



ONLINE PHARMACY

Submitted By

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This Projectreport has been submitted in fulfillment of the requirements for the Degree of Bachelor of Science in Software Engineering.

Department of Software Engineering


Daffodil International University

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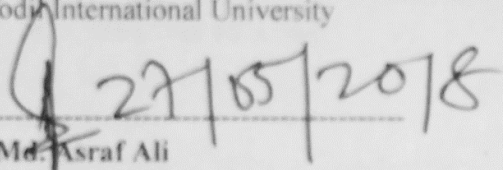
APPROVAL

This Project titled "Online Pharmacy", submitted by Md.Nure Ala Moududi, 142-35-655 and Md.Shabbir Ahmed Shakib, 142-35-664 to the Department of Software Engineering, Daffodil International University has been accepted as satisfactory for the partial fulfillment of the requirements for the degree of B.Sc in Software Engineering and approved as to its style and contents.

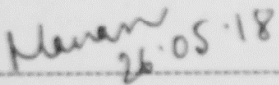
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DECLARATION

We hereby declare that we have taken this project under the supervision of Md. Alamgir Kabir, Lecturer, Department of Software Engineering, Faculty of Science and Information Technology, Daffodil International University. We also declare that neither this project nor any part of this report has been submitted elsewhere for award of any degree.

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A special thank goes to our friend “MD. Masum”, who helped us to assemble the parts and gave suggestions to make our project in different processes.

From our sincere thanks to friends who have supported our work on the project. Specially, Daffodil International University’s family members, friends and brothers, Zahid Hasan Shaikatand also honourable teacher Md. Alamgir Kabir for their valuable and important ideas.

Our thanks also go to the Microsoft Corporation for giving us the privilege to develop the project easily.

Finally, and above all we would like to thank our parents and friends for their mental support. I wouldn’t have been able to get here without them.

Dedication

We are dedicating this work to our parents , brothers, sisters,friends and our honourable teacher Md. Alamgir Kabir. Without whom this work could not be done.

Executive summary

In our project we wanted to give a modern and advance technology to our stakeholders. Here the shop owner (Admin) will manage the dues of customers, customers' orders, manage products, etc. Customer can order product in online and can see the current location of that ordered product.

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CHAPTER 1

Introduction

Introduction

1.1 About the System

Medicine is very essential for every people. So our main purpose was we would create a system that will help people to buy medicine from home. But now a days nobody trust anybody. There are so many fake web sites on internet. So we decided to give an extra feature that is product real time tracking .Our project was mainly for a shop but we made that system dynamic. In our project we wanted to give a modern and advance technology to our stakeholders. Here a shop owner (Admin) can manage the dues of customers, manage products, customers' orders etc. Customer can order product in online and can see the current phase of that ordered product.

1.2 Purpose

The main purpose of this project is to computerize the manual system & reduce the time consumption.

In other words, our project has the following purposes: -

- Make all the system computerize,
- Reduce time consumption,
- Reduce error scope,
- All system managements are automated,
- Centralized database management,
- Easy operations for operator of the system,
- Reduce paper work.

1.3 Scope

This system will be used by shop owner, couriers, deliverymen and customers. Shop owner (Admin) can manage the dues of customers, manage products, customers' orders etc. Customer can order product in online and can see the current phase of that ordered product.

1.4 Vision

The main purpose of this project is to computerize the manual system & reduce the time consumption.

1.5 Why this system is necessary

Our project was mainly for a shop owner who told us that he cannot manage everyday customers and people in that area have a habit to make dues. It was also a difficult for him to record all customers' dues. For solving that problem we proposed him a solution and he liked. There is also a scope for customer to buy from online which will be delivered to their home.

1.6 Proposed Solution

The expected outcome of this system it will be a user friendly to interact with the user. The feature of this system is given below:

Login & registration form:

This form shows the login name and password when user enter a valid user name and password then he/she can operate the application.

Due list:

This form provides the option to add, modify, delete or find the information of customers who seek to buy medicine from that shop. This page will be managed by shop owner.

Making order:

This forms provides the option to make online order for various product. This page will be generated by customer.

Product tracking:

This form displays the location of that products which are ordered by customers. Customers will be able to see their product location.

Chapter 2

System Analysis

2. System Analysis

2.1. Actor Goal List

2.1.1. Shop owner

- Login to their account.
- Add, delete, search and delete the information of customers.
- Manage due, product, prepare bill.

2.1.2. Customer

- Login to their account.
- Order product, Add to cart and rack product.

2.1.3. Supplier

- Login to their account.
- Give product location.
- Handover product to customer.

2.2. Use Case Model

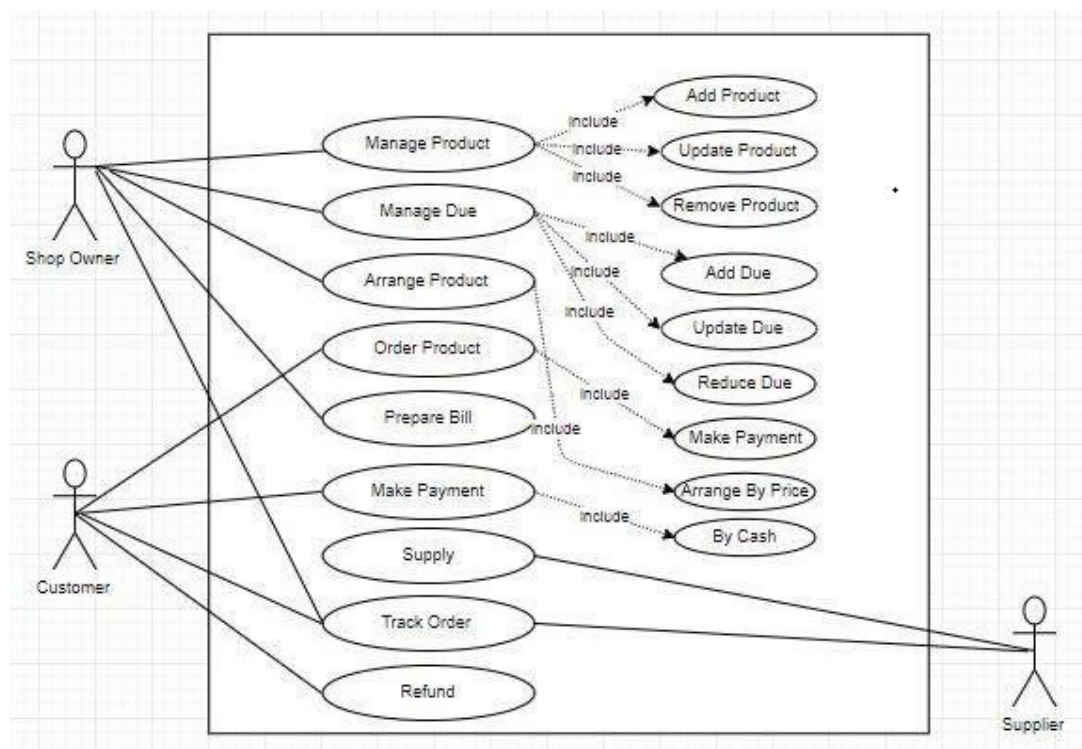


Figure 1: Use case diagram of Online Pharmacy

2.3. Use Case Description (Brief)

2.3.1. Manage product

Shop owner can manage product by adding, removing and updating product.

2.3.2. Manage due

This forms provides the option to add, delete, search and delete the information of customers dues.

2.3.3. Order product

Customer can order product from home in online.

2.3.4. Arrange product

Shop owner can arrange product by price or by company.

2.3.5. Prepare bill

After receiving order shop owner will prepare bill.

2.3.6. Make payment

Customer will make payment for their ordered product.

2.3.7. Track order

Customer, courier, supplier, shop owner will be able to know product's current location.

2.3.8. Refund

Customer can refund their ordered product, if there are problems in product or the product is damaged.

2.4. Use Case Description (Detailed)

Use case description

2.4.1 Manage Product

Table 1: Description for managing product

Use Case Name	Manage product									
Scenario	Shop owner will add, update, remove product.									
Triggering Event	Show product to customers for selling.									
Brief Description	Shop owner will enter the relevant data about product e.g. product price.									
Actors	Shop owner									
Related Use Cases	Add product, update product, remove product									
Stakeholders	Shop owner									
Preconditions	Put relevant data to enter in database.									
Post Conditions										
Flow of Events	<table><tr><th>Actor</th><th>System</th></tr><tr><td>1. First shop owner will go to the login page.</td><td>1.1. System will show the login page</td></tr><tr><td>2. Then he will give user name and password.</td><td>2.1. System will give him the full access.</td></tr><tr><td>3. He will be able to add, update, remove “ProductName”, “Description”, “Group”, “CompanyName”, “Price”, and “Location” of products and will submit to the system.</td><td>3.1. System will save the records in the database and will show successfulmessage.</td></tr></table>	Actor	System	1. First shop owner will go to the login page.	1.1. System will show the login page	2. Then he will give user name and password.	2.1. System will give him the full access.	3. He will be able to add, update, remove “ProductName”, “Description”, “Group”, “CompanyName”, “Price”, and “Location” of products and will submit to the system.	3.1. System will save the records in the database and will show successfulmessage.	
Actor	System									
1. First shop owner will go to the login page.	1.1. System will show the login page									
2. Then he will give user name and password.	2.1. System will give him the full access.									
3. He will be able to add, update, remove “ProductName”, “Description”, “Group”, “CompanyName”, “Price”, and “Location” of products and will submit to the system.	3.1. System will save the records in the database and will show successfulmessage.									
Exception Conditions	1.1. When shop owner will press wrong password then system will give error message.									

2.4.2 Manage due

Table 2: Description for managing dues

Use Case Name	Manage due	
Scenario	Shop owner will add/reduce the dues of customers.	
Triggering Event	Make a list of customers who are able to make due and to see the due list.	
Brief Description	Shop owner can add, update, and reduce customer's dues.	
Actors	Shop owner	
Related Use Cases	Add customer, add due, update due, reduce due	
Stakeholders	Shop owner, Customer	
Preconditions	Put relevant data to enter in database.	
Post Conditions		
Flow of Events	Actor	System
	<ol style="list-style-type: none">1. First shop owner will go to the login page.2. Then he will give user name and password.3. Shop owner will update customer's dues by filling these fields "Name", "District", "City", "Village", "PhoneNo", "DueAmount" and will submit customers dues to the system.	<ol style="list-style-type: none">1.1. System will show the login page2.1. System will give him the full access.3.1. System will save the records in the database and will show the success message.
Exception Conditions	<ol style="list-style-type: none">1.1. When shop owner will press wrong password then system will give error message.	

