Title: Online Pet Shop

Performed By:

1. **Roll_no: 1126 Pallavi Chavan**
2. **Roll_no: 1172 SayaliPatare**

Purpose:

E-commerce is fast gaining ground as an accepted and used business paradigm. More and more business houses are implementing web sites providing functionality for performing commercial transactions over the web. It is reasonable to say that the process of shopping on the web is becoming commonplace. The Online Pet Shop web application is intended to provide solution for customers and sellers to buy or sell their pet through a single gate way using the internet.

Scope:

The scope of this system is divided into mainly two parts, customer and sellers. Customer and sellers who are literate with computers. Any user who wants to buy or sell pet can visit the website. The seller can add his pet by providing the details of pet on this website. The customer can browse through the shop and see a list of pets uploaded for sale by other sellers and purchase them online .This web application will provide an option for storing and managing the basic information about the user and also an option for storing and managing the basic information about pet.

Definitions:

OPS -->	Online Pet Shop
SRS -->	Software Requirement Specification
GUI--->	Graphical User Interface
Portal-->	Personalized Website
Stackholder-->	The person who will participate in the System. An Owner of the system Ex. Customer, Seller
UML--->	Software Engineering Notation for visualising System in the form diagrams
SSL--->	Secure Socket Layer used for providing restricted access to application.
RDBMS -->	Relational Database Management System.
CLUSTERS--->	Group of independent servers.

Overview:

This system provides an easy solution to customer's to buy the pets without going to the shop and also shop owner to sale their products online.

Additional Information:

The system work on internet server, so it will be operated by any end user for the buying pet and the food products with secure platform. This system protects the integrity of the sellers and buyers, provides easy return's, buying policies and offers.

General Description:

The Online Pet Shop application will use the internet as the sole method for selling and buying pets online.

Functional Requirement:

This section provides requirement overview of the system. Various functional modules that can be implemented by this web app.

Description:

Registration :If customer wants to buy the product then he/she must be registered, Unregistered user can not get to shopping cart.

Login : Customer logins to the system by entering valid user id and password for shopping.
End User can browse products , their categories as well, he/she can add products to his/her wish list.

Purchase and Sale: Customer/Seller can buy/sell pets.

Logout: After the payment of the product the customer will logged out.

The term client/server refers primarily to an architecture or logical division of responsibilities, the client is the application (also known as the front-end), and the server is the RDBMS (also known as the back-end).
A client/server system is a distributed system in which some sites are client sites and others are server sites.
All the data resides at the server sites.
All applications execute at the client sites.

This system will work on Client-Server architecture. It will require an internet server.
The system should support some commonly used browser such as Chrome etc.
Interface Requirement :
Various interfaces for the product could be
1.Login Page,
2.Registration form
3.Pet Details Page including list of pets, add, update, delete
5.Enter customer and vendor details page
6.About us
7.Contact us

Hardware Interface:

The system must run over the internet,
All the hardware shall require to connect to internet will be hardware interface for the system.
e.g. modem, WAN, LAN
Specialized Server Infrastructure Hardware
The system should use distributed servers i.e cloud for managing large amount of data so as to make it appear as single unit for end-user.
The system should have proper clusters for backup.

Software Interface:

The system is on server so it requires the any scripting language like JSP.

The system should be able to exchange data using XML, JASON or any advance technology.
The system require database also for the store the any transaction of the system like MYSQL.
System also require DNS (Domain Name space) for the naming on the internet.
http://www.petvilla.in
End-user need web browser for interacting with the system.

Performance Requirement:

There is no performance requirement in this system, because the server request and response to client is totally based on internet connection of end-user.

Design Constraints:

This system should be developed using Standard Web Page Development Tool, which conforms GUI standards such like HTML, XML, JSON etc.
The system should support various RDBMS and Cloud Technologies.

