PROJECT DOCUMENTATION ON

ESHOP

(AN ONLINE SHOPPING PORTAL)

SUBMITTED FOR

SEN945 SOFTWARE REQUIREMENT DEVELOPMENT

BY

TEAM -5

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In this project wee have chosen the topic “eShop” an Online Shopping Portal. eShop is a web-based application Software developed in JAVA LANGUAGE using Java as front end on Pentium machine. The main aim of "eShop" is to improve the services of Customers and Vendors. It maintains the details of customer payments, product receipts, addition of new customers, products and also updating, deletion for the same. It also stores the details of invoices generated by customer and payments made by them with all Payments details like credit card. The primary features of the project entitled "ONLINE SHOPPING" are high accuracy, design flexibility and easy availability. And also it uses database tables representing entities and relationships between entities.

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INTERNATIONAL TECHNOLOGICAL UNIVERSITY

SOFTWARE REQUIREMENT SPECIFICATION OF

ESHOP

(AN ONLINE SHOPPING PORTAL)

RELEASE 1.0

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Revision History

Version	Name	Reason For Changes	Date
1.0	Mital Jani	Initial Revision	09/21/2013
1.1	Dharti Rathod	Intermediate Review Madhu Mahadevaiah Karthikeyan Sivanandi	09/24/2013
1.0	Mital Jani	Finial Version	09/26/2013

1. INTRODUCTION

The introduction of the Software Requirements Specification (SRS) provides an overview of the entire SRS with purpose, scope, definitions, acronyms, abbreviations, references and overview of the SRS. The aim of this document is to gather and analyze and give an in-depth insight of the complete **eShop** by defining the problem statement in detail. Nevertheless, it also concentrates on the capabilities required by stakeholders and their needs while defining high-level product features. The detailed requirements of the **eShop** are provided in this document.

1.1.Purpose

eShop web application is intended to provide complete solutions for vendors as well as customers through a single gateway using the internet as the sole medium. It will enable vendors to list their products for online shopping, customer to browse through the shop and purchase them online without having to visit the shop physically. The administration module will enable a system administrator to approve and reject requests for unreached shipping address details.

The purpose of the document is to collect and analyze all assorted ideas that have come up to define the system, its requirements with respect to consumers. Also, we shall predict and sort out how we hope this product will be used in order to gain a better understanding of the project, outline concepts that may be developed later, and document ideas that are being considered, but may be discarded as the product develops.

In short, the purpose of this SRS document is to provide a detailed overview of our software product, its parameters and goals. This document describes the project's target audience and its user interface, hardware and software requirements. It defines how our client, team and audience see the product and its functionality. Nonetheless, it helps any designer and developer to assist in software delivery lifecycle (SDLC) processes.

1.2. Scope

Primarily, the scope pertains to the eShop product features for making eShop project live. It focuses on the company, the stakeholders and applications, which allow for online sales, distribution and marketing of various products in different category.

This SRS is also aimed at specifying requirements of software to be developed but it can also be applied to assist in the selection of in-house and commercial software products. The standard can be used to create software requirements specifications directly or can be used as a model for defining a organization or project specific standard. It does not identify any specific method, nomenclature or tool for preparing an SRS.

1.3. Definitions, Acronyms, and Abbreviations

SLA	Service Level Agreement or SLA is a formal written agreement made between two parties, the service provider and the service recipient. It defines the term of engagement – the fundamental rules that will govern the relationship.
EJB	Enterprise Java Beans.
JAVA EE	Java Enterprise Edition is a programming platform – part of the Java Platform for developing and running distributed multi – tier architecture Java applications, based largely on modular software components running on an application server.
HTTP	Hypertext Transfer Protocol is a transaction oriented client/server protocol between a web browser and a Web Server.
HTTPS	Secure Hypertext Transfer Protocol is a HTTP over SSL (secure socket layer)
TCP/IP	Transmission Control Protocol / Internet Protocol, the suite of communication protocols used to connect hosts on the Internet. TCP / IP uses several protocols, the two main ones being TCP and IP.
Configuration	It means a product that is available / Selected from a catalogue can be customized.
FAQ	Frequently Asked Questions

1.4. References

IEEE SRS Format

1.5. Technologies to be used

1.5.1 Programming languages:

- JAVA EE : Java Enterprise Edition is a programming language platform – part of the JAVA Platform for developing and running distributed multi – tier architecture Java applications, based largely on modular software components running on an application server.

- HTML, XML: Hyper Text Markup Language and Extensible Markup Language are the predominant markup languages for web pages. It provides a means to describe the structure of text-based information in a document and to supplement that text with interactive forms, embedded images and other objects.

- JavaScript: A client side scripting language used to create dynamic web content and user interface.

1.5.2 Tools and Development Environment:

- Apache Tomcat 6.0.18 Server: Apache Tomcat is a Servlet container developed by the Apache Software Foundation (ASF). Tomcat implements the Java Servlet and the JavaServer Pages (JSP) specifications from Sun Microsystems, and provides a "pure Java" HTTP web server environment for Java code to run.

- Eclipse J2EE: Eclipse is an IDE (Integrated Development Environment) which is designed for the creation of complex projects, providing fully dynamic web application utilizing EJB's. This consist of EJB tools, CMP data mapping tools and a universal test client that is designed to aid testing of EJB's.

1.6.Overview

The remaining sections of this document provide a general description, including characteristics of the users of this project, the product's hardware, and the functional and data requirements of the product. General description of the project is discussed in section 2 of this document. Section 3 gives the functional requirements, data requirements and constraints and assumptions made while designing the eShop. It also gives the user viewpoint of product. Section 3 also gives the specific requirements of the product. Section 3 also discusses the external interface requirements and gives detailed description of functional requirements. Section 4 is for supporting information.

2. OVERALL DESCRIPTION

eShop is aimed towards common people who can be potential customer. This project envisages bridging the gap between the seller, the retailer and the customer. This online shopping should be user – friendly, 'quick to learn' and reliable software for the above purpose. eShop is intended to be a stand – alone product and should not depend on the availability of other software. It should run on both UNIX and Windows based platform.

The following SRS contains the detail product perspective from different stakeholders. It provides the detail product functions of eShop with user characteristics permitted constraints, assumptions and dependencies and requirements subsets.

3. SPECIFIC REQUIREMENTS

The specific requirements are –

3.1Functionality

Introduction –

This subsection contains the requirements for the eShop. The features discussed in the vision document organize these requirements. Features from vision documents are then

refined into use case diagrams and to sequence diagram to best capture the functional requirements of the system. All these functional requirements can be traced using tractability matrix.

3.1.1 Sell Configured to Ordered Products.

- The system shall display all the products that can be configured.
- The system shall allow user to select the product to configure.
- The system shall display all the available components of the product to configure
- The system shall enable user to add one or more component to the configuration.
- The system shall notify the user about any conflict in the current configuration.
- The system shall allow user to update the configuration to resolve conflict in the current configuration.
- The system shall allow user to confirm the completion of current configuration

3.1.2 Provide comprehensive product details.

- The system shall display detailed information of the selected products.
- The system shall provide browsing options to see product details.

3.1.3 Detailed product Categorizations

The system shall display detailed product categorization to the user.

3.1.4 Provide Search facility.

- The system shall enable user to enter the search text on the screen.
- The system shall enable user to select multiple options on the screen to search.
- The system shall display all the matching products based on the search.
- The system shall enable user to select multiple option to display matching result like 10 items, 20 items, 40 items on the current screen.
- The system shall enable user to navigate between the search results.
- The system shall notify the user when no matching product is found on the search.

3.1.5 Maintain customer profile.

- The system shall allow user to create profile and set his credential.
- The system shall authenticate user credentials to view the profile.
- The system shall allow user to update the profile information.

3.1.6 Provide personalized profile

- The system shall display both the active and completed order history in the customer profile.
- The system shall allow user to select the order from the order history.
- The system shall display the detailed information about the selected order.
- The system shall display the most frequently searched items by the user in the profile.
- The system shall allow user to register for newsletters and surveys in the profile.

3.1.7 Provide Customer Support.

- The system shall provide online help, FAQ's customer support, and sitemap

options for customer support.

- The system shall allow user to select the support type he wants.
- The system shall allow user to enter the customer and product information for the support.
- The system shall display the customer support contact numbers on the screen.
- The system shall allow user to enter the contact number for support personnel to call.
- The system shall display the online help upon request.
- The system shall display the FAQ's upon request.

3.1.8 Email confirmation.

- The system shall maintain customer email information as a required part of customer profile.
- The system shall send an order confirmation to the user through email.

3.1.9 Detailed invoice for customer

- The system shall display detailed invoice for current order once it is confirmed.
- The system shall optionally allow user to print the invoice.

3.1.10 Provide shopping cart facility.

- The system shall provide shopping cart during online purchase.
- The system shall allow user to add/remove products in the shopping cart.

3.1.11 Provide multiple shipping methods.

- The system shall display different shipping options provided by shipping department.
- The system shall enable user to select the shipping method during payment process.
- The system shall display the shipping charges.

- The system shall display tentative duration for shipping.

3.1.12 Online tracking of shipments

- The system shall allow user to enter the order information for tracking.
- The system shall display the current tracking information about the order.

3.1.13 Provide online Tax Calculations

- The system shall calculate tax for the order.
- The system shall display tax information for the order.

3.1.14 Allow multiple payment methods.

- The system shall display available payment methods for payment.
- The system shall allow user to select the payment method for order.

3.1.15 Allow online change or cancellation of order.

- The system shall display the orders that are eligible to change.
- The system shall allow user to select the order to be changed.
- The system shall allow user to cancel the order
- The system shall allow user to change shipping, payment method.
- The system shall notify the user about any changes made to the order.

3.1.16 Allow Online Product reviews and ratings

- The system shall display the reviews and ratings of each product, when it is selected.
- The system shall enable the user to enter their reviews and ratings.

3.1.17 Different Payment options.

- The system shall display all the available financing options.
- The system shall allow user to select the financing option.
- The system shall notify the use about the financing request.

3.1.18 Provide detailed sitemap.

- The system shall allow user to view detailed sitemap.

3.1.19 Offer online promotions and rewards.

- The system shall display all the available promotions to the user.
- The system shall allow user to select available promotion.

3.1.20 Online Purchase of products

- The system shall allow user to confirm the purchase.
- The system shall enable user to enter the payment information.

3.2 Usability

3.2.1 Graphical User Interface

- The system shall provide a uniform look and feel between all the web pages.
- The system shall provide a digital image for each product in the product catalog.
- The system shall provide use of icons and toolbars.

3.2.2 Accessibility

- The system shall provide handicap access.
- The system shall provide multi language support.

3.3 Reliability & Availability

3.3.1 Back-end Internal Computers

- The system shall provide storage of all databases on redundant computers with automatic switchover.
- The system shall provide for replication of databases to off-site storage locations.
- The system shall provide RAID V Disk Stripping on all database storage disks.

3.3.2 Internet Service Provider

- The system shall provide a contractual agreement with an internet service provider for T3 access with 99.9999% availability.
- The system shall provide a contractual agreement with an internet service provider who can provide 99.999% availability through their network facilities onto the internet.

3.4 Performance

- The product shall be based on web and has to be run from a web server.
- The product shall take initial load time depending on internet connection strength which also depends on the media from which the product is run.
- The performance shall depend upon hardware components of the client/customer.

3.5 Security

3.5.1 Data Transfer

- The system shall use secure sockets in all transactions that include any confidential customer information.
- The system shall automatically log out all customers after a period of inactivity.
- The system shall confirm all transactions with the customer's web browser.
- The system shall not leave any cookies on the customer's computer containing the user's password.
- The system shall not leave any cookies on the customer's computer containing any of the user's confidential information.

3.5.2 Data Storage

- The customer's web browser shall never display a customer's password. It shall always be echoed with special characters representing typed characters.
- The customer's web browser shall never display a customer's credit card number after retrieving from the database. It shall always be shown with just the last 4 digits of the credit card number.
- The system's back-end servers shall never display a customer's password. The customer's password may be reset but never shown.
- The system's back-end servers shall only be accessible to authenticated administrators.

- The system's back-end databases shall be encrypted.

3.6 Supportability

3.6.1 Configuration Management Tool

- The source code developed for this system shall be maintained in configuration management tool.

3.7 Design Constraints

3.7.1 Standard Development Tools

- The system shall be built using a standard web page development tool that conforms to either IBM's CUA standards or Microsoft's GUI standards.

3.8 Web Based Product

- There are no memory requirements.
- The computers must be equipped with web browsers such as Internet Explorer, Mozilla, Chrome etc.
- The product must be stored in such a way that allows the client easy access to it.
- Response time for loading the product should take no longer than five minutes.
- A general knowledge of basic computer skills is required to use the product.

3.9 On-line User Documentation and Help System Requirements

- As the product is eShop, On-line help system becomes a critical component of the system that shall provide –
- It shall provide specific guidelines to a user for using the eShop system.
- To implement online user help, link and search fields shall be provided.

3.10 Purchased Components

- Not Applicable

3.11 Interfaces

- There are many types of interfaces as such supported by the eShop software system namely; User Interface, Software Interface and Hardware Interface.
- The protocol used shall be HTTP.
- The Port number used will be 80.
- There shall be logical address of the system in IPv4 format.

3.11.1 User Interfaces

- The user interface for the software shall be compatible to any browser such as Internet Explorer, Mozilla or Netscape Navigator by which user can access to the system.
- The user interface shall be implemented using any tool or software package like Java Applet, MS Front Page, EJB etc.

3.12 Hardware Interfaces

- Since the application must run over the internet, all the hardware shall require to connect internet will be hardware interface for the system. As for e.g. Modem, WAN – LAN, Ethernet Cross-Cable.

3.13 Software Interfaces

- The eShop system shall communicate with the Configurator to identify all the available components to configure the product.
- The eShop shall communicate with the content manager to get the product specifications, offerings and promotions.

- The eShop system shall communicate with billPay system to identify available payment methods, validate the payments and process payment.
- The eShop system shall communicate to credit management system for handling financing options.
- The eShop system shall communicate with CRM system to provide support.
- The eShop system shall communicate with Sales system for order management.
- The eShop system shall communicate with shipping system for tracking orders and updating of shipping methods.
- The eShop system shall communicate with external Tax system to calculate tax.
- The eShop system shall communicate with export regulation system to validate export regulations.
- The system shall be verisign like software that shall allow the users to complete secured transaction. This usually shall be the third party software system that is widely used for internet transaction.

3.14 Communications Interfaces

- The eShop system shall use the HTTP protocol for communication over the internet and for the intranet communication will be through TCP/IP protocol suite.

3.15 Licensing Requirements

Not Applicable

3.16 Legal, Copyright, and Other Notices

eShop should display the disclaimers, copyright, trademark and product warranties.

3.17 Applicable Standards

It shall be as per the industry standard.

4 SUPPORTING INFORMATION

Please refer the following document:

1. Design Specification Document.
2. Traceability Matrix.
3. Project Plan.
4. Testing Document

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FEASIBILITY REPORT OF

ESHOP

(AN ONLINE SHOPPING PORTAL)

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Version	Name	Reason For Changes	Date
1.0	Dharti Rathod	Initial Revision	10/18/2013
1.1	Mital Jani Madhu Mahadevaiah Ankita Sabadra	Intermediate Review	10/30/2013
2.0	Dharti Rathod	Finial Version	11/25/2013

1. INTRODUCTION

Feasibility study is the process of determination of whether or not a project is worth doing. Feasibility studies are undertaken within tight time constraints and normally culminate in a written and oral feasibility report. I have taken two days in feasibility study with our team-mates. The contents and recommendations of this feasibility study helped us as a sound basis for deciding how to precede in the project. It helped in taking decisions for "eSHOP" website. This feasibility study could also be used to test a new working system, which could help to solve following issues. 1) The current system may no longer suit its purpose. 2) Technological advancement may have rendered the current system redundant. 3) The business is expanding, allowing it to cope with extra work load. 4) Customers are complaining about the speed and quality of work the business provides. 5) Competitors are now winning a big enough market share due to an effective integration of a computerized system.

1.1. Technical Feasibility Study

Technical Feasibility determines whether the work for the project can be done with the existing equipment, software technology and available personnel. The assessment is based on an outline design of system requirements in terms of Input, Output, Fields, Programs, and Procedures. This can be qualified in terms of volumes of data, trends, frequency of updating and so on, in order to give an introduction to the technical system. Technical feasibility is concerned with specifying equipment and software that will satisfy the user requirement. This project is feasible on technical remarks also, as the proposed system is more beneficiary in terms of having a sound proof system with new technical components installed on the system. The proposed system can run on any machines supporting any Operating Systems, browsers, Internet services .The software and hardware used while designing the system are of sound quality, thus it would be feasible in all technical terms of feasibility.

1.2. Economic Feasibility Study

This involves questions such as whether the firm can afford to build the system, whether its benefits should substantially exceed its costs, and whether the project has higher priority and

profits than other projects that might use the same resources. This also includes whether the project is in the condition to fulfill all the eligibility criteria. Economic feasibility determines whether there are sufficient benefits in creating application. As this signifies cost-benefit analysis and savings. On the behalf of the cost-benefit analysis, the proposed system is feasible and is economical regarding its pre-assumed cost for making a system. We classified the costs of eSHOP according to the phase in which they occur. As we know that the system development costs are usually one-time costs that will not recur after the project has been completed. For calculating the Development costs we evaluated certain cost categories that is

- Human Resource and Environmental resource costs.
- Computer usage and computer component cost.
- Supply and equipment's costs.
- Maintenance cost.

1.3.Operational Feasibility Study

This involves questions such as whether the system has enough support to be implemented successfully, whether it brings an excessive amount of change, and whether the organization is changing too rapidly to absorb it. Operational Feasibility Operational feasibility criteria measure the urgency of the problem (survey and study phases) or the acceptability of a solution (selection, acquisition and design phases). If the system is developed, will it be used? Includes people oriented and social issues: internal issues, such as manpower problems, labor objections, manager resistance, organizational conflicts and policies; also external issues, including social acceptability, legal aspects and government regulations.

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PROJECT MANAGEMENT PLAN & GANTT CHART OF

ESHOP

(AN ONLINE SHOPPING PORTAL)

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1.0	Madhu Mahadevaiah	Initial Revision	10/22/2013
1.1	Ankita Sabadra Mital Jani Karthikeyan	Intermediate Review	10/24/2013
2.0	Madhu Mahadevaiah	Finial Version	10/29/2013

1. PROJECT MANAGEMENT PLAN

Project management involves the planning, monitoring, and control of the people, process, and events that occur as our E-Shop evolves from a preliminary concept to full operational deployment. Everyone "manages" to some extent, but the scope of management activities varies among people involved in our project. Project plan is produced as management activities commence. The plan defines the process and tasks to be conducted, the people who will do the work, and the mechanisms for assessing risks, controlling change, and evaluating quality.

A software project plan provides the framework from which a comprehensive plan for software development can be established. A small number of framework activities are applicable to all software projects, regardless of their size or complexity. A number of different task sets—tasks, milestones, work products, and quality assurance points—enable the framework activities to be adapted to the characteristics of the software project and the requirements of the project team.

Project Planning Helped us in these ways:

1.1 Coordination and Communication

There are many reasons that software projects get into trouble. The scale of many development efforts is large, leading to complexity, confusion, and significant difficulties in coordinating team members. Uncertainty is common, resulting in a continuing stream of changes that ratchets the project team. To deal with it effectively, we must establish effective methods for coordinating the people who do the work. To accomplish this, we Members of E-shop software team share ideas on an ad hoc basis, ask for help as problems arise, and interact with one another on a daily basis via Drop box, Google Hang outs, Meeting at college as a group.

1.2 Problem Decomposition

Problem decomposition, sometimes called partitioning is an activity that sits at the core of software requirements analysis. During the scoping activity no attempt is made to fully decompose the problem. Rather, decomposition is applied in two major areas:

(1) The functionality and content (information) that must be delivered and

(2) The process that will be used to deliver it.

We applied a divide-and-conquer strategy to confront with our project. Stated simply, we divided our project into multiple manageable pieces that each contributor can work on.

2. TEAM STRUCTURE

Role/ID	Name	Email Address
Team Lead - 84213	Dharti Rathod	Dharti.krunal@gmail.com
Team Member - 82584	Ankita Sabadra	ankita.sabadra5@gmail.com
Team Member- - 84344	Madhu Mahadevaiah	madhukarthik12@gmail.com
Team Member -81299	Mital Jani	mitalcs@gmail.com
Team Member - 12200010	Karthikeyan	karthi.cyborg@gmail.com
Team member - 84807	Raghavendra	raghu660@gmail.com
Team member	Harikanth Reddy	d.harikanthreddy@gmail.com

3. PROJECT RESPONSIBILITIES

3.1. Team Leader

Leader's responsibility is to ensure that tasks assigned to every team member is performed well and on time, which is very smoothly been taken care by our Team leader. Other than this her work includes

- Planning and coordinating team activities through Weekly Meetings in college, Google Hangouts, Emails.
- Providing feedback about team progress to everyone

3.2. Team Member

Each member's (listed in above table) responsibility is to ensure that a task assigned to him/her by the team lead is performed well and on time. The tasks needed to be done and the topics that are important to our project was discussed with every member in E-shop group in the meeting held every week and then the task distribution was done. Each member in E-shop group was responsible for

- Assisting Team Leader by signaling problems in an early stage
- Executing plans made by the Team Leader
- Keeping track of time spent on various tasks
- Following procedures and plans

4. RISKS ASSOCIATED WHILE WORKING IN TEAM FOR E-SHOP

4.1. Miscommunication

Team members might not clearly understand the scope & requirements of our project. Maintaining good communication at every point till the end of project is very important to every team member. It clarifies the issues in the project.

• Prevention: To prevent this we E-shop group members decided that after every meeting, one team member creates a 'minutes of meeting' report. Every person in the team has got a copy of this report. Team members should not hesitate to ask and re-ask questions if things are unclear.

• Correction: When it becomes clear that miscommunication is causing problems, the team members and the Team Leader are gathered in a meeting to clear things up.