2.4.3 Order product

Table 3: Description for ordering product

Use Case Name	Order product													
Scenario	Customer can order their chosen product.													
Triggering Event	Make order for buying product.													
Brief Description	Customer will enter the relevant data about him/her e.g. customer name, address, contact no etc.													
Actors	Customers													
Related Use Cases	Make payment													
Stakeholders	Customers, Shop owner, Supplier													
Preconditions	To be a user of Online Pharmacy.													
Post Conditions														
Flow of Events	<table><tr><th>Actor</th><th>System</th></tr><tr><td>1. Customer owner will go to the login page.</td><td>1.1. System will show the login page</td></tr><tr><td>2. Then he will give user name and password.</td><td>2.1. System will give him access.</td></tr><tr><td>3. First Customer will search medicine and choose by clicking “Add To Cart”.</td><td>3.1 System will store that data.</td></tr><tr><td>4. Then he will finalize the quantity and proceed to order by clicking “Process to checkout”.</td><td>4.1. System will show a check out form.</td></tr><tr><td>5. Customer will submit the required description about them to the system.</td><td>5.1 System will store that data.</td></tr></table>	Actor	System	1. Customer owner will go to the login page.	1.1. System will show the login page	2. Then he will give user name and password.	2.1. System will give him access.	3. First Customer will search medicine and choose by clicking “Add To Cart”.	3.1 System will store that data.	4. Then he will finalize the quantity and proceed to order by clicking “Process to checkout”.	4.1. System will show a check out form.	5. Customer will submit the required description about them to the system.	5.1 System will store that data.	
Actor	System													
1. Customer owner will go to the login page.	1.1. System will show the login page													
2. Then he will give user name and password.	2.1. System will give him access.													
3. First Customer will search medicine and choose by clicking “Add To Cart”.	3.1 System will store that data.													
4. Then he will finalize the quantity and proceed to order by clicking “Process to checkout”.	4.1. System will show a check out form.													
5. Customer will submit the required description about them to the system.	5.1 System will store that data.													
Exception Conditions	1.1. When customer will press wrong password then system will give error message.													

2.4.4 Arrange product

Table 4: Description for arranging product

Use Case Name	Arrange product											
Scenario	Shop owner can arrange stored products in various category.											
Triggering Event	Make a nice view of stored product.											
Brief Description	Shop owner will enter the relevant data about product e.g. product price, name etc. to arrange product.											
Actors	Shop owner											
Related Use Cases	Arrange by product, arrange by price											
Stakeholders	Shop owner, Customer											
Preconditions	Relevant data to enter in database.											
Post Conditions												
Flow of Events	<table><tr><th>Actor</th><th>System</th></tr><tr><td>1. First shop owner will go to the login page.</td><td>1.1. System will show the login page</td></tr><tr><td>2. Then he will give user name and password.</td><td>2.1. System will give him the full access.</td></tr><tr><td>3. To add new product he will click “Add New Product”.</td><td>3.1 System will show “Add your new Product” form.</td></tr><tr><td>4. Shop owner will manage product e.g. “ProductName”, “Group”, “Price” then will submit to the system.</td><td>4.1 System will save the records in the database and will show the successful message.</td></tr></table>	Actor	System	1. First shop owner will go to the login page.	1.1. System will show the login page	2. Then he will give user name and password.	2.1. System will give him the full access.	3. To add new product he will click “Add New Product”.	3.1 System will show “Add your new Product” form.	4. Shop owner will manage product e.g. “ProductName”, “Group”, “Price” then will submit to the system.	4.1 System will save the records in the database and will show the successful message.	
Actor	System											
1. First shop owner will go to the login page.	1.1. System will show the login page											
2. Then he will give user name and password.	2.1. System will give him the full access.											
3. To add new product he will click “Add New Product”.	3.1 System will show “Add your new Product” form.											
4. Shop owner will manage product e.g. “ProductName”, “Group”, “Price” then will submit to the system.	4.1 System will save the records in the database and will show the successful message.											
Exception Conditions	3.1. When shop owner tries to enter with wrong password then system will generate an error message.											

2.4.5 Prepare bill

Table 5: Description for preparing bills

Use Case Name	Prepare bill											
Scenario	Shop owner can prepare the bill of products.											
Triggering Event	To sell their products at minimum price.											
Brief Description	Shop owner will enter the relevant data about product e.g. product price.											
Actors	Shop owner											
Related Use Cases												
Stakeholders	Shop owner, Customer											
Preconditions	Relevant data to enter in database.											
Post Conditions												
Flow of Events	<table><tr><th>Actor</th><th>System</th></tr><tr><td>1. When order will be submitted to the system.</td><td>1.1 Owner will get a text.</td></tr><tr><td>2. First shop owner will go to the login page.</td><td>2.1. System will show the login page</td></tr><tr><td>3. Then he will give user name and password.</td><td>3.1. System will give him the full access.</td></tr><tr><td>4. Shop owner will enter the relevant data about product e.g. product price.</td><td>4.1 System will show that to customer page.</td></tr></table>	Actor	System	1. When order will be submitted to the system.	1.1 Owner will get a text.	2. First shop owner will go to the login page.	2.1. System will show the login page	3. Then he will give user name and password.	3.1. System will give him the full access.	4. Shop owner will enter the relevant data about product e.g. product price.	4.1 System will show that to customer page.	
Actor	System											
1. When order will be submitted to the system.	1.1 Owner will get a text.											
2. First shop owner will go to the login page.	2.1. System will show the login page											
3. Then he will give user name and password.	3.1. System will give him the full access.											
4. Shop owner will enter the relevant data about product e.g. product price.	4.1 System will show that to customer page.											
Exception Conditions	1.1. When a customer tries to order a big amount of products which are not available in that shop than system will show error message 1.2. System will not allow that save change.											

2.4.6 Make payment

Table 6: Description for making payment

Use Case Name	Make payment									
Scenario	Customer will pay the bill of products to the supplier.									
Triggering Event	To pay the bill of product.									
Brief Description	After receiving product customer will pay the bill of products to the supplier.									
Actors	Customer									
Related Use Cases	Pay by cash									
Stakeholders	Customer , Supplier									
Preconditions	Give online order of a product.									
Post Conditions										
Flow of Events	<table><tr><th>Actor</th><th>System</th></tr><tr><td>1. Customer will pay the bill of products to the supplier.</td><td rowspan="5">3.1. System will save that Changes.</td></tr><tr><td>2. The payment will be done by cash.</td></tr><tr><td>3. Shop owner will submit the required amount of the product to the supplier.</td></tr><tr><td>4. Supplier will save the records in a paper and will handover that product to customer.</td></tr><tr><td>5. Customer will receive product and will pay the bill.</td></tr></table>	Actor	System	1. Customer will pay the bill of products to the supplier.	3.1. System will save that Changes.	2. The payment will be done by cash.	3. Shop owner will submit the required amount of the product to the supplier.	4. Supplier will save the records in a paper and will handover that product to customer.	5. Customer will receive product and will pay the bill.	
Actor	System									
1. Customer will pay the bill of products to the supplier.	3.1. System will save that Changes.									
2. The payment will be done by cash.										
3. Shop owner will submit the required amount of the product to the supplier.										
4. Supplier will save the records in a paper and will handover that product to customer.										
5. Customer will receive product and will pay the bill.										
Exception Conditions	5.1. If customer don't accept product, they will not give bill.									

2.4.7 Supply product

Table 7: Description for supply product

Use Case Name	Supply product	
Scenario	Supplier will supply product to customer.	
Triggering Event	To give the customer their chosen product.	
Brief Description	Supplier will go to customer's door to deliver the product.	
Actors	Supplier	
Related Use Cases		
Stakeholders	Supplier, customer, shop owner	
Preconditions	There must be online order of product.	
Post Conditions		
Flow of Events	Actor	System
	1. Supplier will get a text from courier.	1.1 System will show that text to supplier page.
	2. Supplier will submit the required description about product e.g. "product location".	2.1 System will show that text to customer page.
	3. Supplier will hand over that product to the customer.	
Exception Conditions	1.1. When supplier don't get message from courier then there will be no supply of product.	

2.4.8 Track order

Table 8: Description for track order

Use Case Name	Track order											
Scenario	Customer will be able to see their ordered product’s current location.											
Triggering Event	To know the location of the product.											
Brief Description	Supplier will entry the product current location after reaching every stoppage.											
Actors	Customer											
Related Use Cases												
Stakeholders	Customer , supplier, shop owner											
Preconditions	Make an order of product.											
Post Conditions												
Flow of Events	<table><tr><th>Actor</th><th>System</th></tr><tr><td>1. Customer owner will go to the login page.</td><td>1.1. System will show the login page</td></tr><tr><td>2. Then he will give user name and password.</td><td>2.1. System will give him access.</td></tr><tr><td>3. If courier accept that order he will entry the product current location and will send that to courier.</td><td>3.1 System will show a text to supplier’s page.</td></tr><tr><td>4. Supplier will submit the location about product to the system.</td><td>4.1 System will show a text to customer’s page.</td></tr></table>	Actor	System	1. Customer owner will go to the login page.	1.1. System will show the login page	2. Then he will give user name and password.	2.1. System will give him access.	3. If courier accept that order he will entry the product current location and will send that to courier.	3.1 System will show a text to supplier’s page.	4. Supplier will submit the location about product to the system.	4.1 System will show a text to customer’s page.	
Actor	System											
1. Customer owner will go to the login page.	1.1. System will show the login page											
2. Then he will give user name and password.	2.1. System will give him access.											
3. If courier accept that order he will entry the product current location and will send that to courier.	3.1 System will show a text to supplier’s page.											
4. Supplier will submit the location about product to the system.	4.1 System will show a text to customer’s page.											
Exception Conditions	1.1. When customer will press wrong password then system will give error message.											