Non-Functional Requirements

1.Security:

The System use SSL (Secure Socket Layer) in all transactions that include any confidential customer information.
The system must automatically log out all customers after a period of inactivity.
The system should not leave any cookies on the customer's computer containing user password.
The system's back-end servers shall only be accessible to authenticated administrators.
Sensitive data will be encrypted before being sent over insecure connections like internet.
The proper firewalls should be developed to avoid intrusions from the sources.

2.Reliability:

The system provides storage of all databases on redundant computers with automatic switchover.
The main pillar of reliability of the system is the backup of the database
which is continuously maintained and update to reflect the most recent changes.

3: Availability:

The system should be available at all times meaning the user can access it using web browser, only restricted by the down time of the server on which the system runs. In case of a of a hardware failure or database corruption, a replacement page will be shown.

4: Maintainability:

A commercial database is used for maintaining the database and application server takes care of the site. The maintainability can be done efficiently.

5.Portability:

The application is HTML and scripting language based (JavaScript). So the end user part is fully portable and any system using any web browser should be able to use the features of the system, including any hardware platform that is available or will be available in the future. An end-user will use this system on an OS; either it is Windows or Linux.
The System shall run on PC, Laptops and PDA etc.
The technology should be transferable to different environments easily.

6.Accessibility:

Only registered users should be allowed to process the orders after authentications.
Only GUI access of the system should be permitted to end users.

7.Policies:

The system should adhere to all the legal formalities of the particular countries.
The system should maintain security related to sensitive data.

8.Efficiency:

The system should provide good throughput and response to multiple users without burdening the system by using appropriate number of servers.

9.Safety:

Software should not harm ethical and environmental conditions of the end users machine.

10.Modulariy:

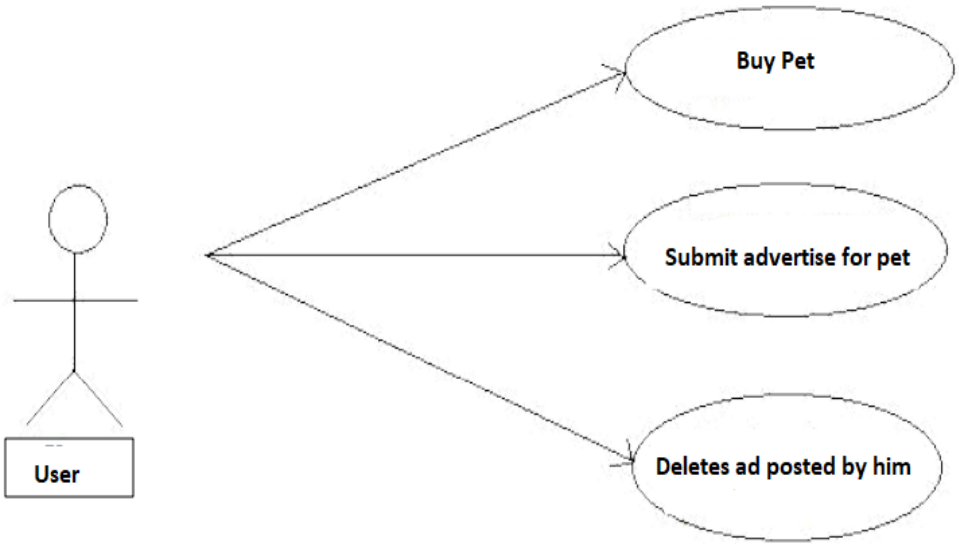
The system should have user friendly interface.
It should be easily updated, modified and reused.

