Chapter01

1.1

Purpose: A website that allows people to buy and sell physical goods, services, and digital products over the internet rather than at a brick-and-mortar location is web application or web app. Web application basically reduces costs for both the end-user and the business. These are always up to date because updates are applied centrally. All users can access the same version so it eliminates any compatibility issues. People can access web applications anywhere with a web browser. at present due to the Covid-19 pandemic, we can see that all the sectors are going for an online approach to fulfill the needs accordingly.

1.1 Purpose

The goal of this project is to develop an E-commerce Web App that specializes in selling various electronic items (such as dresses, shoes, groceries, electrical devices, and so on) that can be purchased online and delivered to one's house. Customers will be able to browse catalogs, choose preferred items, and purchase them in a virtual store. The goods you've chosen will be placed in a shopping cart. To purchase, customers must first establish an account, after which the products will be placed in the cart and shown as an order.

1.2 Intended Audience

* Software developers
* Project Consultants
* Team Manager
* Marketing and sales team

1.3 Intended Use

1. Software Developers:

The developers will be able to easily understand this project by studying the SRS. They

will also be able to understand which part they should focus more on, which part to

improve, find if there is any scope to add new features or functions for any upgrade.

2. Project Testers:

The project testers will be able to test the software by studying the SRS, as per

requirements. This will make the testing more organized and help them to easily get the

idea of where to look and what error or bug they should be looking for.

3. Team Manager:

The team manager will organize the team in such a way so that the work is distributed

properly and will also help to maintain balance among the working curve of the team.

4. Marketing and Sales Team:

The marketing and sales will use this SRS to get an idea about what they are going to

promote and how to make it as promoting as possible. They will also highlight the

features of this project so that users can understand them properly.

1.4 Product Scope:

In this project, we are going to build a Web App for a specific computer retail store that

will be useful to common individuals who need to purchase products such as dresses, shoes, groceries, electrical devices, etc. As we begin from scratch, it will be a new application.

Benefits of Web app:

1. Uses Numerous Platforms

### Customer Support

### Avoid Restrictions

### Security

Aim of our web App:

* Provide a platform to general people to purchase necessary products from the comfort of home through the Internet.

Goals:

Our goal is to ensure that people can buy every type of necessary product for as their requirments. We will try to provide online services so that people do not have to go outside during this pandemic situation. We will ensure to give the best product to our customers and there will be no scope for the inconvenience.

3.

Requirements

3.1 Functional Requirements

How it will be build? (Technologies)

1)We will use no frame work for frontend.

2)No Rest API.

3)Will use some Java Script to handle the front end portion.

4)Add to cart functionality.

5)Will contain Site Cookies.

6) Mainly focusing on JS and rest is Django with no other libraries to it.

7) We will focus on the core functionality of the data structure.

8) By using site cookies, a guest user can check out.

9) Adding items to cart and adding payment integration.

Guest Checkout (Setting cookies and creating cart)

1)Cart will be created as a Java Script object.

2) Cookies will store data with website for however long needed.

3) We can also set the expiration date.

4) When a user closes the website and comes back a couple of days later, he/she can see items in cart and continue ordering.

Process : Add item to cart Edit Order Checkout