2.4.9 Refund product

Table 9: Description for refund product

Use Case Name	Refund product	
Scenario	Customer will be able to reject damaged product.	
Triggering Event	To refund bounced product.	
Brief Description	After checking product customer will be able to reject damaged product.	
Actors	Customer	
Related Use Cases		
Stakeholders	Customer, Supplier, shop owner	
Preconditions	Put relevant cause for product rejection.	
Post Conditions	Product will be refunded in store.	
Flow of Events	Actor	System
	1. Customer can reject the damaged products. 2. Supplier will enter the relevant data about product rejection. 3. QC will check the product and send to shop owner. 4. Shop owner will damage or restore the product.	4.1. System will update product Info.
Exception Conditions	1.1. Customer will check the product and accept. 1.2. There will be no refund of product.	

2.5. System sequence diagram

The UML includes interaction diagrams to illustrate how objects interact via messages. They are used for dynamic object modeling. The term interaction diagram is a generalization of two more specialized UML diagram types:

2.5.1. Manage product

Success scenario

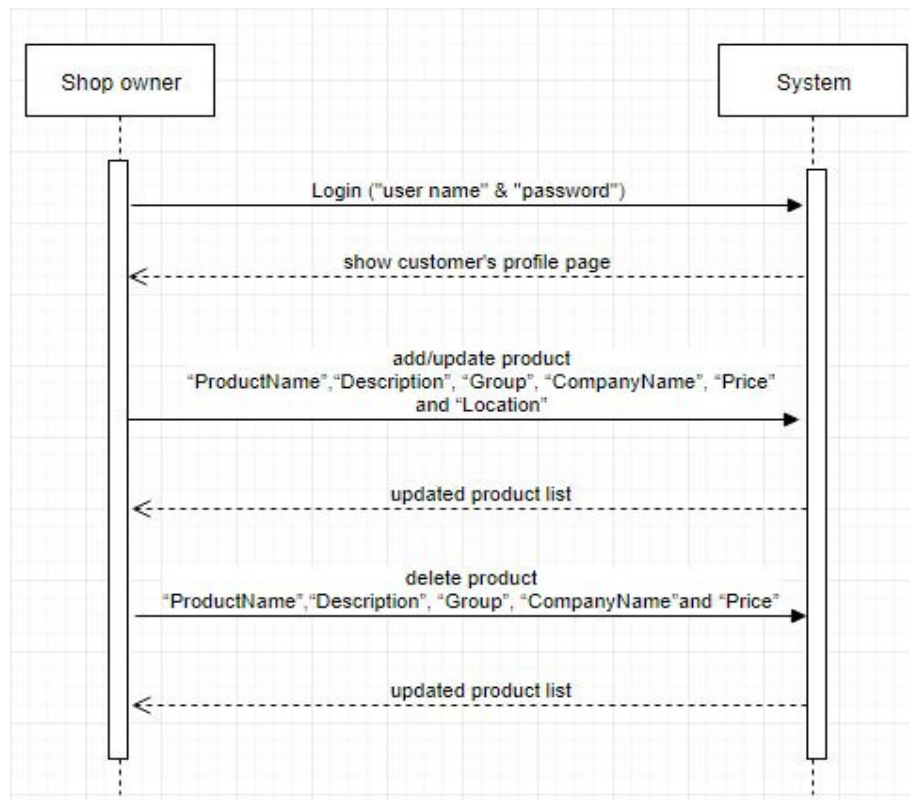


Figure 2: Success scenario for manage product

