
Software Requirements Specification

For

Shoes shop

Version 1.0 approved

Prepared by Shaikh Huzaifa (9501) & Mohsin Ali (9031)

Class ID# 103744

25th January, 2019

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Revision History

| Name | Date | Reason For Changes | Version |
|------|------|--------------------|---------|
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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 **Online Shopping System** by defining the problem statement in detail.

1.1 Purpose

This document is meant to delineate the features of OSS, so as to serve as a guide to the developers on one hand and a software validation document for the prospective client on the other. The Online Shopping System (OSS) for shoes shop web application is intended to provide complete solutions for vendors as well as customers through a single get way using the internet. It will enable vendors to setup online shops, 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 new shops and maintain various lists of shop category.

1.2 Product Scope

Primarily, the scope pertains to the E-Store product features for making Shoes. It focuses on the company, the stakeholders and applications, which allow for online sales, distribution and marketing of electronics.

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 References

Teslesko Learning:

It's a youtube channel for learning web development

Intelepaat:

It's an online course platform providing different kind of courses

Coursera:

Best platform for student they provide financial aid too

2. Overall Description

2.1 Product Perspective

The Online Shopping system (OSS) application enables vendors to set up online shops, customers to browse through the shops, and a system administrator to maintain lists of shop categories. Also the developer is designing an online shopping site to manage the items in the shop and also help customers purchase them online without having to visit the shop physically. The online shopping system will use the internet as the sole method for selling goods to its consumers.

2.2 Product Functions

This section provides requirement overview of the system. Various functional modules that can be implemented by the system will be -

2.2.1 Registration

If customer wants to buy the product then he/she must be registered, unregistered user can't go to the shopping cart.

2.2.2 Login

Customer logs in to the system by entering valid user id and password for the shopping.

2.2.3 Changes to Cart

Changes to cart means the customer after login or registration can make order or cancel order of the product from the shopping cart.

2.2.4 Logout

After the payment or surf the product the customer will be logged out.

2.2.5 Report Generation

After all transaction the system can generate the portable document file (.pdf) and then send one copy to the customer's Email-address and another one for the system data base to calculate the monthly transaction .

2.2.6 Technical Issues

This system will work on client-server architecture. It will require an internet server and which will be able to run PHP application. The system should support some commonly used browser such as IE etc.

2.3 User Classes and Characteristics

2.3.1 Administrators:

Administrators are the ones who adds or administers the categories for the products, and administers the Vendors.

2.3.2 Vendors/Sellers:

Vendors/Sellers will add their products to the database. which will be seen in the website to the end users or sav customers who can buy the products by selecting the one they need. Vendors will have the special privileges than the end users, and have ability to manage the products added by them.

2.3.3 End Users/Customers:

The end user will be the one who visits the website and buys products online from the ones added by the Vendors/Sellers.

2.4 Operating Environment

The develoned svstem should run under anv nplatform (UNIX, Linux, Mac, Windows etc. that contains a web browser which supports Python, Database SQL.

2.5 Design and Implementation Constraints

2.6 Security

2.6.1 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.

2.6.2 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.

2.7 Supportability

2.7.1 Configuration Management Tool

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

2.8 Design Constraints

2.8.1 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.

2.8.2 Web Based Product

There are no memory requirements

The computers must be equipped with web browsers such as Internet explorer.

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

2.9 User Documentation

Project must be user friendly. Moreover user can send feed back directly to the admin

2.10 Assumptions and Dependencies

Not applicable

3. External Interface Requirements

3.1 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, and EJB etc.

3.2 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.

3.3 Software Interfaces

1. The e-store system shall communicate with the Configurator to identify all the available components to configure the product.
2. The e-store shall communicate with the content manager to get the product specifications, offerings and promotions.
3. The e-store system shall communicate with bill Pay system to identify available payment methods, validate the payments and process payment.
4. The e-store system shall communicate to credit management system for handling financing options.
5. The e-store system shall communicate with Sales system for order management.

6. The e-store system shall communicate with shipping system for tracking orders and updating of shipping methods.
7. The e-store system shall communicate with external Tax system to calculate tax.
8. The e-store system shall communicate with export regulation system to validate export regulations.
10. The system shall be Verisign like software which shall allow the users to complete secured transaction. This usually shall be the third party software system which is widely used for internet transaction.

