

Introduction:

E-commerce, also known as electronic commerce or internet commerce, refers to the buying and selling of goods or services using the internet, and the transfer of money and data to execute these transactions.

E-Commerce is an online store where customers can browse categories and select products of interest. The selected items may be collected in a shopping cart. The items in the shopping cart will be presented as an order if customer submit it. At that time, more information will be needed to complete the transaction. Usually, the customer will be asked to fill or select a billing address, a shipping address, a shipping option, and payment information such as credit card number. An e-mail notification is sent to the customer as soon as the order is placed.

Types of E-commerce Models:

There are four main types of ecommerce models that can describe almost every transaction that takes place between consumers and businesses.

1. Business to Consumer (B2C):

When a business sells a good or service to an individual consumer

2. Business to Business (B2B):

When a business sells a good or service to another business (e.g. A business sells software-as-a-service for other businesses to use)

3. Consumer to Consumer (C2C):

When a consumer sells a good or service to another consumer (e.g. You sell your old furniture on eBay to another consumer).

4. Consumer to Business (C2B):

When a consumer sells their own products or services to a business or organization

Software system scope:

In our scope we won't be able to cover all aspects of the system but we will cover them later. So now, we will discuss our scope showing which aspects including in our system and which is not.

Our system focused on **Business to Consumer (B2C) model** which declared before.

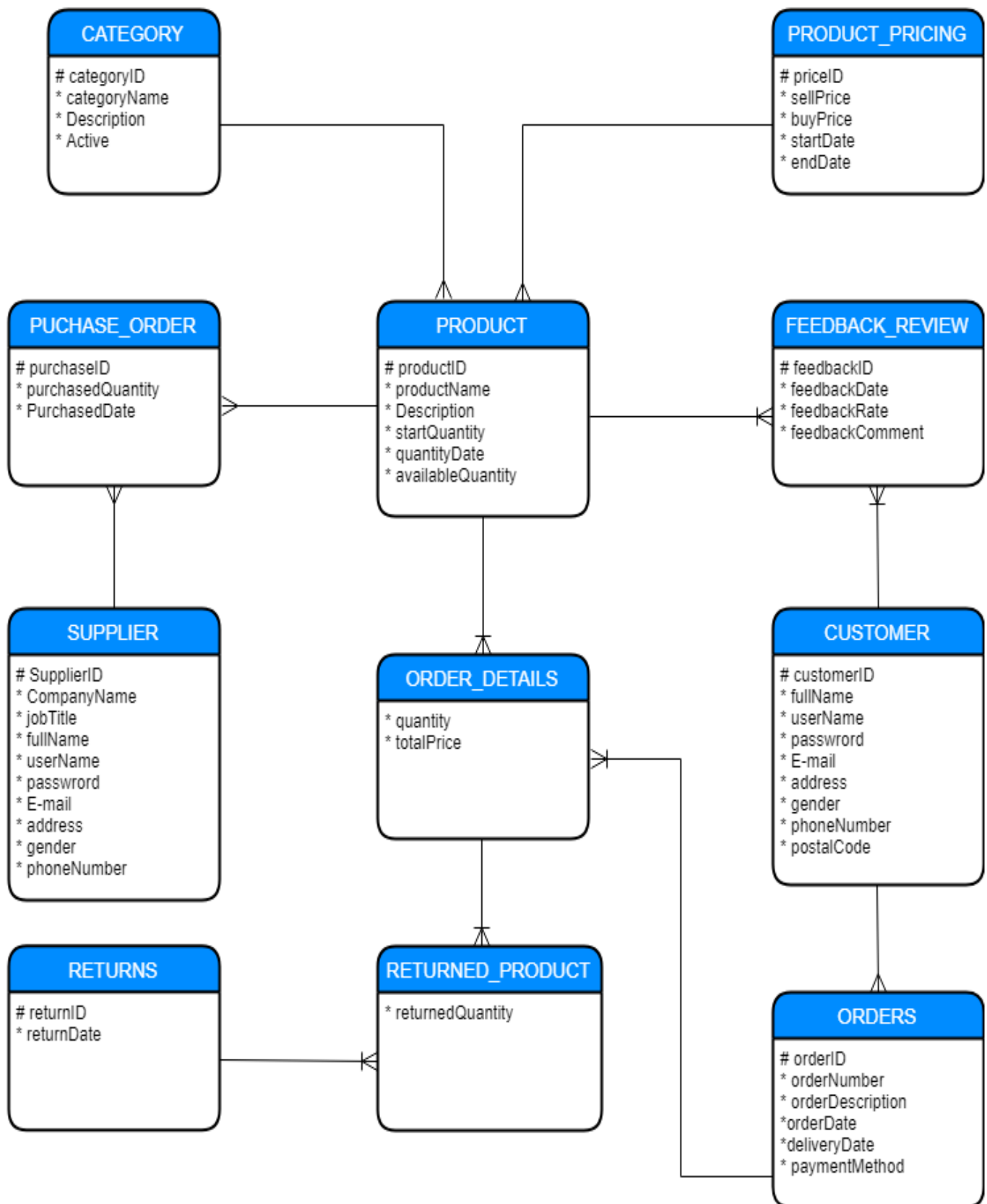
Aspects covered in our System Scope:

- 1- Browse categories to choose certain product.
- 2- Ordering the selected products.
- 3- Give a feedback to any product.
- 4- Return any product we don't need after ordering it at the specified time.

Aspects not covered in our System Scope:

- 1- Tracking orders.
- 2- Shipment Companies.

ERD:



SQL Commands:

```
1 CREATE TABLE CUSTOMER
2 (
3     CustomerID INT NOT NULL,
4     FullName VARCHAR(30) NOT NULL,
5     UserName VARCHAR(15) NOT NULL,
6     Password VARCHAR (15) NOT NULL,
7     Bdate DATE,
8     Email VARCHAR(30) NOT NULL,
9     Address VARCHAR(50) NOT NULL,
10    Gender CHAR,
11    PhoneNumber INT NOT NULL,
12    PostalCode CHAR(5) NOT NULL,
13    PRIMARY KEY (CustomerID),
14    UNIQUE (UserName)
15 );
16 CREATE TABLE SUPPLIER
17 (
18     SupplierID INT NOT NULL,
19     CompanyName VARCHAR(15),
20     JobTitle VARCHAR(15) NOT NULL,
21     FullName VARCHAR(30) NOT NULL,
22     UserName VARCHAR(15) NOT NULL,
23     Password VARCHAR(15) NOT NULL,
24     Bdate DATE,
25     Email VARCHAR(30) NOT NULL,
26     Address VARCHAR(40) NOT NULL,
27     Gender CHAR,
28     PhoneNumber INT NOT NULL,
29     PRIMARY KEY(SupplierID),
30     UNIQUE (UserName)
31 );
```

```

33 CREATE TABLE CATEGORY
34 (
35     CategoryID          INT          NOT NULL,
36     CategoryName        VARCHAR(15)   NOT NULL,
37     Description          VARCHAR2(1000),
38     Active               CHAR          NOT NULL,
39     PRIMARY KEY (CategoryID),
40     UNIQUE (CategoryName)
41 );
42 CREATE TABLE PRODUCT
43 (
44     ProductID            INT          NOT NULL ,
45     ProductName          VARCHAR(15)  NOT NULL,
46     CategoryID           INT          NOT NULL,
47     Description          VARCHAR2(1000) ,
48     QuantityDate         DATE         NOT NULL,
49     StartQuantity        INT          NOT NULL,
50     AvailableQuantity    INT          NOT NULL,
51     PRIMARY KEY (ProductID),
52     UNIQUE (ProductName) ,
53     FOREIGN KEY (CategoryID) REFERENCES CATEGORY (CategoryID)
54 );
55 CREATE TABLE PRODUCT_PRICING
56 (
57     ProductID            INT          NOT NULL ,
58     PriceID              INT          NOT NULL,
59     SellPrice            FLOAT        NOT NULL,
60     BuyPrice             FLOAT        NOT NULL,
61     StartDate            DATE         NOT NULL,
62     EndDate              DATE         NOT NULL ,
63     PRIMARY KEY (PriceID),
64     FOREIGN KEY (ProductID) REFERENCES PRODUCT (ProductID)
65 );

```

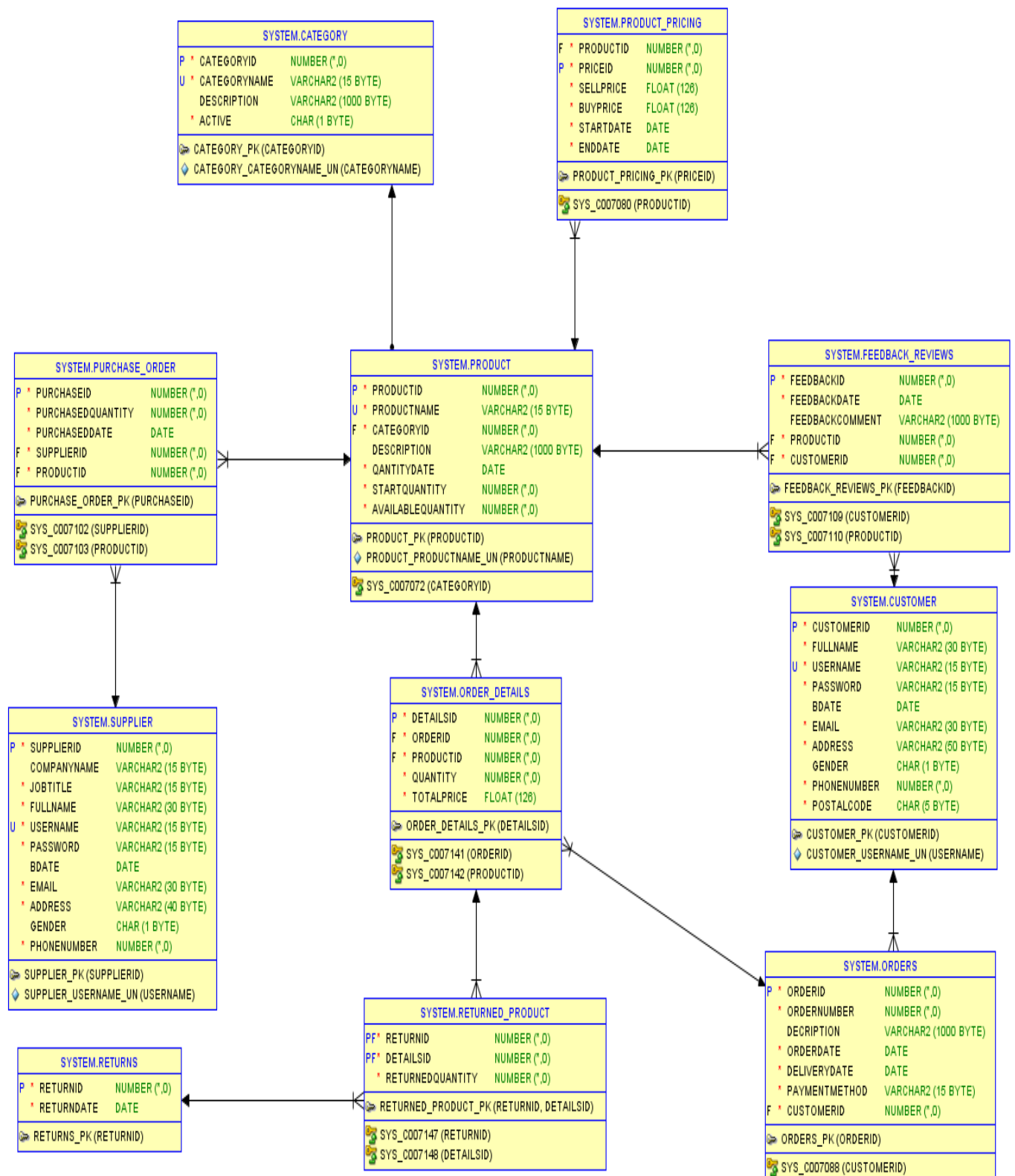
```

66 CREATE TABLE ORDERS
67 (
68     OrderID            INT            NOT NULL,
69     OrderNumber        INT            NOT NULL,
70     Decription         VARCHAR2(1000),
71     OrderDate          DATE           NOT NULL ,
72     DeliveryDate       DATE           NOT NULL,
73     PaymentMethod      VARCHAR(15)   NOT NULL,
74     CustomerID         INT            NOT NULL,
75     PRIMARY KEY (OrderID),
76     FOREIGN KEY (CustomerID) REFERENCES CUSTOMER (CustomerID)
77 );
78 CREATE TABLE ORDER_DETAILS
79 (
80     DetailsID          INT            NOT NULL,
81     OrderID            INT            NOT NULL,
82     ProductID          INT            NOT NULL ,
83     Quantity           INT            NOT NULL ,
84     TotalPrice         FLOAT          NOT NULL,
85     PRIMARY KEY (DetailsID),
86     FOREIGN KEY (OrderID) REFERENCES ORDERS (OrderID),
87     FOREIGN KEY (ProductID) REFERENCES PRODUCT (ProductID)
88 );
89
90 CREATE TABLE PURCHASE_ORDER
91 (
92     PurchaseID         INT            NOT NULL ,
93     PurchasedQuantity  INT            NOT NULL,
94     PurchasedDate      DATE           NOT NULL ,
95     SupplierID         INT            NOT NULL,
96     ProductID          INT            NOT NULL ,
97     PRIMARY KEY (PurchaseID),
98     FOREIGN KEY (SupplierID) REFERENCES SUPPLIER (SupplierID),
99     FOREIGN KEY (ProductID) REFERENCES PRODUCT (ProductID)
100 );

```

```
101 CREATE TABLE FEEDBACK_REVIEWS
102 (
103     FeedbackID            INT            NOT NULL,
104     FeedbackDate          DATE           NOT NULL,
105     FeedbackComment       VARCHAR2(1000),
106     ProductID             INT            NOT NULL,
107     CustomerID            INT            NOT NULL,
108     PRIMARY KEY (FeedbackID),
109     FOREIGN KEY (CustomerID) REFERENCES CUSTOMER (CustomerID),
110     FOREIGN KEY (ProductID) REFERENCES PRODUCT (ProductID)
111 );
112 );
113 CREATE TABLE RETURNS
114 (
115     ReturnID              INT NOT NULL,
116     ReturnDate            DATE  NOT NULL,
117     PRIMARY KEY (ReturnID)
118 );
119 CREATE TABLE RETURNED_PRODUCT
120 ( ReturnID              INT            NOT NULL,
121   DetailsID             INT            NOT NULL,
122   ReturnedQuantity      INT            NOT NULL,
123   PRIMARY KEY (ReturnID,DetailsID),
124   FOREIGN KEY (ReturnID) REFERENCES RETURNS (ReturnID),
125   FOREIGN KEY (DetailsID) REFERENCES ORDER_DETAILS (DetailsID)
126 );
127 );
```

Created ERD for all tables:



ERD Explanation:

Relationships between entities:

1- Category to Product:

one to many. we have several products in category but each product lies in one category.

2- Product to product_pricing:

one to many. price of each product varies by the time.

3- Product to Feedback_Review:

one to many. Every product has many feedbacks but every feedback has a certain product.

4- Customer to Orders:

one to many. Customer may order more than one time but every order has one customer only.

5- Customer to Feedback-Review:

one to many. Customer may give many feedbacks to products but every feedback on this product is gave by this customer only. No one has the same feedback for sure.

6- Product to Order:

many to many. Customer may order many products at the same time, so in this order we have many products. And every product is ordered by many customers. So, we created a new entity which is called “**Order_Details**”. It will inform us the quantity of products ordered by the same customer and the total price for these products.

7- Returns to Order_Details:

many to many. Products in the order may be returned or part of them. So, we created a new entity to know which products will be returned which is called “**Returned_Product**”. It will inform us the quantity of the products that will be returned.

8- Supplier to Purchase_Order:

one to many. Supplier can supply many products

9- Product to Purchase_Order:

one to many. Products can be