Failure scenario

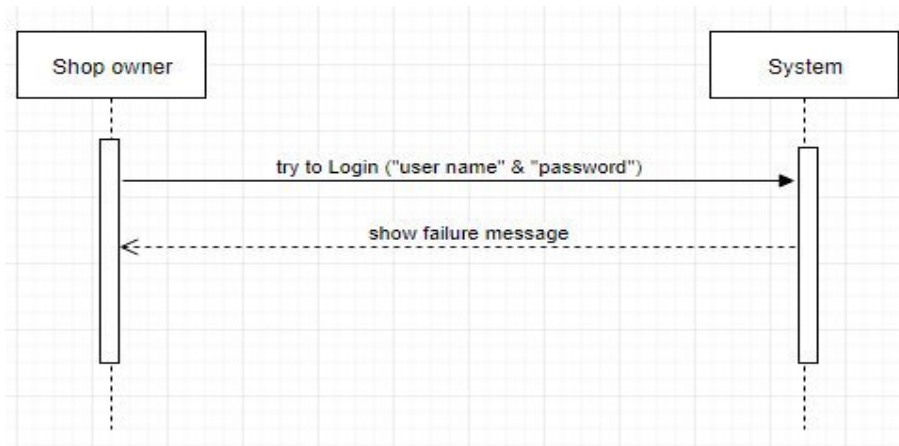


Figure 3: Failure scenario for manage product

2.5.2. Manage Due

Success scenario

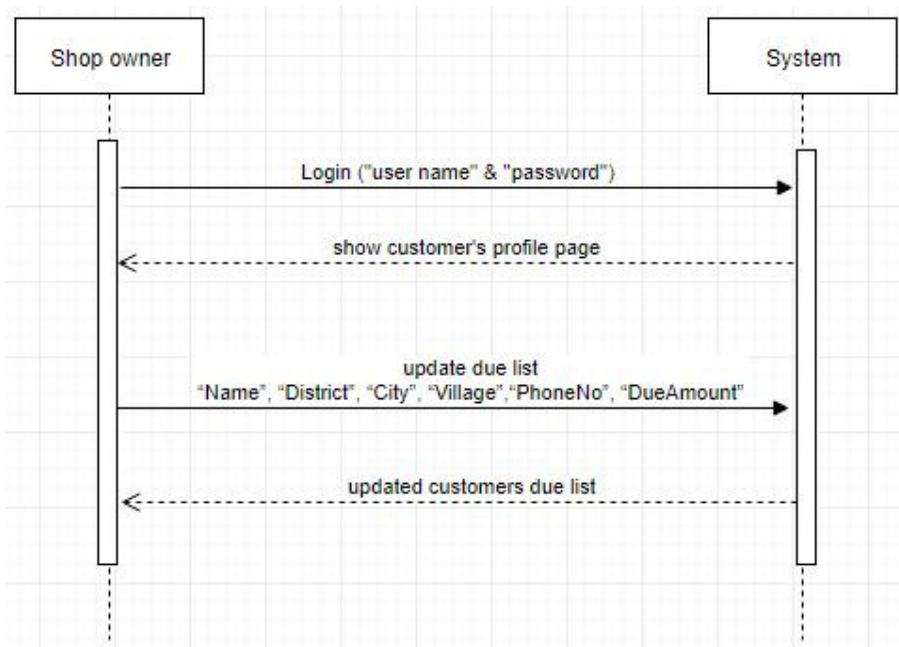


Figure 4: Success scenario for manage product

Failure scenario



Figure 5: Failure scenario for manage due

2.5.3. Order product

Success scenario

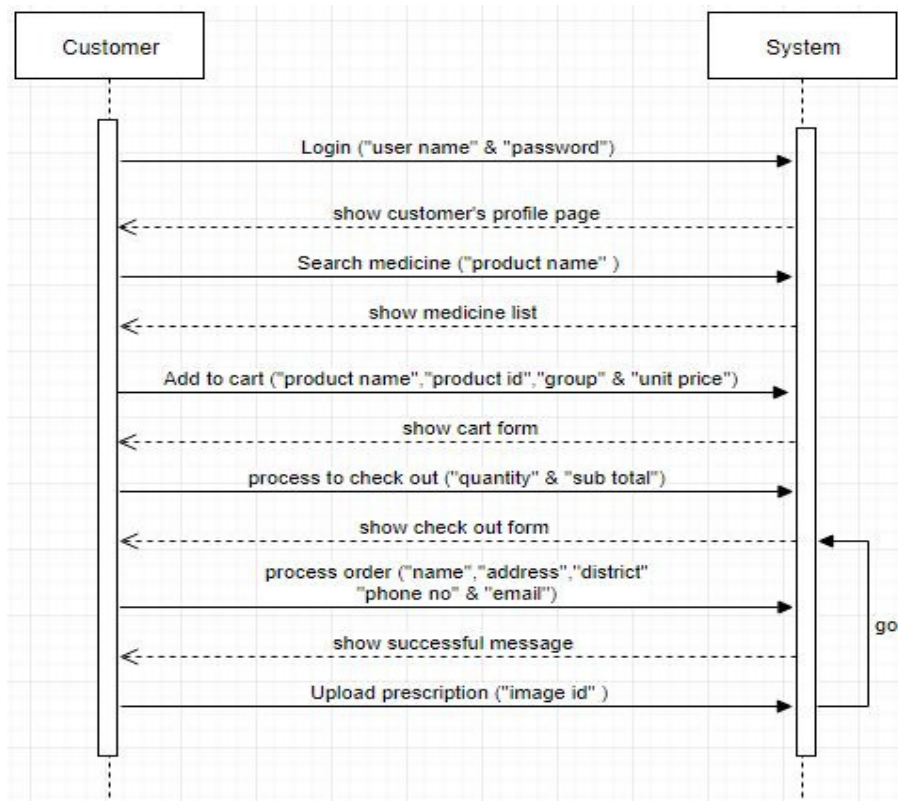


Figure 6: Success scenario for order product

Failure scenario

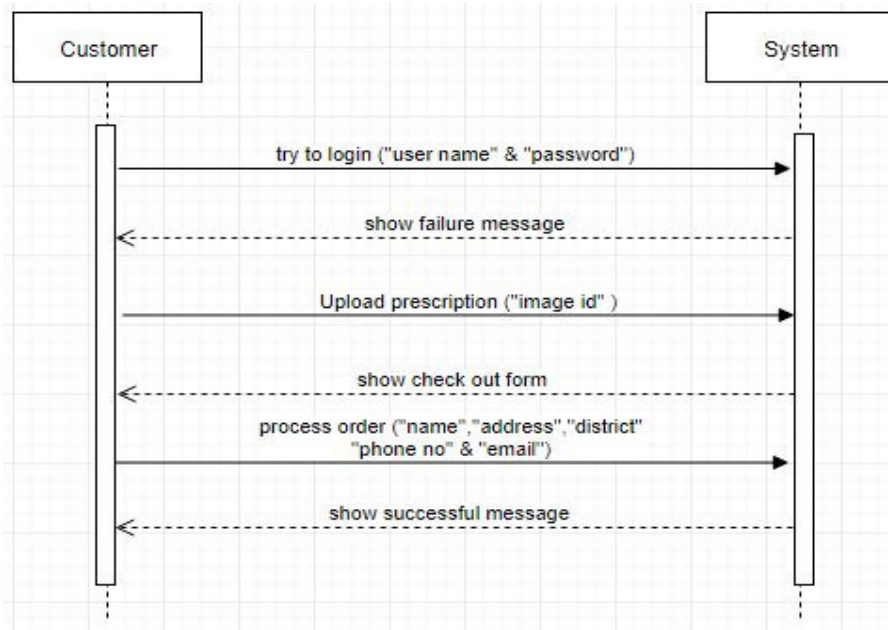


Figure 7: Failure scenario for order product

2.5.4. Arrange product

Success scenario

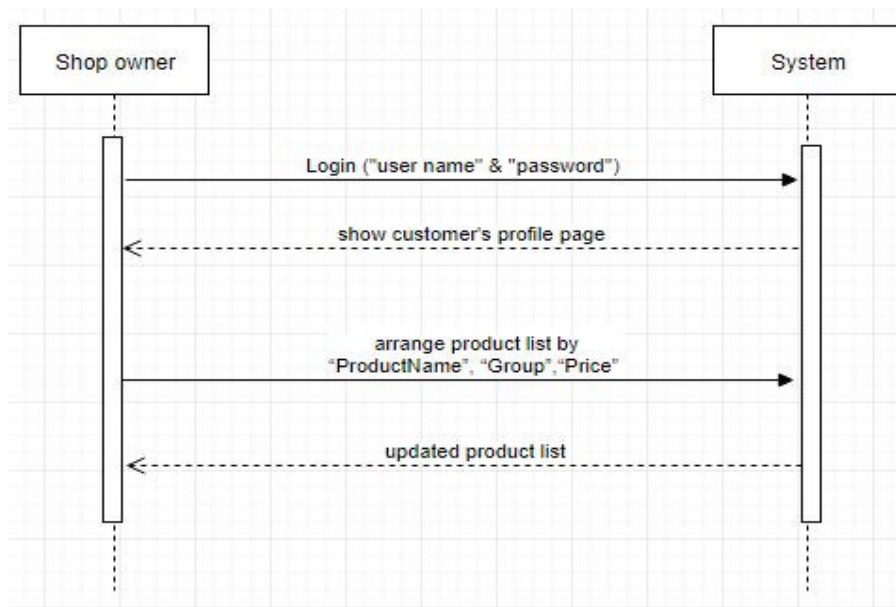


Figure 8: Success scenario for arrange product

Failure scenario

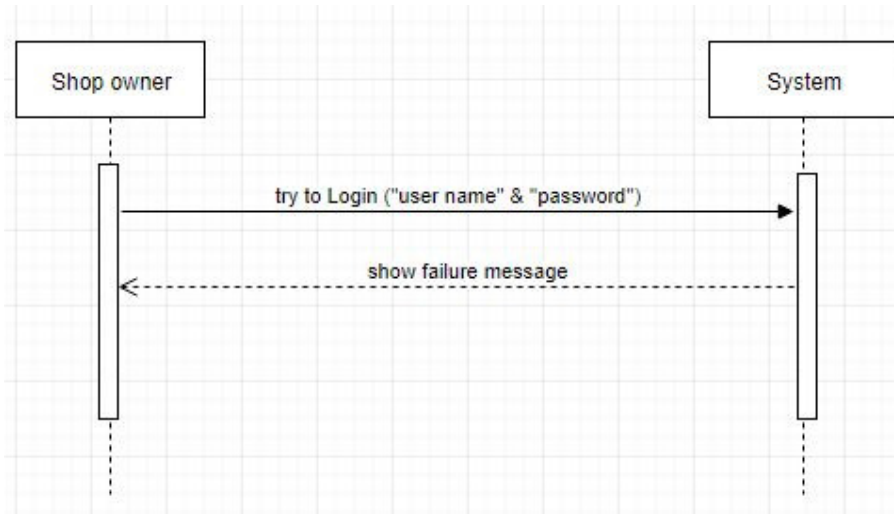


Figure 9: Failure scenario for arrange product

2.5.5. Prepare bill

Success scenario

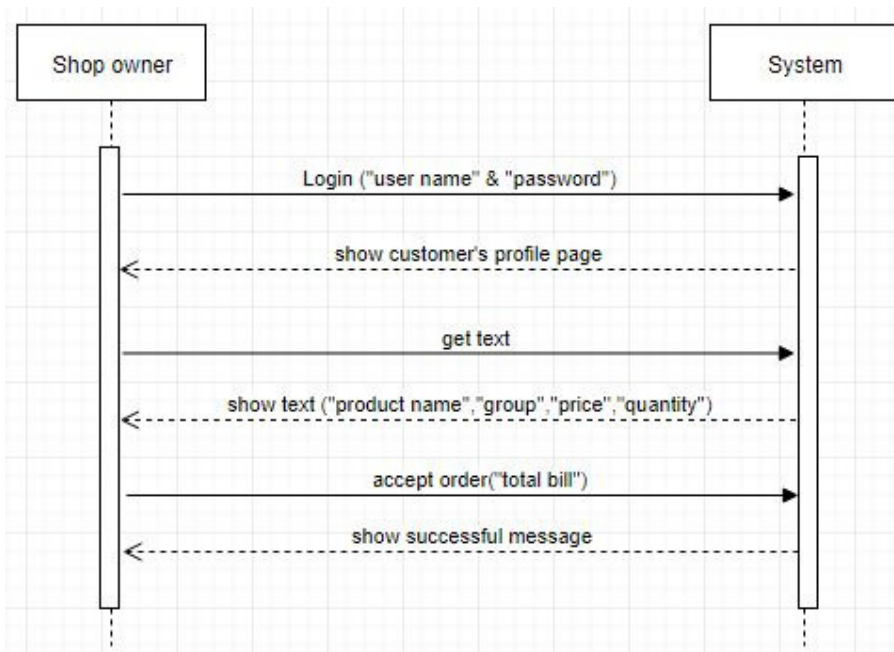


Figure 10: Success scenario for prepare bill

Failure scenario

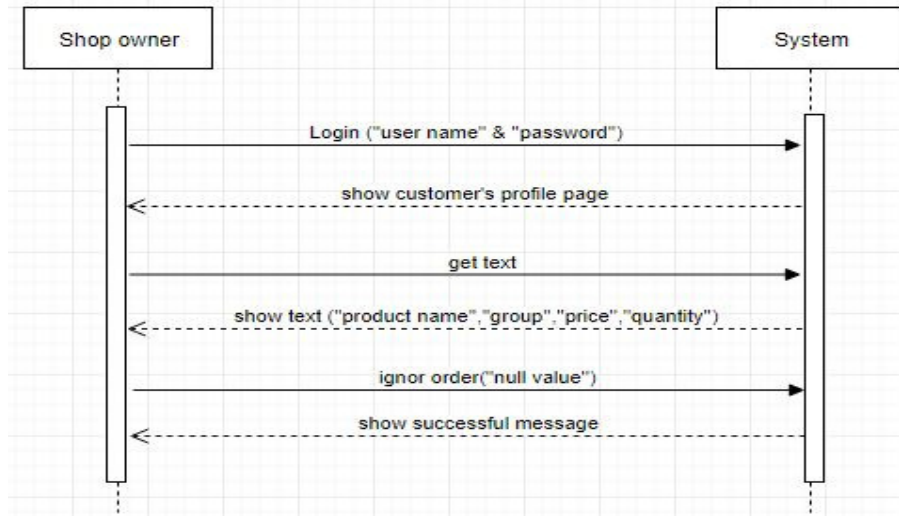


Figure 11: Failure scenario for prepare bill

2.5.6. Make payment

Success scenario

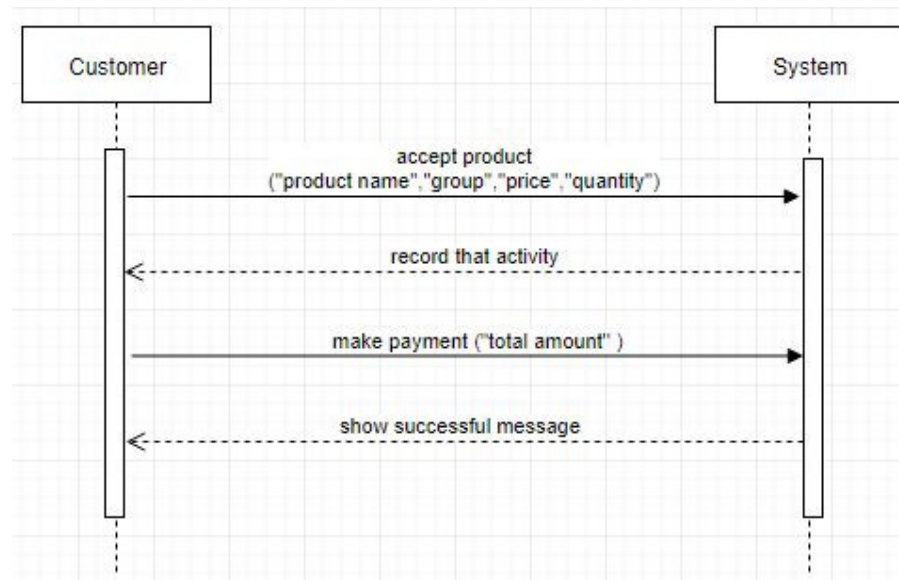


Figure 12: Success scenario for make payment

Failure scenario

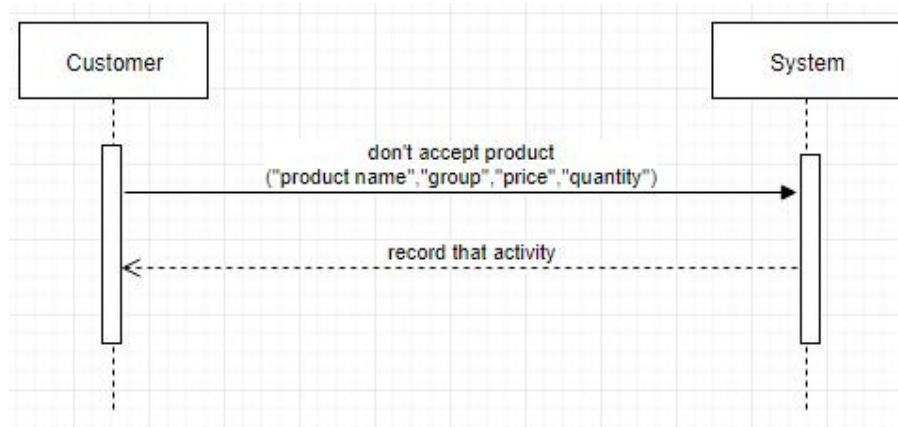


Figure 13: Failure scenario for make payment

2.5.7. Supply product

Success scenario

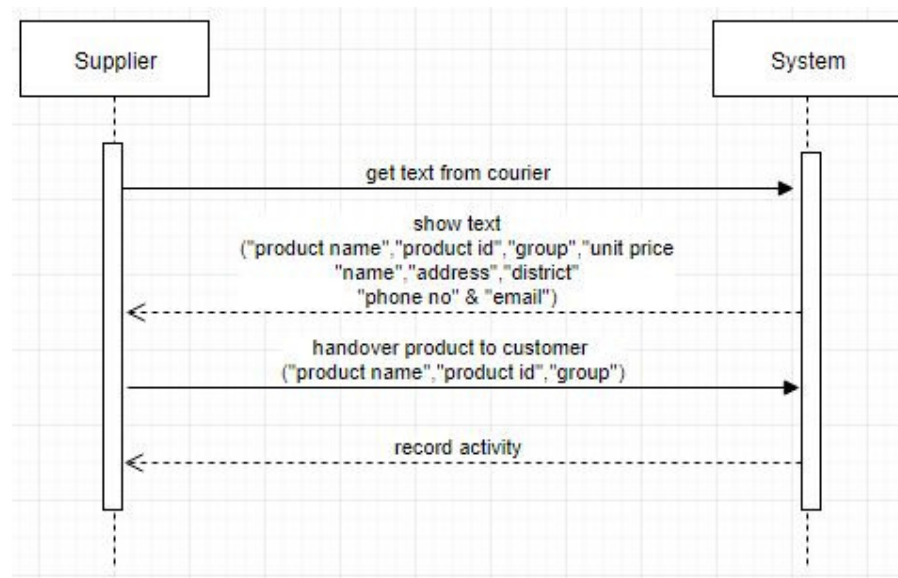


Figure 14: Success scenario for supply product

Failure scenario

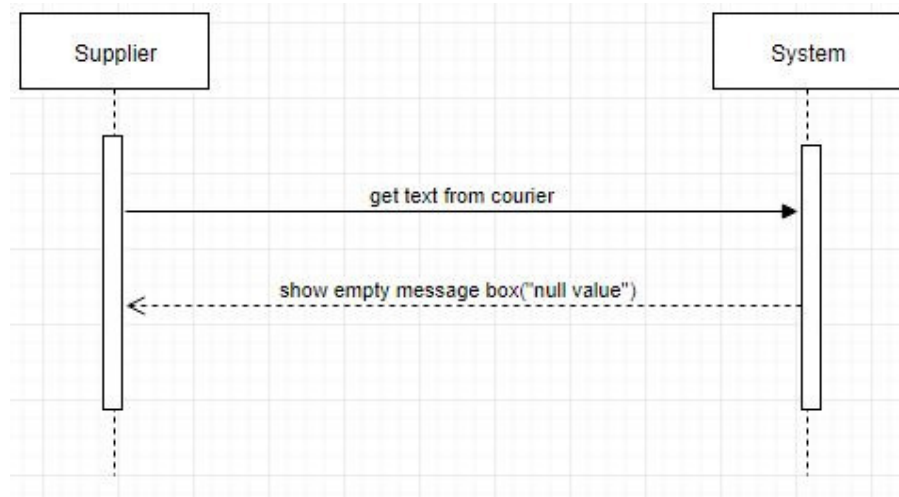


Figure 15: Failure scenario for supply product

2.5.8. Track order

Success scenario

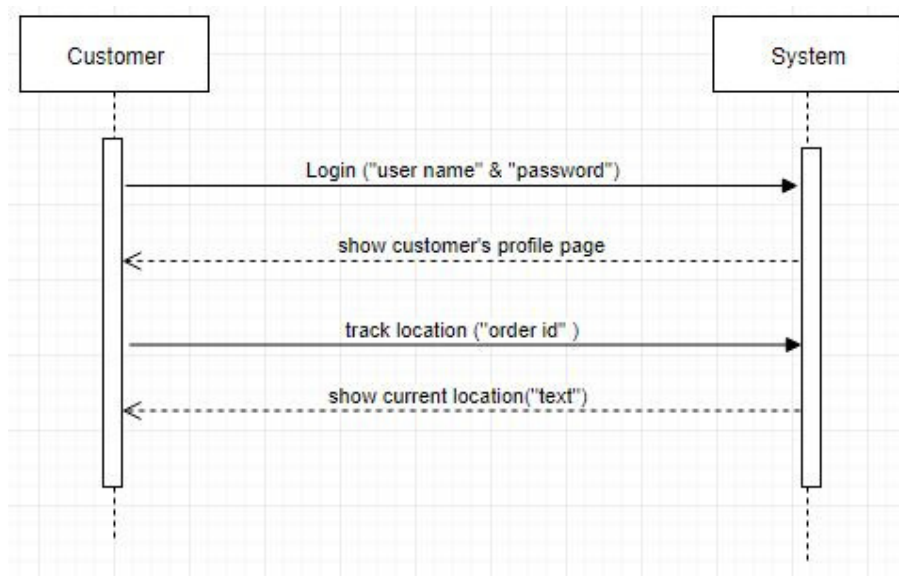


Figure 16: Success scenario for track order

Failure scenario

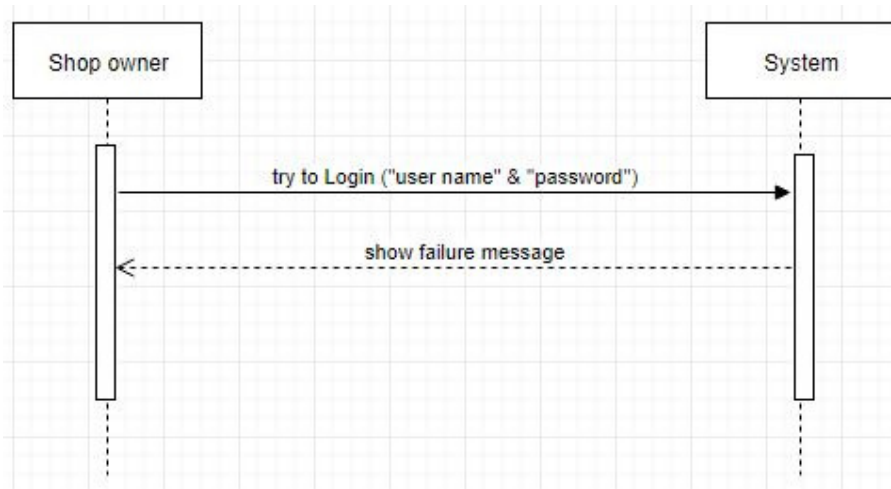


Figure 17: Failure scenario for track order

2.5.9. Refund product

Success scenario

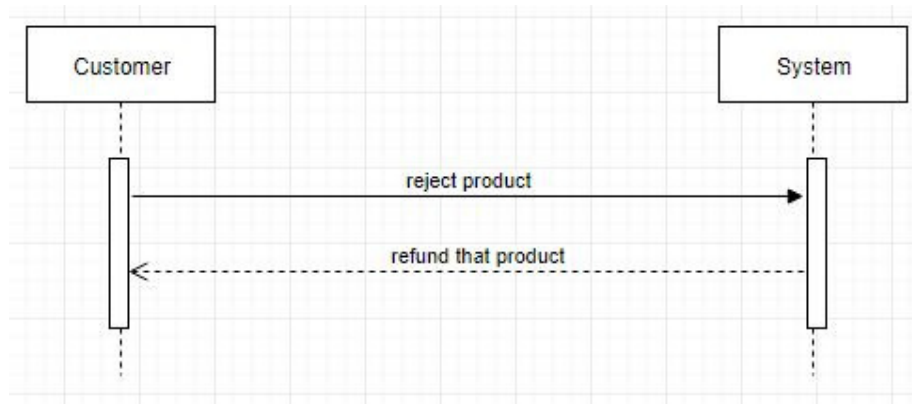


Figure 18: Success scenario for refund product

Failure scenario



Figure 19: Failure scenario for refund product

2.6. Activity Diagram

Activity diagrams are graphical representations of windows of stepwise activities and actions with support for choice, iteration and concurrency. In the Unified Modeling Language, activity diagrams are intended to model both computational and organizational processes as well as the data flows intersecting with the related activities. Although activity diagrams primarily show the overall flow of control, they can also include elements showing the flow of data between activities through one or more data stores.[4]

2.6.1. Shop owner activity

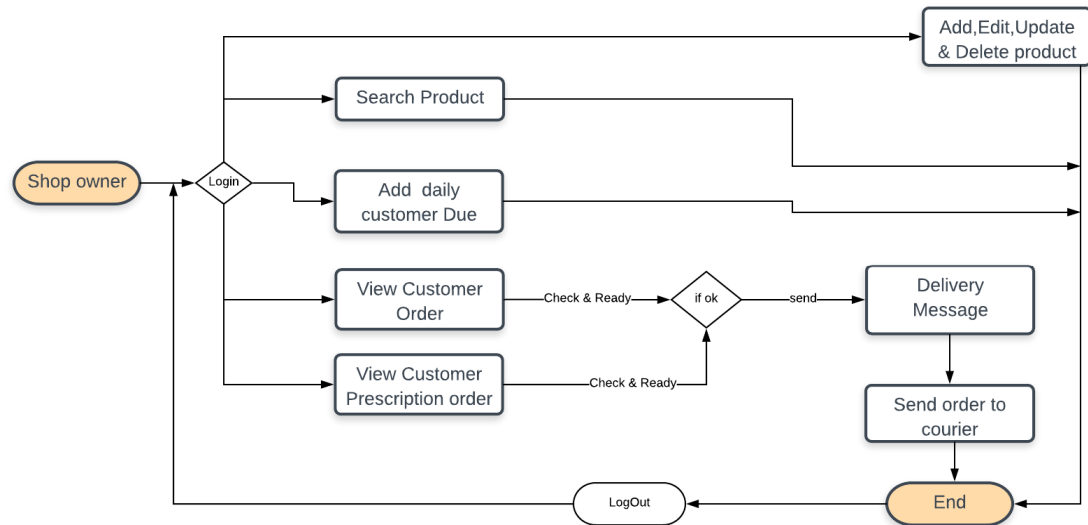


Figure 20: Activity diagram for shop owner

2.6.2. Customer activity

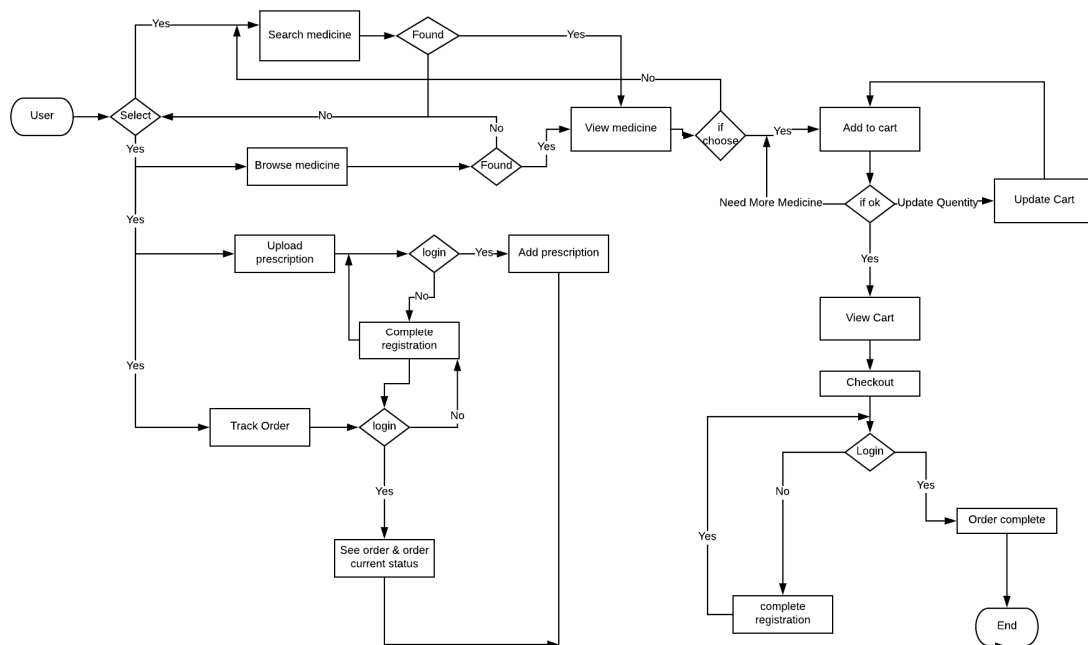


Figure 21: Activity diagram for customer

2.6.3. Courier activity

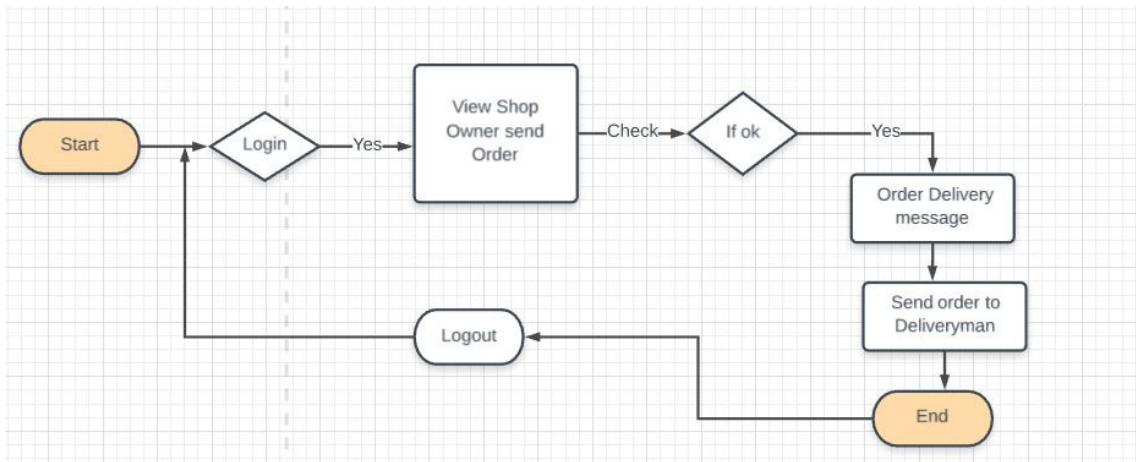


Figure 22: Activity diagram for courier

2.6.4. Deliveryman activity

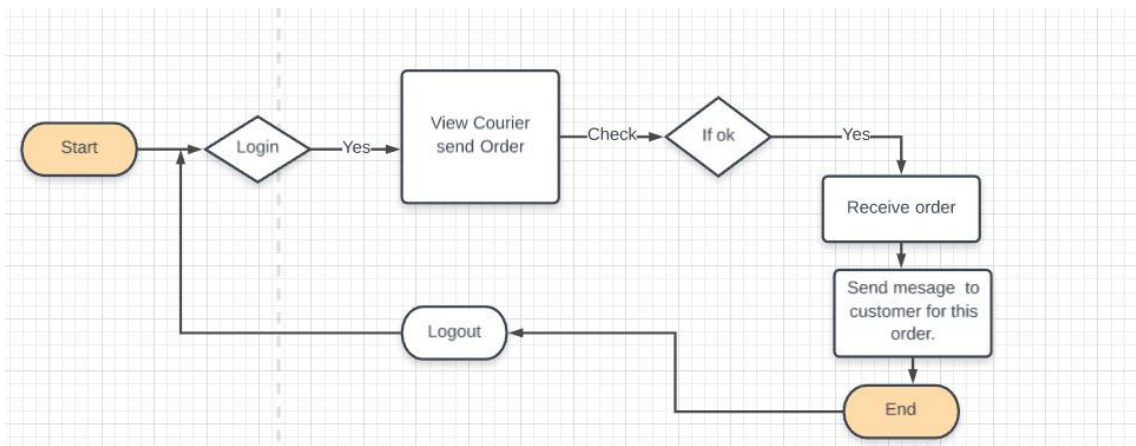


Figure 23: Activity diagram for deliveryman

Chapter 3

System design

3. System design

Design is a process that uses the product of analysis to produce a specification for implementing a system. Design is the logical description of how a system will work.

Design emphasizes a conceptual solution that fulfils the requirements, rather than its implementation. For example, a description of a database schema and software objects. Design ideas often exclude low-level or "obvious" details obvious to the intended consumers. Ultimately, designs can be implemented, and the implementation (such as code) expresses the true and complete realized design. The term is best qualified, as in object-oriented design or database design.

3.1 Sequence diagram

A sequence diagram shows object interactions arranged in time sequence. It depicts the objects and classes involved in the scenario and the sequence of messages exchanged between the objects needed to carry out the functionality of the scenario. Sequence diagrams are typically associated with use case realizations in the Logical View of the system under development. Sequence diagrams are sometimes called event diagrams or event scenarios.[1]

(A). Sequence diagram for product ordering system

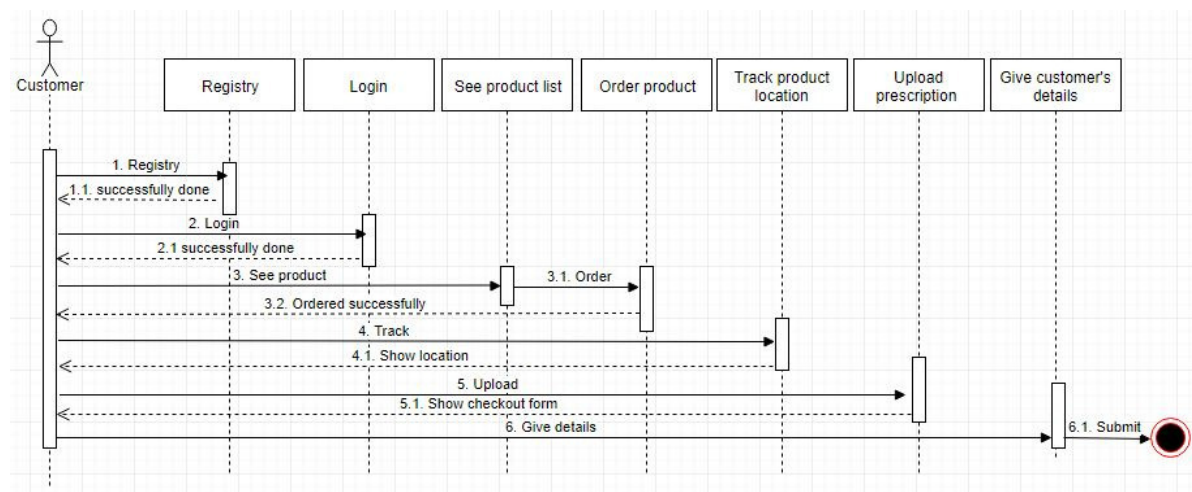


Figure 24: Sequence diagram for product ordering system

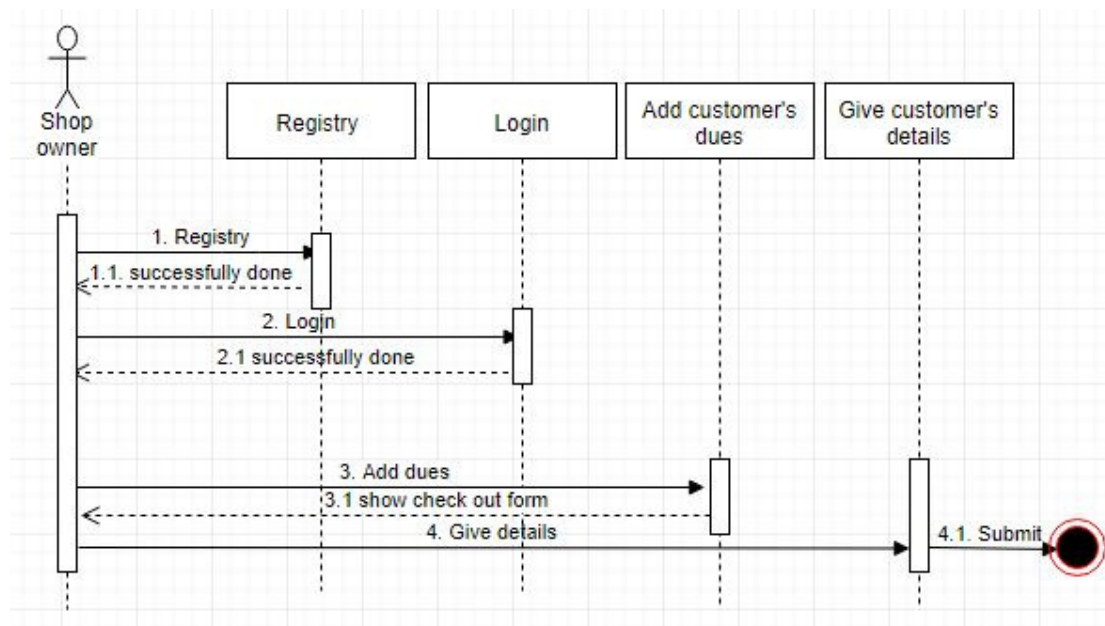
(B). Sequence diagram for managing dues system