3.4 Communications Interfaces

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

4. Other Nonfunctional Requirements

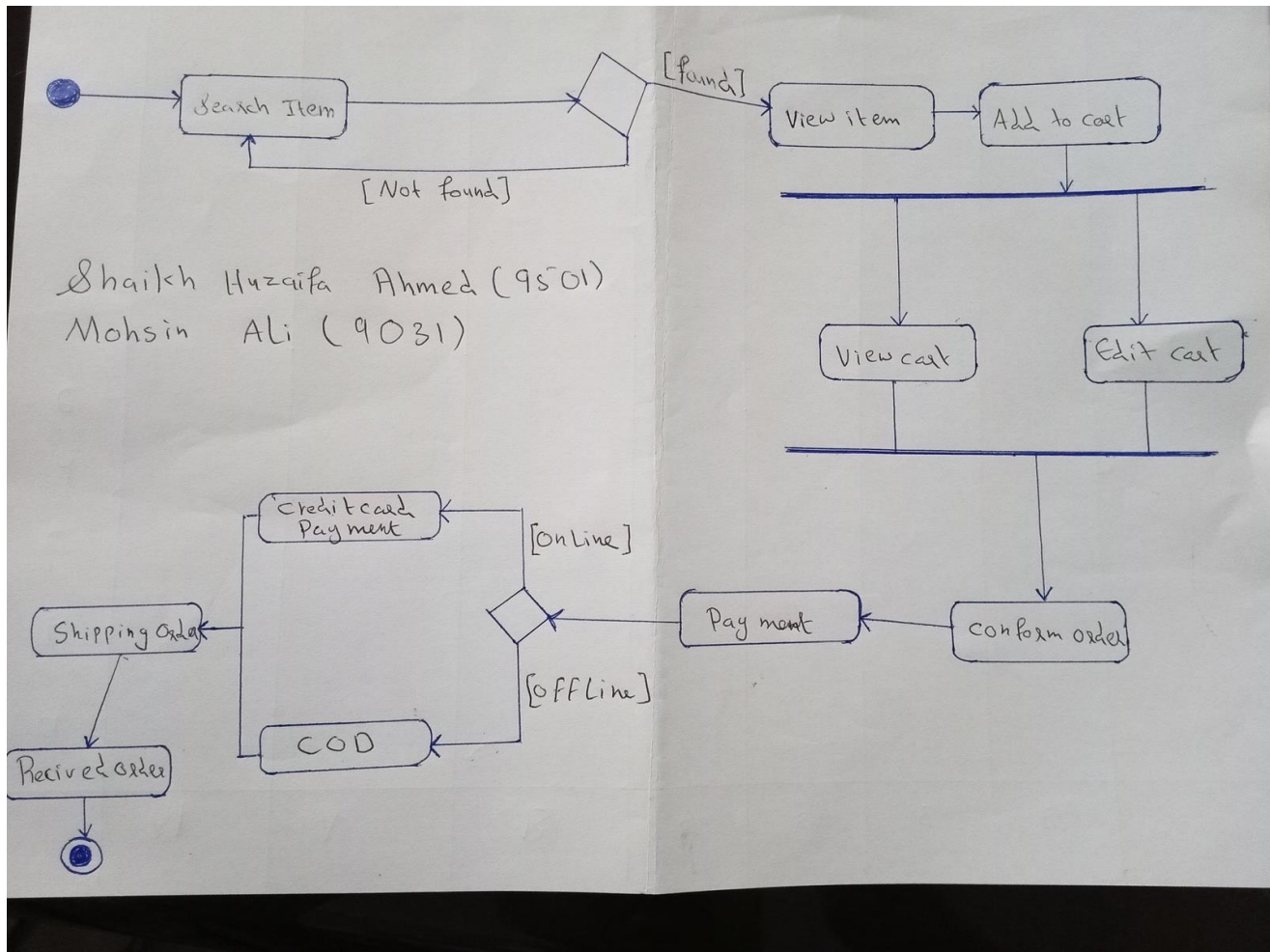
4.1 Safety Requirements

E-store should display the disclaimers, copyright, word mark, trademark and product warranties of the Marvel electronics and home entertainment.

4.2 Security Requirements

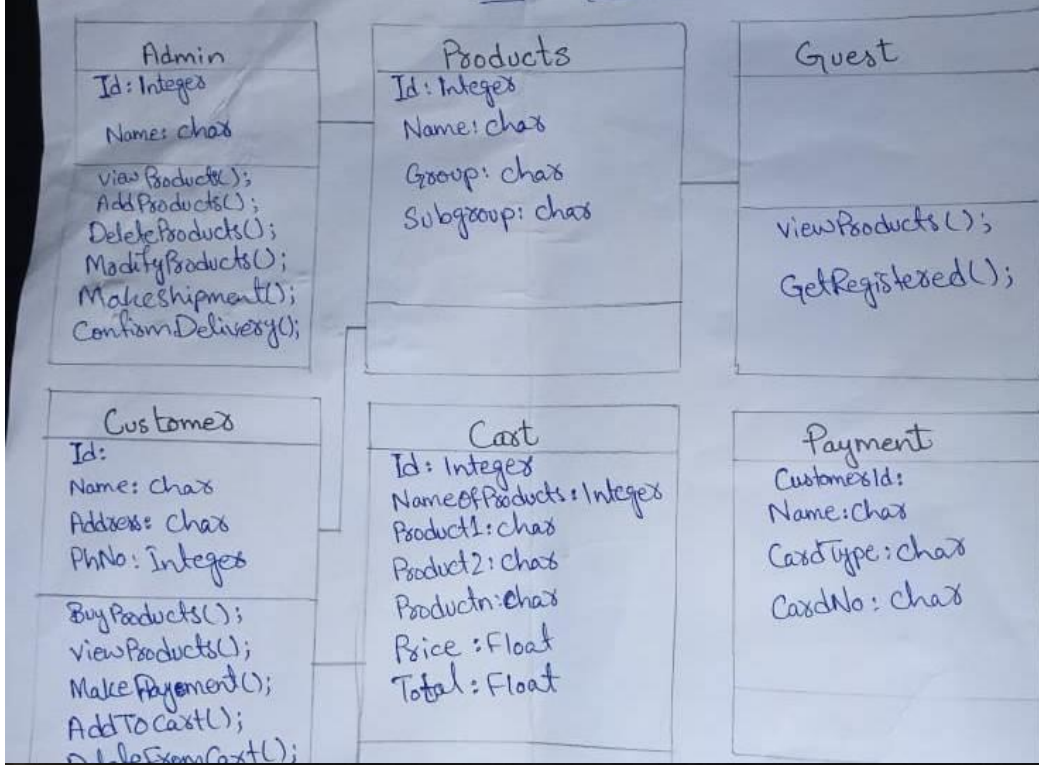
It shall be as per the industry standard.

4.3 Diagrams Section



Class Diagrams:-

MOHSIN ALI 9031
 SHAIKH HUZAIFA 9501



MOHSIN ALI 9031

Collaboration Diagram:-