Operational Scenario:

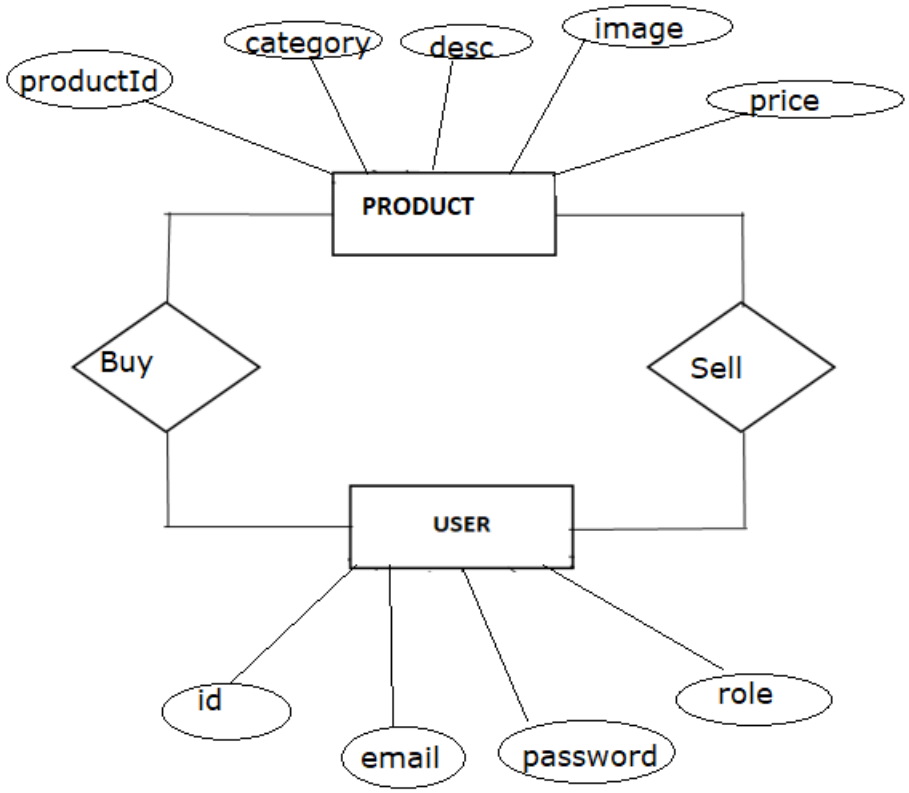
Customer Interaction

Any user who wants to buy or sell pet can visit the website. The seller can add his pet advertisement by providing the details of pet on this web. The customer can browse through the shop and see a list of pets uploaded for sale by other sellers and purchase them online . This web application will provide an option for storing and managing the basic information about the user and also an option for storing and managing the basic information about pet.

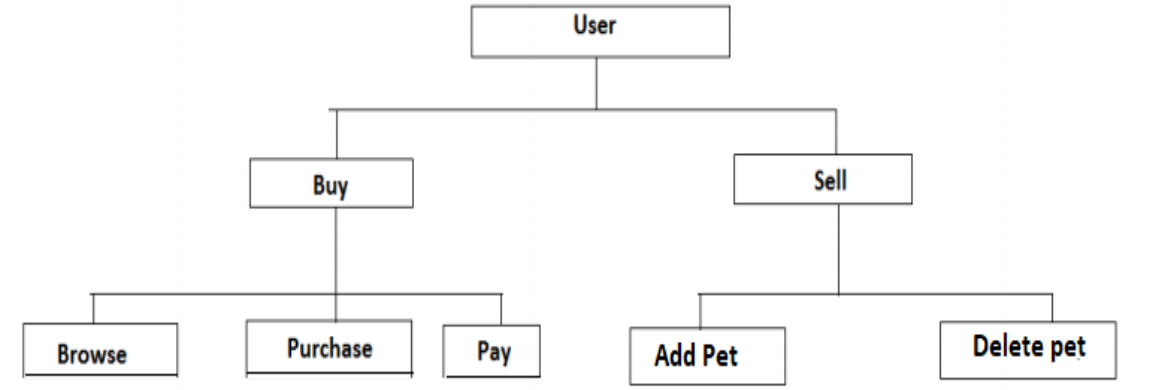
UseCase Diagram:



ER Diagram:



Functional Decomposition diagram



Data Flow Daigram: