Course: INFO3091 Professor: Mike Clarkson

Project: eCommerce – Version 1.0

Due Date: Part 1: Friday, March 6, 2015

Part 2: Friday, April 10, 2015

Submitting: Please see the last page for instructions.

Student Name:	Student Number:	
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How will my project be marked?

- This project counts for 30% of your final grade.
- See the individual sub-project descriptions for details

Project Description

Build a basic ASP.NET online eCommerce system that includes both a catalog and a shopping cart and manages and consumes customer data, product data and sales transaction data. The entire project will be done in two parts over the rest of the semester:

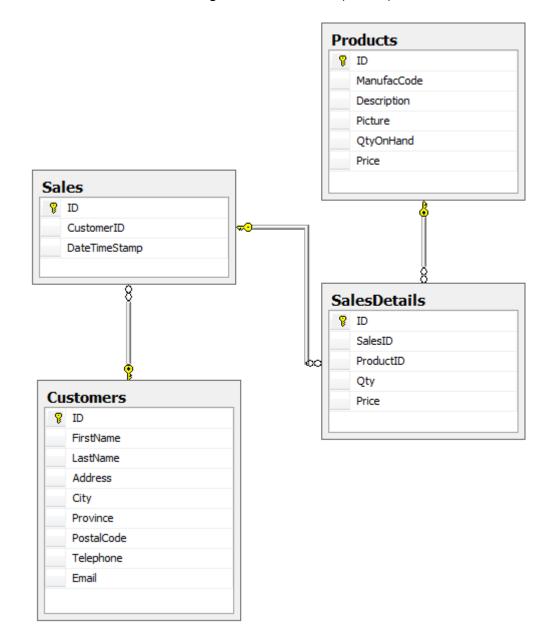
See the included database table design requirements as well as the specific requirements listed below and contained in separate project description documents:

Specific Requirements:

The following is a list of constraints and requirements for your eCommerce application:

- 1. Your application will require the following ASP.NET pages:
 - a. Catalog
 - b. Cart
 - c. Check-out
 - d. Customer Maintenance
 - e. Product Maintenance
 - f. Admin menu

2. You will need the following database tables (Part 2):

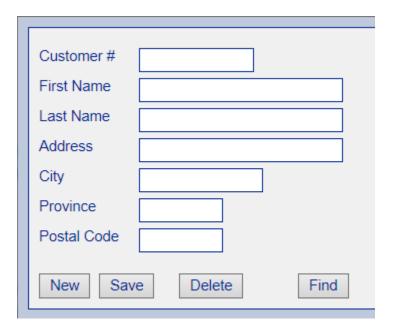


You may add other fields or relationships to your database if you believe it will enhance your design.

Note: When creating Part 1 (Project 1) you should handle all your database processing using just StreamWriter and StreamReader. You will want to save and load the above data to simple text files where the file name is constructed using one of the field values (as we did in class with customer data and the customer ID number).

In Part 2 we'll replace the text files with a SQL Server database.

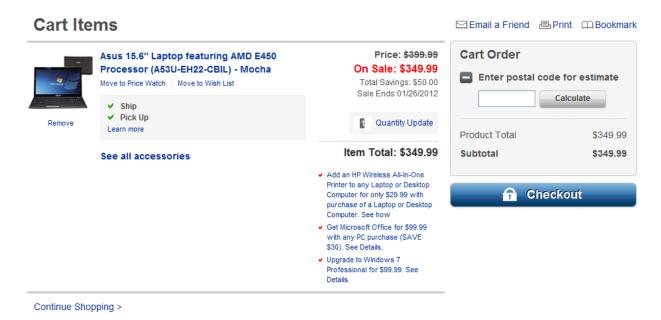
3. You will also need to create a generic customer page which will handle both new customers and customer updates (CRUD), as discussed in class:



- 4. A web page similar to the customer page will be needed to manage the products data. The only extra complication will be the ability to upload and store a picture for each product.
- 5. You will also need to create a catalog page to present your product line to your users and allow them to choose products for purchase (add to the cart):

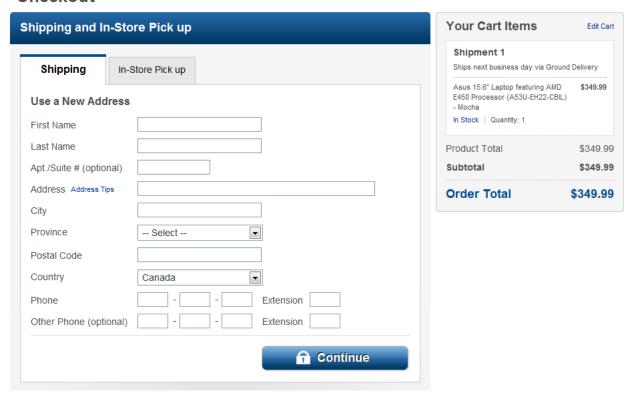


6. When the user has decided which items to purchase, your application will then allow them to add items to the cart:



7. Finally, when the user has completed their shopping, you will provide a page for check-out:

Checkout



How should I submit my project?

Electronic Submission:

Submit your program files to the *Info3091 "Project x"* (*Project 1 and Project 2*) electronic dropbox in *FanshaweOnline*. These files should be submitted as a single "zip" file containing your web application's complete website.

When grading your submission, I will want to unzip your web site and find a solution file that will let me run with Visual Studio 2013 using the VS IIS Express web server.

I strongly recommend that you test your own submission to ensure that nothing has been missed.

Submit your project on time!

Project submissions must be made on time! Late projects will be subject to divisional policy on missed test and late projects. In accordance with this policy, no late projects will be accepted without prior notification being received by the instructor from the student.

Submit your own work!

It is considered cheating to submit work done by another student or from another source. Helping another student cheat by sharing your work with them is also not tolerated. Students are encouraged to share ideas and to work together on practice exercises, but any code or documentation prepared for a project must be done by the individual student. Penalties for cheating or helping another student cheat may include being assigned zero on the project with even more severe penalties if you are caught cheating more than once. Just submit your own work and benefit from having made the effort on your own.