Figure 25: Sequence diagram for managing dues system

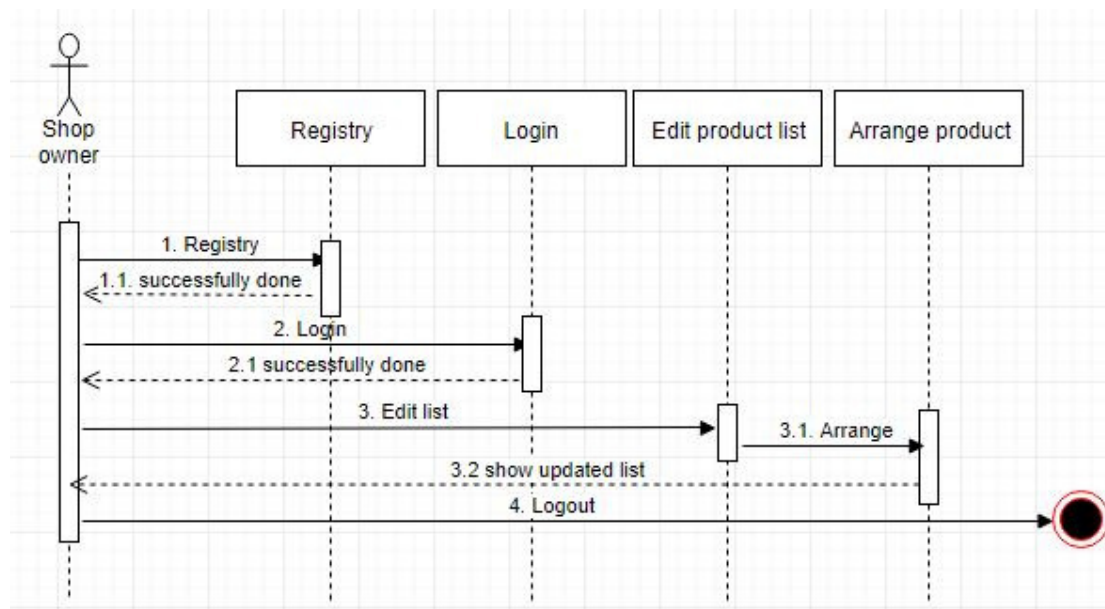
(C). Sequence diagram for managing productssystem

Figure 26: Sequence diagram for managing products system

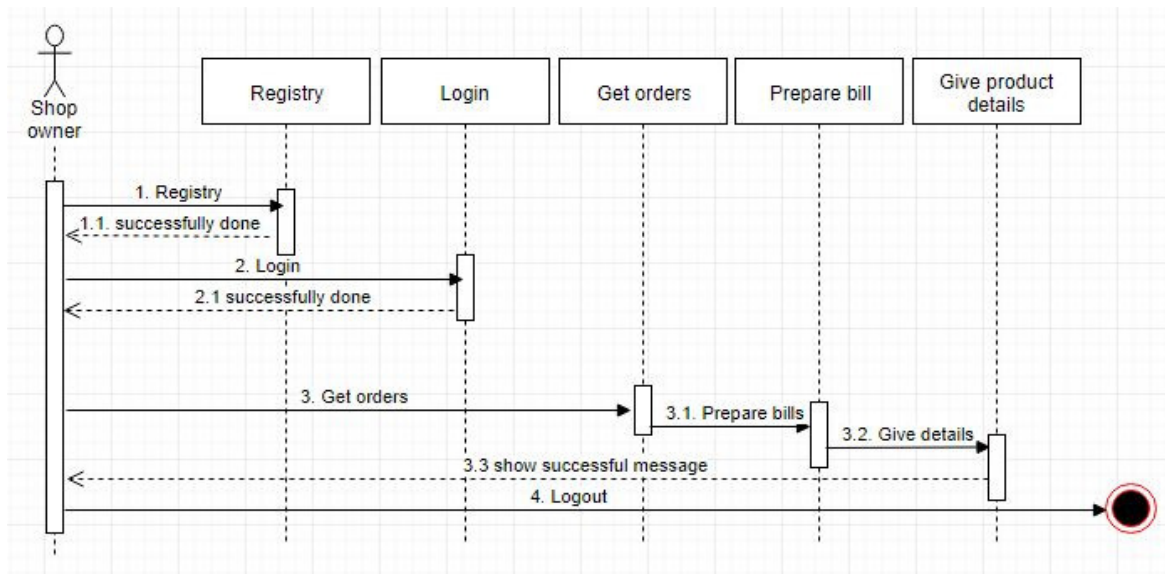
(D). Sequence diagram for preparing bills

Figure 27: Sequence diagram for preparing bills system

3.2 Class diagram

Class or structural diagrams define the basic building blocks of a model. They are used for static object modeling, describing what attributes and behavior it has rather than detailing the methods for achieving operations. [2]

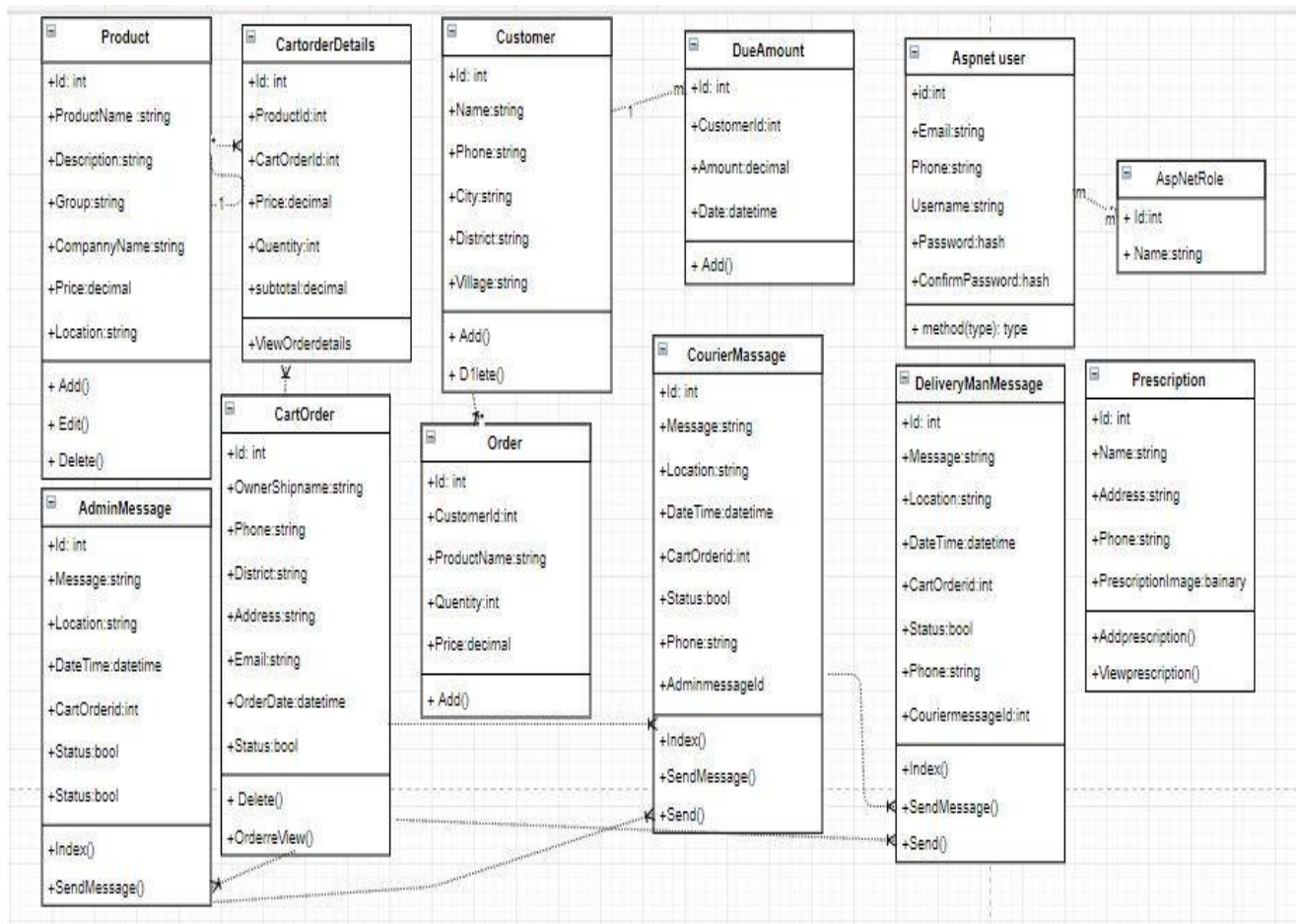


Figure 28: Class diagram for Online Pharmacy

3.3 Database diagram

The Database Designer is a visual tool that allows you to design and visualize a database to which you are connected. When designing a database, you can use Database Designer to create, edit, or delete tables, columns, keys, indexes, relationships, and constraints. To visualize a database, you can create one or more diagrams illustrating some or all of the tables, columns, keys, and relationships in it.[2]

