

Software Engineering Lab

PartyPopper



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Abstract

Nowadays, celebration and party is the trend of this society. We celebrate a lot of events in our life such as birthdays, anniversaries, weddings, bridal showers and baby showers etc. As any celebration requires some decoration and not everyone is a professional decorator so, here we are with a different plan to provide everything that is necessary to decorate the environment and fill your life with some memorable moments.

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Chapter 1

Proposal

1.1 Introduction

We will be designing an Online Party Decoration Materials Store. It will be available for everyone over the internet to view the items but to place an order or adding items to cart will require the user to login in order to maintain his record for future purchases and maintaining history of customer to know the taste.

Our portal will allow Customers, Decorators and Admin to log-in into their accounts. Customers can view and buy different products. They can select the decorator. They can see our business details on our portal. They can register their account with our portal. They can use different Payment transaction methods to pay online for their products. Shipment of products will cover a wide range of geographical areas like across different cities so that every Customer can purchase products from our portal easily.

Admin can add, remove and update details of different products and of different categories. Admin can add, modify or update the about details of portal. Admin can view and manage account details of registered Customers, Decorators. Admin can ensure the security and validity of payments being made and maintains an activity log.

1.2 Problem Statement

Due to hectic routine now a days, it is not possible for everyone to reach up to the market to purchase decoration materials. Moreover, it is not available to lay man easily he had to visit multiple shops to collect party item.

Even after getting all the required items for decorations it is not easy for that person to put it all together in eye catching way.

Now its 21-century people would love to shop online. As online stores are usually available 24/7, and now many people have Internet access both at work and at home. So, this project will be a good solution for customer 's problem.

1.3 Scope and Vision

1.3.1 Vision:

Our Online System automates the need of going physically to the Market for purchasing and selling of decoration items and equipment by the help of Internet-enabled computerized systems. It will help even a layman to decorate and plan their dream party with our previously provided ideas about arrangements. To make every event memorable is our main goal and our system will help the users to do so.

1.3.2 Scope:

In our Online Shopping Portal Customers can register their account and get an authorized Login Credentials and an exclusive Membership. Customers can view and buy different products, hire decorators and pay online by easy-to-use and simple Payment transaction methods. Customer can view and edit profile details. Customers can also view Payment transactions made and shopping history. Admin can add, modify and update different features of the system. Admin can add, update or remove different products of different categories. Admin can view sales history and Customer purchases. Admin can also view and edit his profile.

1.4 Objectives

The main objective of our system is provide easy shopping of party decoration items at doorsteps. They will even have the choice to hire a decorator for them. Our system will help a lot of customers to make their dream party come true and fill their special event with a lot of joy and everlasting memories.

1.5 Functional Requirements

- Our system shall allow everyone to visit our website.
- Our system shall provide login facility only when any user wants to place an order.
- Our system shall provide the customer facility to view and buy different products and can see business details along with transactions methods.
- Our system shall provide unique login to administrator.
- Our system shall allow the admin to add and modify about us details.
- Our system shall allow admin to view customer details and order history.

1.6 Non Functional Requirements

1.6.1 Responsiveness:

- Our system must be responsive in a manner that on one click it must provide the products of different category within 1 to 9 seconds.

1.6.2 Security:

- Our system must allow only authenticate user to login.
- Our system must guarantee no other customer get the privacy details of any other customers.
- Address and contact number of every customer must be confidential.
- Our system must be safe from vendor attacks.

1.6.3 Capacity:

- Our system must allow 10,000 users to visit the site at the same time.

1.6.4 Availability:

- Our system must be available 24/7 with all backup facilities and power supply.
- Our main servers must be kept online by constant electricity and generators.

1.6.5 Reliability:

- Our system must be reliable in a sense that information about any product must be trustworthy. You will get the same product as seen.
- Only testified objects must be delivered to customers.
- Our system must highlight sold out items until next stock

1.6.6 Recoverability:

- Our system must provide recovery option for forgotten password of customer.
- In case of our system crashes there must be backup facility to restore from.

1.6.7 Scalability:

- Our system must be expandable from 10,000 to 20,000 customers in the near future and so on.

1.6.8 Integrity:

- Our system must ensure integrity in a sense that data of a particular customer must be consistent through the whole database.

1.6.9 Usability:

- Our system must be user friendly.
- Our system must provide a short tutorial to user that how ca they place order and check out.

1.7 Tools and Technologies

FIGMA:

- To create wire frames in our project.

VS CODE:

- For front-end and back-end coding.

HTML CSS:

- For coding purposes in VS Code.

MS POWER POINT:

- For creating story boards.

DRAW.IO:

- To create UML diagrams

LaTex:

- For documentation of our project

1.8 Conclusion:

We will try to build an online party decoration store having a friendly interactive GUI interface. Customer can use it more easily, they can place order, they can pay using easy payment method and they can easily change their details including password and shipment address. We will try to make this project more scalable so that it will become possible to add more functionalities in future.

1.9 Project Work Flow

Work Flow			
lab No.	Shaheer Arshad	M. Abdullah	M. Jafar
Lab 1	Idea Selection		
Lab 2	Latex File Creation	Data Collection	Proposal in Word
Lab 3	————		
Lab 4	Latex File Creation	Fessibility Report Data Collection	Fessibility Report Word
Lab 5	Presentation on MileStone 1		
Lab 6	UseCases Searching	Sign up, Log in	Payment, Admin Side
Lab 7	WireFrames	UI/UX	UI/UX
Lab 8	Designing DataBase and Presentation on MileStone 2		
Lab 8	Functionality Implementation-1		
Lab 10	Functionality Implementation-2		
Lab 11	Functionality Implementation-3		
Lab 12	Presentation-Milestone 3		
Lab 13	Testing of Complete System		
Lab 14	Final Report Writing		
Lab 15	Presentation		

Chapter 2

Feasibility Report

2.1 The Client

- Decoration Store

2.2 The Group

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2.3 The Task to be Undertaken

We will try to build an automated decoration store having a friendly interactive GUI interface. The customer can use it more easily, they can place order, select the decoration in-charge, they can pay using easy payment method and they can easily change their details including password and shipment address. We will try to make this project more scalable so that it will become possible to add more functionalities in future.

2.4 Preliminary requirements analysis

The system needs to fulfill following functional requirements:

- **Web Interface**

1. Administrator side
 - Allows admin to add, delete or modify any item.
 - Admin can add item's pictures.
 - Admin can keep previous record.

2. Public Side

- Display should be interactive.
- Customer should be able to see available item lists,
- Customer should be able to search items in which he is interested.
- If customer is not interested, he can cancel item and go back to menu.

- **Database to store Information**

- If customer registered its data i.e., for sign up or log in. These are stored in database.
- If customer cancels the registration, his data will be removed from database.
- Database will further store previous records i.e., customer from previous items and their reviews about items.

2.5 Suggested Deliverables:

- Management deliverables:
 - Requirement analysis: Project proposal includes functional and non-functional requirements. This ensures that all requirements are included, if client finds any feature missing or miscommunicated then document is modified according to his requirements.
 - Wireframes: Project includes the wireframes of the website so the client will know how the website is going to look before the system is even created.
 - Source Code: Document of completed project with source code concludes the project.
- Technical Deliverabilities:
 - Database: The system uses database to store the data of user filled forms that are going to register themselves as a member.
 - Administrative Interface: Administrator can modify the data base as per will, they can change item details, prices etc.
 - Interactive menu: The system will provide an interactive menu which contains attention-grabbing and option to move to the next page, log in, sign up page etc.

2.6 Software Development Process:

The Project will follow the waterfall model as the requirements of the client are well defined and client knows exactly what they want, that's why waterfall model is best suitable for the system.

- **Process visibility:** The client is well aware of the stage where the group and project currently lie, because of the regulator meetings and discussions between the group and the client.
- **Separation of tasks:** The group will concentrate at one area at a time since the group members are limited and the project needs coordination so every task will be done parallel to each other and group will coordinate effectively.
- **Quality control:** A waterfall model allows the group to focus on the given task at a time and helps them to communicate through it, since the time frame is already known and plan of development is designed, A waterfall model will allow the developer to understand and develop better.

2.7 Outline

- **Milestone 1 (October 11, 2022):** Feasibility Report - The group is going to submit and present the feasibility report of the project, that is going to be conclusive and detailed about the requirements and problems, risks of the project development.
- **Milestone 2 (October 25, 2022):** Progress Report Meeting I – The group will present a progress report that tells the client what is done until now and how the flow is working out for the group
- **Milestone 3 (November 22, 2022):** Progress Report Meeting II – The group will present a progress report that tells the client what is done until now and how the flow is working out for the group
- **Milestone 4 (December 20, 2022):** The project will be live as a working functional system and will be presented by the team and then handed over to the client

2.8 Visibility Plan

External - The group will present the development course and share necessary information with the client in meetings arranged every week on Tuesdays from 1pm to 4pm. Any immediate communication if needed will be done through the email.

Internal – The group will conduct daily meetings to ensure the workflow is going smoothly and to maintain the check and balance the speed of work required to meet the deadlines of the client. In these daily meetings the report of development will be submitted to the project manager and the tasks will be assigned for the next day, meeting time and duration may vary but it is likely to take place between 8pm to 9pm. In addition to that any conversation that needs immediate attention would be done through email, WhatsApp or any other communication tool. Major milestone meetings will also be held to discuss the course of development.

2.9 Business Considerations

The copyrights of this project are owned by the group, the group agrees to transfer the rights to client and provide the client to use the system without restrictions.

There is a possibility that a project developed by the group may be patented. In such a case the group collectively owns rights to all patents associated with the system.

We know that the use of open-source solutions is a feasible option and there is no serious licensing issue to this extent.

2.10 Risk Analysis

- **Changing Requirements Risk:** The client may change the requirements during the development process, which can affect the architecture completely or partially depending on the situation.

Solution: To avoid this from occurring, requirements are discussed in advance with the client. Since we are using the waterfall model, which is linear and does not support run time changes to the plan.

- **Budget Overhead:** Unfortunately, the price often becomes a disruptive point between a development team and a client. If previously defined requirements change over the time, the necessary budget to accomplish a task might increase as well. Companies turn out unprepared to such costs modifications, and might even leave the project.

Solution: The key preventive action you can take is to stay realistic. Identify your core priorities – whether it's time, cost or quality. If you need a Premium software solution for a reasonable price, its development process will probably take time.

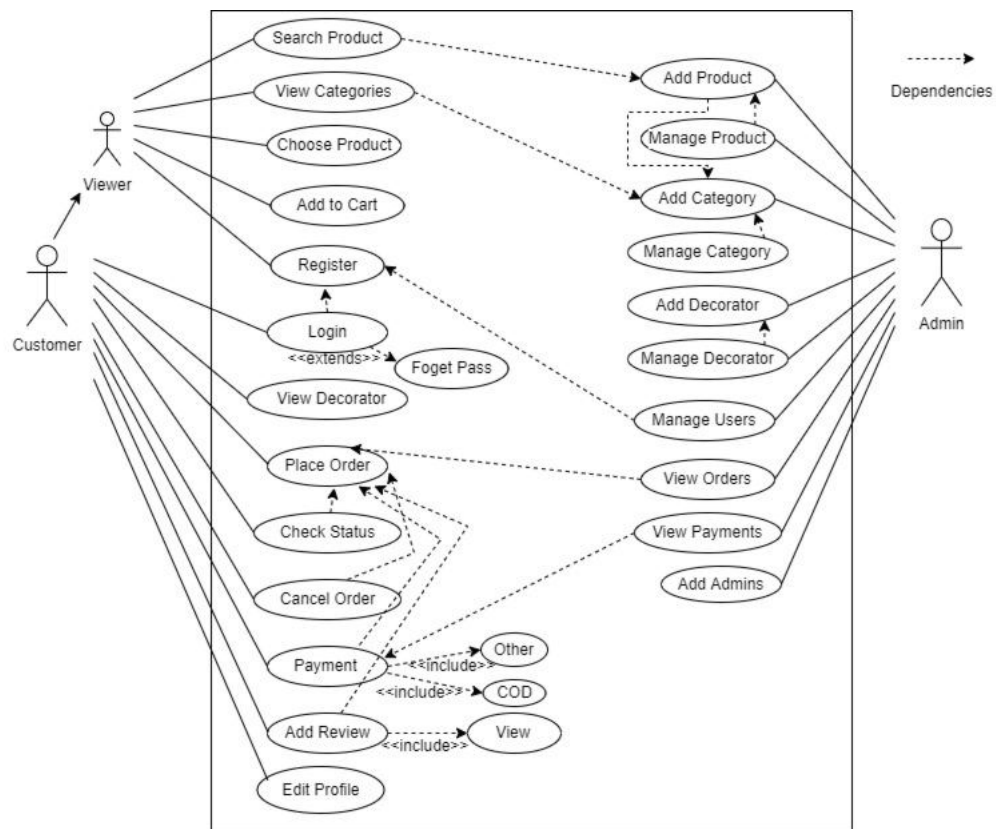
- **Exceeding Time frames:** Sometimes it happens that your partner in web application development delays the project launch. The main reasons for this are ineffective team management, wrong planning, more resources needed, last-minute corrections and updates.

Solution: To avoid missing your project deadlines, remain in constant communication with your web developers. Take into account that debugging takes 50 percent of software development time. If you're creating a website, this stage includes cross-browser testing, fixing existing code bugs and usability testing.

Chapter 3

Use Cases

3.1 Use Case Diagram



3.2 Use Cases

3.2.1 Search Product

Name	Search Product
Actors	Customer or Viewer
Goal	User can search product successfully.
Trigger	When user open the home page of website and write anything in search bar.
Pre-Condition	User must have internet and type something in search bar.
Post-Condition	Various Items displayed according to search.
Basic Flow	User click on search. User enter keyword. User press search.
Alternate Flow	N/A
Exceptions	User enter that item which is not available. Solution: User search relevant items.
Qualities	Search displayed in 1 to 3 seconds. Search is easy for all users.

3.2.2 View Category

Name	View Category
Actors	Customer or Viewer
Goal	User can view category successfully.
Trigger	Click on the categories.
Pre-Condition	Users must have internet and also have products in the system.
Post-Condition	User will see products related to that category.
Basic Flow	Users click category. User click on certain category.
Alternate Flow	N/A
Exceptions	User select the wrong category.
Qualities	When user select category, the details should be displayed in 1 to 3 second. Each user can easily view categories through GUI interface.

3.2.3 Choose Product

Name	Choose Product
Actors	Customer or Viewer
Goal	User can choose a product successfully.
Trigger	Click on the category of items.
Pre-Condition	Users must have internet and also have products in the system.
Post-Condition	User will see details related to that item.
Basic Flow	Users enter category. User click on certain item.
Alternate Flow	N/A
Exceptions	User select the wrong item.
Qualities	When user select items, the details should be displayed in 1 to 3 second. Each user can easily view products through GUI interface.

3.2.4 Add to Cart

Name	Add to Cart
Actors	Customer
Goal	User can add products to cart successfully.
Trigger	After selecting the items, click on the add to cart button.
Pre-Condition	Users must have internet and also have selected products.
Post-Condition	The selected items will be stored in cart.
Basic Flow	User click on items of any category. User click on add to cart option.
Alternate Flow	N/A
Exceptions	User select wrong item.
Qualities	Item added to cart in 3 second. Item displayed in cart clearly through UI.

3.2.5 Register

Name	Register
Actors	Viewer or Decorator.
Goal	Create Account on website.
Trigger	User want to order something from cart.
Pre-Condition	User must have internet. User have required credentials.
Post-Condition	User successfully added to customers database.
Basic Flow	Users shall enter his/her name. Users shall enter his/her address. Users shall enter his/her phone number. Users shall enter his/her age. Users shall enter his/her gender. Users shall enter his/her password. User click on registration button.
Alternate Flow	N/A
Exceptions	User enter invalid information. Solution: User Reset the registration form.
Qualities	It does not allow third party access. It holds the correct data.

3.2.6 Log-In

Name	Log-In
Actors	Viewer and Decorator
Goal	User can login successfully.
Trigger	User click on login button.
Pre-Condition	User must have internet and also must have account in the system.
Post-Condition	User Logged in successfully.
Basic Flow	Users shall enter his/her name. Users shall enter his/her password. User click on login button.
Alternate Flow	N/A
Exceptions	User forget his/her password. Solution: User select forget password
Qualities	User can login at any time. This function can communicate with other functions of website.

3.2.7 View Decorator

Name	View Decorator
Actors	Customer
Goal	To get a decorator for decoration.
Trigger	User place order and want decorator to make the setup.
Pre-Condition	User must exist in system. User have active internet. Decorator is available.
Post-Condition	Decorator given the task to accept.
Basic Flow	User click on choose decorator. User search for decorator. User contact decorator.
Alternate Flow	User do not want a decorator.
Exceptions	Decorator not available. Solution: Prompt to select new decorator.
Qualities	The data of system must be secured.

3.2.8 Place Order

Name	Place Order
Actors	Customer
Goal	User can order products successfully
Trigger	After selecting the items, click on the order a product button.
Pre-Condition	Users must have internet, User Logged in and also have selected products.
Post-Condition	Order added for deployment.
Basic Flow	User click on my cart. User click on order option.
Alternate Flow	N/A
Exceptions	User place the wrong order. Solution: User should choose the correct order.
Qualities	...

3.2.9 Check Status

Name	Check Status
Actors	Customer
Goal	User can check order status successfully.
Trigger	After placing the order, click on the check order status button.
Pre-Condition	Users must have internet and also have placed any product.
Post-Condition	User will have see status related to that order.
Basic Flow	User click on cart. User click on check order status option.
Alternate Flow	N/A
Exceptions	N/A
Qualities	When user click on check order status button, the status should be display quickly. Each user can easily view status of the products through GUI interface.

3.2.10 Cancel Order

Name	Cancel Order
Actors	Customer
Goal	User can successfully cancel order.
Trigger	A user decides to cancel a order they have previously placed.
Pre-Condition	Order must exist in the system. User must exist in system. User have active internet.
Post-Condition	Order status must be set to cancelled.
Basic Flow	User clicks on cancel order. Customer selects the order. If the customer decides not to cancel the order the hit “abort”. If the customer decides to cancel the order, he selects “cancel order”.
Alternate Flow	N/A
Exceptions	Order or customer not found. Solution: The customer is prompted to re-enter.
Qualities	Our system must have capacity to cancel order of multiple people at a time. Our system must contain the correct data. Our system must not provide data to third party.

3.2.11 Payment

Name	Payment
Actors	Customer
Goal	User can successfully pay.
Trigger	When user choose item for order and user click payment button.
Pre-Condition	Order must exist in the system. User must exist in system. User have active internet.
Post-Condition	Payment is created on customers account. Payment is deducted from order total.
Basic Flow	User clicks on payment button. User click on COD button.
Alternate Flow	User clicks on payment button. User click on Card button.
Exceptions	Order or customer not found. Solution: The customer is prompted to re-enter. User enter wrong card number, address, and card cvv number.
Qualities	Our system provide GUI interface and easy to use for user. Our system must contain the correct data. Our system must not provide data to third party.

3.2.12 Add Review

Name	Add Review
Actors	Customer
Goal	User can successfully write and read review.
Trigger	When user receive order than want to write review.
Pre-Condition	Order must exist in the system. User must exist in system. User have placed an order. User have active internet.
Post-Condition	Review displayed under product.
Basic Flow	User clicks on write review button. User write review about items. User clicks post review.
Alternate Flow	N/A
Exceptions	User haven't placed any order.
Qualities	Our system must maintain the history of review. Our system must contain the correct Review.

3.2.13 Edit Profile

Name	Edit Profile
Actors	Viewer.
Goal	Edit Account on website.
Trigger	User want to change credentials.
Pre-Condition	User must have internet. User have required credentials.
Post-Condition	User successfully updated in customers database.
Basic Flow	Users shall enter his/her name. Users shall enter his/her address. Users shall enter his/her phone number. Users shall enter his/her password. User click on update button.
Alternate Flow	N/A
Exceptions	User enter invalid information. Solution: User Reset the form.
Qualities	It does not allow third party access. It holds the correct data.

3.2.14 Add Item

Name	Add Item
Actors	Admin
Goal	Adding Item Successfully.
Trigger	Admin want to release a new item.
Pre-Condition	The Actor as Admin is logged in. Product already don't exists. Must have active internet service.
Post-Condition	The item added successfully and displayed to users.
Basic Flow	From Admin page, go to Products. From the Products page, click Add Product. Enter a title for product, along with additional details. Click Save.
Alternate Flow	N/A
Exceptions	Not logged in from Admin account. Product already exists in database. Adding product fail due to poor internet connection
Qualities	Product must be displayed in 1 to 3 second for users.

3.2.15 Manage Item

Name	Manage Item
Actors	Admin
Goal	Delete/Modify the product details successfully.
Trigger	The admin want to close a product or modify details.
Pre-Condition	The Actor as Admin is logged in. Product record exists for delete/update. Must have active internet service.
Post-Condition	The record deleted/updated successfully.
Basic Flow	From Admin page, go to Products. From the Products page, click Manage Product. Click the name of the product, which you want to update. Confirm delete/update. Fill details in case of update. Click Save.
Alternate Flow	N/A
Exceptions	Not logged in from Admin account. Item does not exists in database.
Qualities	The product must be removed or updated for users in 3 seconds.

3.2.16 Add Category

Name	Add Category
Actors	Admin
Goal	Adding Category successfully.
Trigger	Admin want to introduce a new category.
Pre-Condition	The Actor as Admin is logged in. Category dose not exits already in database. Must have active internet service.
Post-Condition	The Category will added successfully. Category visible to all users.
Basic Flow	From Admin page, go to Category. From the Category page, click Add New Category. Give the new Category a name and a description. Click Save.
Alternate Flow	N/A
Exceptions	Not logged in from Admin account. Category already exists in database.
Qualities	Category must be displayed in 1 to 3 second for users.

3.2.17 Manage Category

Name	Manage Category
Actors	Admin
Goal	Modify the category details successfully.
Trigger	The admin want to modify category details.
Pre-Condition	The Actor as Admin is logged in. Category record exists for delete/update. Must have active internet service.
Post-Condition	The record updated successfully.
Basic Flow	From Admin page, go to Edit Category. Click the name of the category, which you want to update. Fill details. Click Update.
Alternate Flow	N/A
Exceptions	Not logged in from Admin account. Category does not exists in database.
Qualities	The category must be updated for users in 3 seconds.

3.2.18 Add Decorator

Name	Add Decorator
Actors	Admin
Goal	Adding Decorator successfully.
Trigger	Admin want to introduce a new decorator.
Pre-Condition	The Actor as Admin is logged in. Decorator dose not exits already in database. Must have active internet service.
Post-Condition	The Decorator will added successfully. Decorator visible to all users.
Basic Flow	From Admin page, go to Add Decorator. Fill the details. Click Add.
Alternate Flow	N/A
Exceptions	Not logged in from Admin account. Decorator already exists in database.
Qualities	Decorator must be displayed in 1 to 3 second for users.

3.2.19 Manage Decorator

Name	Manage Decorator
Actors	Admin
Goal	Manage Decorators account and details.
Trigger	Admin want to verify/remove a decorator.
Pre-Condition	The Actor as Admin is logged in. Decorator must exists. Must have active internet service.
Post-Condition	Decorator verified/removed.
Basic Flow	From Admin page, go to Manage Decorator. From the page Manage Decorator, click Current Requests. Check credentials and click verify. For deleting from the page Manage Decorator, click all Decorators. Select the Decorator and click delete.
Alternate Flow	N/A
Exceptions	Not logged in from Admin account. Decorator does not exists in database.
Qualities	The Decorator removed from database in 3 second. History of orders must be saved before deleting.

3.2.20 Manage User

Name	Manage User
Actors	Admin
Goal	Manage Customers account and details.
Trigger	Admin want to verify/remove a customer.
Pre-Condition	The Actor as Admin is logged in. Customer must exists. Must have active internet service.
Post-Condition	User verified or removed.
Basic Flow	From Admin page, go to Manage Customer. From the page Manage Customer, click Current Requests. Check credentials and click verify. For deleting from the page Manage Customer, click all Customers. Select the customer and click delete customer.
Alternate Flow	N/A
Exceptions	Not logged in from Admin account. Customer does not exists in database.
Qualities	The customer removed from database in 3 second. Order history of product must be saved before deleting.

3.2.21 View Orders

Name	View Orders
Actors	Admin
Goal	view orders successfully.
Trigger	Admin want to see orders.
Pre-Condition	The Actor as Admin is logged in. Order must exists. Must have active internet service.
Post-Condition	Order will be displayed successfully.
Basic Flow	From Admin page, go to View Order.
Alternate Flow	N/A
Exceptions	Not logged in from Admin account. Order does not exists in database.
Qualities	Order displayed within 3 second.

3.2.22 View Payments

Name	View Paymentss
Actors	Admin
Goal	view payments successfully.
Trigger	Admin want to see payments.
Pre-Condition	The Actor as Admin is logged in. Payments must exists. Must have active internet service.
Post-Condition	Payments will be displayed successfully.
Basic Flow	From Admin page, go to View Payments.
Alternate Flow	N/A
Exceptions	Not logged in from Admin account. Payments does not exists in database.
Qualities	Payments displayed within 3 second.

3.2.23 Add Admin

Name	Add Admin
Actors	Admin
Goal	Adding New Admin successfully.
Trigger	Admin want to introduce a new admin.
Pre-Condition	The Actor as Admin is logged in. Must have active internet service.
Post-Condition	The Admin will added successfully.
Basic Flow	From Admin page, go to Add Admin. Fill the details. Click Add.
Alternate Flow	N/A
Exceptions	Not logged in from Admin account.
Qualities	NA

Chapter 4

Wireframes

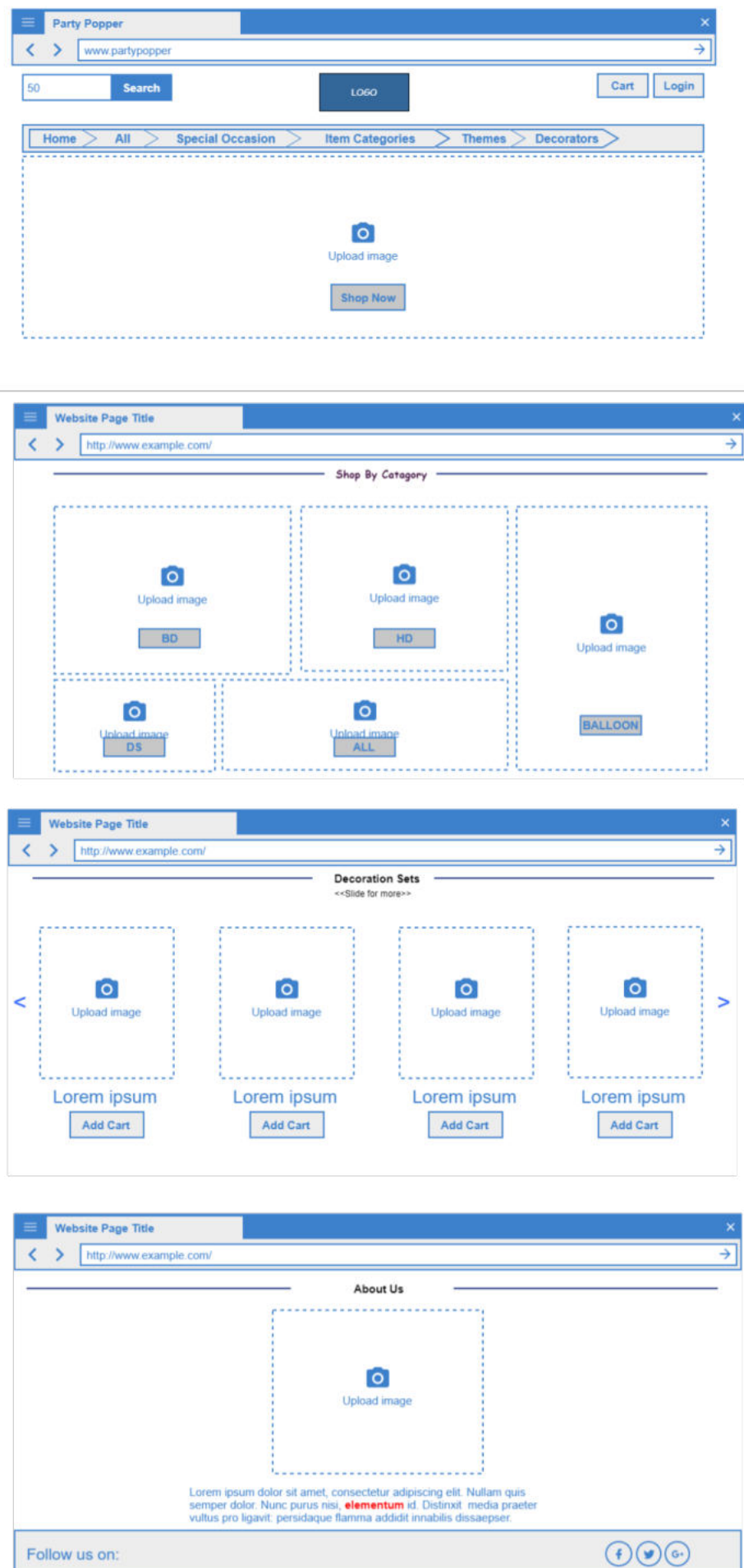


FIGURE 4.1: Main Page

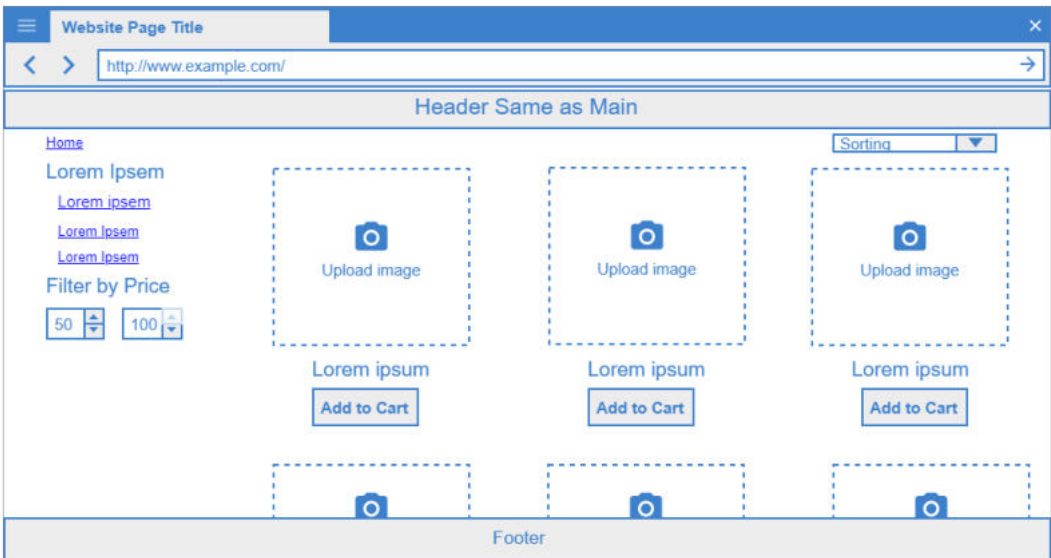


FIGURE 4.2: Menu Description

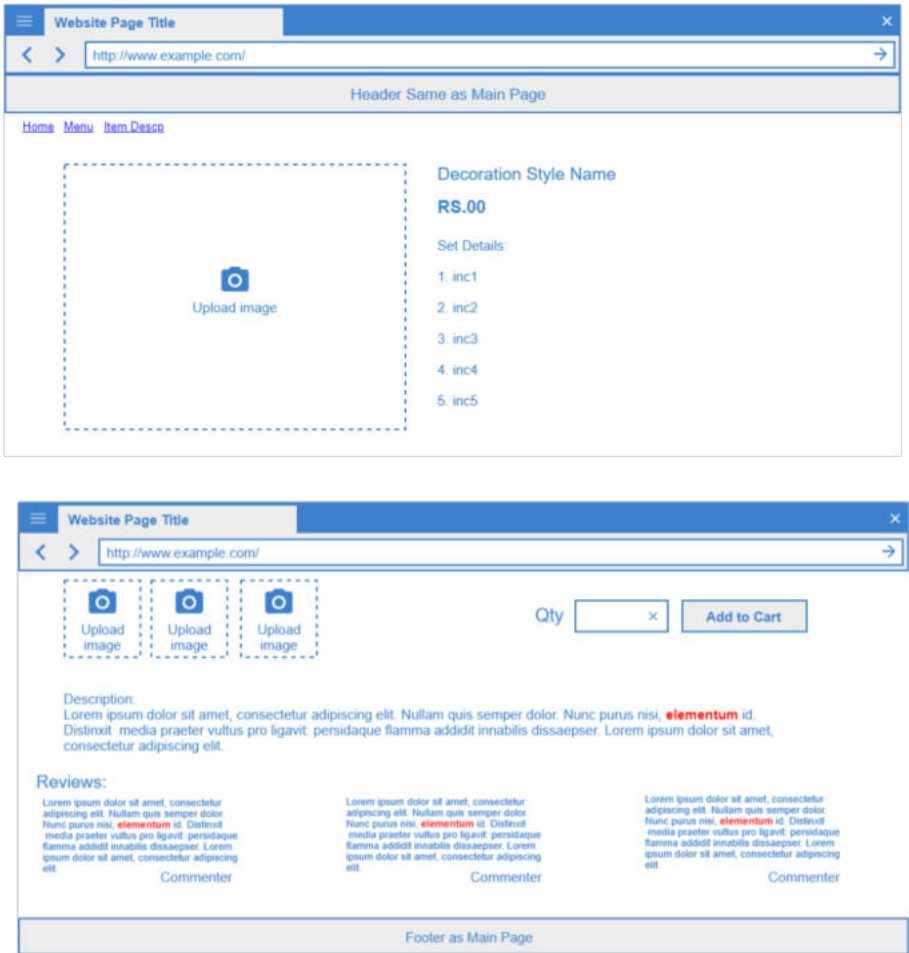


FIGURE 4.3: Item Description

Website Page Title

< > http://www.example.com/

Login

E-mail

Password

Login

[Forgotten Password?](#)

Register

Name

E-mail

Address

Password

Register

FIGURE 4.4: Login/Register

Website Page Title

< > http://www.example.com/

My Cart

Product	Price	Qty	Total	Cart Total
<div><div>Upload image</div><div>Lorem ipsum</div></div>	Rs.00	X	Rs.00	Sub Total Rs.00
<div><div>Upload image</div><div>Lorem ipsum</div></div>	Rs.00	X	Rs.00	Shipping Rs.00
				Grand Total Rs.00

Continue Shopping

Proceed to Checkout

Footer Same as Main Page

FIGURE 4.5: Cart

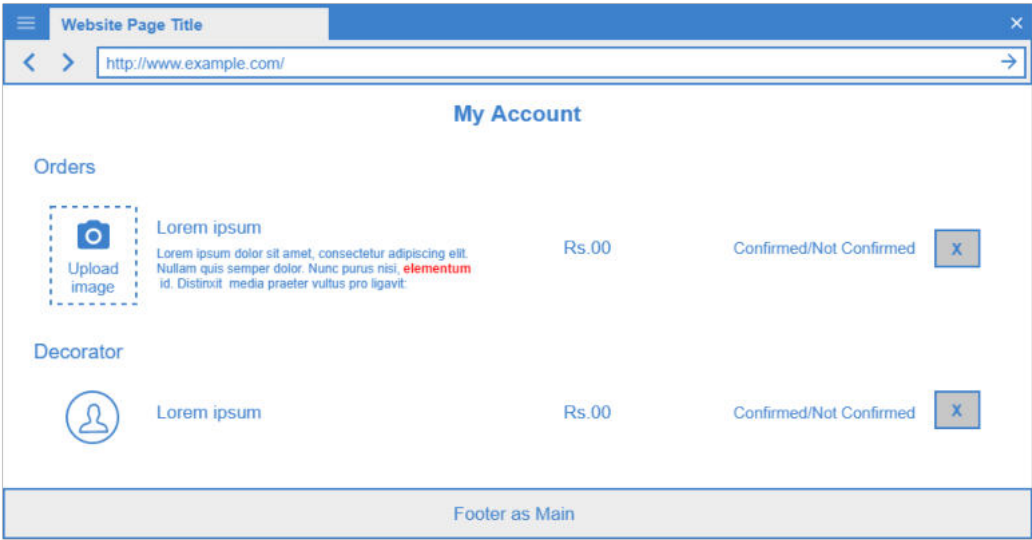


FIGURE 4.6: View Order

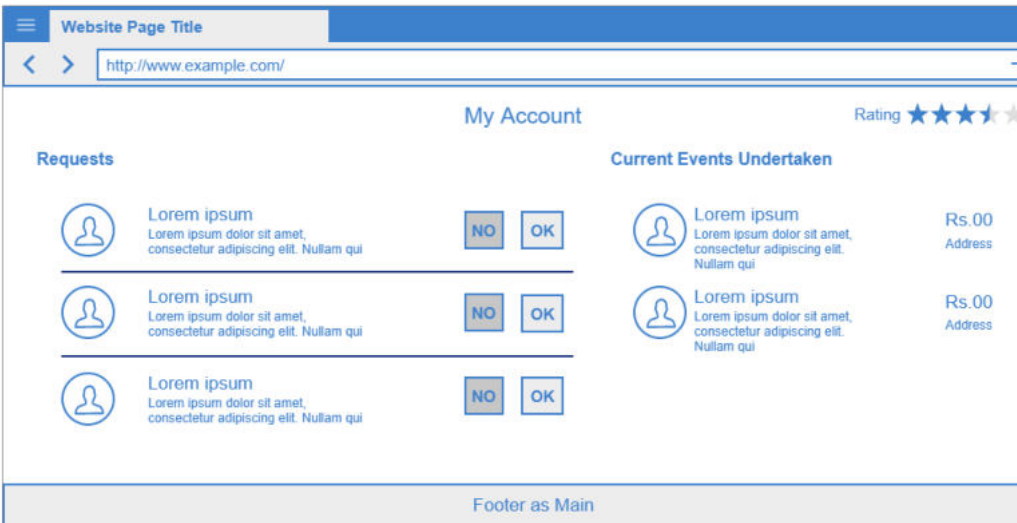


FIGURE 4.7: Decorator Profile

Chapter 5

UI/UX

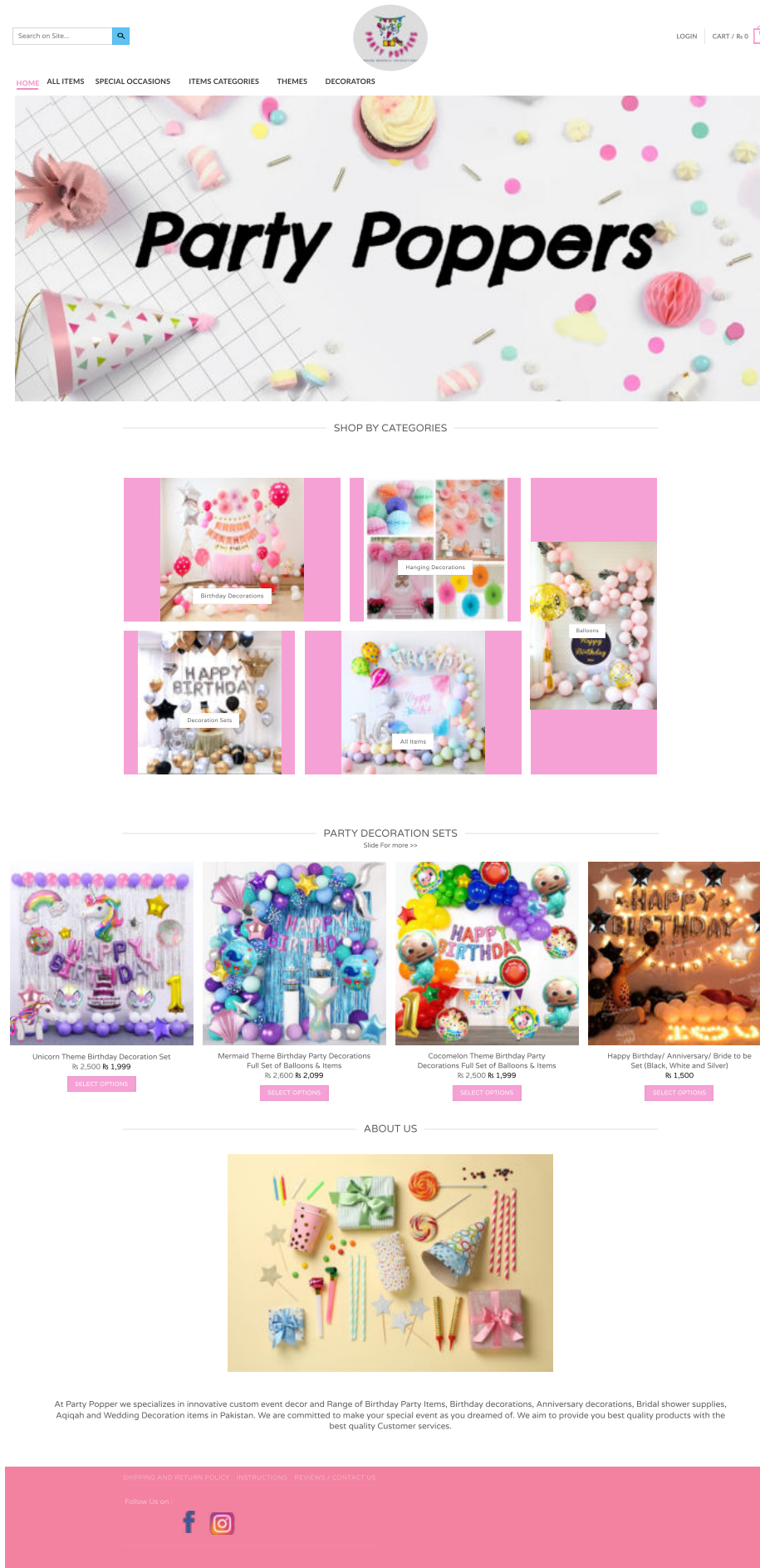


FIGURE 5.1: Home Page

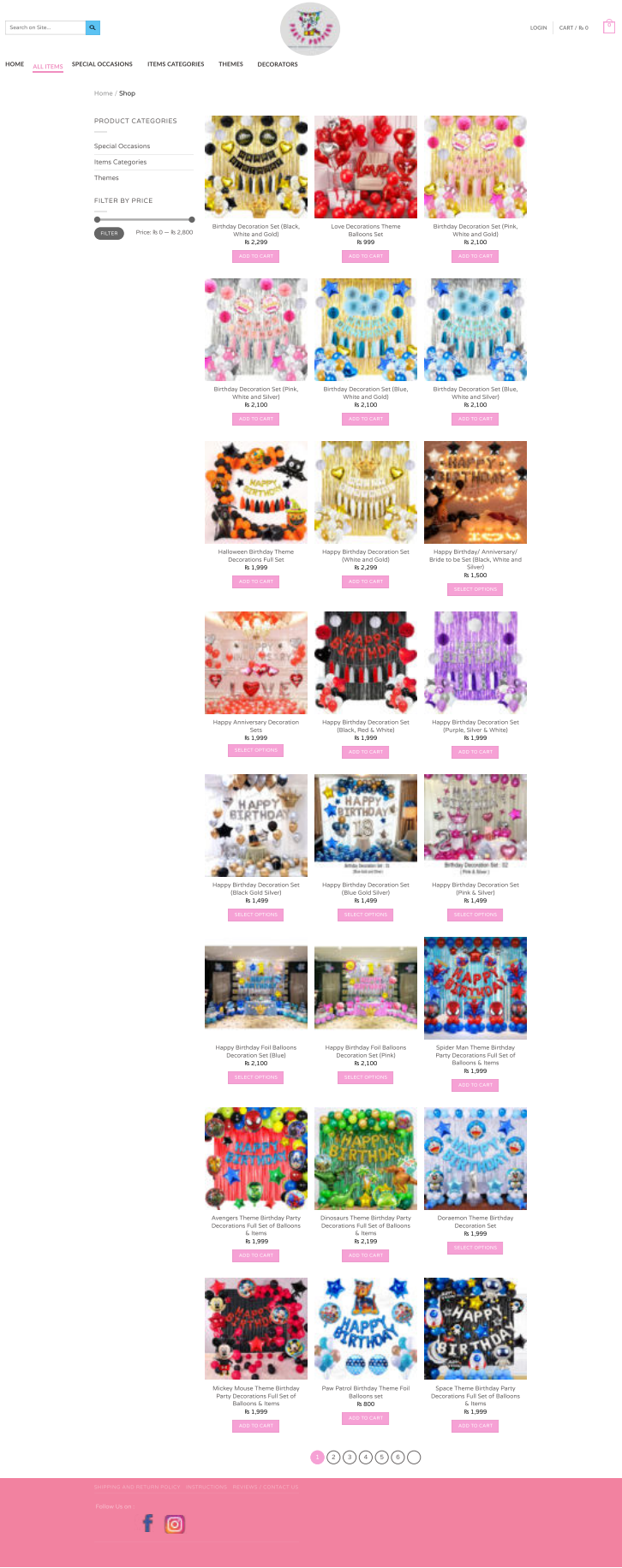


FIGURE 5.2: All Items

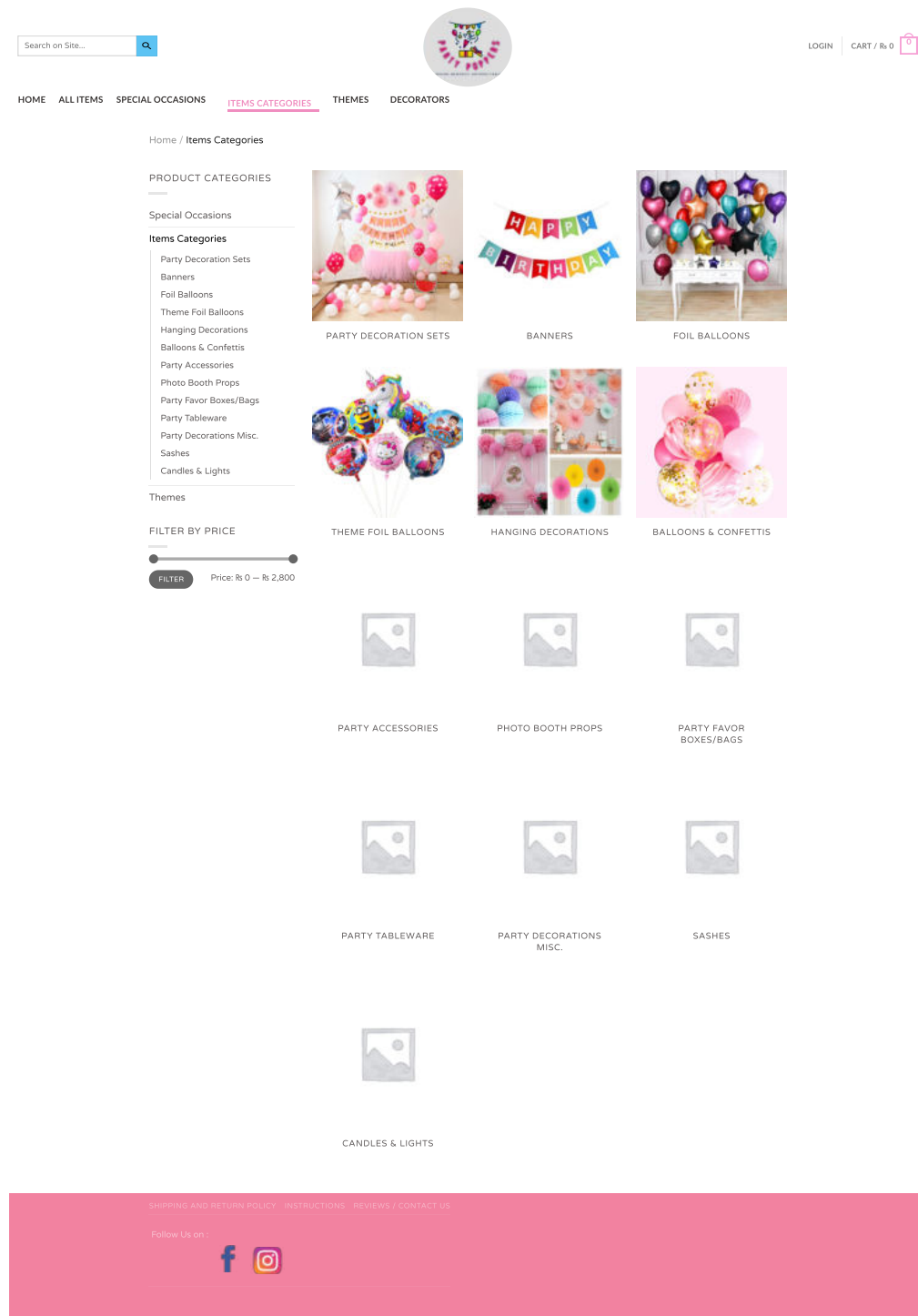


FIGURE 5.3: Item Categories

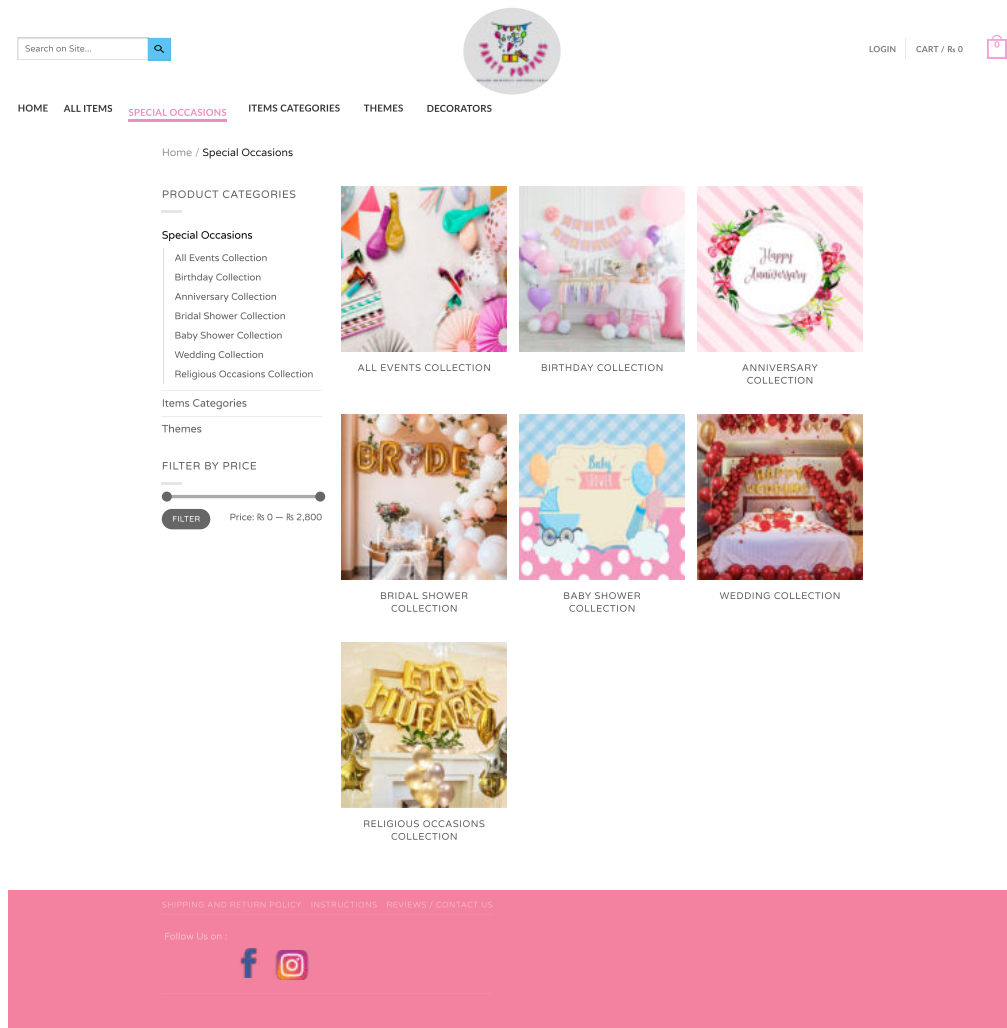


FIGURE 5.4: Special Occasion

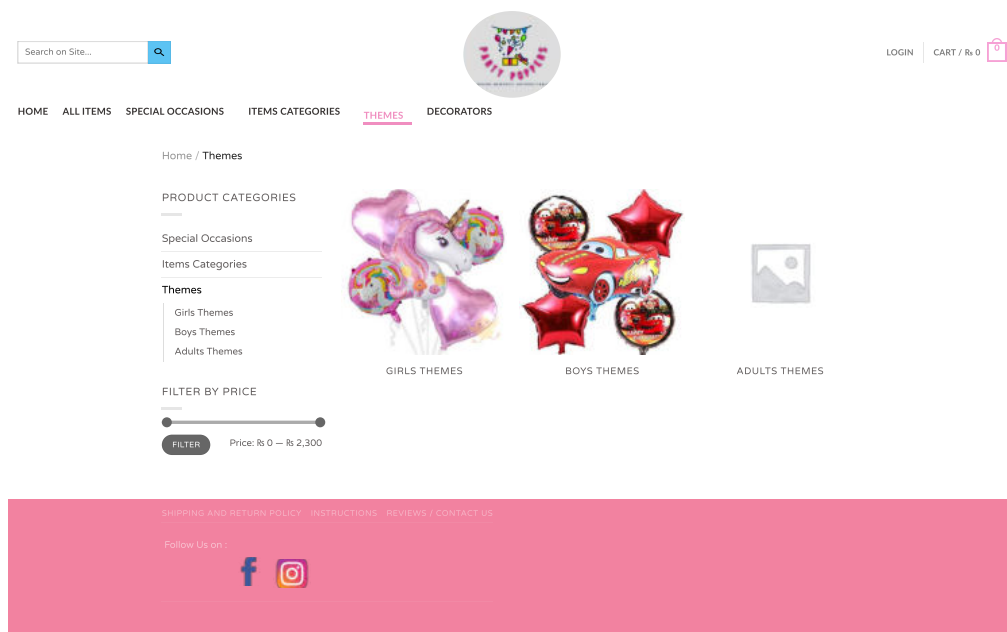


FIGURE 5.5: Themes

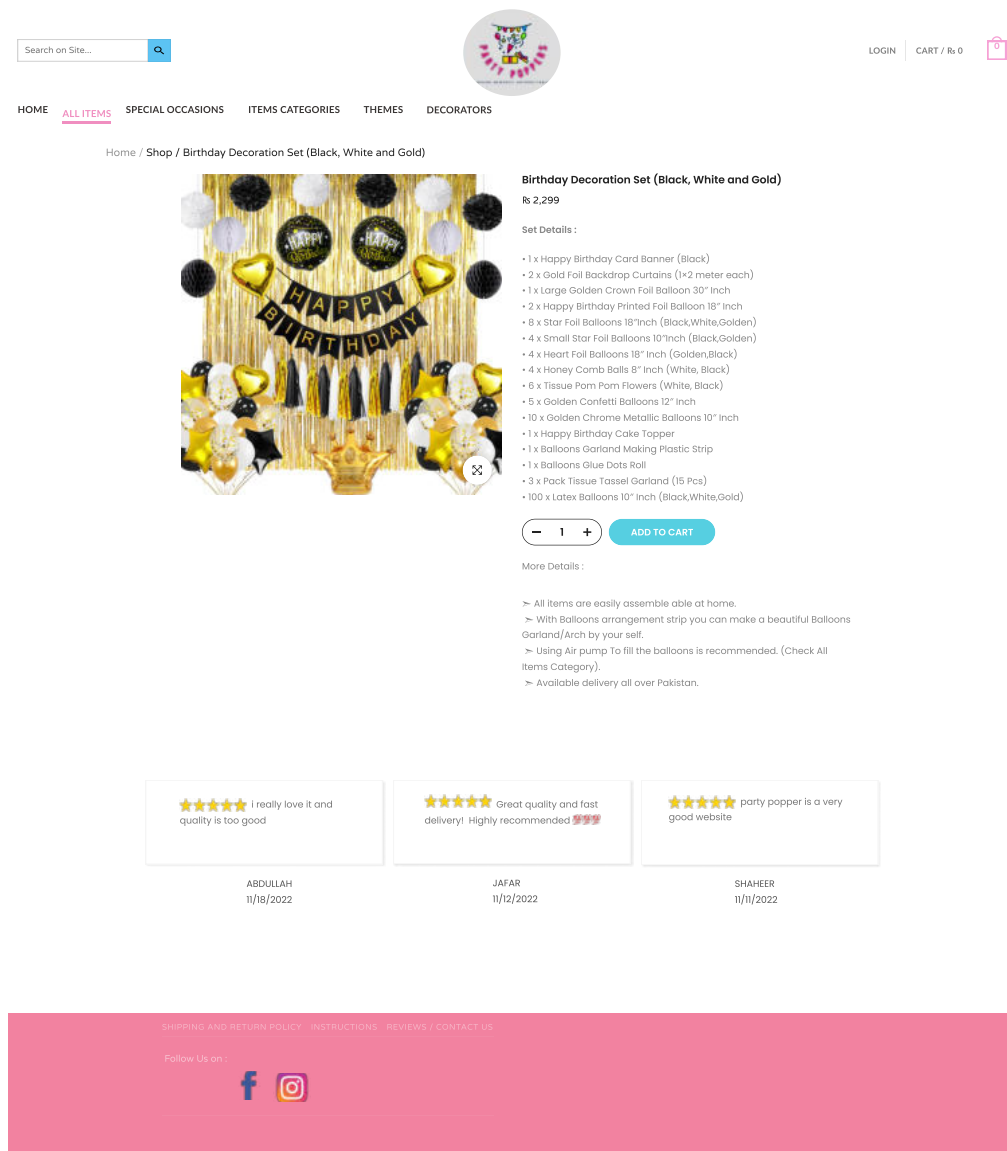


FIGURE 5.6: Item Description

LOGIN	REGISTER
Email address *	Name*
<input type="text"/>	<input type="text"/>
Password*	Email*
<input type="password"/>	<input type="text"/>
<input type="button" value="Login"/>	Address*
Forgotten Password ?	<input type="text"/>
	Password*
	<input type="password"/>
	<input type="button" value="Register"/>

