

AR TECX SOLUTION (PVT) LTD

Pooma Shopping

E-commerce website

SRS Document

6/15/2020

Declaration

We hereby declare that the project work entitled that “Pooma Shopping e commerce website” submitted to the AR Tecx Solutions (PVT) Ltd is recorded as original work of our team, under the guidance of Supervision Mr. Tharindu De Zoysa. This project work is submitted in the partial fulfillment of user requirement of the e-commerce website. The result of this project have not been submitted to any other organization or institution for the award any degree or Diploma. Information delivered from the published or unpublished work from others has been acknowledge in the text and list of reference is given, and also users requirements.

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1. Introduction

1.1 Purpose

The purpose of the System Requirements Specification report is given and idea about our project goal. Customers are the main important part of each business. Marketers consider satisfying customers' needs & wants. Because, they always consider customers' satisfaction, profitability and quality of the product (Jacobs, Jhonston, Kotechtova, 2001). One of them is created value for the customers. Sustainability of BTOB could be used as suitable strategy for value Co-Creation. (Lacoste, 2016). And also BtoC businesses used different types of strategies to satisfy their customers. Today most of the business organizations implement different strategies with technological advancement. Because marketing is most important to BTOB and BTOC businesses. According to (Mslan et al, 2004). However the young generation is interested in online shopping. Therefore they login to an online e-commerce site such as amazon.com, Warlmart, eBay etc. And also most customer face to come shopping mall with distance. Not only is that at present, their shopping malls face big difficulties from the outbreak of Coved 19. As a developing team, we were tried to find a solution to overcome the above problems by creating an e-commerce website related to Sri Lankan market. After analyzing a lot of alternatives. We could design an e-commerce website at minimum cost. Not only has that website provided opportunity with all Sri Lankan and global customers. The customers to online purchase and also it are the part of the website as a shopkeeper. Then they can promote & do business. And also it is good solutions to prevent destroy the environment by making buildings. According to that overcome lot of problem by developing e-commerce websites

. The SRS report has described the process of our project which is the development of an e-commerce website for the Sri Lankan market. There are five sections are included for the explanation of the existing project on behalf of end-user of the system. However, the chapter one of the document will explain the purpose and scope of the project in brief. As well as chapter 1.3 will explain the overall process of the system by using a rich picture. Chapter 2 is explained, Analyzing and

gathering of data. In this chapter it explains all methods and processes of collection of data to the project. Chapter three is described the methodology of the project. According to this project, we are developing an e-commerce website. Therefore we could use an agile method as our project methodology. It will be explained in chapter 3.1, project methodology. Not only that it will explain who are parties in the website, what are the suitable technologies used for the development of the website. Then there is explained, what is the overview of the project, what are project perspective by comparing previous global project. And also chapter three is shown use case of the “Pooma shopping e-commerce website” and also use case scenarios are explained one by one related to the use case. Also it shows user and system interfaces as the result of the project. Chapter four is described the design and implementation of the project. There are describing the overall process of the website by using flow chart diagram as figure 4.1. Then explain the Entity -Relationship diagram to get an idea about the overall system. The class diagram is explained how to develop the back end and front end of the website. Design constraints also explain, what are the technologies to be used for the success of project goals. And also there is shown hardware and software requirements to develop this website. Chapter five is explained functional and non-functional requirements and summary in the briefly overall process.

1.2 Project scope

This project is focused on the e-commerce strategies and e-commerce website globally. This e-commerce website will produce:

- Provide service 24/7 hours: E-commerce website helps to online purchasing to customer any time.
- Authority of the admin: Admin is the owner/ merchant of the business, he/she gets authority for accepted shopkeepers, decide product & product category, View all summaries.
- Shopkeeper can view summary and update stock.
- User can register existing customers before purchasing.

1.3 Rich picture

According to figure 1 is explained the aim of the project. There are three parties can access the websites and fulfill their purpose from the website. Overall system and database store in the cloud platform. Admin can approve and give rent to a shop for the shopkeeper. And also decide the product category. The shopkeeper pays the rent to Admin. Shopkeeper can update stock and sell the products. Not only that shopkeeper can view sales summary. Admin also view overall summary. Customer can add the products to the cart, pay for that and check out products. Bellow picture is shown this overall process of the website.