4.2. Time shortage

After making good planning to our project, knowing how long and how much time each task in a project takes, at some point we have shortage of time.

• Prevention: Care is taken to plan enough spare time through many numbers of meetings and being dedicated to give more effort on the task allotted.

- Correction: When tasks was failed to be finished in time or when they are finished earlier than planned, the project planning is adjusted. If time shortage becomes severe, user requirements, which have low priority, are dropped after consultation with Team Leader and other team members.

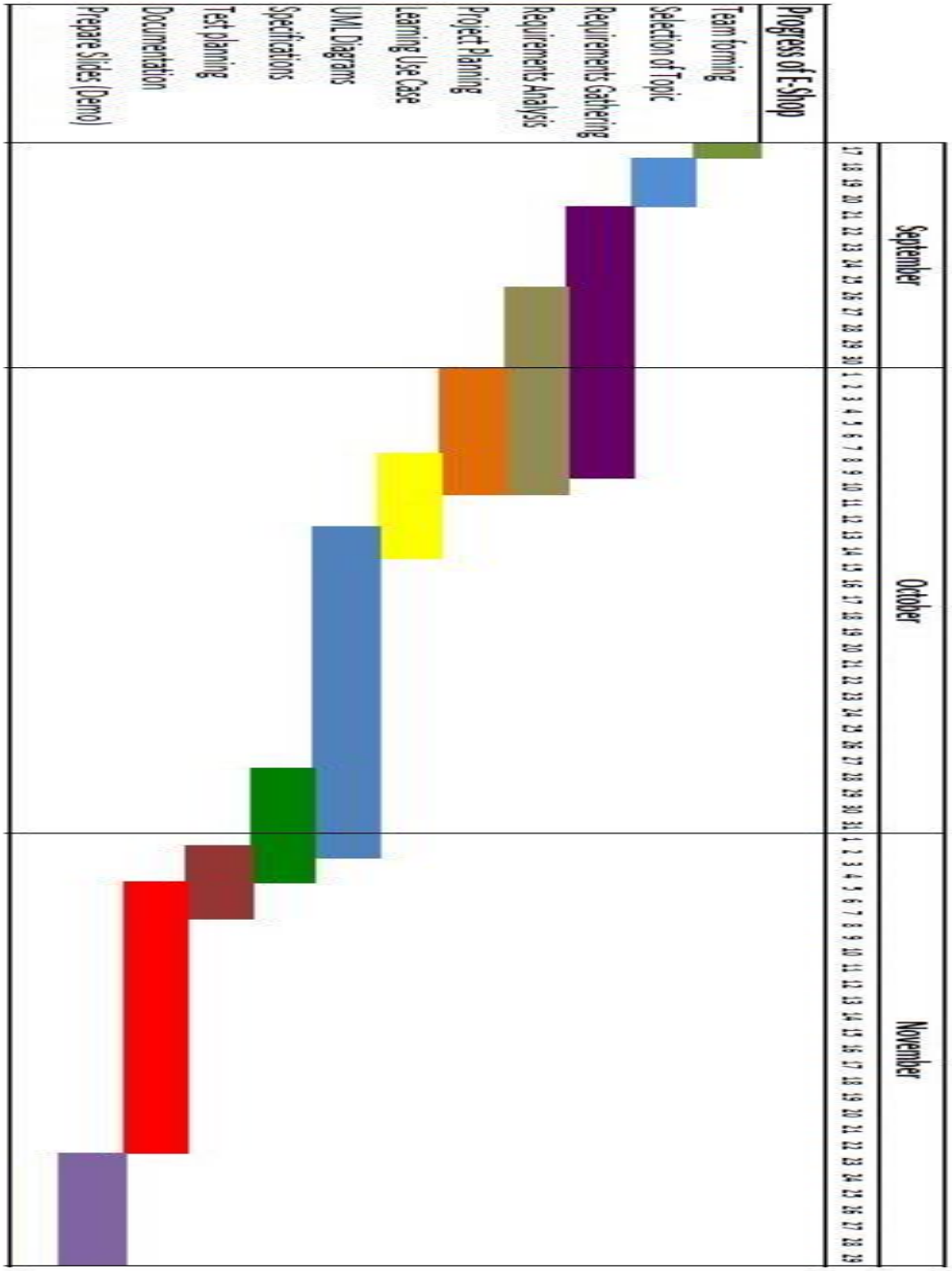
4.3. Design Errors

- Prevention: The design should be reviewed very critically. Each member should be consulted frequently on his opinion about the feasibility and the correctness of certain design decisions.
- Correction: When errors in the design are noticed the member should be consulted to help correct the design errors as soon as possible. Also all the work that depends on the faulty design should be halted until the error is corrected.

4.4. Illness or absence of team members

- Prevention: Team members should inform the team leader timely before a planned period of absence.
- Correction: By ensuring that knowledge is shared between team members, work can be taken over quickly by someone else if a person gets ill. When work needs to be taken over by someone else, a re-division is made on his/her other tasks so that the workload does not get too high.

5. GANTT CHART



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SOFTWARE DESIGN SPECIFICATION OF

ESHOP

(AN ONLINE SHOPPING PORTAL)

RELEASE 1.0

Revision History

Version	Name	Reason For Changes	Date
1.0	Mital Jani	Initial Revision	10/24/2013
1.1	Karthikyen	Included ER Diagram , Design Flow Diagram, Class and Activity Diagram	11/26/2013
1.2	Dharti Rathod	Prototype Screenshots	11/27/2013
2.0	Mital Jani	Finial Version	11/28/2013

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1 INTRODUCTION

This document is the design report for a web-based Shopping Portal. This is mainly about 'how to do' and also will help provide an insight to the whole system design and implementation of the online Shopping Portal. This software has the following three main components:

- Implement the different types of user – Administrator, Customer and Vendors.
- Implement shopping cart for checkout and payment procedures.
- Management of products and orders.

This design document mainly consists of Use Cases, Activity Flow Diagrams, Class Design, Internal Data Structures, Architectural design, User Interface and Testing. The main purposes of this design document are listed below:

- Precise understanding of the requirements and constraints related with the programming language and User Interface.
- System decomposition into manageable units or modules.
- Abstraction of the system implementation with the help of classes.
- Provide a basic outline of the User Interface of the online shopping portal.

This report is the result of the design phase. The use cases and activity diagram provide a schematic representation of the interaction of different actor with system and design flow respectively. The Consolidated Activity diagram provides a model to visualize the flow in the system as a whole. The diagrams also hold the data structures that would be used and also their data types.

The portal will be implemented using Java EE as the programming language. MySQL database will be used to store vital user, product and order information.

1.1 Purpose

The purpose of this project is to create a functional website for people to be able to both buy and sell goods. Users of this website will be able to create an account which will supply them with an easy to use interface in order to both purchase items listed by other users and sell items to other users. The basic requirements state that the users will be able to securely

register and manage their profiles. They will also be able to navigate through available items by category, or by using a well-executed search function. Finally, a payment mechanism will be built in to allow the use of credit cards, paypal account in which their credit card and/or debit card is associated and can also redeem credit card reward points to purchase items in order to abstract away one of the most difficult parts of setting up an on-line store. The website will be maintained and managed by administrators. They will have the authority to approve and reject requests for new listings of item and users and maintain various lists of item categories. They will also be able to control customers and visitors actions.

1.2 Project Scope

For this project we want to define what will be done such that the final product meets expectations. With this in mind, the following are the parts that will be completed:

- Secure registration and profile management facilities for customers.
- Browsing through the eShop to see the items that are there in each category of products like Apparel, Kitchen Accessories, Bath Accessories, Jewelry etc.
- Adequate searching mechanisms for easy and quick access to particular products and services.
- Payment mechanism and gateway for all popular credit cards, redeem credit card reward points and other relevant payment options.

In addition to the above-mentioned basic functional requirements for the project, we plan for the following supplementary requirements as well. We will create a shopping cart so that the customers can save their items and checkout later with the entire shopping cart. A sorting mechanism for products in each category such as: most purchased, price from low to high, and newly listed. We also plan for a feedback mechanism for the products from the customers. Feedback can also be given on a particular vendor and the entire portal.

For maintaining the robustness of the system and also for the safety of customers and vendors, we will ensure following in the project:

- Overall system quality should be good and it should be a smooth experience for both vendors and customers.
- The system should be easy to maintain. We will be using object oriented programming

techniques.

- Customers and vendors details will be secure from outside intruders.
- Safe payment gateways will be used and all the security checks will be made to ensure a safe deal.
- The system will remain up at all times. The hardware and software should be robust and will be tested extensively.

1.3 Technologies to be used

In order to credit the tools we will use and to provide some insight as to what is needed to create a project like this, the list below will highlight all software and technologies used in order to create the project and what it was used for.

Atlassian Jira – Software used to track progress on the project and to manage requirements

Eclipse - Integrated Development Environment used to write and debug code

MySQL - Database management system

Git - Version control system used to keep track of versions of the project

Junits - Used to create unit tests for our Java programs

Maven - Used to build, manage, and integrate our project

2 OVERALL DESCRIPTION

2.1 Product Functions

For Users

- Basic Account features are required for both Customers and Sellers. This includes
    - Registering
    - Login
    - Forgot/change passwords
    - "Account Details" section containing contact details
    - Browse and Search: User should be able to browse through the entire items list by modifying certain selection criteria's such as: Item category, Price range

selection, Item/Seller Rating based selection

- In addition to providing the above-mentioned search feature, user should also be able to search for a particular product. This is applicable to all stakeholders (Guests, Customers, Sellers and Administrators)
- Shopping:
    - Add / remove items to their shopping cart/list
    - Customer should have the option to buy desired item(s) sold by one or more sellers.
    - Customer will have access to finalize product lists of items she wishes to buy and make the final payment
    - The website should support all popular credit cards and make sure that the transaction happens securely
- History:
    - Shopping history: List of items previously shopped
    - Item View history: List of recently viewed items
    - Search history: Recent search criteria used by a customer

For Sellers

- Account Setting
- Sellers should get authorization from Administrator before listing their items/ products for selling
- Update product information
- Transaction history
- Status of all the transactions for a seller.

For Administrators

- Account Setting
- Authorizing listing requests of sellers
- Authorize updating and/or modification of product information
- Monitoring transactions and keeping track of its status

- Update Seller/Customer/transaction information (In case of system errors/complaints)

2.2 User Classes and Characteristics

2.2.1 The system will be implemented for following users:

- For Customers/Visitors

A customer or visitor will be able to purchase items through the eShop. They will also be able to see their purchase history. A secure session would be maintained and a user name and password would be allocated for every customer. Customers won't be able to make changes to the system. They will only be able to browse through the items using search function, select the listed products, add them to the shopping card and checkout them. They can purchase it online via the secure payment method and by providing their billing address and shipping address. They can view status of their shipped items from online tracking feature. Customers will also be able to provide reviews for various items and rate them.

- For Administrators

An administrator has more privileges than regular user. Main functions of an administrator will be the management of customers and vendors. Administrators can view, modify and delete the personal information and passwords of members if necessary. They would also be able to search information about members and vendors. Administrators will also be able to view the invoice list of placed orders, orders that have shipped, and disqualified orders.

- Vendors

Any user can submit an application to be seller and list their items. After the approval of the request by the Administrator, the requester will be notified. The vendor will be responsible for setting up their products and managing account. The vendor will be able to add, remove or update items from their shop. They will need to assign items to categories listed by the Administrator so that the management of products is easy. The vendor can also decide to delete the listings and can remove it from the eShop.

2.3 Design Methodology

There is one major guideline derived from the interview. The company desires that the final web application should be user-friendly and should be supportive for all of the specified requirements. The reason for this is no doubt to maximize the users to use the system.

The iterative approach was identified as the most desirable among the group members and was therefore adopted for the system design. (Reference)
The process method is divided into these parts:

1. Analyzing Customer Requirements
2. Designing the database by sketching the E/R Diagram.
3. UML Designs (Use Case Diagram – System Sequence Diagrams)
4. Analyzing the classes that will be needed for implementation.
5. Designing the class diagram.
6. Designing Virtual Windows

2.4 Risks and Volatile Areas

None have been identified.

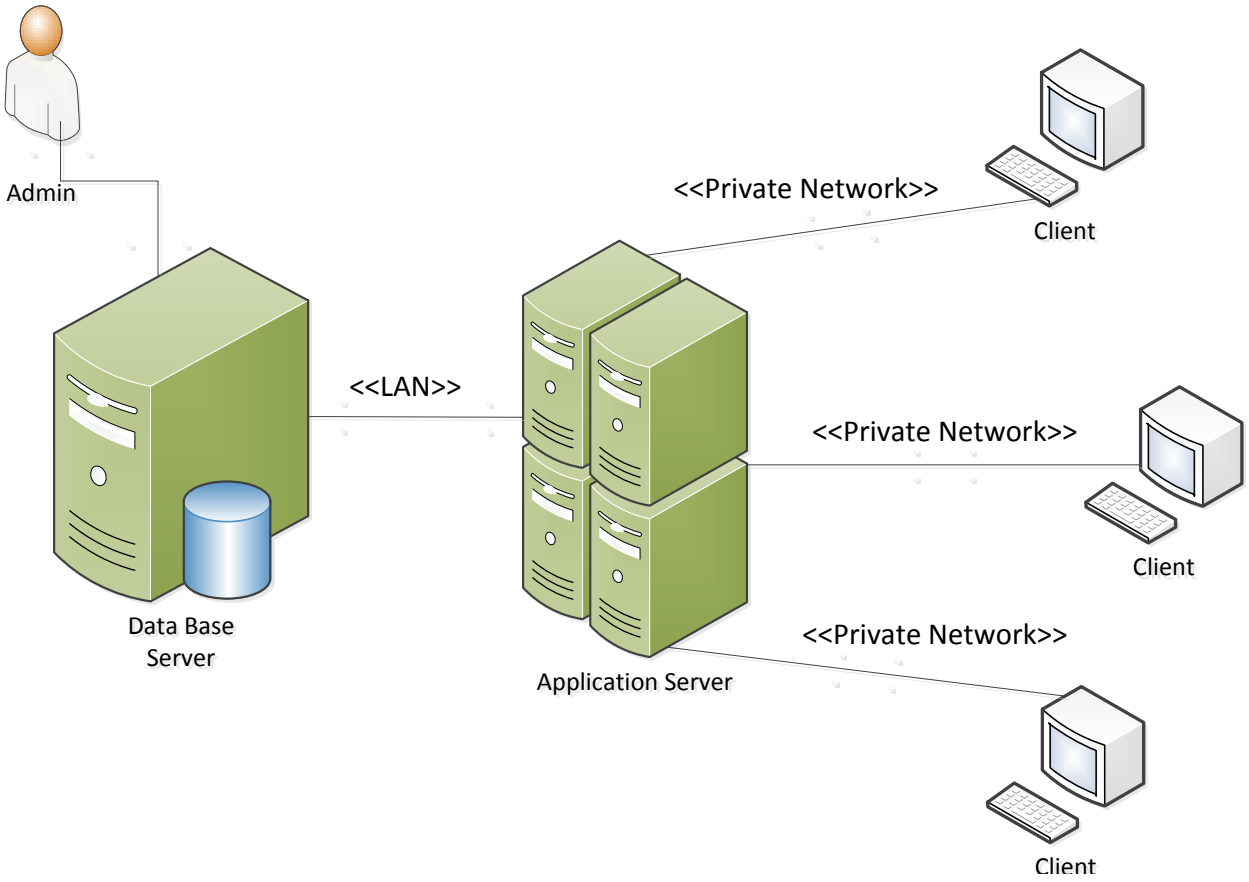
3 SYSTEM ARCHITECTURE AND STRATEGIES

The architecture provides the top level design view of a system and provides a basis for more detailed design work

3.1 Overview

The architecture used for this web application is the Three-Tier Layered Architecture. The Three-tier Layered architecture has three different tiers being Presentation (Client Tier), Application Logic, and Database layer. The presentation tier (client tier) is basically the most upper level of the structure that is used to present the information on the client machine. The

Application logic is the tier where all the Java, HTML and XML code are being held and stored. And the Data tier is the tier for holding the database and stored procedures.



3.2 Subsystem, Component, or Module

eShop is composed of six different components:

3.2.1 Main Page:

This component contains information regarding all the different users and items. It is decomposed into these parts:

- View Listed Items: This contains data about the available products/items. The available items are created by the other user and approved by the administrator in order to make it authenticated visible to other users.

- Browse by different category: The information regarding the different category like clothing, electronics etc. are displayed here.
- Customer Support: The information to solve the queries of user is displayed in FAQs and also the number of customer care representative is displayed.

3.2.2 My Account:

This component holds information about the personal information, purchase history, sold history, transaction status, and payment history of specific user.

3.2.3 Messaging or Notifications:

The messaging component is responsible for holding the information and data with sending and receiving messages. Sub components are listed below:

- Composer: Allows the user to send messages to other users.
- Inbox: Allow the user to view their message inbox.
- Sent: Allows the user to view their sent messages.

3.2.4 Announcement:

This component is responsible for the event of creating and displaying announcements that are created by the administrator.

3.2.5 Authentication:

This component is responsible for the logging and logging out events and all other events that is relevant to authentication. It is decomposed into these sub components:

- Login / Logout: This function allows users to log onto the web application and log out from it.
- Change Password: This allows the user to change his/her password.
- Password Recovery: This allows the user to retrieve his/her password in the event that the user forgets his login details.

3.2.6 Managing Tool:

This component is responsible for all the functionalities that only the administrator is allowed to use. It is decomposed into these sub systems:

- Manage users: This contains the functionalities of adding / editing / deleting users.
- Manage requestor: This contains the functionalities of approving /deleting applications received from user to list their items.
- Manage style: This contains the functionality that allows the administrator to change the style and formatting of the webpage.

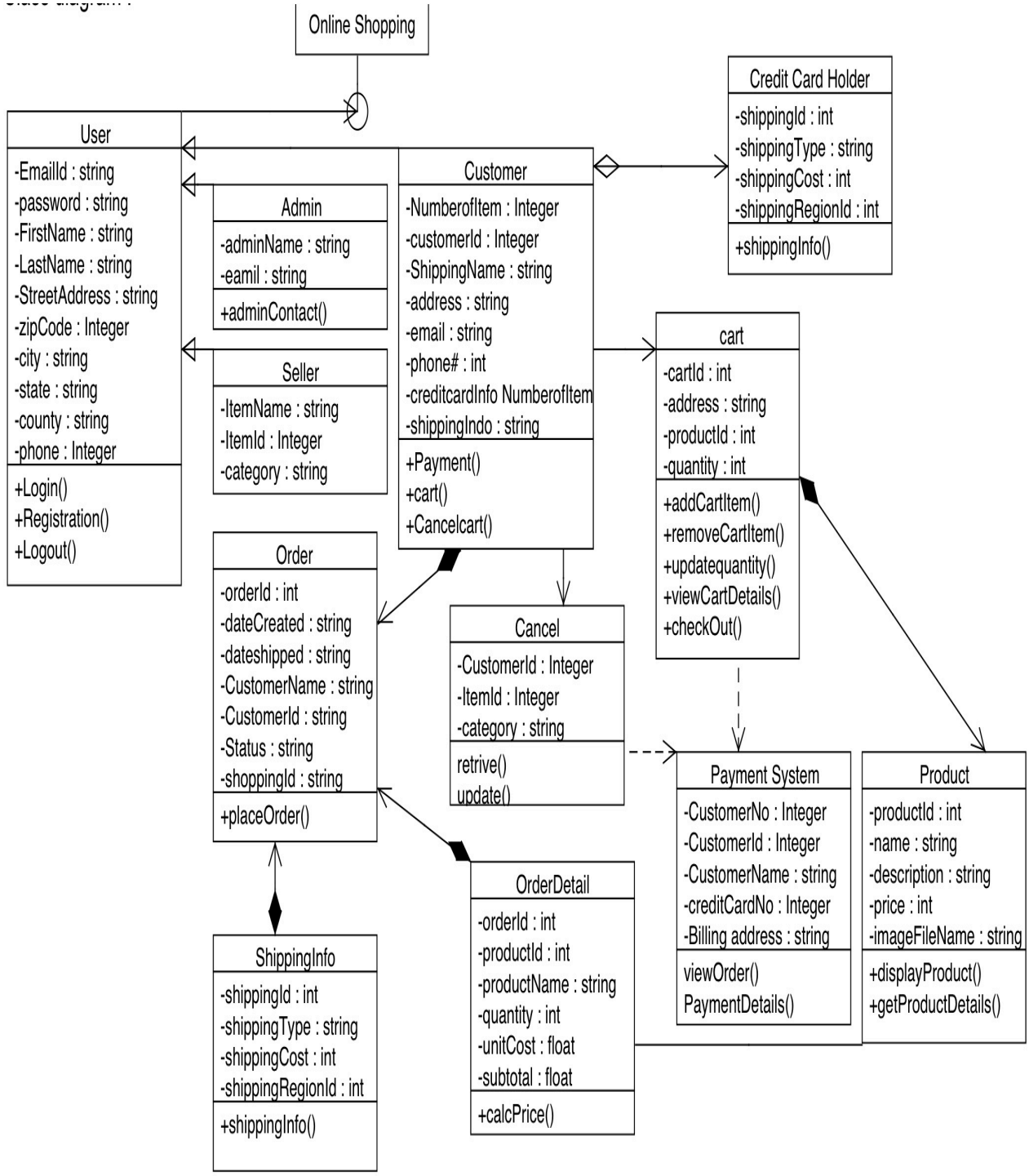
3.3 Strategy 1…N

Describe the strategy used or decision made. Include information on the alternatives considered and the reasons for their rejection.

4 HIGH LEVEL DESIGN

4.1 Use Case Diagram: **It is shown separately in Use Case Document.**

4.2 Class Diagram:



4.2.1 User Class:

The user class is used to store the details of all the users. It is used to create a new user or help an existing user login. There are two types of users: admin and a normal user. Every user can place an order or search for a product. The admin can add and delete products as well.

4.2.2 Order Class:

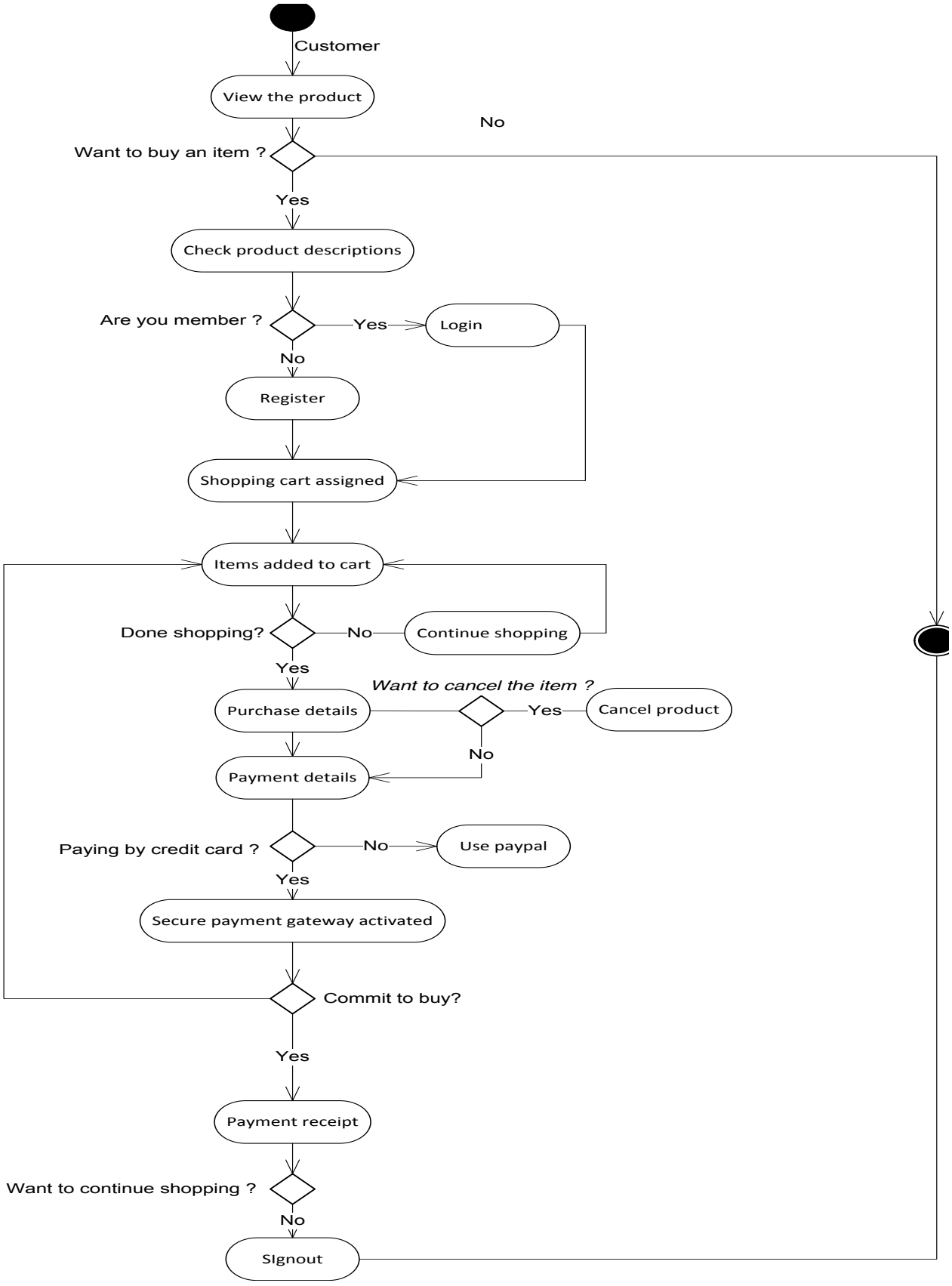
The order class contains the details of the placed order. This class is used to place or delete an order. The order class is notified when an order is placed or deleted by a user.

4.2.3 Product Class The product class contains the details of the products in eShop. This class will be notified when the user searches for a product or the admin adds or deletes a product.

4.2.4 Feedback Class The feedback class contains the details of the comments posted on the various products. This class is responsible for posting comments on products and deleting them by users.

4.2.5 Specifications Class The specifications class contains the various specifications of the products. This class is used to edit the specifications of the products.

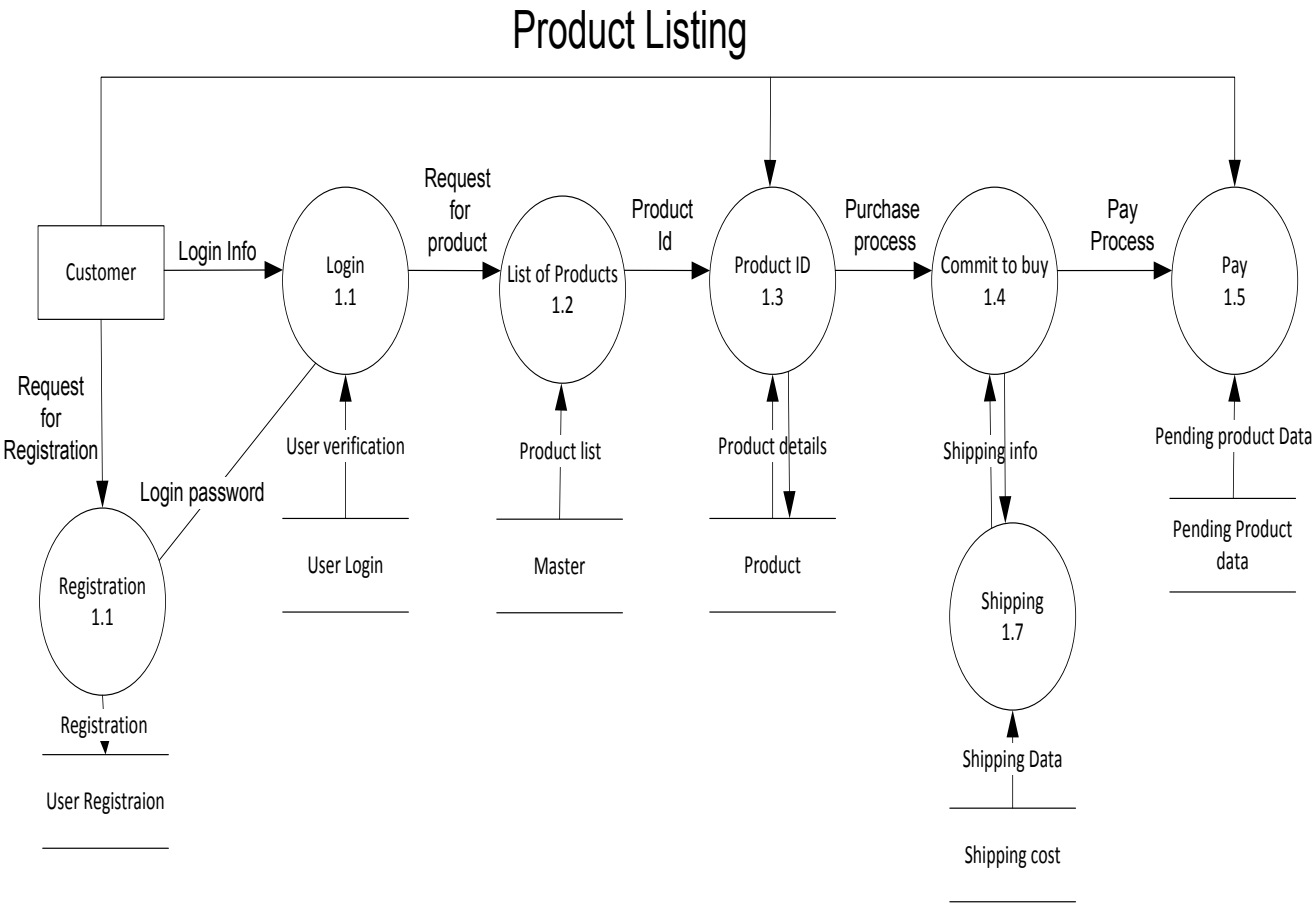
4.3 Activity Diagram:



5 LOW LEVEL DESIGN

This section provides low-level design descriptions that directly support construction of modules. Normally this section would be split into separate documents for different areas of the design.

Design Flow of application:



6 TESTING

6.1 Unit Testing

Log In:

a. Identification and Password properly initiated, encrypted, and validated

b. MySql injection test

c. Checking for uppercase, lowercase, number, special character in ID and password

d. Either of ID and password not blank

e. Checking for overlapping ID

f. Checking for weak passwords

g. Not available to minors without permission from parents

h. Checking for e-mail notification about making ID and initiating password

Login and start shopping

a. Correctly validated before staring a shopping

b. Not possible to check out products which is already in progress

c. Displaying list of all available products

d. Checking for newest version products place on first page.

e. Checking for exact number of products stocks

f. Checking for available coupon information

g. Checking for visibility about previous history of search

h. Checking for system about suggestion for newest version of products

View online help

Help documentation appropriate to every occasion

Contact Customer Support

Display contact number available 24 X 7 that will direct user to connect with available customer care representative for assisting.

Payment

a. Certification username and card information for security

b. Consumer payment for money in proper order

c. Certification for expiration month and year

d. Certification about CVS number

e. Certification for redemption of credit card points

Shipping

a. Checking for available address information

b. Checking for private information and updated address

c. Chargeable or no chargeable for shipping

d. Checking about time for shipment

e. Checking for type of shipping.

Logout

a. Search history saved properly after logout

b. Checking out information saved in database

c. Customer redirected to the login screen

d. Checking e-mail system about purchasing information

6.2 Integration testing

We consider the eShop as a black box and white box; also check up all of the parts. Also, we will conduct as following orders:

Creating test plans, performing code review of the application modules that integrate the application block, executing the use cases of the application, performing load testing, performing stress testing, performing globalization testing and perform security testing.

- System compatible with different web browsers (for eg. Google chrome, Fire fox, IE etc.)

- System compatible with different Operating System (Widows, Linux, and Mac)
- System compatible with 32 bit or 64 bit operation
- Stress testing against a large number of customers
- Stress testing against a large number of purchasing in one products
- Stress testing against security hazard from hackers

7 PROTOTYPE SCREENSHOTS:

Prototype Screenshots are shown in Prototype Screenshot Documents and attached as **Appendix -A**

8 CONCLUSION:

The Internet has become a major resource in modern business, thus online shopping has gained significance not only from the entrepreneur's but also from the customer's point of view. For the entrepreneur, online shopping generates new business opportunities and for the customer, it makes comparative shopping possible. As per a survey, most consumers of online stores are impulsive and usually make a decision to stay on a site within the first few seconds. "Website design is like a shop interior. If the shop looks poor or like hundreds of other shops the customer is most likely to skip to the other site". Hence we have designed the project to provide the user with easy navigation, retrieval of data and necessary feedback as much as possible.

In this project, the user is provided with an e-commerce web site that can be used to buy products online. To implement this as a web application we used HTML, XML as the technology. HTML, XML has several advantages such as enhanced performance, 54scalability, built-in security and simplicity. We have used Java EE language to build this application. For the client browser to connect to the HTML, XML engine we used Apache Tomcat as the Web Server. MySQL was used as back-end database since it is one of the most popular open source databases, and it provides fast data access, easy installation and simplicity.

A good shopping cart design must be accompanied with user-friendly shopping cart application logic. It should be convenient for the customer to view the contents of their cart and to be able to remove or add items to their cart. The shopping cart application described in this project provides a number of features that are designed to make the customer more comfortable.

This project helps in understanding the creation of an interactive web page and the technologies used to implement it. The design of the project that includes Data Model and Process Model illustrates how the database is built with different tables, how the data is accessed and processed from the tables. The building of the project has given me a precise knowledge about how Java is used to develop a website, how it connects to the database to access the data and how the data and web pages are modified to provide the user with a online shopping application.

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PROTOTYPE SCREENSHOT OF

ESHOP

(AN ONLINE SHOPPING PORTAL)

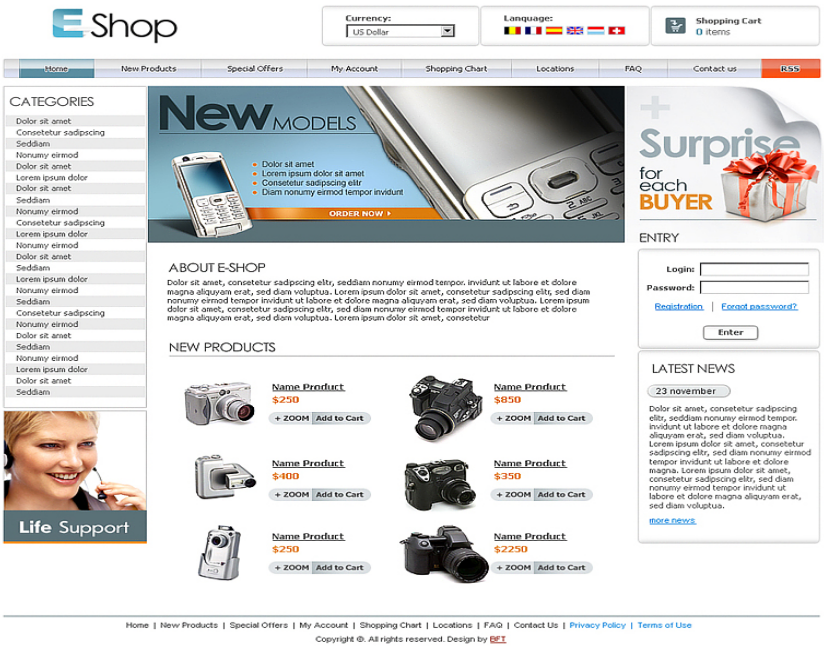


Table of content

Revision History

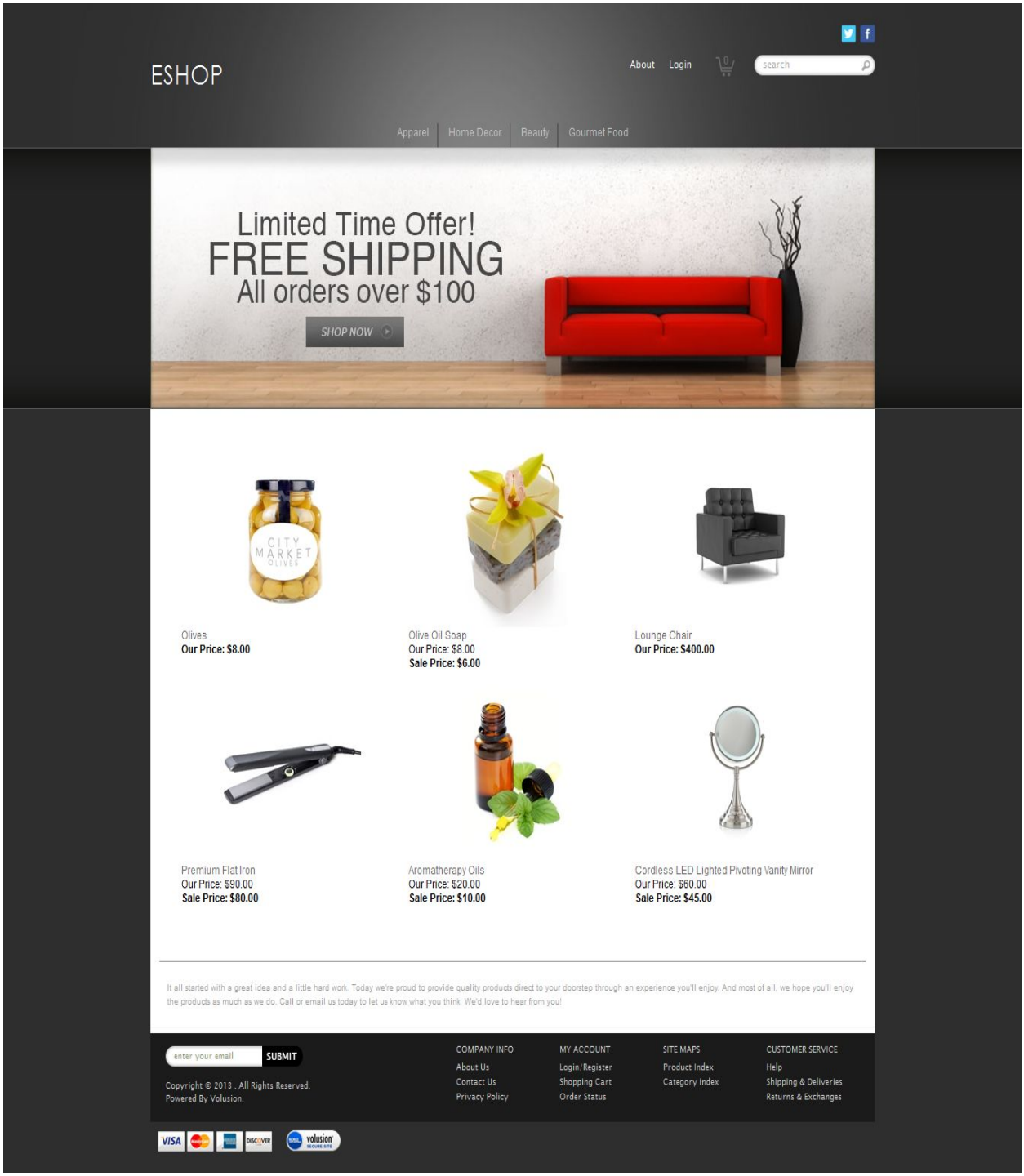
Version	Name	Reason For Changes	Date
1.0	Dharti Rathod	Initial Revision	10/15/2013
1.1	Mital Jani	Reviewed website template	10/17/2013
1.2	Dharti Rathod	Prototype Screenshots	10/20/2013
2.0	Dharti Rathod	Final Version	10/22/2013

1. TOOLS TO CREAT SCREENSHOT OF APPLICATION

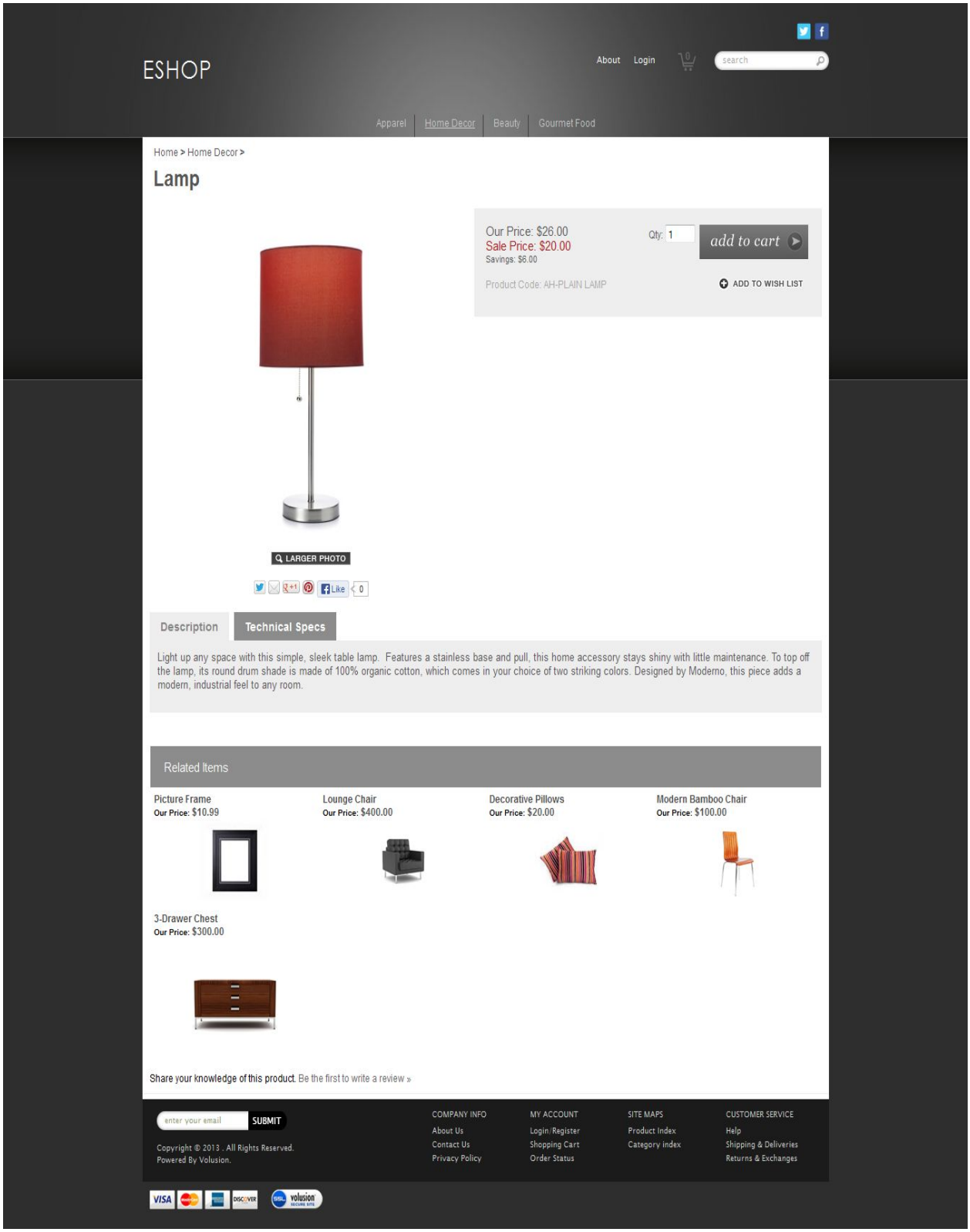
1.1 Volusion AUTO XML Tool' guide

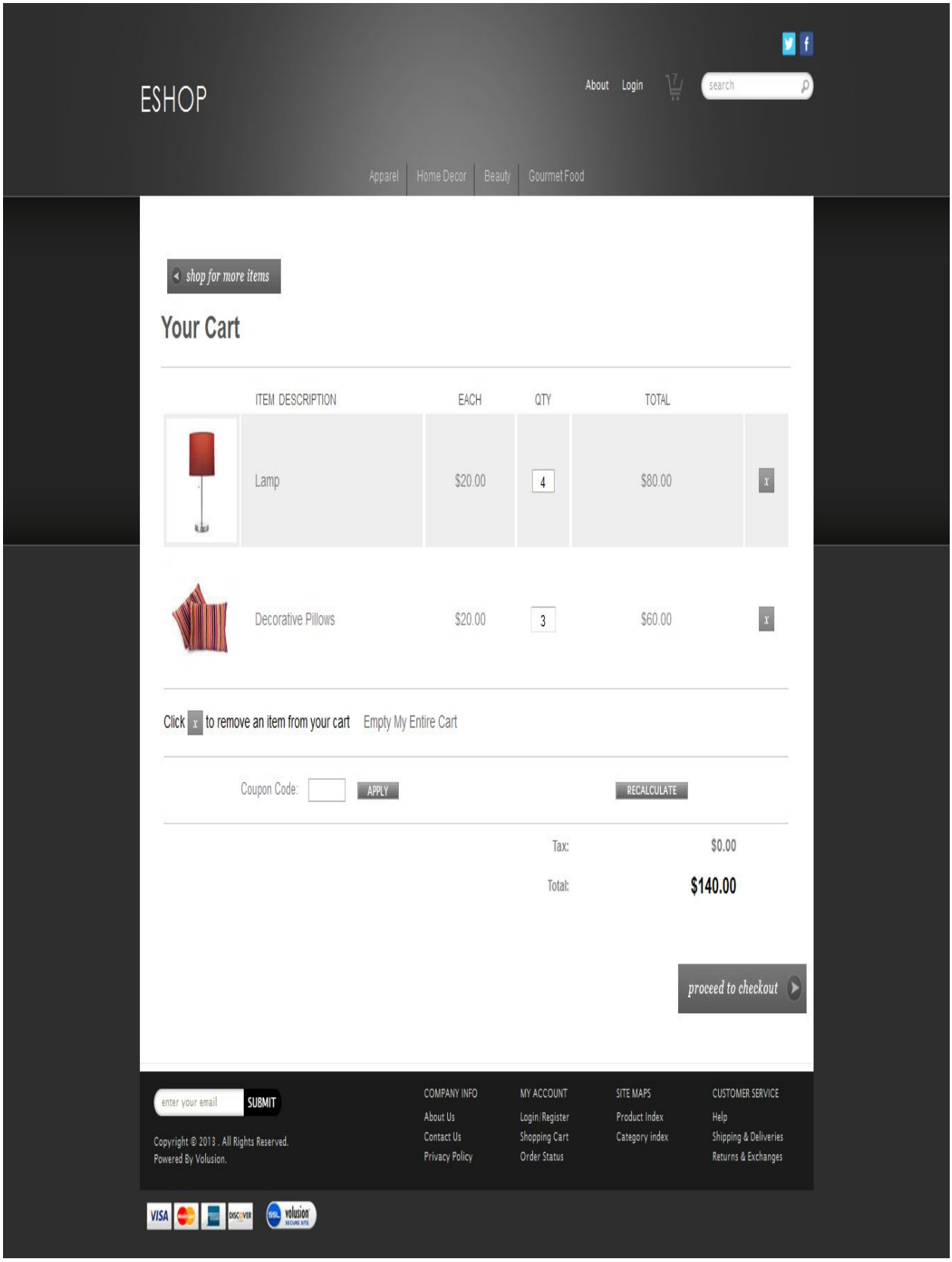
Eshop Website templates are made using, *Volusion tool*. The *Volusion Auto XML application* is available to download at www.volusion.com. This application also consist of *HTML Editor tool* that lets you quickly create and edit HTML code This application is designed, for use with Microsoft Windows XP or later. With *Volusion export tool*, we were able to make our Eshop's website templates. The *Volusion Auto XML Application* is a Microsoft .Net-based application. We must have Microsoft's .Net Framework version 2.0 for this program to function. This version is required in addition to any later version. For example, if you have V3.0 installed, you must also have Version 2.0 installed.

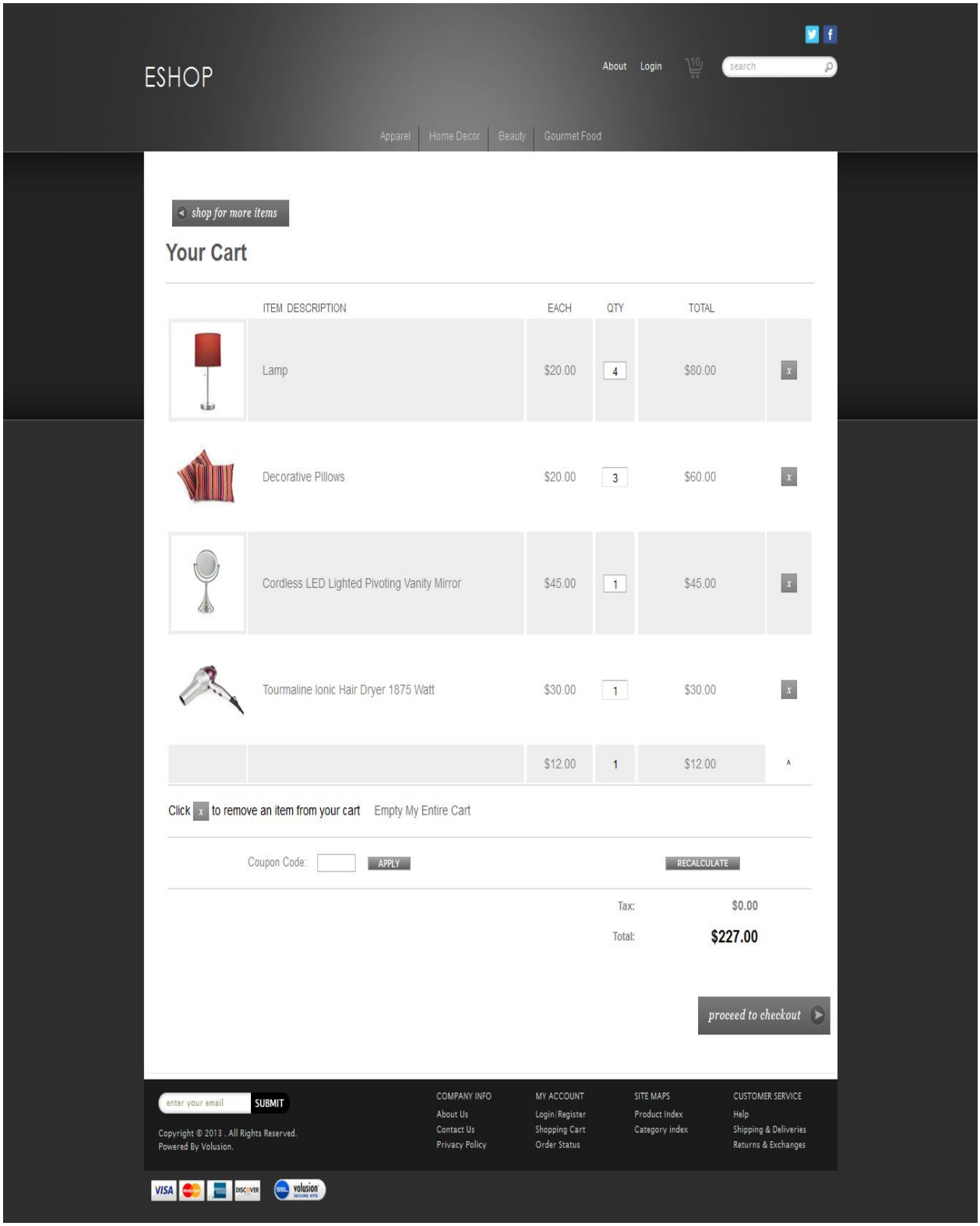
1.2 Login page



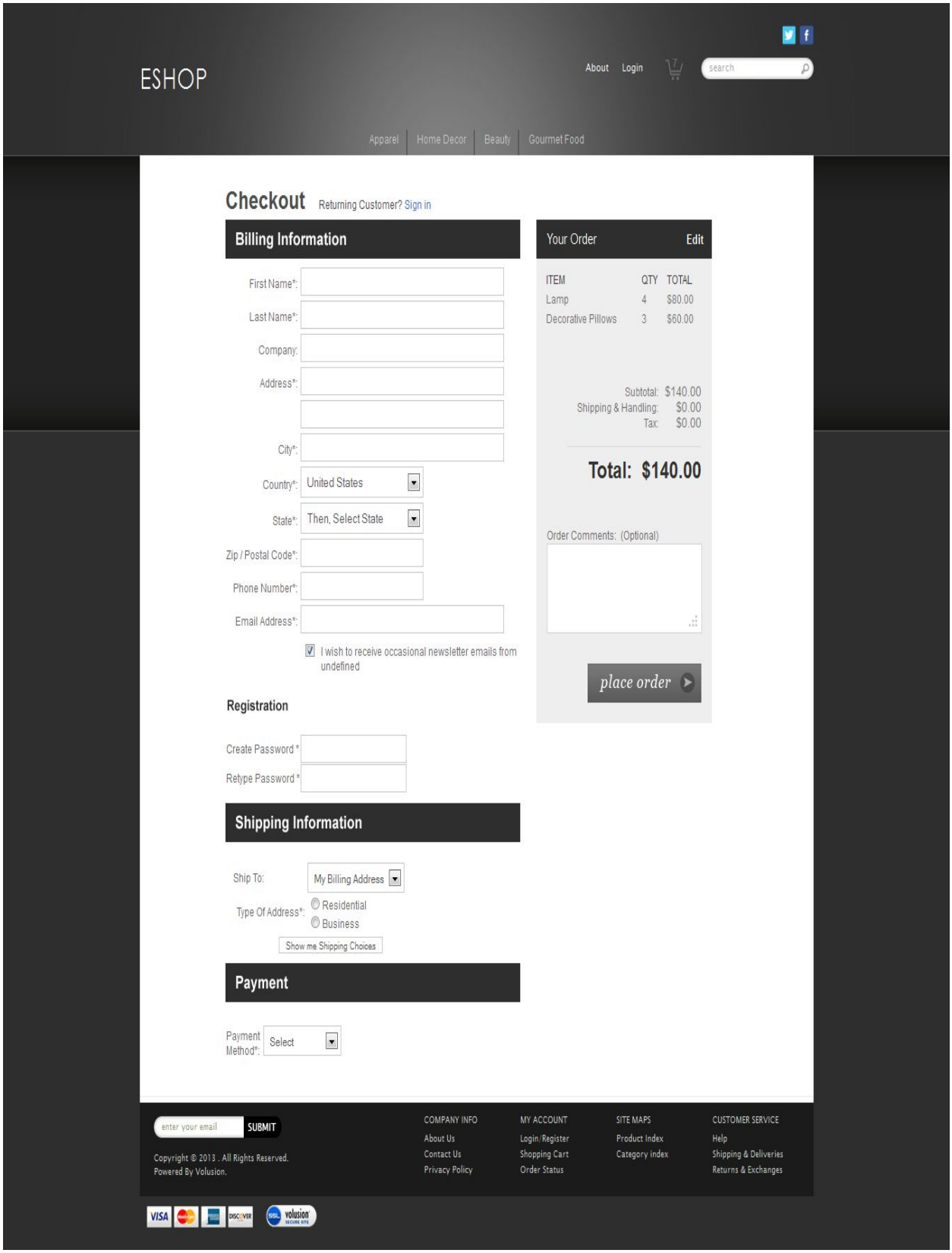
1.3 Shopping cart page



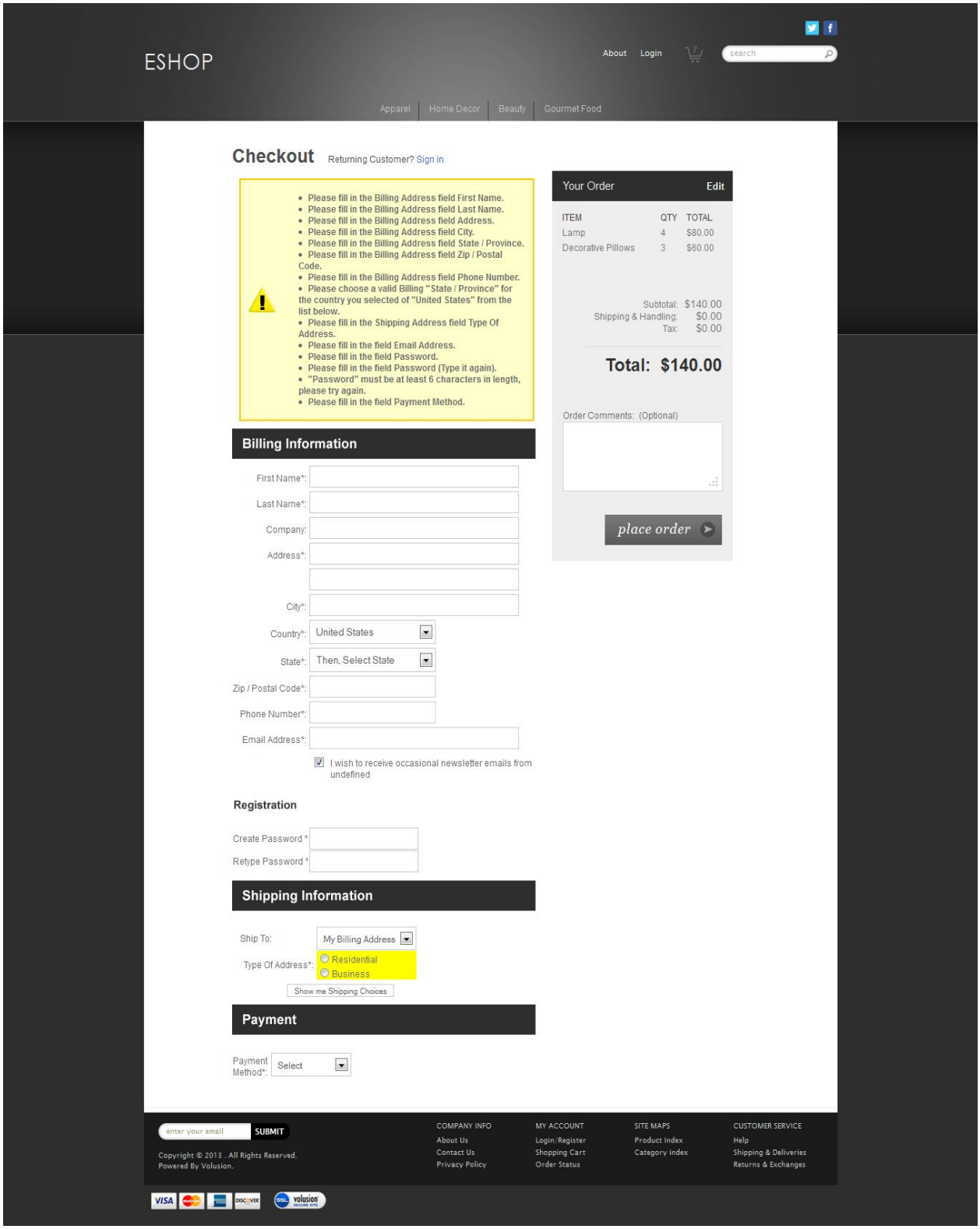

ESHOP
About
Login
search
Apparel
Home Decor
Beauty
Gourmet Food
shop for more items
Your Cart
ITEM DESCRIPTION
EACH
QTY
TOTAL
Lamp
$20.00
4
$80.00
x
Decorative Pillows
$20.00
3
$60.00
x
Click x to remove an item from your cart
Empty My Entire Cart
Coupon Code:
APPLY
RECALCULATE
Tax:
$0.00
Total:
$140.00
proceed to checkout
enter your email
SUBMIT
Copyright © 2013 . All Rights Reserved.
Powered By Volusion.
COMPANY INFO
About Us
Contact Us
Privacy Policy
MY ACCOUNT
Login/Register
Shopping Cart
Order Status
SITE MAPS
Product Index
Category index
CUSTOMER SERVICE
Help
Shipping & Deliveries
Returns & Exchanges


ESHOP
About
Login
search
Apparel
Home Decor
Beauty
Gourmet Food
shop for more items
Your Cart
ITEM DESCRIPTION
EACH
QTY
TOTAL
Lamp
$20.00
4
$80.00
Decorative Pillows
$20.00
3
$60.00
Cordless LED Lighted Pivoting Vanity Mirror
$45.00
1
$45.00
Tourmaline Ionic Hair Dryer 1875 Watt
$30.00
1
$30.00
$12.00
1
$12.00
Click x to remove an item from your cart
Empty My Entire Cart
Coupon Code:
APPLY
RECALCULATE
Tax:
$0.00
Total:
$227.00
proceed to checkout
enter your email
SUBMIT
Copyright © 2013 . All Rights Reserved.
Powered By Volusion.
COMPANY INFO
About Us
Contact Us
Privacy Policy
MY ACCOUNT
Login/Register
Shopping Cart
Order Status
SITE MAPS
Product Index
Category index
CUSTOMER SERVICE
Help
Shipping & Deliveries
Returns & Exchanges

1.4 Checkout page



1.5 Checkout page for guest user.



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UNIFIED MODELLING LANGUAGE – UML DIAGRAMS

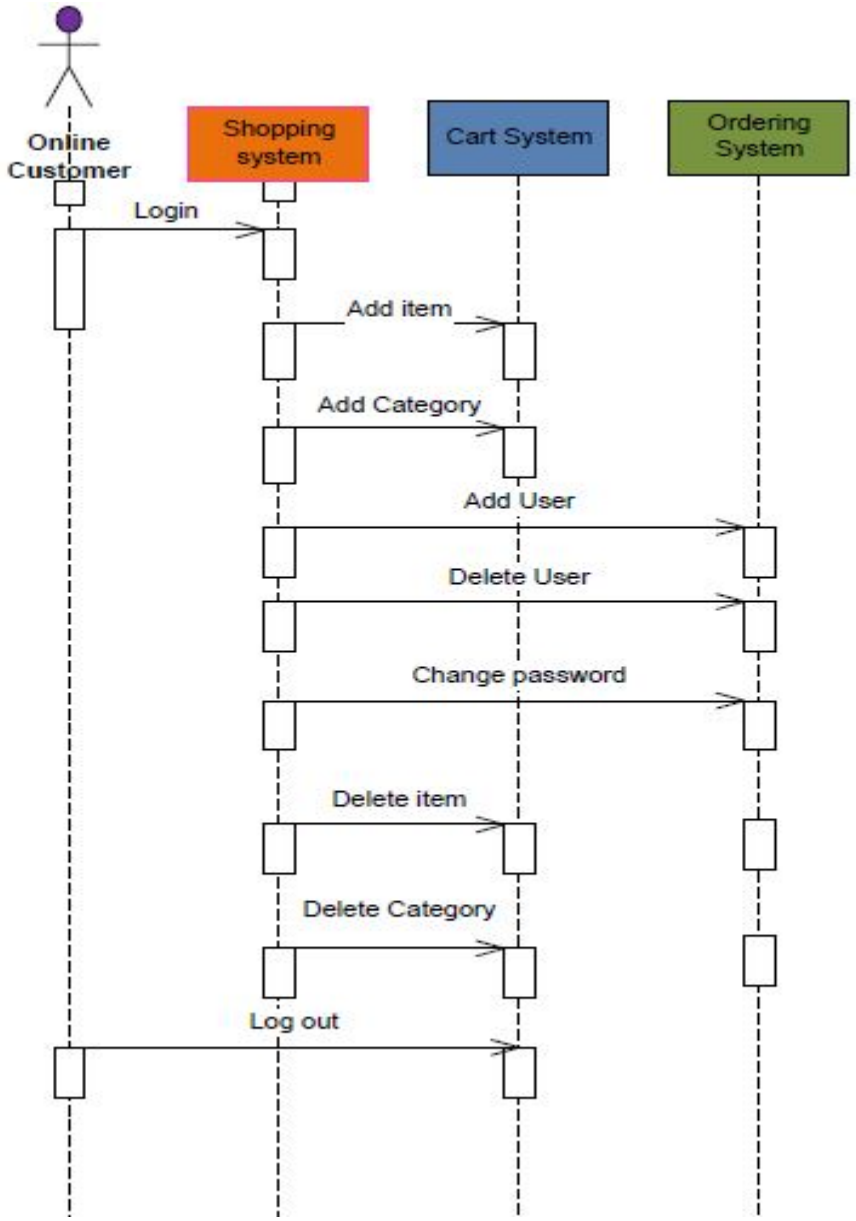
ESHOP

(AN ONLINE SHOPPING PORTAL)

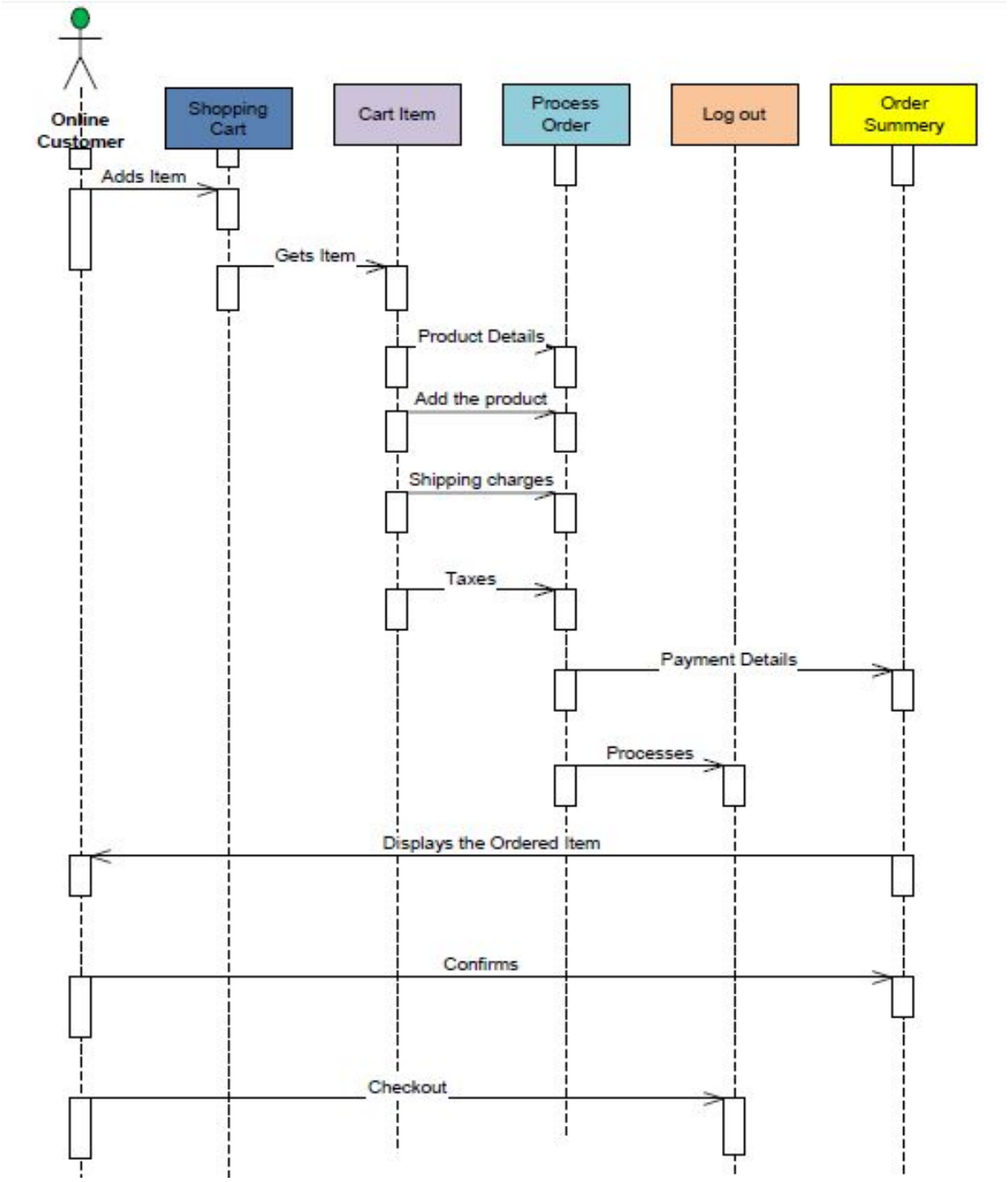
Table of content

1 UML DIAGRAMS:

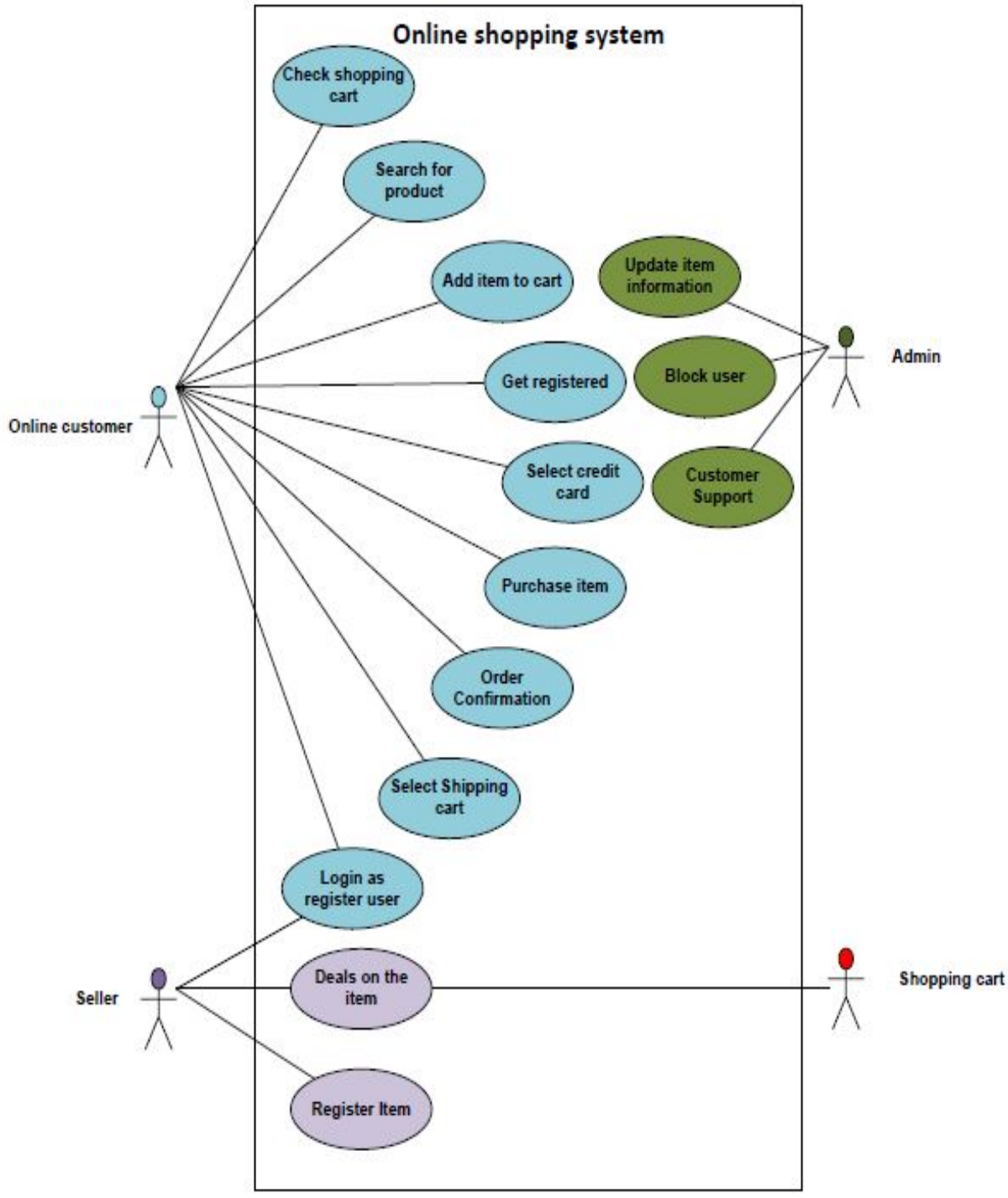
1.1 Sequence Diagram:

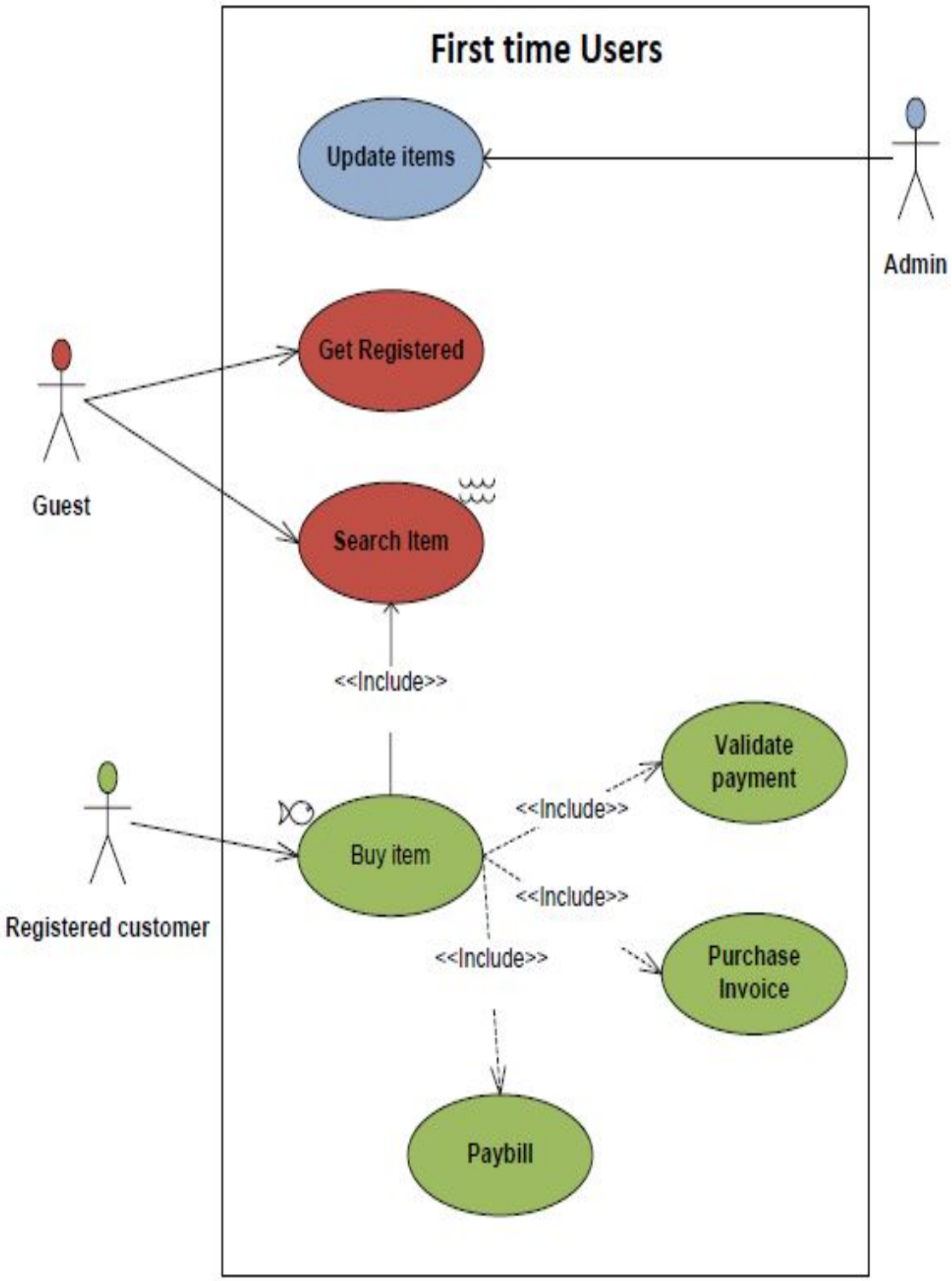


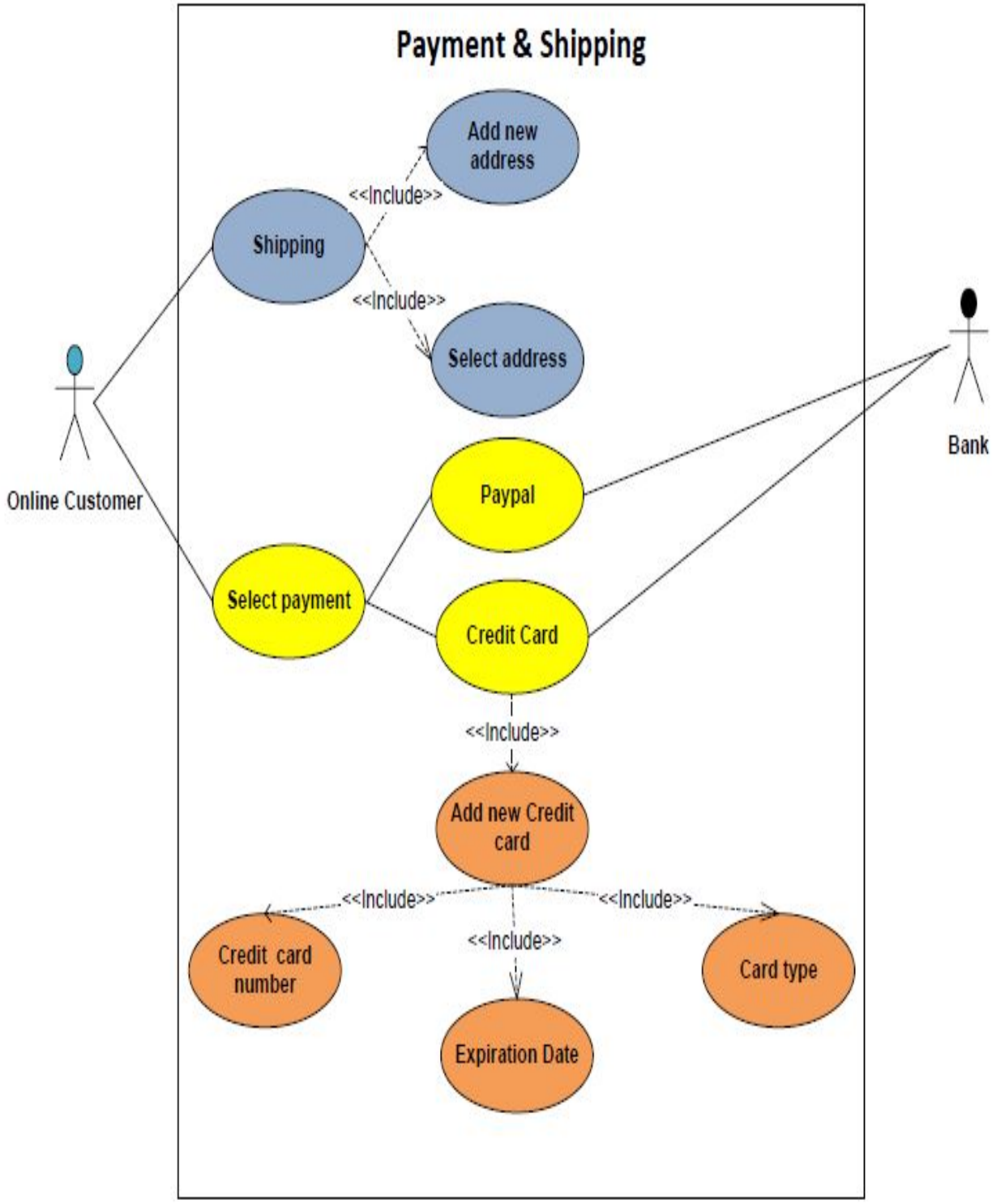
Sequence diagram



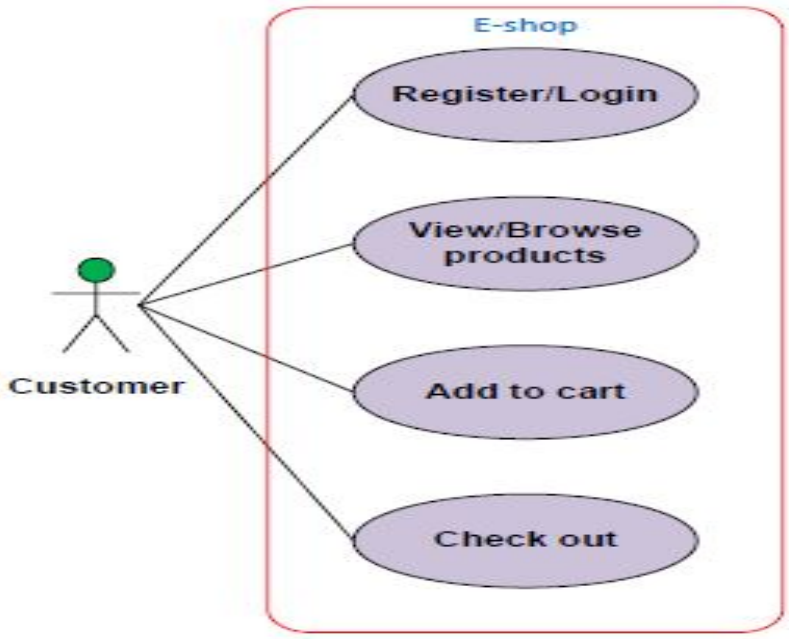
1.2 Use Case:


Online shopping system
Check shopping cart
Search for product
Add item to cart
Update item information
Get registered
Block user
Select credit card
Customer Support
Purchase item
Order Confirmation
Select Shipping cart
Login as register user
Deals on the item
Register Item
Online customer
Admin
Seller
Shopping cart

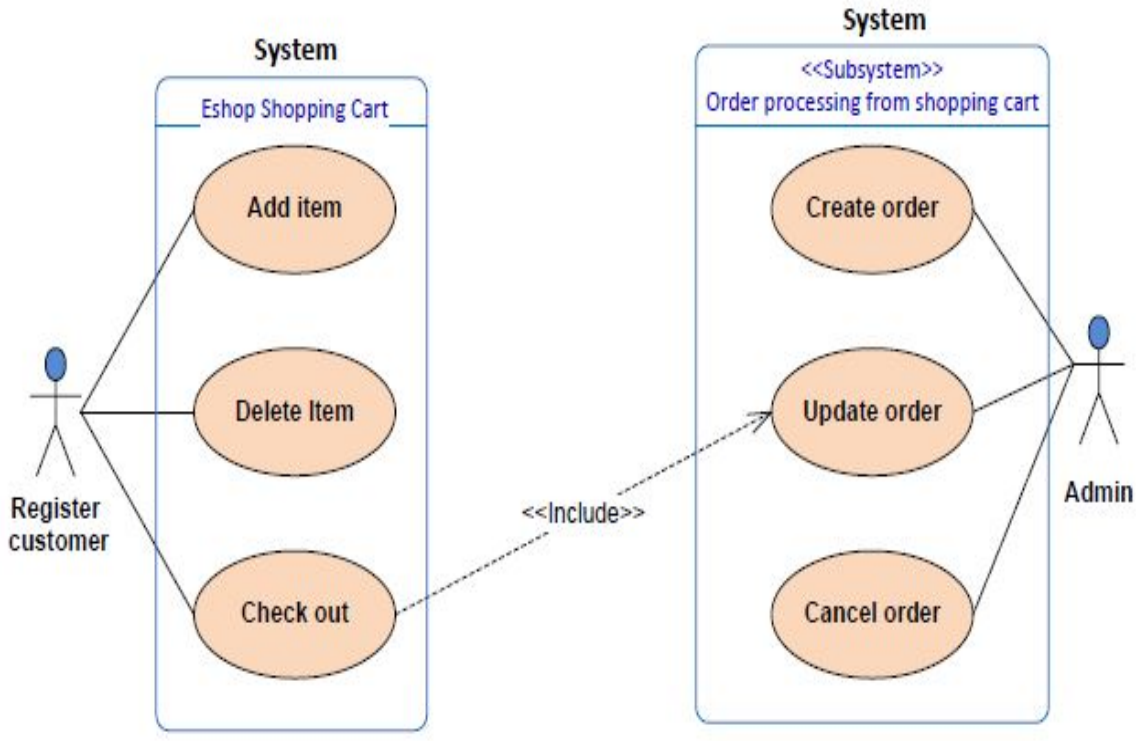

First time Users
Update items
Admin
Get Registered
Guest
Search Item
<<Include>>
Validate payment
<<Include>>
Buy item
<<Include>>
Registered customer
<<Include>>
Purchase Invoice
Paybill


Payment & Shipping
Add new address
<<Include>>
Shipping
<<Include>>
Select address
Online Customer
Bank
Paypal
Select payment
Credit Card
<<Include>>
Add new Credit card
<<Include>>
<<Include>>
<<Include>>
Credit card number
Card type
Expiration Date

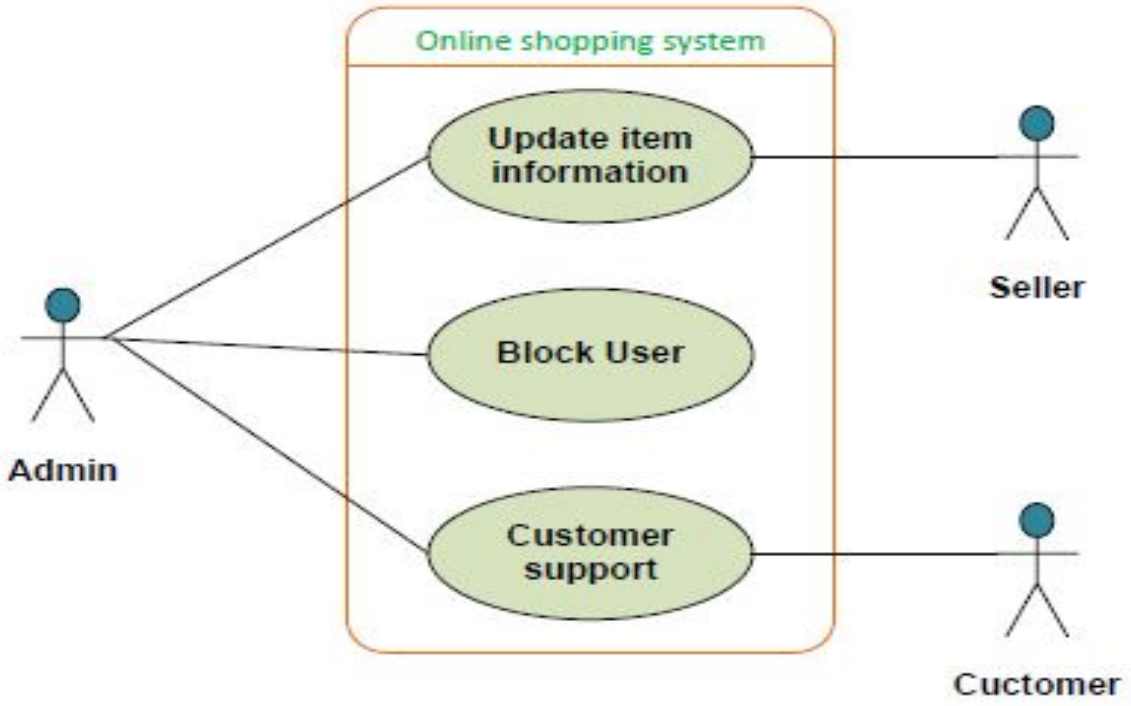
Login Use Case



Shopping Cart Use Case



Admin Use Case



1.3 Use Case Description

Use Case Name: eSHOP shopping cart

Summary:

This use case describes how the user can browse the catalog, view his/her cart, add to or remove items from the cart, edit the quantities or empty his/her shopping cart. All scenarios result in the persistence of the cart items, so the user can retrieve his/her cart between sessions.

Actors: Registered customer, Admin.

Preconditions:

1) Customer must have shopping items in cart.

2) The eSHOP website must have shopping items for customer to purchase and add in shopping
cart.
3) Customer must have internet plus computer, smartphone, Tabs, laptop and similar device to access eSHOP.

Post conditions:

The customer pays for with the item added in cart after checking it out. And the order is marked active for shipping. Size is not available online to purchase.

Description ("Registered customer"):

1. A customer logs in to the eSHOP website.
2. Registered customer selects items to purchase. [Exception: Required color, shape,
3. Registered customer adds item to shopping cart.
4. Customer checks out
5. The eSHOP admin then creates and updates order for given customer

The use case terminates at this point.

Exceptions

("Required color, shape, size is not available online on eSHOP for purchase"):

This exception is raised when the shopping item's desired color, shape, purchase is not available.

If Post Condition Fails

The customer is informed of the situation and told about the other alternatives. The customer is offered a incentive for alternative choice. If the customer is not satisfied, the order is cancelled.

Use Case #1 (Customer buying a product)

Use case name: Ship a product to customer

Summary:

A customer has placed order for a product along with his payment details.

Actors: Admin, Customer

Pre-conditions: Access to e-Shop, Product availability, Authorized payment method

Description:

1. Customer logs into e-Shop.
2. He likes a product and adds to cart. He checkouts cart using appropriate payment method
3. Admin monitors transaction and on successful payment ships the product to address specified.

Exceptions:

1. Payment not authorized. In that scenario – admin has to reject the current transaction and contact user.
2. Delay in shipping as product arrives late from the supplier.

Use Case # 2

Use case name: Update Item Information.

Summary:

Administrator have to make changes of the product.

Actors: Admin.

Pre-conditions:

1) Administrator should be able to login in the system.
2) Check the product availability in eShop database .

Post-conditions:

Update the system according to product list .

Description:

1) Admin will login in the system.
2) Search product entry in database and update(add,delete,edit) it .

Exceptions:

Database errors: Couldn't edit database due to database errors.

Use Case # 3

Use case name: Block the User.

Summary:

Administrator have right to block the user.

Actors: Admin and Customer.

Pre-conditions:

1) Administrator should be able to login in the system.
2) User's Information should be known by the administrator .

Post-conditions: User is blocked from accessing from eShop.

Description:

1) Admin will login in the system.
2) Admin will look for user in database and block it from future access.

Exceptions:

Admin cannot edit user information due to database errors.

Use Case # 4

Use case name: Customer Support.

Summary:

Admin will handle customer's support and its queries.

Actors: Admin and Customer.

Pre-conditions:

1) Administrator should be able to login in the system.
2) Customer query is present in the system.

Post-conditions: Customer is responded.

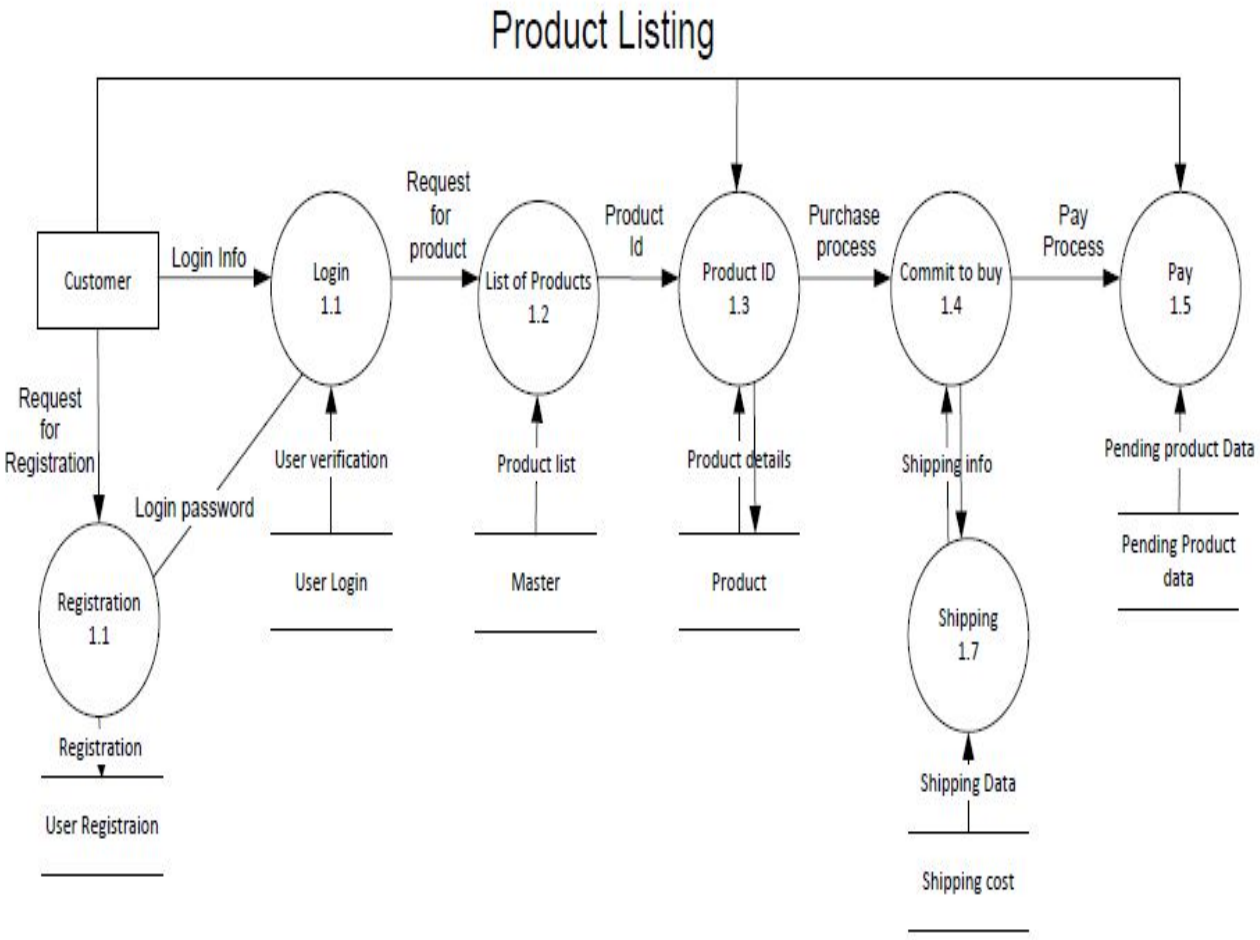
Description:

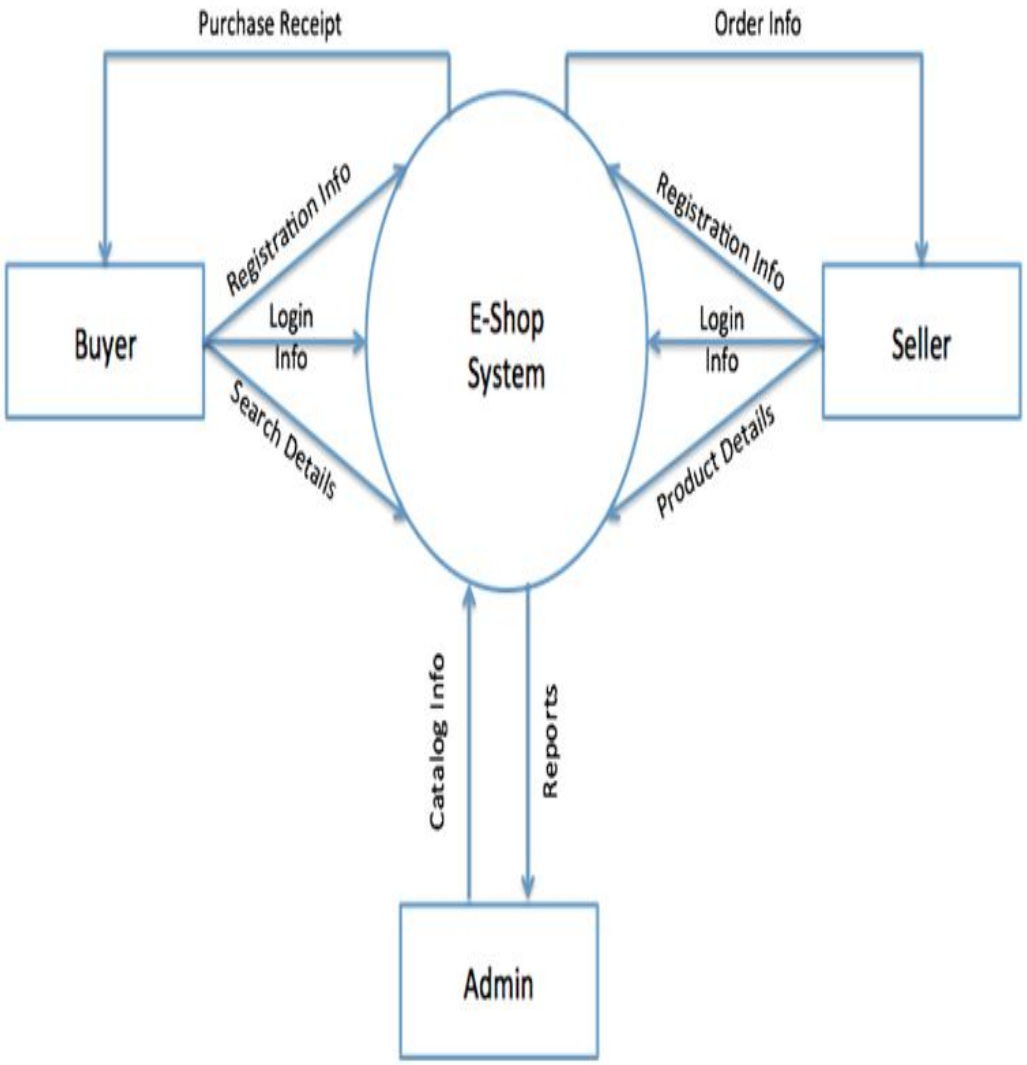
1) Admin will login in the system.
2) Gets user query and perform appropriate action (cancel order , edit order , miscellaneous queries).

Exceptions: Customer is not accessible.

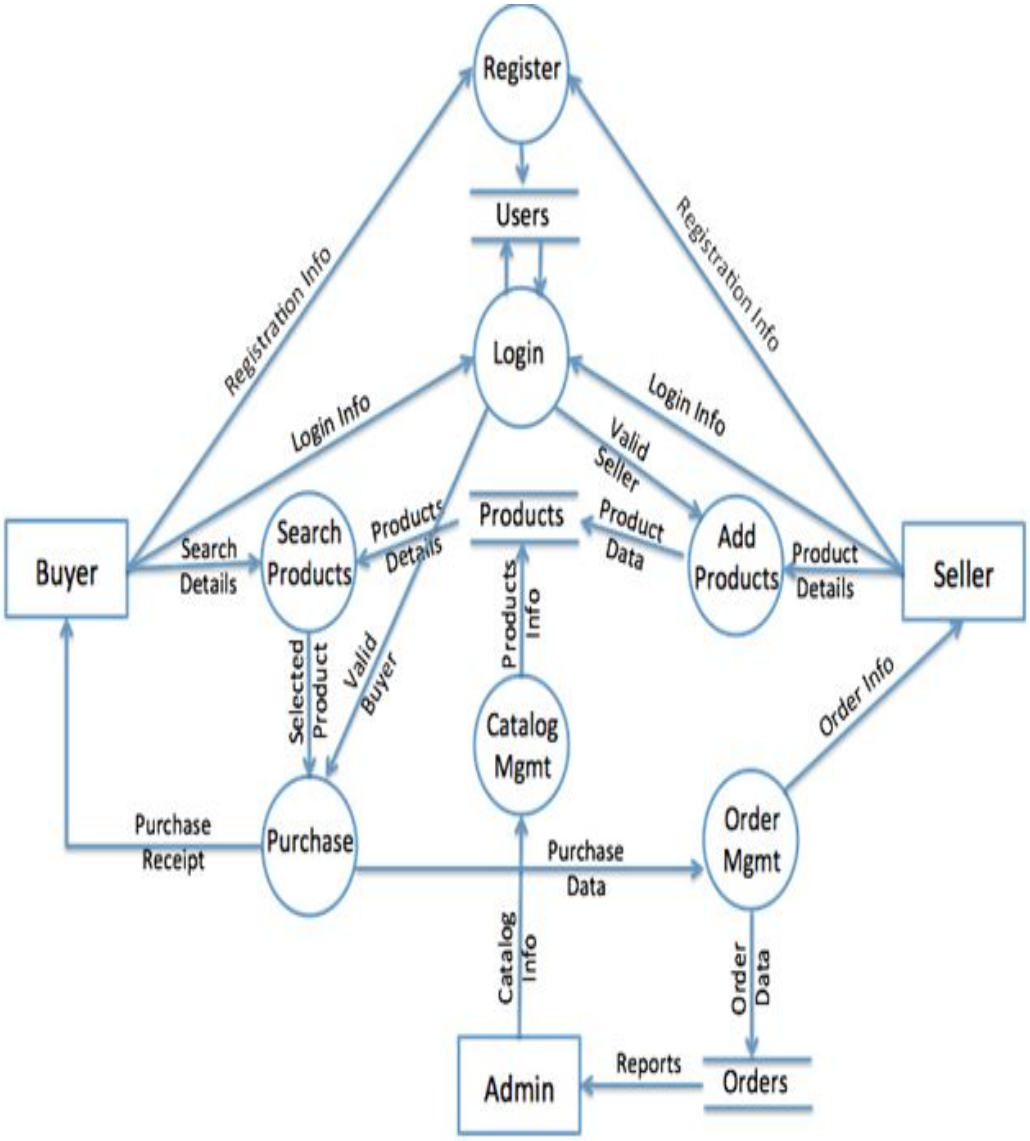
1.4 Alternate Design Approach – Data Flow Diagram (DFD).

Data Flow diagram:

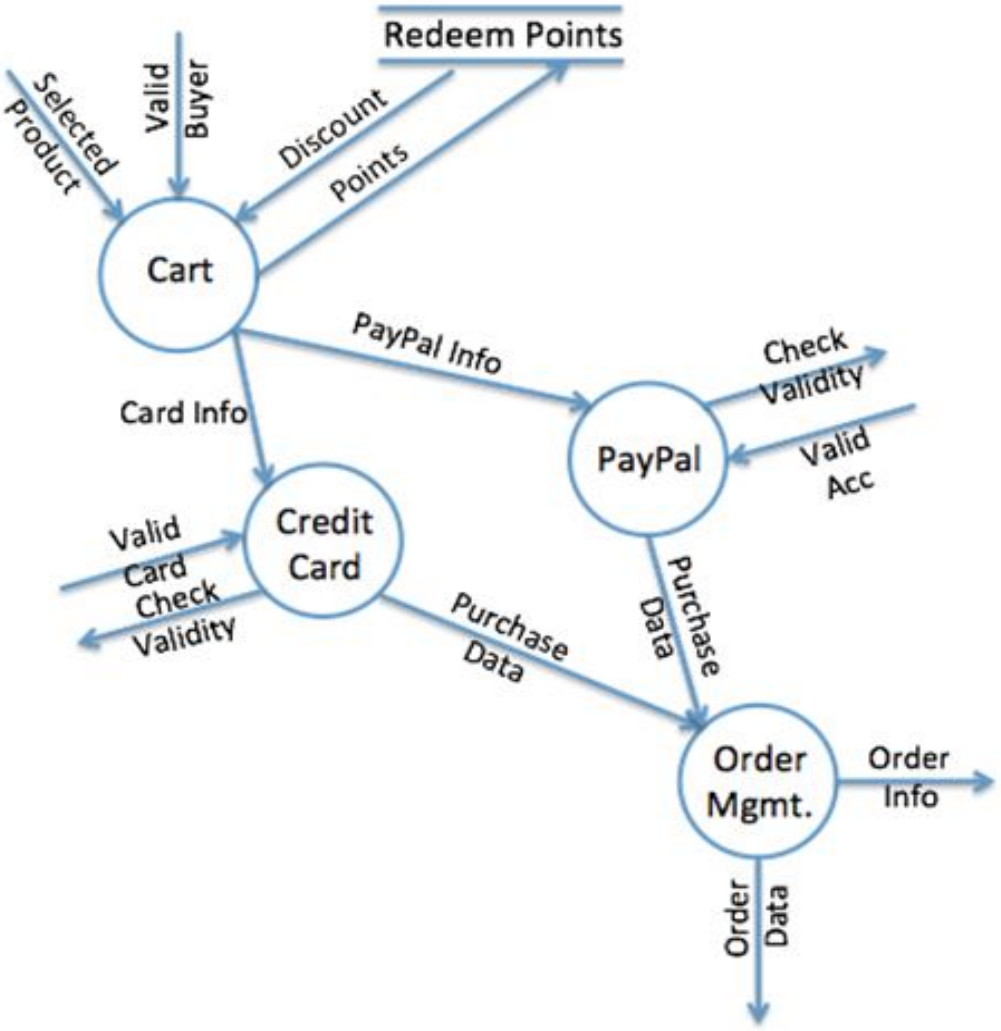




DFD- Level 0(Zero) for e-Shop



DFD-Level 1 for e-Shop



DFD-Level 2 for e-Shop(Refines Purchase)

Actor	Description
Client	Person purchasing products online
	The client, also known as customer, is the person that logs onto the shopping cart online system to purchase products of his/her choice.
Administrator	Person responsible for the system.
	The administrator is the person in charge of managing and administering the system. He also assumes the role of supervisor in the sense that he enforces the "Terms of use" of the site, and has the right to revoke clients privileges by deleting their account.
Supplier	The person selling his products through the online shopping cart system.
	The supplier is the person or company providing the goods on sale in the online shopping cart system. It is his responsibility to populate the product catalog, and to update any information relative to the products on the site.

Bank	The supplier's bank
	The bank gets involved to debit the client's account and credit the supplier's account during a purchase.
System	Dummy actor representing the system.
	This actor is a dummy actor used to represent the system in interactions diagrams for the use cases.
Guest	This is the person who search for items and special offers

Use-Cases	Description
Manage Shopping Cart	This use case describes how the user can browse the catalog, view his/her cart, add to or remove items from the cart, edit the quantities or empty his/her shopping cart. All scenarios result in the persistence of the cart items, so the user can retrieve his/her cart between sessions.
Check out	This use case describes how the client finalizes his/her purchases by checking out from the shopping cart. Payment is processed in this use case.
File Complaint	This use case describes how the client can file a complaint if the goods received do not correspond to the order or are damaged.
Search For Products	This use case helps the users to find products online.
Consult Orders	This use case helps to track users order.
Manage Client Account	This use case describes the operations the user can access to create, modify or delete his/her account. Some of these operations are also accessible by the system administrator whose role it is to enforce the "Terms of Use" of the online system.
Create A Client Account	This use case describes the operations the user can access to create, modify or delete his/her account. Some of these operations are accessible by the system administrator whose role it is to enforce the "Terms of Use" of the online system.
Manage Product Catalog	This use case is used by the supplier to manage products in the catalog. The supplier can add, remove or modify products in the catalog. The system will insure that the orders placed before the actual publication of the updated catalog are honored at the old conditions.
Recall Product	The supplier can place a recall on defective products, so as to encourage people to return their goods for replacement or refund.
Advertise Product	This use case describes how a product is advertised by placing a announcement on the first page of the online shopping cart system.
Ship Order	This use case describes how the supplier sends the goods ordered to the client.
Handle Complaint	This use case describes how the supplier handles a complaint received by a client concerning the goods delivered to him.

INTERNATIONAL TECHNOLOGICAL UNIVERSITY

INTERVIEW & RESEARCH REPORT FOR

ESHOP

(AN ONLINE SHOPPING PORTAL)

TABLE OF CONTENT

Revision History

Version	Name	Reason For Changes	Date
1.0	Dharti Rathod	Initial Revision – Research survey	10/02/2013
1.1	Dharti Rathod	Initial Revision - Interview report	10/12/2013
1.2	Madhu Mahadevaiah, Mital Jani , Ankita Sabadra	Reviewed	10/15/2013
2.0	Dharti Rathod	Finial Version	10/20/2013

1 INTERVIEW AND RESEARCH REPORT

1.1 Research Methodology

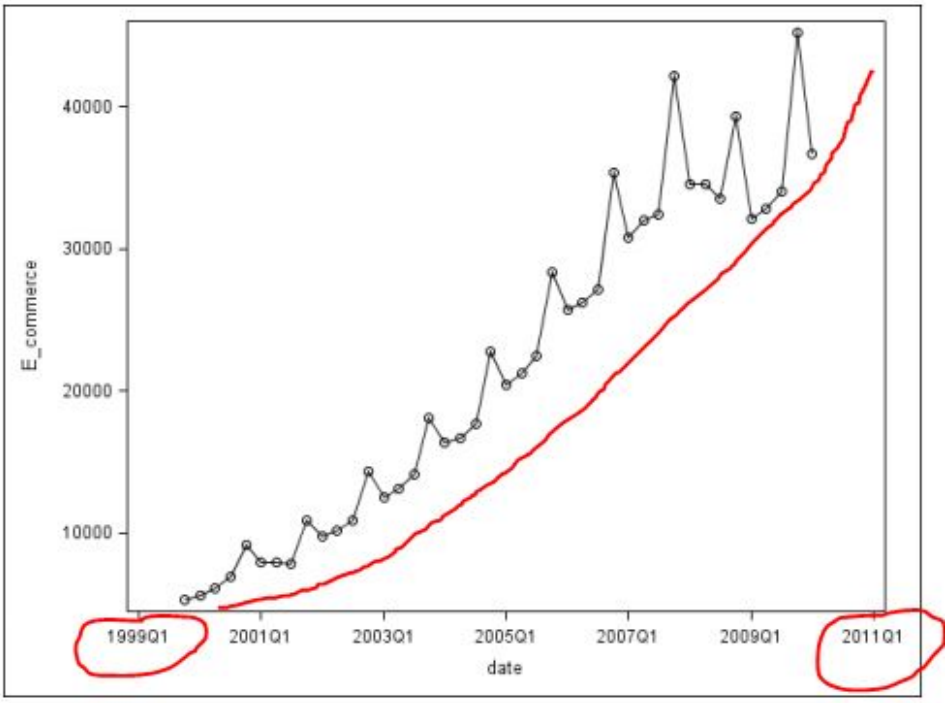
In order to investigate quality of our eSHOP systems, a survey instrument developed to Collect data to evaluate the hypotheses. Three sources of information were used to identify survey items,

- A review of the pertinent literature,
- Questionnaires and
- Online discussions with managers and developers.

1.2 Summary from Research Findings

American internet users have embraced online shopping because they say it is convenient and a time-saver.

- Two-thirds (66%) of online Americans say they have purchased a product online, such as a book, toy, music, or clothing. Attitudes and perceptions play a key role in whether online users choose to purchase products online.
- 78% of internet users either agree (53%) or agree strongly (25%) with the proposition that shopping online is convenient for them.
- 68% of internet users either agree (47%) or agree strongly (21%) with the notion that online shopping saves them time.
- 75% of internet users either agree (39%) or strongly agree (36%) with the proposition that they do not like giving out their credit card number or personal information online.



1.3 Interview questionnaire.

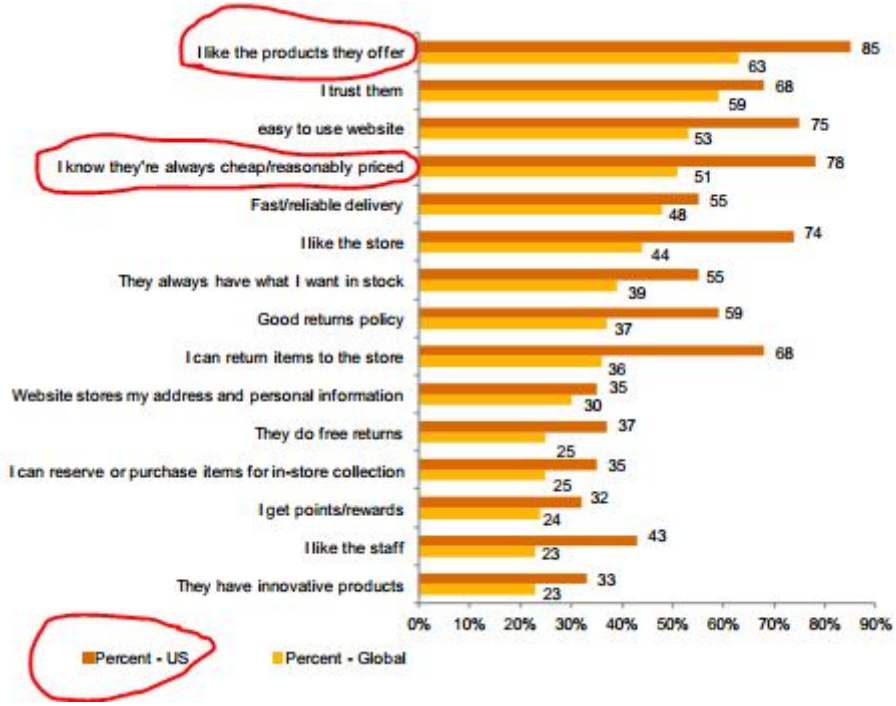
***Question 1* - How sophisticated an online shopper do you think you are?**

The popularity of online shopping is rooted in many factors such as,

1) 24/7 access to shopping,

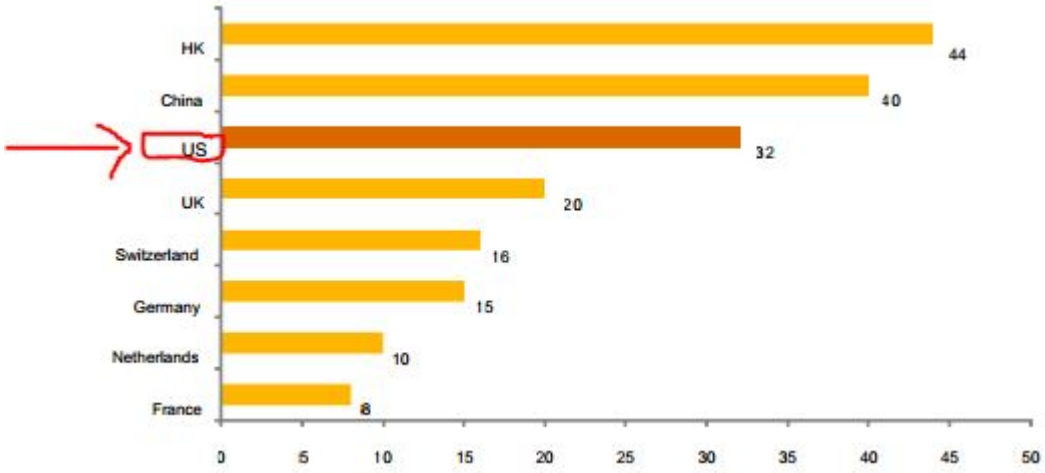
2) reasonable pricing, hasle free and fast delivery, and a wide range of products to choose from.

Question2 - What attracts you to your favorite multichannel online retailer?



The Agile Commerce Platform, Forrester Research, Inc., October 2011 & The Social Media Report Q3, Nielsen 2011.

Question3: Do you interact with brands online through social media?



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TEST PLAN DOCUMENT OF

ESHOP

(AN ONLINE SHOPPING PORTAL)

Table of Contents

Revision History

Version	Name	Reason For Changes	Date
1.0	Ankita Sabadra	Initial Revision	10/23/2013
1.1	Mital Jani	Testing of Functional behaviour and Business Logic changes.	10/24/2013
2.0	Ankita Sabadra	Finial Version	11/27/2013

1. OBJECTIVES

The objective of document is to create a standard test plan for **eShop** project. The test plan should be a standard part of process that should be followed by both developers as well as quality assurance people to uncover the errors early in software development process and reduce the cost of inevitable code errors and to validate software to the customer requirements.

2. APPROACH

The approach of this document is to provide a wide coverage of all aspects of testing that includes unit, integration, validation, security recovery, performance and acceptance testing. The approach is to cover every feature of the **eShop** project and test it with external and internal inputs (i.e. other modules or extra input).

3. RESPONSIBILITIES

Team members are responsible for designing, preparing, executing test activities.
They should be covering all testing strategies mentioned in document and also prepare reports describing tests covered/succeeded/failed.

4. TESTING STRATEGIES

- Requirement documents will be tested first to customer requirements.
- Design document will be tested to requirement document.
- Errors will be solved in future documents only.
- Software implementation will be followed by the testing activities only.

5. SCOPE

The eShop Test plan will define the scope of the testing to be done on eShop project.

- It will cover the unit testing, performance, integration and end-to-end testing of product.

Testing of Functional behaviour and Business Logic of the following Modules:

- User Registration
- Create the login for Administrator
- Adding the Product category
- Adding the product sub category
- Add Product
- Purchase the product
- Credit card Information validation
- Check Order Details
- Search Results
- Guest

6. TEST SCHEDULE

Following is the schedule of testing involved for this project:

TASKS	START DATE	END DATE	DURATION
Review Document	11/1/2013	11/15/2013	15d
Test Preparation	11/16/2013	11/16/2013	1d
Environment Setup	11/17/2013	11/17/2013	1d
Unit Testing	11/18/2013	11/20/2013	3d
Integration Testing	11/21/2013	11/23/2013	3d
Regression Testing	11/24/2013	11/26/2013	3d
Performance Testing	11/27/2013	11/29/2013	3d
Report Generation	11/30/2013	12/4/2013	5d

7. RISK

Index	Description	Risk Type
1	Instable or late product delivery from developers	**Very high**
2	Adequate Resource availability	Medium
3	Appropriate feedback from dev	Low

8. TEST DELIVERABLES

The final outcome of the testing should result into multiple reports being generated describing how this product met requirements of customer, how interdependent modules performed in integration testing.

Following are more details:

- **Unit Testing Report**: It will describe how unit testing was performed on each feature and how it passed basic tests needed to approve the feature.
- **Integration Testing Report**: This report will describe how the modules/features interacted with each other with the inputs. The **eShop** product should work with all the features running and this report will certify how product is running with all features.
- **Performance Testing Report**: This report will show how the product fared against the performance requirement set for this product.

9. FEATURES TO BE TESTED:

- Selling of products
- User addition / deletion / edit
- Configuration addition / deletion / edit
- Customer profile maintenance

- Customer support
- Email functionality.
- Shipping & Tracking
- Finance features

10. TESTING STRATEGIES:

- **Manual testing.**

  Some of the test cases require manual coverage of steps and can't be automated.

  e.g: Connect to a customer for customer support

- **Automation testing**

  Test cases which don't require manual intervention and can be batched can lead to more testing efforts in smaller time. This document will cover which test can be automated.

  e.g: Database addition and deletions
- Pass/Fail Testing

11. TEST CASES

1. Test cases are divided into functional and non-functional category. It will be described in a separate column.

2. Test cases are assorted for all modules of eShop so as to have complete code/ module coverage
3. Every cycle of testing can create this table and add date as per reference

S.N	TEST CASE DESCRIPTION	Functional / Non-Functional	EXPECTED RESULTS	ACTUAL RESULT	STATUS	TESTED BY	DATE
1.	Product selling from eShop	NF	Product should be sold as soon as possible.				
2.	Customer Changes	F	Customer can create, edit and delete the account				
3.	Customer's profile maintanence	F	Customer profile should be maintained properly .				
4.	Customer Support	NF	Customer should also be supportive.				
5.	Email Functionality	F	The email is a good option to connect with the customer and maintain the product details.				
6.	Shipping and	NF	Shipping and				

	Tracking.		**Tracking is the important feature to be properly maintained to track the product and ship it at the proper address.**				
7.	**Finance Features**	**F**	**Finance means to get the detail information of payment which can be done by credit card,paypal etc.**				
8.	**Configuration changes**	**F**	**It means a product that is available Selected from a catalogue can be customized.**				

12. TEST COMPLETION CRITERIA'S

- Testing will stop when all test cases pass with success
- Testing can abort if none of the case pass and require rework from developers
- Testing will terminate on acceptance of reports from customers / developers.

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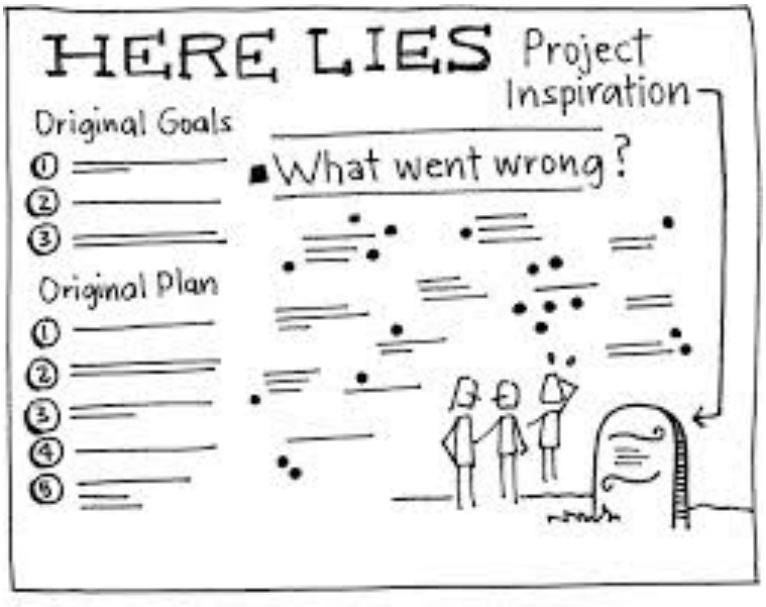
TEST CASE & RISK MITIGATION FOR

ESHOP

(AN ONLINE SHOPPING PORTAL)



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Version	Name	Reason For Changes	Date
1.0	Harikanth	Initial Revision	11/12/2013
1.2	Mital Jani , Dharti Rathod	Reviewed	11/15/2013
2.0	Harikanth	Finial Version	11/16/2013

Version	Name	Reason For Changes	Date
1.0	Raghvendra Kunchakuri	Initial Revision	11/04/2013
1.1	Madhu, Mital, Karthikeyan, Dharti, Ankita	Reviewed	11/05/2013
2.0	Raghvendra Kunchakuri	Finial Version	11/06/2013

1. TEST CASE

The requirement document, requirement specification and each component of Eshop online shopping portal would be tested. Errors found would be corrected and maintained. The testing would be done based on the following process.

1.1 Validation testing report

This is a kind of white box testing. In this project this validates the customer shopping cart.

1.1.1. Security testing: It is done to protect the designed system from unauthenticated users. In this we use security pins and secure information for each and every customer when they login to purchase an item.

1.1.2. Recovery testing: This performs to ensure when website is tolerance to failure. In this customers can recover their purchased items through email o contact information which they give.in this tester checks if program is recovered or not.

1.1.3. Regression testing: Regression testing requires you to retest an application after code modification. This testing allows customers with no errors in their shopping and increase reliability and affordability.

1.1.4. Acceptance testing: acceptance test are conducted to enable the customer to validate all requirements. Alpha and beta are two types of tests that can be applied. Customer will conduct alpha test at developer's site. Beta test will be conducted at one or more customer sites by the end user of the software.

2. RISK MITIGATION OF ONLINE SHOPPING

Use a secure browser. Your browser should comply with industry security standards such as Secure Sockets Layer (SSL). Make sure that this is in place before entering any confidential data.

- Shop with companies that you know and trust. Read user reviews of their experience with the vendor. This may be your only way to assess the seller in auction sites, so be careful and ask the seller questions, before you bid on any item.
- Pay by credit or charge card. It will be protected by the Fair Credit Billing Act. Under this law, you have the right to dispute charges. In the event of unauthorized use of your card, your liability is generally limited to the first $50.
- Keep a record/copy of your purchase order and confirmation number for future reference in the event of any dispute.
- Review the company privacy statement and make sure that your personal information cannot be shared without your permission.
- Be suspicious. When a deal sound too good to be true, assume it is bogus!
- Make sure your firewall is on and that you have anti-spyware installed.
- Don't make purchases over a wireless network (WIFI).
- Think twice before patronizing new merchants that have no rating. Sellers with zero feedback may be a bigger risk than those who are known to be on the up and up.
- Consider installing spoof stick on your computer. This toolbar, once installed, will help detect a fake website.

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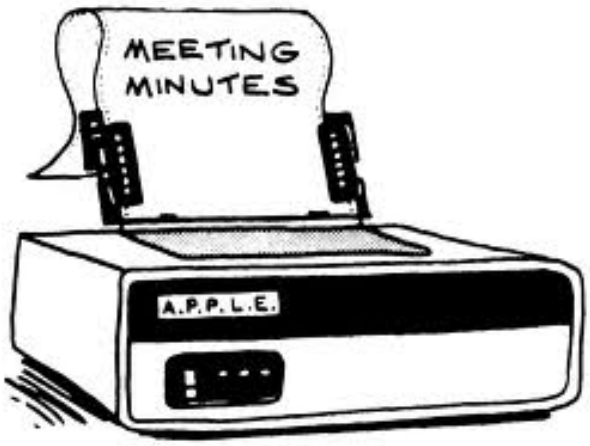
MINUTES OF MEETING FOR

ESHOP

(AN ONLINE SHOPPING PORTAL)



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Revision History

Version	Name	Reason For Changes	Date
1.0	Madhu Mahadevaiah	Initial Revision	10/15/2013
2.0	Madhu Mahadevaiah	Finial Version	11/29/2013

1. TEAM DETAILS

1.1 MEMBERS PRESENT:

In the meeting Team Members Madhu Mahadevaiah, Mital Jani, Dharti shah, Ankita Sabadra, Karthikeyan, Harikanth Reddy and Raghavendra were present.

1.2 APPOINTMENT OF CAPTAIN OF THE TEAM:

Professor selected Dharti Rathod to act as captain of the team and we all team members are comfortable with his selection. We decided that "Dharti Rathod" is hereby appointed as captain of the team and will be chairperson for all the following team meeting."

1.3 INTRODUCTION OF TEAM MEMBERS:

Team is formed of Seven members to create a project.

As it was the first meeting each member has brief out an introductory details about himself/herself like educational qualification, work experience, study background, and why he/she joined ITU.

1.4 PROJECT TOPIC DISCUSSION:

During the meeting, team members discussed about the project topics, Which topic we have to select for our project and about the document given by the professor to do a project.

1.5 CREATE AN ONLINE SHARING FOLDER:

Team has decided to create an online sharing folder so that each member has an easy and protected access to files and documents. After due discussions, it has been decided that Dharti Rathod will create an google drive (sharing files and folders) and will share the link with other team members.

1.6 VOTE OF THANKS:

After all the discussion, the meeting was end.

2. WEEKLY SCHEDULE/TEAM MEETING REPORT.

Sept 20, 2013-MEETING HELD ONLINE

(Via email and whatsapp(a mobile phone application used for texting)).

1. **MEMBERS PRESENT:**

In the meeting Team Members Madhu Mahadevaiah, Mital Jani, Dharti shah, Ankita sabadra, Karthikeyan, Harikanth Reddy and Raghavendra were present.

2. **PROJECT TOPIC DISCUSSION:**

During the meeting, team members discussed about the project topic to be selected and decided to select the topic as "An Online Shopping Portal". All the team members agreed to work on this topic, and our Team lead Dharti Rathod sent a proposal to professor on behalf of entire team regarding our discussion.

3. **PROJECT APPROVAL:**

Entire team members decided not to work on the selected topic until we get approval from Professor and to wait till topics get Approved before proceeding on topic.

4. **VOTE OF THANKS:**

After all the discussion, the meeting was end.

Sept 24, 2013 - 1.45 P.M @ ROOM NO. 102, ITU Campus.

1. **MEMBERS PRESENT:**

In the meeting Team Members Madhu Mahadevaiah, Mital Jani, Dharti shah, Ankita sabadra, Karthikeyan, Harikanth Reddy and Raghavendra were present.

2.**PROJECT DISCUSSION:**

During the meeting, team members have gone through the project detail document provided by the Professor and discuss among each other like:

1. What are the requirements

2.What documents needs to be created

3. From where we can gather the required information

4.Tools to be used to prepare the project

5. Tools to be used to prepare UML Activity Diagram and UML Use Cases.

6.Any such sample of the project is available online or not.

7.Resources available for the materiality of project.

8.Read about the UML – Concept and tools to be used.

3. **DIVISION OF WORK:**

During the meeting it has been decided that:

- Mital Jani will work on the requirements for project.
- Madhu Mahadevaiah will maintain the minute book.
- Dharti Rathod will Collect the topics to be worked and divide them among team members.
- Remaining team members will gather the information beneficial to proceed the project further.

4. **VOTE OF THANKS:**

After all the discussion, the meeting was end.

Oct 01, 2013 - 1.45 P.M @ ROOM NO. 102, ITU Campus.

1. **MEMBERS PRESENT:**

In the meeting Team Members Madhu Mahadevaiah, Mital Jani, Dharti shah, Ankita sabadra, Karthikeyan and Raghavendra were present.

2. **LEAVE OF ABSENCE:**

Team has noted the absence of Harikanth Reddy in the meeting who has not given any prior notice to any team member about his absence.

3. **APPROVAL OF LAST MINUTES:**

Minutes of the meeting held on September 24, 2013 were circulated via electronic mail to all members and has been approved.

4. **PROJECT DISCUSSION**:

During the meeting, all the team members decided to learn Use Case diagrams because of its important role in our project and as suggested by professor to give importance to Use Case. We as a group learnt Use case diagram and drew few examples.

5. **DIVISION OF WORK**:

Every Member of a group must review the Requirements document Generated by Mital Jani and comment their suggestions.

- Madhu Mahadevaiah will write a project plan for e-shop.

6. **VOTE OF THANKS:**

After all the discussion, the meeting was end.

Oct 08, 2013 - 1.45 P.M @ ROOM NO. 102, ITU Campus.

1. **MEMBERS PRESENT:**

In the meeting Team Members Madhu Mahadevaiah, Mital Jani, Dharti shah, Ankita sabadra, Karthikeyan and Raghavendra were present.

2. **LEAVE OF ABSENCE:**

Team has noted the absence of Harikanth reddy in the meeting who has not given any prior notice to any team member about his absence.

3. **APPROVAL OF LAST MINUTES**:

Minutes of the meeting held on October 01, 2013 were circulated via electronic mail to all

members and has been approved.

4. **PROJECT DISCUSSION:**

During the meeting, we discussed the project progress and what all we have worked for project till now, what has to be worked for project, again divided the remaining work task between group members.

5. **DIVISION OF WORK:**

During the meeting it has been decided that:

- Mital jani will work on the Specifications for project.
- Dharti Rathod will work on Research Analysis and survey on online Shopping.
- Karthikeyan will work on the Class diagrams.

6. **VOTE OF THANKS:**

After all the discussion, the meeting was end.

Oct 22, 2013 - 1.45 P.M @ ROOM NO. 102, ITU Campus.

1. MEMBERS PRESENT:

In the meeting Team Members Madhu Mahadevaiah, Mital Jani, Dharti shah, Ankita sabadra, Karthikeyan, Harikanth Reddy and Raghavendra were present.

2. **APPROVAL OF LAST MINUTES:**

Minutes of the meeting held on October 08, 2013 were circulated via electronic mail to all members and has been approved.

3. **PROJECT DISCUSSION:**

During the meeting, we discussed the project progress and what all we have worked for project till now, what has to be worked for project further to successfully complete our project. We as a group discussed the topics that has been covered by all the team members

till this point and everyones review was shared on everyones topic.

4. **DIVISION OF WORK:**

During the meeting it has been decided that:

- Ankitha will work on Test Plan.
- Raghavendra and Harikanth Reddy will work on Risk assessment and Mitigation.
- Karthikeyan will work on Use Case diagram.
- Dharti Rathod will work on Project website templates.
- Other team members will continue working on the topics that has been allotted on previous week.

5. **VOTE OF THANKS:**

After all the discussion, the meeting was end.

Oct 29, 2013 - 1.45 P.M @ ROOM NO. 102, ITU Campus.

1. **MEMBERS PRESENT:**

In the meeting Team Members Madhu Mahadevaiah, Mital Jani, Dharti shah, Ankita sabadra, Karthikeyan, Harikanth Reddy and Raghavendra were present.

2. **APPROVAL OF LAST MINUTES:**

Minutes of the meeting held on October 22, 2013 were circulated via electronic mail to all members and has been approved.

3. **PROJECT DISCUSSION:**

During the meeting, we discussed the project progress and what all we have worked for project till now, again divided the remaining work task between group members which helps in completion of project soon .

4. **DIVISION OF WORK:**

During the meeting it has been decided that:

- Karthikeyan will work on Sequence diagrams .
- Mital Jani will work on Prototype tool .
- Madhu Mahadevaiah will work on Data Flow diagrams.
- Dharti Rathod will work on Installation manual.
- Other team members will continue working on the topics that has been allotted on previous week.

5. **VOTE OF THANKS:**

After all the discussion, the meeting was end.

Nov 05, 2013 - 1.45 P.M @ ROOM NO. 102, ITU Campus.

1. **MEMBERS PRESENT:**

In the meeting Team Members Madhu Mahadevaiah, Mital Jani, Dharti shah, Ankita sabadra, Karthikeyan, Harikanth Reddy and Raghavendra were present.

2. **APPROVAL OF LAST MINUTES:**

Minutes of the meeting held on October 29, 2013 were circulated via electronic mail to all members and has been approved.

3. **PROJECT DISCUSSION:**

During the meeting, We as a team discussed about the remaining work that has to be done and divided that work to be done.

4. **DIVISION OF WORK:**

During this meeting work was divided as,

- Dharti Rathod will work on Structure Diagram.
- Mital jani will work on the Prototype Screens.
- Ankita will work on use case Documentation.

5. VOTE OF THANKS:

After all the discussion, the meeting was end.

Nov 12, 2013 - 1.45 P.M @ ROOM NO. 102, ITU Campus.

1. **MEMBERS PRESENT:**

In the meeting Team Members Madhu Mahadevaiah, Mital Jani, Dharti shah, Ankita sabadra, Karthikeyan, Harikanth Reddy and Raghavendra were present.

2. **APPROVAL OF LAST MINUTES:**

Minutes of the meeting held on November 05, 2013 were circulated via electronic mail to all members and has been approved.

3. **PROJECT DISCUSSION:**

During this meeting, we all team members discussed about the project progress and reviewed all the topics that has been completed and made a list of remaining work.

4. **DIVISION OF WORK:**

The work division in this meeting was as follows,

- Dharti Rathod will work on Process model.
- Mital Jani will work on the final Specification document.
- Karthikeyan will work on final version of Use cases and every team member will work on one use case for project with Karthik.

5. **VOTE OF THANKS:**

After all the discussion and division of work, the meeting was end.

Nov 19, 2013 - 1.45 P.M @ ROOM NO. 102, ITU Campus.

1. **MEMBERS PRESENT:**

In the meeting Team Members Madhu Mahadevaiah, Mital Jani, Dharti shah, Ankita sabadra, Harikanth Reddy and Raghavendra were present.

2. **LEAVE OF ABSENCE:**

Team has noted the absence of Karthikeyan in the meeting, who was not well and had informed every team member about not doing good and won't be coming to class or meeting.

3. **APPROVAL OF LAST MINUTES:**

Minutes of the meeting held on November 12, 2013 were circulated via electronic mail to all members and has been approved.

4. **PROJECT DISCUSSION:**

During this meeting, we discussed about the project progress which has come to final stage, decided to concatenate all the individual work done by every team members and share that with team for final review.

5. **DIVISION OF WORK:**

During this meeting work was divided as,

- Every team member will work on their personal work log and share with entire team.
- Every team member will Submit the Glossary of the topics they have worked.
- Every team member will share the lessons learnt during working on project with team.

6. **VOTE OF THANKS:**

After all the discussion, the meeting was end.

Nov 26, 2013 - 1.30 P.M @ ROOM NO. 102, ITU Campus.

1. **MEMBERS PRESENT:**

In the meeting Team Members Madhu Mahadevaiah, Mital Jani, Dharti shah, Ankita sabadra were present.

2. **LEAVE OF ABSENCE:**

Team has noted the absence of three-Karthikeyan, Harikanth Reddy and Raghavendra. Harikanth Reddy and Raghavendra had not given any prior information to any team mates. Karthikeyan had informed to team that he is not feeling well.

3. **APPROVAL OF LAST MINUTES:**

Minutes of the meeting held on November 19, 2013 were circulated via electronic mail to all members and has been approved.

4. **PROJECT DISCUSSION:**

During this meeting, we discussed about the project progress which has come to final stage, and decided to prepare final version of documentation and also to prepare slides for presentation.

5. **DIVISION OF WORK:**

During this meeting work was divided as,

- Mital Jani, Dharti Rathod and Ankita sabadra will work on final version of documentation.
- Karthikeyan and Madhu Mahadevaiah will work on Slides for presentation.

6. **VOTE OF THANKS:**

After all the discussion, the meeting was end.

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PROCESS MODEL FOR

ESHOP

(AN ONLINE SHOPPING PORTAL)

TABLE OF CONTENTS

1. PROCESS MODEL

1.1 AGILE PROCESS MODEL

It's the business importance that makes eSHOP the right fit for Agile development.
Not only is the online channel vital to retailers' bottom lines, but shopping trends move quickly, and our eSHOP sites need to respond in kind and support the brand. The industrial scale of our eSHOP will Practice's agile development methods, which will help organization, create environments that are flexible, responsive and ready for the future. With our teams business will gains three critical advantages.

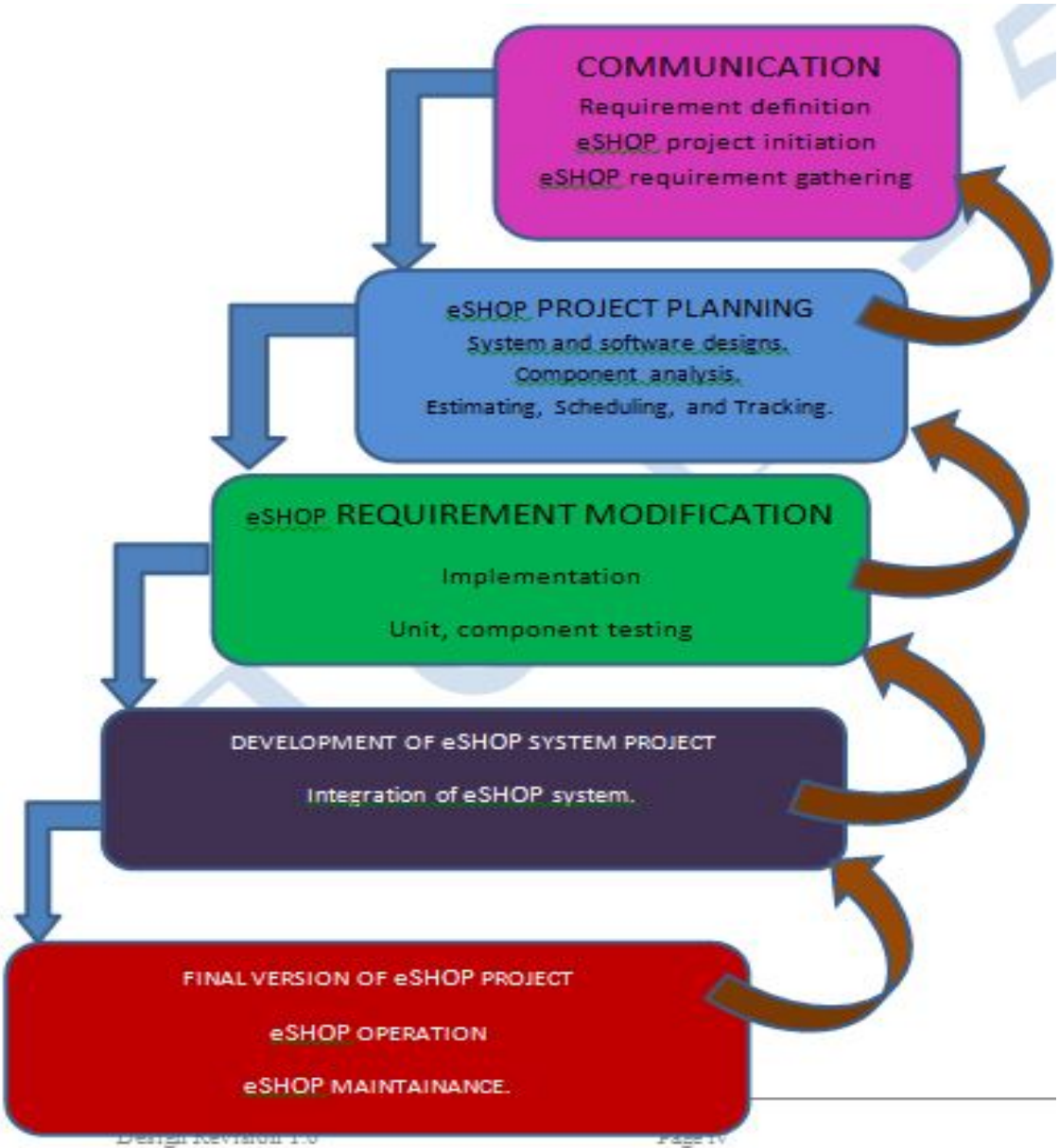
- Speed to market,
- One team; one vision,
- End-to-end support with tools and automation.

Agile Development offers three important differentiators.

- High Velocity and availability,
- High Quality- 24/7 response time is essential for e SHOP customers,
- Retailer Needs.

1.2 WATERFALL MODEL

This waterfall approach ensures that the big picture of site functionality. And for this project we would be using Waterfall methodology, but in real/virtual eSHOP world we would prefer agile methodology.


COMMUNICATION
Requirement definition
eSHOP project initiation
eSHOP requirement gathering
eSHOP PROJECT PLANNING
System and software designs.
Component analysis.
Estimating, Scheduling, and Tracking.
eSHOP REQUIREMENT MODIFICATION
Implementation
Unit, component testing
DEVELOPMENT OF eSHOP SYSTEM PROJECT
Integration of eSHOP system.
FINAL VERSION OF eSHOP PROJECT
eSHOP OPERATION
eSHOP MAINTAINANCE.

INTERNATIONAL TECHNOLOGICAL UNIVERSITY

LESSONS LEARNT AND INDIVIDUAL WORK LOG

ESHOP

(AN ONLINE SHOPPING PORTAL)

1. LESSONS LEARNT

- **Project Planning and Scheduling**
- **Project Scheduling and Cost Control**
  Planning and monitoring the baseline for eSHOP project, tracking schedule activities, preparing team report and team gatherings and meeting, setting up deadlines for task fulfillment.
  Make design decision to improve the product.
  Design decisions for software used and added extra features to eSHOP system for user/customer ease.
- **Track Status**
  Tracking with GANTT chart, team minutes and iterative meetings.

PROJECT TEAM MEMBERS and STUDENT ID	LESSONS LEARNT
Ankita Sabadra **82584**	• **Learnt multiple types of diagrams (Use-case). Created use-cases for multiple modules of the project.** • **Detail knowledge about how to design & develop the software and understanding the requirements of client.** • **Understood several modules of testing and test planning by creating Test plan document.** • **Knowledge about brainstorming, quality assurance , team work , resource planning & deadlines.**
Dharti Rathod **84213**	• **Detailed research in Software requirement gathering and gaining better and detailed knowledge regarding eSHOP project.** • **Learned system architecture diagram, use case diagram and also learned way to use and draw diagrams.** • **Experience working with team, learning new things and collaborating with each team mates.** • **Make decision more competitive to improve the product.** • **Understood and learned details of Agile process model and its implementation which includes various steps from Requirement specification, gathering to Deployment stage** • **Innovation is starting point for creative concepts; thanks to my teammates who gave me enough space to come up with my creativity.**

Harikanth Reddy **83169**	• **Learned about Test cases.** • **Gained great experience working with team and in group.**
Karthikeyan Sivanandi **12200010**	• **Learnt and understood UML diagrams.** • **Worked on all UML diagrams by using various tools to draw it.** • **Detailed research in Software requirement gathering and gaining better and detailed knowledge regarding eSHOP project.** • **Gained better experience of working with team.** • **Helped team and always remained an active project mate.**
Madhu Mahadevaiah **84344**	• **Experience working with team, learning new things and collaborating with each team mates, is the best way to increase personal knowledge.** • **Track status (Tracking with GANTT chart and iterative meetings)** • **Project Planning(Scheduling) and Implementation** • **Learnt to draw Data flow diagrams by self study and many other diagrams like Class diagrams, Use case diagrams by the help of friends.** • **Applying the concepts learnt in class to project**
Mital Jani **81299**	• **Innovation is starting point for creative concepts; my team gave me enough space to come up creative.** • **Made some research in software engineering, and gain better knowledge that help me in real work performance.** • **Understanding the Requirement of the clients and gathered it and documented.** • **Understanding and learning Agile methodology and its implementation in real project work that includes various steps from its requirement cycle to deployment cycle.** • **Designing a software design** • **Managing and scheduling work in stress environment.** • **Coordination and sharing knowledge is best way to personal and individual knowledge.**
Raghvendra Kunchakuri **84807**	• **Learnt about use case diagrams and how to represent it.** • **Risk factors involved in our project and how to deal with it.** • **Different types of testing.** • **Group interaction for successful outcome**

2. INDIVIDUAL WORK LOG:

ANKITA SABADRA – 82584

Team Member Name:	*Ankita Sabadra*
Student Id of Member:	*82584*
Project Start Date:	*September 17, 2013*
Project End Date:	December 03, 2013

Date	Task Assigned	Project Detail Completed /In Progress	Duration	Medium of discussion
17-Sep-13	Analysis of project topic.	Completed	2 days	Group meeting, online chat.
Sep 19, 2013	Research on allotted documents.	Completed	1 week	Group meeting, internet chat, phone calls
Sep 25, 2013	Analysis Completed	Completed	1 week	
21-Oct-13	Preparation of Test Plan document	Completed	1 Week	
31-Oct-13	Final Version of Test Plan document submitted	Completed	2 days	
6-Nov-13	Analysis of document by teammates	Completed	1 week	Email, phone conversation
12-Nov-13	Preparation of Use Case document .	Completed	2 week	Phone, internet survey reports,
26-Nov-13	Final Version of Use Case document submitted	Completed	2 days	
3-Dec-13	Peer reviews	Completed	1 week	

DHARTI RATHOD – 84213

Team Member Name:	*Dharti Rathod*
Student Id of Member:	*84213*
Project Start Date:	*September 17, 2013*
Project End Date:	December 03, 2013

Date	Task Assigned	Project Detail Completed /In Progress	Duration	Medium of discussion
Sep 17, 2013	Selection and finalization of project topic.	Completed	2 days	Group meeting, online chat.
Sep 19, 2013	Initial Analysis of project.	Completed	2 weeks	Group meeting, internet chat, phone calls
Sep 25, 2013	Reviewed and proof read 1st draft of Requirement document (Requirement document report generated by Mital).	Completed	2 days	
Oct 2, 2013	Worked on Research analysis and survey of the online shoppers.	Completed	1 week	
Oct 10, 2013	Worked on setting up and distributing task to each team members.	Completed	2 days	Email, phone conversation
Oct 12,2013	Worked on interview questionnaires.	Completed	1 week	Phone, internet survey reports, one-one interview.
Oct 20, 2013	Worked on to finalizing interview report.	Completed	3 days	
Oct 22, 2013	Worked on eSHOP website templates and took	Completed	1 week	

	Screenshots of eSHOP website (Both from user and Sellers perspective).			
Oct 28	Reviewed and proof read the Risk mitigation document generated by Harikanth and Raghu)	Completed	1 day	Email
Nov 6, 2013	Worked on making eSHOP user installation manual	Completed	3 days	
Nov 8, 2013	Worked on drawing eSHOP architecture structure diagram.	Completed	1 day	
Nov 11, 2013	Reviewed and proof read the Test plan document generated by Ankita)	Completed	1 day	Email and group meeting
Nov 15, 2013	Worked on Process Model (Waterfall and Agile methodology), Feasibility and Scope report, Eshop Quality assurance report	Completed	4 days	
Nov 17, 2013	Reviewed and proof read Test cases generated by Harikanth and Raghu, UML diagrams generated by Karthikeyan and DFD diagram by Madhu.	Completed	1 day	Group meeting and Email
Nov 20, 2013	Reviewed and proof read specification report generated by Mital.	Completed	1 day	
Nov 28, 2013	Worked on final documentation with Mital Jani and Ankita Sabadra	Completed	2 day	Email and phone

MADHU MAHADEVAIAH - 84344

Team Member Name:	Madhu Mahadevaiah
Team Leader of Team:	Dharti Rathod
Student Id of Member:	84344
Project Start Date:	September 17, 2013
Project End Date:	December 03, 2013

Date	Task Assigned	Project Detail Completed /In Progress	Duration
17-Sep-13	Selection of Project Topic	Completed	2 days
17-Sep-13	Initial Analysis of Project	In Progress	2 Weeks
01-Oct-13	Analysis Completed	Completed	
15-Oct-13	Maintain minutes of meeting of team	In Progress	2 months
22-Oct-13	Analysis of Project Plan Management	In Progress	4 days
29-Oct-13	Project plan management	Completed	
5-Nov-13	Data flow diagram	Completed	1 Week
12-Nov-13	GANTT Chart	Completed	2 days
19-Nov-13	Submission of minutes of meeting	Completed	
03-Dec-13	Peer Reviews	Completed	1 Week

MITAL JANI 81299

Team Member Name:	Mital Jani		
Team Leader of Team:	Dharti Rathod		
Student Id of Member:	81299		
Project Start Date:	September 17, 2013		
Project End Date:	December 16, 2013		
Date	Task Assigned	Project Detail Completed /In Progress	Duration
17-Sep-13	Analysis of Project Topic	Completed	4days
17-Sep-13	Intial Analysis of Project	In Progress	2 Weeks
25-Sep-13	Analysis Completed	Completed	
25-Sep-13	Preparation of Initial Version of Requirement Specification	Completed	3 Weeks
21-Oct-13	Preparation of Initial Version of Design Specification	Completed	1 week
31-Oct-13	Brainstorming UML Diagram	Completed	1 week
31-Oct-13	Data Flow Diagram and Activity Diagram	Completed	1 week
2-Nov-13	Review of Project Plan, Test Plan, Use casesand other docuemnts	Completed	2 Weeks
30-Nov-13	Final Version of Design Specification	Completed	2 days
3-Dec-13	Prepartion of PowerPoint Presentation and Miscellonous Documents	Completed	2 Weeks
3-Dec-13	Peer Reviews	Completed	1 week

KARTHIKEYAN SIVANANDI 12200010

E-shop

Team Member Name:	Karthikeyan Sivanandi
Team Leader of Team:	Dharti Rathod
Student Id of Member:	12200010
Project Start Date:	September 17, 2013
Project End Date:	December 16, 2013

Date	Task Assigned	Progress	Duration
17-Sep-13	Selection of Project Topic	Completed	2 days
17-Sep-13	Initial Analysis of Project	Completed	2 Weeks
01-Oct-13	Analysis Completed	Completed	1 day
15-Oct-13	Work Plan proposal	Completed	1 day
22-Oct-13	Analysis of Project Plan Management	Completed	4 days
29-Oct-13	Use Case diagram	Completed	1 day
5-Nov-13	Sequence diagram	Completed	1 day
12-Nov-13	class diagram	Completed	1 day
19-Nov-13	Data flow diagram	Completed	1 day
03-Dec-13	Final diagram review	In Progress	1 day

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GLOSSARY FOR

ESHOP

(AN ONLINE SHOPPING PORTAL)

GLOSSARY

- **eSHOP** - The website where user can browse and purchase products.
- **Administrator** - The person responsible for the products handling and database updates.
- **Report** - Periodic generation of quality assurance documents or documents generated by administrator.
- **Configuration** - Individual setting used for viewing and accessing products.
- **Profile** - Personal information of user.
- **Seller** - A authorized user who can advertise his product which can be purchased by other users.
- **Scope –** the extent of coverage of features E-Shop would have.
- **Ad-hoc** - Signifies a solution designed for our specific project, non-generalizable and not intended to be able to be adapted for other purpose.
- **DFD –** Data Flow Diagram is a graphical representation of the flow of data through an information system.
- **Structured analysis –** Method for analyzing and converting business requirements into specifications and ultimately computer programs, hardware configurations and related manual procedures.
- **Minutes of meeting –** Instant written record of a meeting.
- **Pertinent** - Relevant or applicable to a particular matter; apposite.
- **Social media** - Social media refers to interaction among people in which they create, share, and/or exchange information and ideas in virtual communities and networks.
- **Brand** - Brand is the "name, term, design, symbol, or any other feature that identifies one seller's product distinct from those of other sellers.
- **Research** - creative work undertaken on a systematic basis in order to increase the stock of knowledge.
- **Interview** - A conversation between two or more people where questions are asked by the interviewer to elicit facts or statements from the interviewee.

- **Waterfall model** - The waterfall model is a sequential design process, often used in software development processes.
- **Market** - A market is one of the many varieties of systems, institutions, procedures, social relations and infrastructures whereby parties engage in exchange.
- **Retailer** - Retailers are part of an integrated system, purchases goods or products in large quantities from manufacturers directly or through a wholesale, and then sells smaller quantities to the consumer for a profit.
- **Shopping Cart** - A shopping cart is a basket supplied by a eshop, for customers**.**
- **Prototype** - eSHOP prototype is an early sample, model or release of a product built to test a concept or process or to act as a thing to be replicated or learned from.
- **Screenshot** - screen capture
- **Use case** - a use case is a list of steps, typically defining interactions between a role.
- **Specification report** - A Report Design Specification defines the definition needed to satisfy a requested business report, including data required
- **Requirement document** - A document written by a company that defines a product they are making.