

ANA MARGARIDA ALBUQUERQUE

LEONOR MENDES

MARGARIDA NORONHA



# SPORTS ONLINE SHOPPING



## WHAT IS THE CONCEPT?

The Online Shopping is a web based application intended for online retailers. The main objective of this application is to make it interactive and its ease of use. It would make searching, viewing and selection of a product easier. It contains a manageable search engine for user's to search for products specific to their needs.

The search engine provides an easy and convenient way to search for products where a user can search for a product interactively and the search engine would refine the products available based on the user's input.

The application also provides a feature to add a product to the shopping cart by naming the item. The main emphasis lies in providing a userfriendly search engine for effectively showing the desired results.

# SIGN UP.

A user of the System creates an account.

When a system user is not logged in to the system, the system prompts user for registration information, username, email address, password, etc. The system verifies information and creates account.

## Sign Up

Please fill this form to create an account.

Username

Email Address

Password

Confirm Password

# LOGIN.

A user of the System logs in to the System.

When a system user is not logged in to the system and goes to the login page. The system prompts the user for email and password or register new account. The user enters his/her email and password. The system validates the entered email and password, making sure that the entered email is a valid email in the System, and that the required password is entered for the entered email.

## Login Form

Email

Enter Email

Password

Enter Password

Login

Don't have an account? [Sign up here.](#)

# ADD NEW PRODUCT.

An administrator of the System adds a new product to the database. when an administrator accesses the "Add New Product" feature of the system. The system asks the Administrator to enter the appropriate information for the product to be entered (e.g. Name, Price, Category, etc...). Administrator enters appropriate information and clicks submit. System validates product information.

## Sporty Shop

Add New Product

Name:

Price:

Category:

Submit

# REMOVE THE PRODUCT.

An administrator of the System removes a product of the database. This method is used to remove a specific item from the database. It is necessary to provide the id of the item to be removed. System validates product information to be removed of the database.

```
switch($page[2]) {
    case 'product' :
        switch($method) {
            case 'GET' :
                echo displayProducts();
                break;
            case 'POST' :
                $json = file_get_contents('php://input');
                echo newProduct($json);
                break;
            case 'DELETE' :
                echo removeProduct($page[3]);
                break;
            default:
                http_response_code('404');
                echo 'OOPS';
        }
        break;
}
```

# EDIT THE PRODUCT.

An administrator of the System edit a product of the database.

When an administrator accesses the "Edit The Product" feature of the system. The system asks the Administrator to enter the appropriate information for the product to be edited (e.g. Id, Name, Price, Category, etc...). Administrator enters appropriate information and clicks "Submit" to edit the product. System validates product new information.

```
case 'edit' :  
    switch($method) {  
        case 'POST' :  
            $json = file_get_contents('php://input');  
            echo editProduct($json);  
            break;  
        default:  
            http_response_code('404');  
            echo 'OOPS';  
    }  
    break;
```

# TEAM

## MEMBERS

---



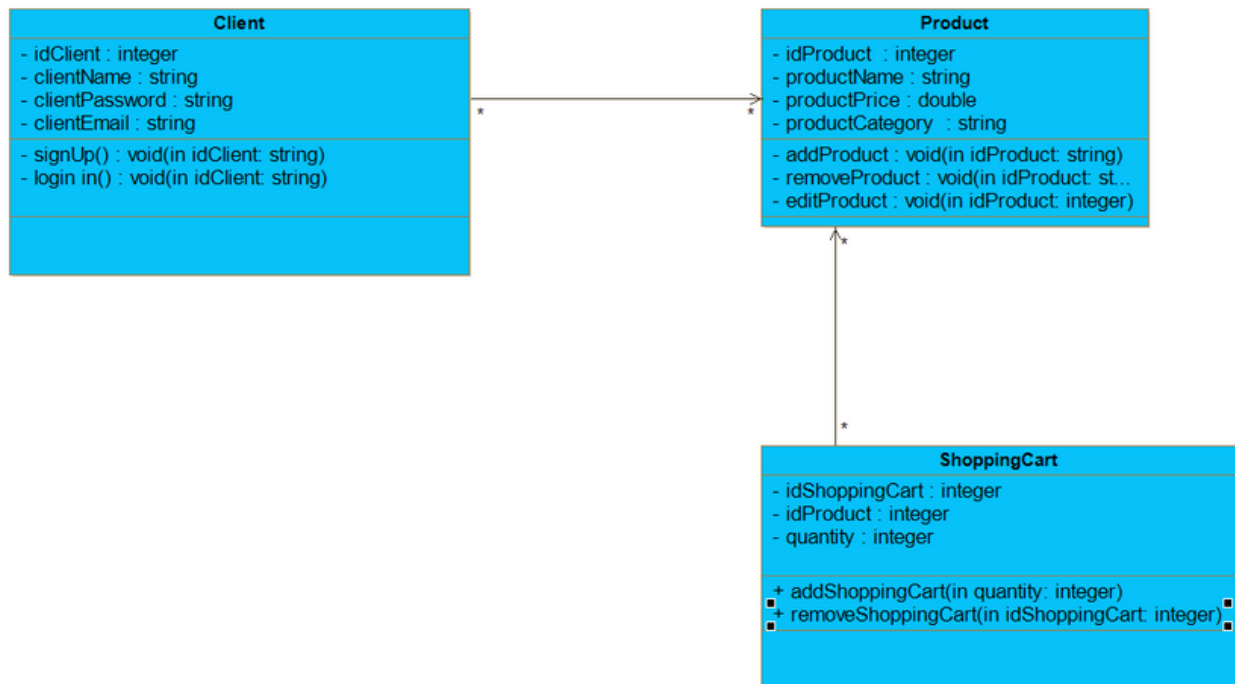
Shopping has long been considered a recreational activity by many. Shopping online is no exception. The goal of this application is to develop a web based interface for online retailers. The system would be easy to use and hence make the shopping experience pleasant for the users.

