simple it is for customers to have products delivered right to their door. Online retail has revolutionized the consumer economy – and consequently the producer side of the economy as well. I hope to one day possibly use this knowledge of creating my own online retail application to assist in my dream of creating a side business that sells various merchandise to people worldwide. In this report I will give a detailed description of the system as a UML, the program requirements, a literature survey, a user manual, and a conclusion.

**Detailed System Description.** Describes what the system does and how specific users interact with it. It also describes how classes interact (in UML).

**Requirements.** Describes what the specific details of the problem that the system is addressing.

**Literature Survey.** Describes other work that has been done to address the same or similar problems.

**User Manual.** Briefly describes how the system should be used.

**Conclusion.** Summarizes the goals accomplished by the system.