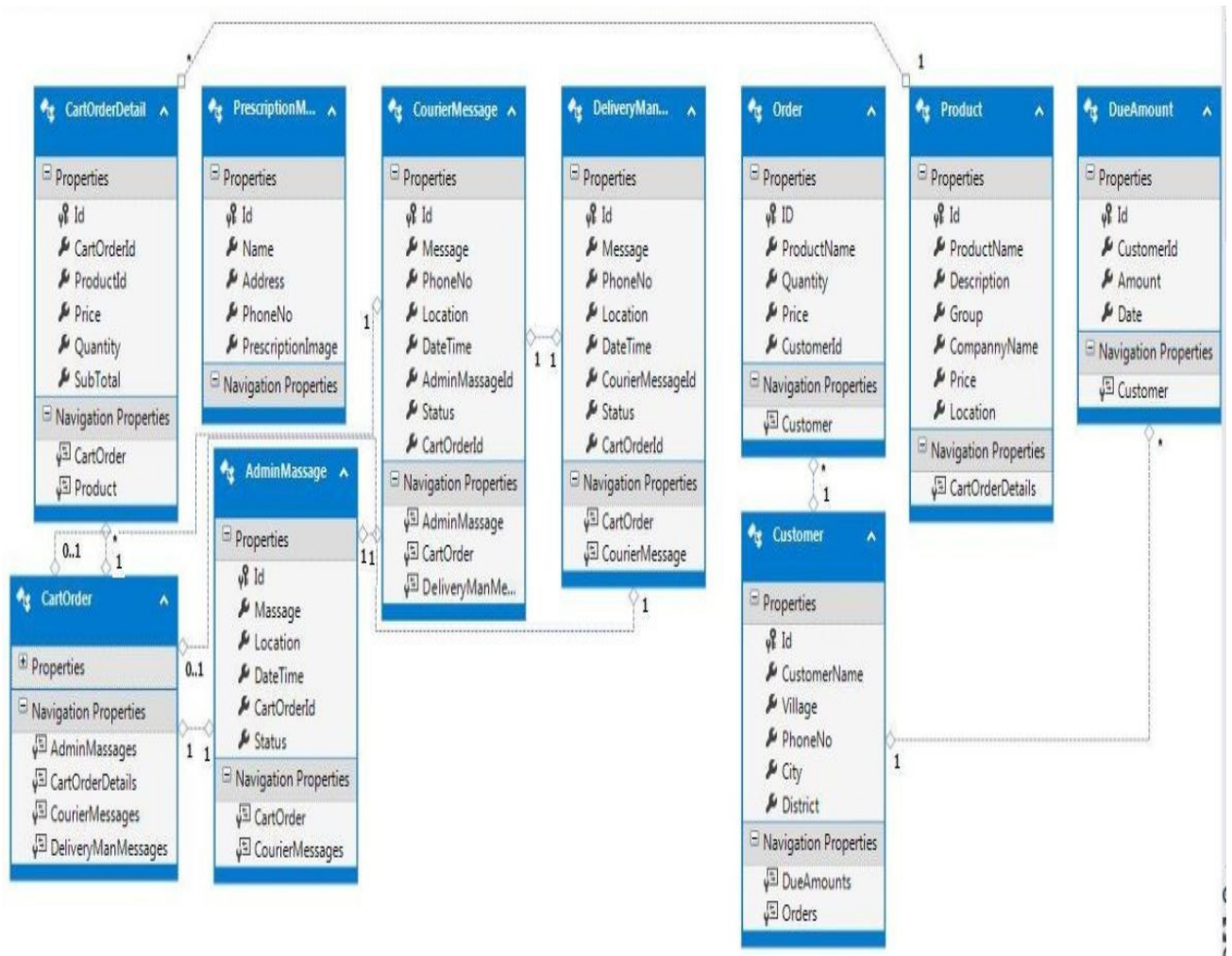


Figure 29: Database diagram for Online Pharmacy

Chapter 4

Implementation

4. Implementation

Implementation (software) perspective describes software implementations in a particular technology (such as C#). In the UP, Implementation means programming and building the system, not deploying it.

In the implementation phase, the developer builds the components either from scratch or by composition given the architecture document from the design phase and the requirement document from the analysis phase. The architecture document should give guidance. Sometimes, this guidance is found in the requirement document. The implementation phase deals with issues of quality, performance and debugging. The end deliverable of implementation phase is the product itself.

4.1 Tools & Technologies

Following are the tools and technologies used in development of this project:

Microsoft Visual Studio 2017[3]

ASP.NET Framework

Microsoft Visio

Microsoft Architect

HTML5, CSS, JavaScript, J-query.

4.2 Project Link

<https://github.com/noyonmoududi/OnlinePharmacy>

Chapter 5

System Testing

5. System testing

5.1. Why Software Testing is Essential

Software Testing is necessary because we all make mistakes. Some of those mistakes are unimportant but some of them are dangerous. We need to check everything and anything we produce because things can always go wrong – humans make mistakes all the time. There are two types of testing one is Black box testing and another is White box testing

5.1.1. Black box testing

Black-box testing is a method of software testing that examines the functionality of an application without peering into its internal structures or workings. This method of test can be applied virtually to every level of software testing: unit, integration, system and acceptance. It is sometimes referred to as specification-based testing.

5.1.2. White box testing

White-box testing is a method of testing software that tests internal structures or workings of an application, as opposed to its functionality. In white-box testing an internal perspective of the system, as well as programming skills, are used to design test cases. The tester chooses inputs to exercise paths through the code and determine the expected outputs. This is analogous to testing nodes in a circuit. White-box testing can be applied at the unit, integration and system levels of the software testing process.

5.2. Test Cases

5.2.1. Test case: Manage Due

Project: Online Pharmacy

Author: Nure Ala Moududi& Shabbir Ahmed Shakib

Date: 20-04-18

Test case ID	TC 001
Test case manager	Nure Ala Moududi & Shabbir Ahmed Shakib
Functional area	Manage due
Test name	Try to make a list
Objective	The purpose of this test case is to verify that customer name and amount of due will be recorded.
Pre-requisite	The application is running and displaying due list.
Steps to perform	1. Login to account and make list 2. Click the save button.
Expected result	No error message.
Test result	<input checked="" type="checkbox"/> Pass <input type="checkbox"/> Fail

5.2.2. Test case: Manage product

Project: Online Pharmacy

Author: Nure Ala Moududi & Shabbir Ahmed Shakib

Date: 20-04-18

Test case ID	TC 002
Test case manager	Nure Ala Moududi & Shabbir Ahmed Shakib
Functional area	Manage product
Test name	Try to make a product list
Objective	The purpose of this test case is to verify that product name, group and price due will be recorded.
Pre-requisite	The application is running and displaying product list.
Steps to perform	1. Login to account and make product list 2. Click the save button.
Expected result	No error message.
Test result	<input checked="" type="checkbox"/> Pass <input type="checkbox"/> Fail

5.2.3. Test case: Order product

Project: Online Pharmacy

Author: Nure Ala Moududi & Shabbir Ahmed Shakib

Date: 20-04-18

Test case ID	TC 003
Test case manager	Nure Ala Moududi & Shabbir Ahmed Shakib
Functional area	Order product
Test name	Try to order a product from product list
Objective	The purpose of this test case is to verify that product online order will be done.
Pre-requisite	The application is running and displaying successful message.
Steps to perform	1. Login to account and go to product list 2. Choose product and order.
Expected result	No error message.
Test result	<input checked="" type="checkbox"/> Pass <input type="checkbox"/> Fail

5.3 Software Traceability Matrix[5] [6]

Requirements Traceability Matrix								
Project Name		Online Pharmacy		Business Area		Online Service		
Project Manager		Nure Ala Moududi		Business Analyst Lead		Shabbir Ahmed Shakib		
QA Lead		Nure Ala Moududi		Target Implementation Date		20/04/2018		
BR#	Category/Functional Activity	Requirement Description	Use Case Reference	Design Document Reference	Code Module/Reference	Test Case Reference	User Acceptance Validation	Comments
1	Create due list	Manage due	2.2 (Fig: 1)	2.4.2	MedicineShop.Controller.DueController	TC 001	Accepted	<input checked="" type="checkbox"/> Pass
2	Display product	Manage product	2.2 (Fig: 1)	2.4.1	MedicineShop.Controller.ProductController	TC 002	Accepted	<input checked="" type="checkbox"/> Pass
3	Give online order	Order product	2.2 (Fig: 1)	2.4.3	MedicineShop.Controller.ShoppingCart	TC 003	Accepted	<input checked="" type="checkbox"/> Pass

Figure 30: Software traceability matrix

Chapter 6

Conclusion

6. Conclusion

In this report, an information system's development has been presented. It was emphasized. On the basic steps, consequently taken during the project's development course as a particular attention was turned to the basic operative functions performed upon the data into the database.

From our project, shop owner and customer will get a great benefit. At last I will thank our honourable teacher Md. Alamgir Kabiras well as the reviewers Asif Khan Shakir& Afsana Begum for helping us to make this successful project.

6.1 Good Features of the System

By using this software shop owner and customer both will be benefitted. Shop owner will be able to manage all dues and orders of customers which was very difficult for him. Moreover customer will be able to make online order and get product very easily.

6.2 Limitations of the System

We could not able to provide all kind of features which are given in modern student portal system.

6.3 Future Enhancements

This application avoids the manual work and the problems concern with it. It is an easy way to obtain the information regarding various customers that are present in the System.

Well we have worked hard in order to present an improved website better than the existing one's regarding the information about the various activities. Still we found out that the project can be done in a better way.

Due to time and technology concern we were unable to deploy the online payment system and other small features. For that reason, we will try to develop new features like following:

- ♣ Online Payment System using payment gateways
- ♣ SMS facility etc.

APPENDIX

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- [2]<http://www.methodsandtools.com/archive/archive.php?id=9>
- [3]<https://docs.microsoft.com/en-us/sql/ssms/visual-db-tools/design-database-diagrams-visual-database-tools?view=sql-server-2017>
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