It all began with a small Brainstorming of ideas! Our goal was to make something that could be effective, just like we saw during class.

The code is basically divided in six parts:

1. The layout (title, score, instructions...)
2. Sign Up
3. Login
4. Add New Product
5. Remove The Product
6. Edit The Product





**Database design of a Sports Online Shopping System which represents minimal information required to store information of a shop and products to sell.**

# DATABASE DIAGRAM

Here we provide an example of UML class diagram which shows a domain model for a Sports online Shop. The purpose of the diagram is to introduce some common terms, "dictionary" for online shopping – Client, Order, Product, Shopping Cart, and relationships between. Considering the shopping cart characteristic, the use cases affected in the system according to the variability tracking model will be: Control Delivery, Control Inventory, Manage Products, Manage Payment, Manage Orders and Manage Access, as well as the elements of analysis and associated with them. However, when selecting the product list feature, we will have the following elements affected: Manage Products, Manage Orders and Manage Access



# ENDPOINTS & FUNCTIONALITIES

GET /product (Get all products available on the system)

POST /product (Create new product)

Body: {"name":..., "price":..., "category":...}

DELETE /product/<id> (Delete a product through its ID)

POST /client (Log in via email and password, entering session)

Body: {"email":..., "psw":...}

POST /shopping\_cart (Add to the shopping cart a product (represented by ID) and the desired quantity )

Body: {"id":..., "quantity":...}

DELETE /shopping\_cart/<product\_id> (Remove product from shopping cart through its ID)

POST /edit (Edit fields from a product)

Body: {"id":..., "name":..., "price":..., "category":...}

Obs.: Two of the 3 last fields can be omitted

POST /signup (Create new client record (if the username doesn't exist) and start session)

Body: {"username":..., "email":..., "psw":...}



# SOME CODE

```
function executeLogin($form){
    $client = json_decode($form, true);
    return json_encode(dologin($client['email'], $client['psw']));
}

function displayProducts() {
    return json_encode(getAllProducts());
}
```

```
function addToShoppingCart($form) {
    $product = json_decode($form, true);
    return json_encode(addToCart(intval($product['id'],10), intval($product['quantity'],10)));
}

function removeFromShoppingCart($id_product) {
    return json_encode(removeProductFromCart($id_product));
}

function removeProduct($id_product) {
    return json_encode(removeProductFromShop($id_product));
}
```

```
function newProduct($form){
    $product = json_decode($form, true);
    return json_encode(addNewProduct($product['name'], intval($product['price'],10), $product['category']));
}

function editProduct($form){
    $product = json_decode($form, true);
    return json_encode(editAProduct($product['id'], $product['name'], intval($product['price'],10), $product['category']));
}
```

```
function clientSignUp($form){
    $client = json_decode($form, true);
    return json_encode(doSignUp($client['username'], $client['email'], $client['psw']));
}
```

MAY 2021

# SPORTS . ONLINE SHOPPING

WEB PROGRAMMING - back end



## WE APPRECIATE

The opportunity of learning all this amazing skills and languages of programming. Although our background is different from the other students, we enjoyed the freedom for creating and the inspirations that came with it.

We want to give a special thank you to professor Sylvain Cherrier for giving us this challenge and providing such help when we needed it.