**Software Requirements Specification**

**For**

**E-Auctioneer**

**Version 1.0 approved**

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**Revision History**

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| **Name** | **Date** | **Reason For Changes** | **Version** |
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# **Introduction**

## **Purpose**

The objective of the proposed undertaking project is an "auction management system" E-Auctioneer, a spot for purchasers and dealers to meet up and exchange nearly anything. While the site has turned into an advanced spot to exchange products, E-Auctioneer administrations have advanced into generally place. Our primary objective for this undertaking E-Auction is the place where clients contribute to get benefit from our E-Auctioneer framework. Where all sort of bidders can go and scroll down of different products and get great arrangements. E-Auction process must be to acquire best esteem and the most noteworthy cost. It can't be conceivable to accomplish best esteem results while the attention stays on cost. There are two classes of people one is clients and second one is seller. Seller can sell his items on this site and client will buy it. Item will be given to those client who put a high offered cost on item to buy. One client can complete a more than one offer on items.

## **Intended Audience and Reading Suggestions**

This undertaking is a prototype for the E-Auction and it is confined inside the Iqra University’s premises. This has been implemented under the guidance of college professors. This project is valuable for the general population who need to purchase and sell by bidding.

## **Product Scope**

This Project explores the entry edge for a new e-auction service channel via the easy access, where the entry edge is established by using an E-Auction designed for the use of normal users (individuals), Organizations, Entrepreneurs, Academicians and Industrialists under agreement concerns. This is an E-Auctioneer application aims to take the auctions to the fingertips of ambitious bidders there by opening up the portal of the Open Auction House. This application also acts as an open portal where dealers can come together and interchange their products. The web makes sure that buyers and sellers can get a fair deal and genuine product.

# **References**

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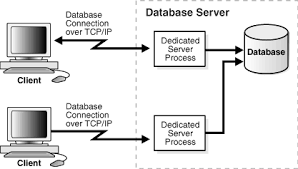
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## **Product Perspective**

E-Auctioneer will be site for auction which permits registered users to bid and get. It not only facilitate user to buy but also facilitate users to sell goods. E-Auctioneer compasses product's information from the product’s database and user’s database. This framework will be totally web based, linking E-Auctioneer to its clients by means of a standard internet browser. An Internet connection is recommended to access the system.



E-Auctioneer web site will use webserver tomcat. The E-Auctioneer users will fetch information from the Oracle Database through Oracle Driver connectivity

## **Product Functions**

* User Registration
* Sellers post items available to be purchased
* Buyers can search items to purchase
* Bidding duration is set by the dealer
* Show bids to seller
* Buyers offer on item to purchase, highest bidder wins
* Rating of items on sale
* History of buyer and seller
* Location independent
* Live Auction
* Direct bidding among purchaser and vender
* Authentication of purchaser and vender
* Categorization of products
* Online feedback
* 24/7 customer service

## **User Classes and Characteristics**

The expected clients of the framework dependent on frequency of usage is

1. One Time guests

2. Incidental Visitors

3. Ordinary buyers/sellers

4. Ordinary forum users

Based on benefits

1. Guest User

2. Registered User

3. Webmaster

4. Customer support staff.

## **Operating Environment**

1. **Software Requirements:**

Operating System: Windows NT or higher

Database: Oracle

Web Server: Apache Tomcat 5.0

Connectivity: Oracle Driver (oracle.jdbc.driver.OracleDriver)

Code standard

* Static pages using Microsoft Front Page 2003/ Macromedia Dreamweaver 2004 MX
* The forms will be done in JSP using Macromedia Dreamweaver 2004 MX

BROWSER: INTERNET EXPLORER 5.5 OR ANY HTTP BROWSER

PROTOCOL: HTTP, SMTP

1. **Hardware Specification:**

System: Mobile Phone/ Laptop/Desktop

Processor: x86 family

Keyboard: 101Keys

GSM Mobile phone

Modem: 56KBPS/ ADSL Broadband

Memory: 512MB or higher

## **Design and Implementation Constraints**

Because of high cost engaged with interfacing with a GSM mobile phone for conveying affirmation messages to the application will be limited to accept affirmation messages from users, for affirmation ask for code got in their mail.

## **User Documentation**

A feedback page will be accessible for the client. Aside from the client service system will also be considered.

## **Assumptions and Dependencies**

This website does not manage with advertisement charges and its transaction and any legitimate issues of it.

The application will not be charge for delivery and transport of the product. It is left to the purchaser and dealer of the product.

It is expected that dealer posts the item to suitable category. Product > Category approval is not done.

# **External Interface Requirements**

There are numerous sorts of interfaces as such supported by the E-Auctioneer software; User Interface, Hardware Interface, and Software Interface.

The protocol utilized will be HTTP.

The Port number utilized will be 80.

There will be logical address of the framework in IPv4 format.

## **User Interfaces**

The UI for the product will be perfect to any browser such as Internet Explorer, Firefox, Mozilla or any by which client can access to the website.

The UI will be implemented using any software package like Java Applet, HTML, CSS etc.

## **Hardware Interfaces**

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

## **Software Interfaces**

1. The E-Auctioneer system will communicate with the Configurator to distinguish all the accessible components to configure the product.
2. The E-Auctioneer shall communicate with the developer to get the product’s offerings, specifications and promotions.
3. The E-Auctioneer framework will communicate with developers for order management.
4. The E-Auctioneer system shall provide contact information between clients for any further involvements.

## **Communications Interfaces**

The E-Auctioneer framework will use the HTTP protocol for communication over the web and for the intranet communication will be using TCP/IP protocol suite.

# **System Features**

## **System Feature 1**

Coming up next are the determinations given by the system

### **Description and Priority**

#### ***User Registration***

This enables client to be a member of E-Auctioneer and enables him/her to sell or bid of items and take interest in the community forum. This is a fundamental part of the system of high priority as it adds new customer to the purchaser/dealer community.

#### ***Selling***

Here the registered clients can post their items for bidding. It’s a fundamental part of the E-Auctioneer

#### ***Searching***

Any client can search for product based on category, cost and different parameters .This will be the top priority module as it is very fundamental for a prospective buyer to find the product, and client is searching for.

#### ***Bidding and Buying***

The purchasers will almost bid on any anything accessible for bidding. This is core part of this auction web application.

#### ***Live Auction***

This module will enables dealer to set a start time of the auction and will be a simulation of genuine auction situation. The seller will be interacting with the bidders. This is a discretionary part and left to the dealer's discretion.

#### **Authentication for *client***

The seller is violated before each product is posted for auction. The buyer is authenticated before he bids. The communication is done through provided contact information..

#### **Community *forum***

This is a forum for the customer/ client to examine about the present product on bid. Likewise the buyer’s community can ask for new items which are not in bidding list.

#### ***Help/Feedback* desk**

This will enable the client to tell or ask any kind of information or feedback to the support system. Assigned staff for the support system will take actions and reply to that. This is discretionary part and is subject to the accessibility of additional staff.

### **Stimulus/Response Sequences (Functional Requirements)**

#### ***User Registration***

* The client/customer selects the ‘sign up ‘link to get the registration form and after following the instruction fills in the required data to create his/her profile.
* Client side approval shall be done for checking provided data.
* The user will be asked for a login and password.
* After client side approval for uniqueness an activation link will be sent via mail.
* On activation the user is now registered to E-Auctioneer

#### ***Create Post***

* The seller can create post to sell our item
* Upload information of item
* Upload pictures of item

#### ***Selling***

#### The seller is authenticated (reference 4.1.1.6)

#### Product description form is provided to the seller. A picture of the item may likewise be uploaded. The category of the item needs to be selected. The description may include minimum bid value, time for bid and other product’s characteristics*.*

#### On client side approval the database of items for bidding will be updated**.**

#### ***Searching***

* Any client/customer will be selecting either fundamental or advance search.
* If the user selects fundamental search, the search will be performed on the product and category. This is for client/customer who are not very specific for the product features.
* If the client/customer selects advance search, he/she will be presented with form to fill in the advance features of the product like vendor, model, color etc. The search will be searched on these preferences and search results will be displayed.

#### ***Bidding and Buying***

* The buyer searches the item from search option.(ref **4.1.1.3** )
* The buyer is authenticated for his first bid on an item and the item is added to his bidding list (ref **4.1.1.6**)
* For subsequent bids, he selects the item he wants to bid from the list of items he is currently bidding and updates his bid.

#### ***Show bidding***

* The seller can able to see all bid
* Also they can able to see highest bid

#### **Live Auction**

* The seller selects the live auction option while selling an item(ref **4.1.2.2**)
* The live auction time will be set.
* Buyers enter the live auction using ‘live auction link’.
* Buyers select the live auction he is interested in from the currently running live auctions.
* The buyer is authenticated before entering the live auction.
* Now they bid their values along with interaction with the seller.

#### **Authentication of Users**

* The client/customer needs to go for authentication.
* Then an authentication email is sent with a secret code which the client/customer needs to message back to the server in a specific arrangement.
* On receipt of the message the client/customer is authenticated

#### **Community *forum***

* The client/customer opens the help desk connect to send in their query..
* He selects the appropriate community and view and post contents.
* The forum moderator keeps monitoring the forum activities.

#### ***Help* desk**

* The client/customer opens the feedback forum to send in their suggestions
* The operator on the system replies

#### ***History of buyer/seller***

* Buyer and Seller can see our previous history

#### ***Update information***

* Buyer and Seller can able to update our information
* Seller also update the information of our product

# **Other Nonfunctional Requirements**

## **Performance Requirements**

The system shall be able to process a lot of auctions. In standard workload, the CPU usage shall be less than 20%, leaving 20% for background jobs. Uploading an auction should take less than 20 minutes for 95% of the cases. Scrolling one page up or down in an auctioned page document shall take at most 1 second depending on speed of internet.

## **Safety Requirements**

Verification e-mail should be ought to be sent to the new client/customers during signup process. This application shell not violate its security requirements as a result of upgrading or replacement of a data, hardware or software components. To access permission for the system information may be changed by the data executive. Password should not be viewable from login foam or at any other point. Client/customer shall receive warning notification of profile changes via preferred communication method of record when profile information is modified. All system data must be backed up after 24 hours and the backed up copies stored in the same building as the system.

## **Security Requirements**

* The system should no longer operate if security attacks have become obvious.
* Account ID and Password PIN should be used for login process by client/customer’s end.
* Sign-out button.

## **Software Quality Attributes**

The system should be available 24/7. In case of a hardware failure or database corruption, a replacement page will be shown in case of hardware failure or database corruption backup will be availed. The system is secure and delays involved are less. The system is reliable and should take information and sensitive details confidential.

## **Business Rules**

There are two types of client/customers that are going to use this system one is customer and second is administrator. Administrator has full authority for controlling the system.

**Appendix A: Glossary**

HTTP Hypertext markup language

SRS Software Requirements Specification

Web site A place on the World Wide Web

DB Data Base

CSS Cascading Style Sheets

J2EEE Java 2 Enterprise Edition Environment

JSP Java Server Pages

GSM Global System for Mobile communication