FIGURE 5.7: Login/Register

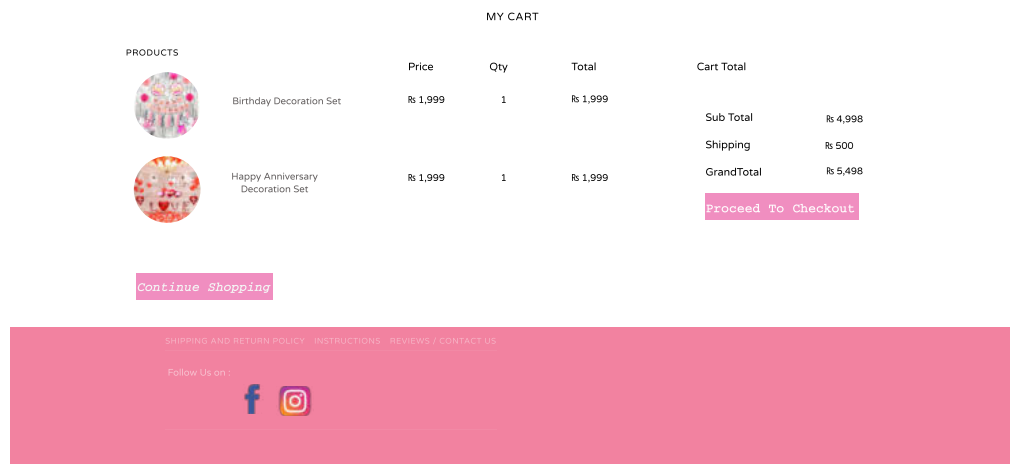


FIGURE 5.8: My Cart

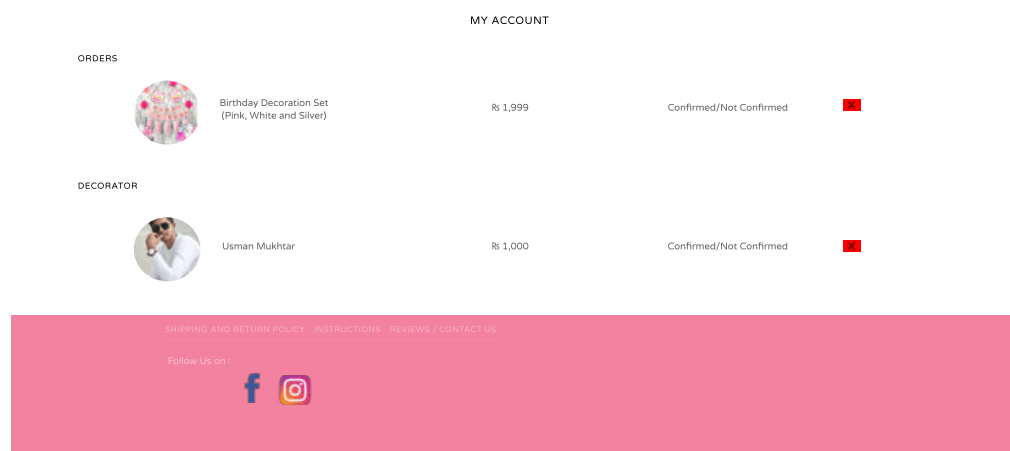


FIGURE 5.9: Order Status

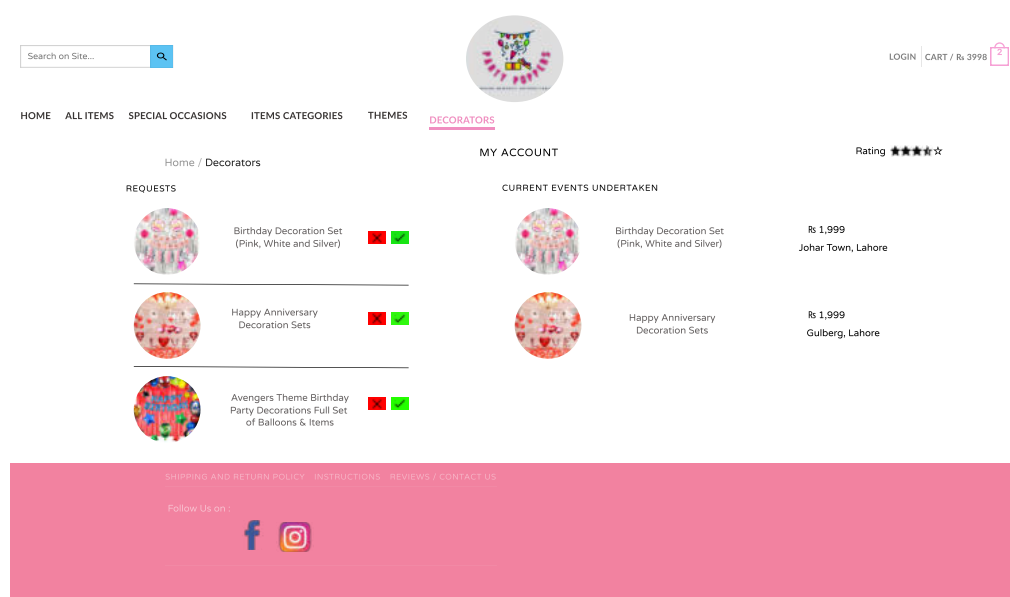


FIGURE 5.10: Decorator Profile

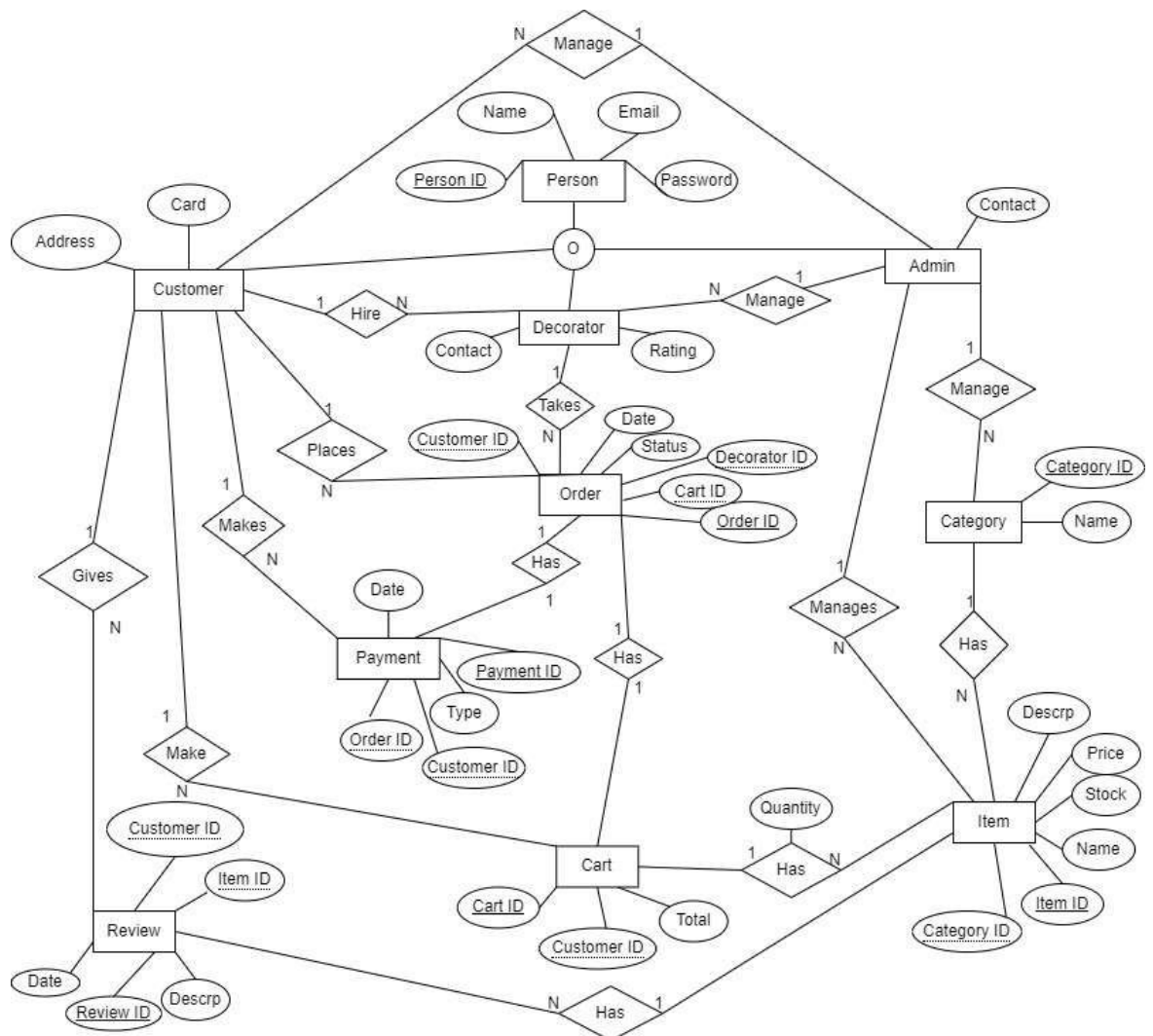
Chapter 6

Models

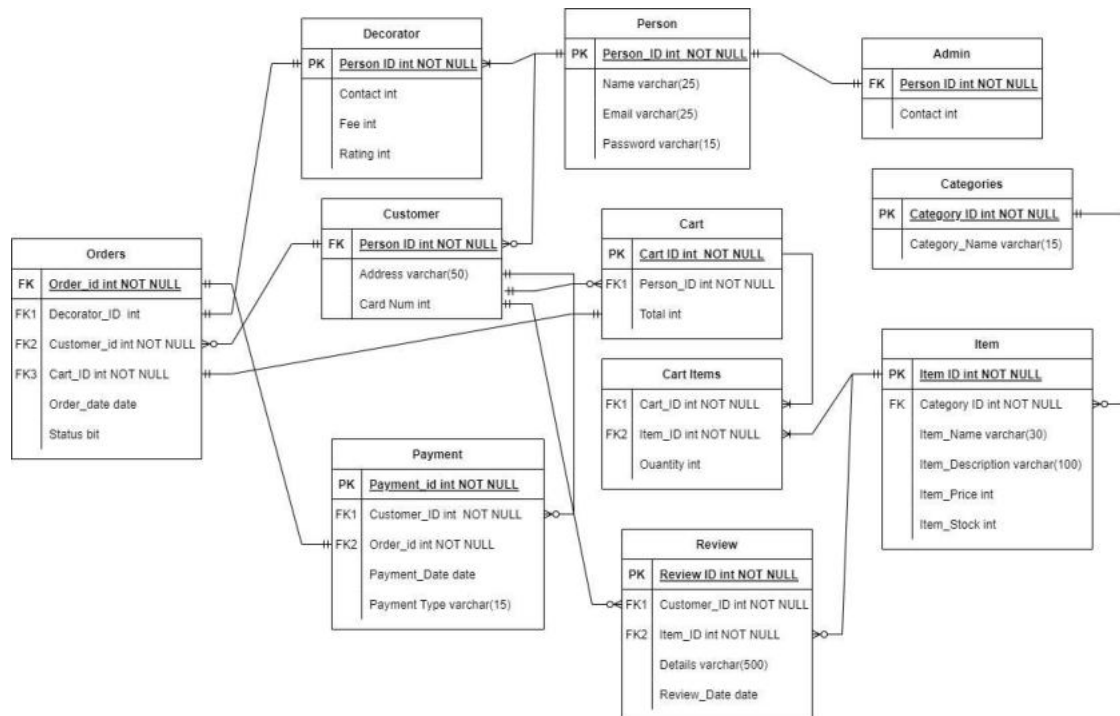
6.1 Case Study

This System allows three types of user Customers, Decorators and Admin. Our system will have multiple items of different category. The items and Categories are managed by the admin and he can also manage various customers and decorators in the system. The Customer can add multiple items in the cart. The Cart contains multiple Items and the quantity of corresponding item. The Customer can make multiple orders of his carts. The Customer hire the decorator. Customer can cancel the pending orders. Customer can make payments of his orders. Customer can also give reviews of the items and each item will have multiple reviews.

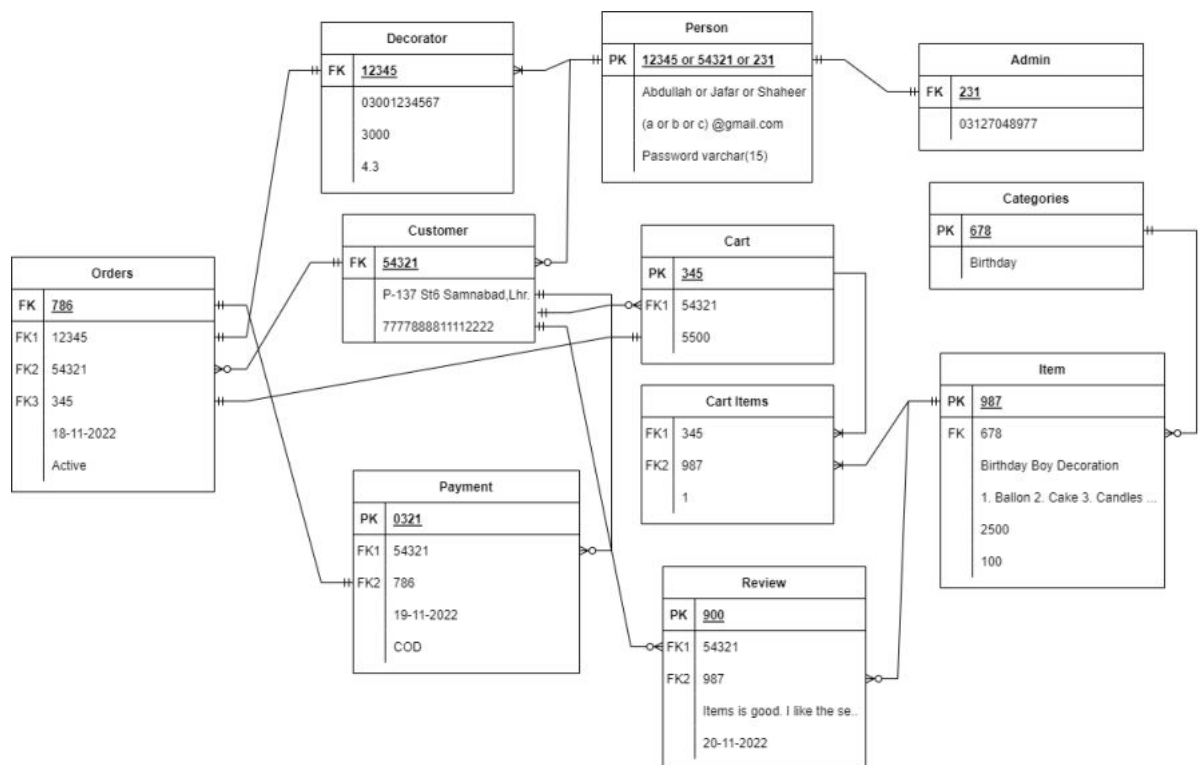
6.2 Entity Relationship Diagram



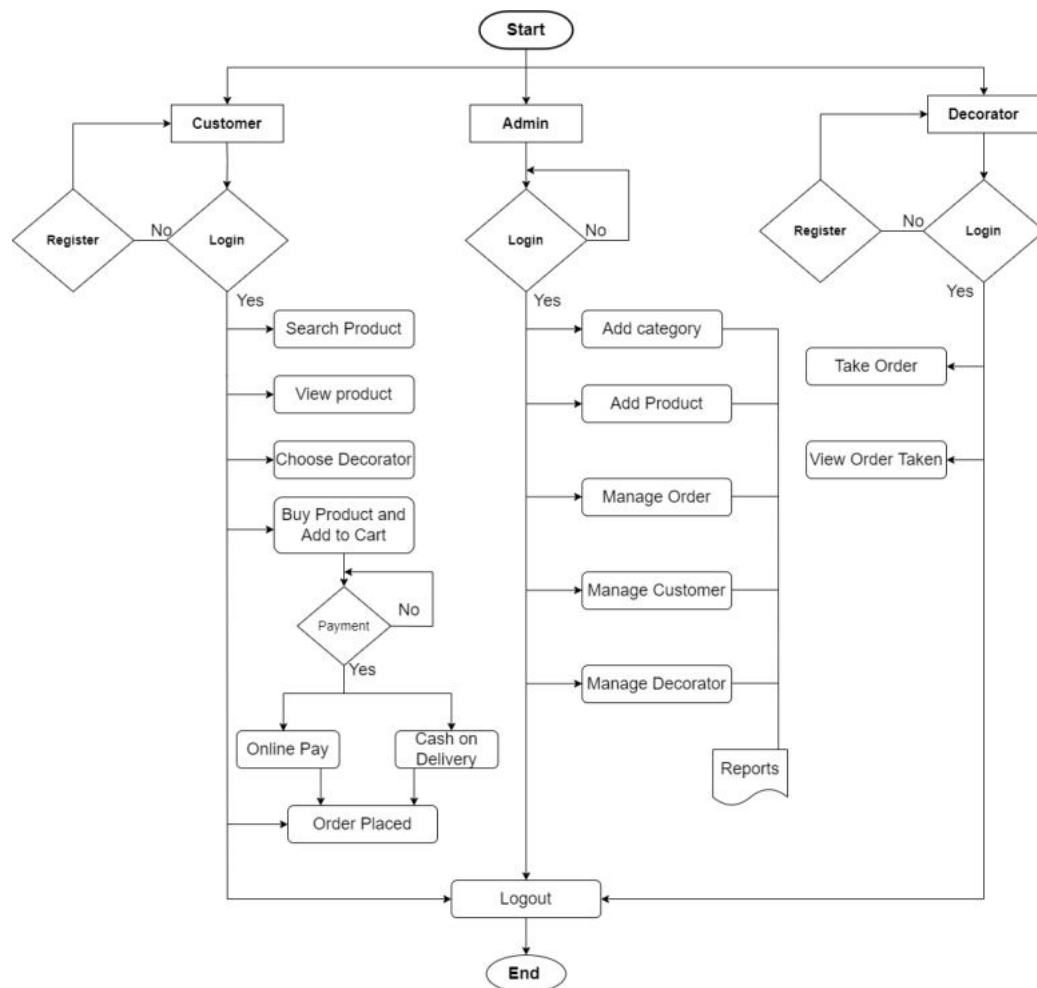
6.3 Schema Diagram



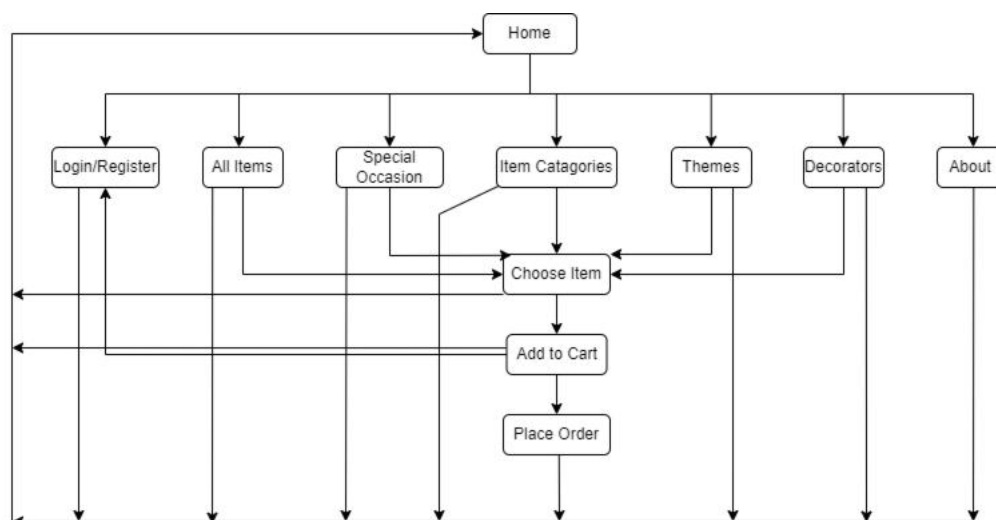
6.4 Schema in Descriptive



6.5 Flowgarithm



6.6 State Diagram



Chapter 7

Report

7.1 Implementation:

This project is implemented in HTML, CSS for front-end as it is a web-based project. We have used custom styling and bootstrap styling to design the User-Interface of this website. Moreover, to implement back-end we have used MySQL database to store the data of our website. In order to make it work and connecting back-end to glorious front-end we have used PHP. All these concepts and languages were new to us and starting from 0 to attain this much is a proud moment for us.

7.2 Contributions:

- **2020-CS-627(M. Abdullah)**

- Search Product.
- View Category.
- Choose Product.
- View Decorator.
- Add to Cart.
- Register.
- Login.

- **2020-CS-644(M. Jafar)**

- Place Order.
- View Order.
- Cancel Order.
- Payment.
- Add Review.
- Edit Profile.

- Delete Account.
- **2020-CS-639(Shaheer Arshad)**
 - Admin Login.
 - Add Product.
 - Manage Product.
 - Add Category.
 - Manage Category.
 - Add Decorator.
 - Manage Decorator.
 - View Orders.
 - View Payments.
 - Manage Users.
 - Add Admin.

7.3 Summary:

Our website is able to perform all the mentioned functionalities that are covered in use cases. Anyone can open our website and search for products, surf through pages, view categories, view decorators, add items to cart, register.

After Registration he is in our database which enables him to perform some more operations like placing an order, viewing orders, canceling order, pay for orders, edit their profile, delete their accounts.

Admin is the most powerful person. He can add products, manage products, add categories, manage categories, add decorators, manage decorators, view orders, view payments, manage users and most importantly can add another admin.

7.4 Website Link:

You can visit yourself and explore our website. Link is given below:

[Party Popper.](#)

THE END!