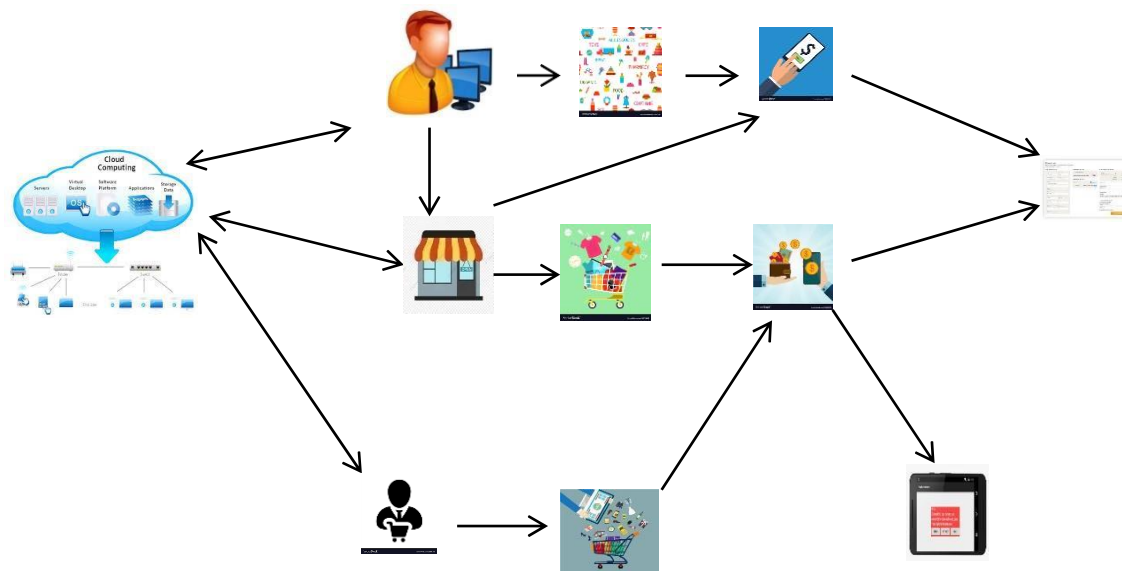


Figure1: Rich picture

2. Data gathering and analysis

2.1 Method of data collection

There are two types of methods for data collections. The first method is secondary data. There researches examined the literature from previous and evaluation of existing e-commerce website around the world, such as OrOliveSure.com, E-bay, Amazon.com, Wal-Mart, Ali Baba etc. Then the researchers could identify how to solve existing problem, identify content & main features of the e-commerce website. Another method of data collection is primary data collection method. There were two types of data collection method.

- Interview:

The team arranged an interview with the user/shopkeeper of the websites to identify user requirements. Then after getting an idea and again arrange some interviews with Merchant/Admin to justify requirements and creating a prototype.

- Questioner:

The team could create a small questionnaire to collect data from customers and shopkeepers. Those data was help to identify user requirement and develop the front end of customers and shopkeepers. These questions were developed based on previous projects related to the e-commerce website.

Not only that but also interviews and collected data from questioner was helped to develop a database for the website.

3. Project overview

3.1 Project methodology

Then the team vaulted existing e-commerce websites and new technological advance to satisfy user requirements. Therefore the team was begun to develop e-commerce site in larval platform with a programming languages such as PHP, CSS, js etc. The team could create a database & it will be store in a cloud platform. There are using Agile Methodology. Agile is a project management method in compromise the various approach to software development under their user requirements and solution everything collaborative method. It helps to evaluate the project continuously with changes. As the project team, we selected agile methodology, because our project result will be quality e-commerce website. It is complex work with collaborative big tasks and data. Therefore as developers, we assumed that Agile is the best for our project.

After group discussion, the team could select a solution which is developing an e-commerce website from different alternatives. Then the team got the idea from, existing e-commerce sites & identify new technological advance to satisfy user requirements. Then the team was begun to develop e-commerce website.

When researcher was examining data identifies three parts that as get benefits from sites. Therefore team has to hold an interview with those parties to identify user requirements

1. Merchant
2. Shopkeeper
3. Customers

There were team could refer previous projects method to hold interviews. According to appendix 1, There is excepted total budget is \$20,720/-. The team hopes to complete the overall website within three months. The time schedule will be shown in appendix 2.

3.2 Overview of websites

This project is creating e-commerce website related to a shopping mall. It is the process of traditional shopping mall convert to an online platform. There is one merchant who is the owner of a shopping mall. She/he has permission about the overall system. Anyone can visit the website. And also can be registered as customers or shopkeeper. There are a limited number of shopkeepers. Admin accepts the request of shopkeeper. Then only shopkeeper can rent a space from websites and manage the stock. Not only have that, the shopkeeper can sell goods for customers. Customer can add goods to cart. Then customers can do online payment and checkout goods. Shopkeeper should pay rent to the admin.

This website can gain profit of that traditional shopping mall. Because, anyone can access to the website by using smartphone, laptop or any other device. And they have the opportunity to find goods from a lot of brands and lot of shops. Therefore much number of customers can be gain from globally. And also this website help to merchant and shopkeepers handle and expand their market without brick and motors. Not only that but also merchant can promote this e-commerce website directly and indirectly .connect with other related websites within integration strategies (backward and forward) and managing social media platforms. Therefore merchant can capture the different types of target customers.

This website is developing on the larval platform. There is database connection with a cloud platform. And also it can be connected with other related websites and social media platforms. Anyone can access to website using any device. And if they want to be customers, they can create accounts and log in to purchase products. Merchant and shopkeepers can use this account detail to develop customer loyalty.

However, technology is changing day by day. Therefore admin must update and maintained website. Also the website should be creative and update related to user satisfaction. It will help to an e-commerce site to keep the high -rank position in the websites.

3.3 Product perspective

3.3.1 Comparison with related product

E-commerce websites have used most of Retail Company around the world. When we consider that concept to the Sri Lankan market based on merchant requirements. For this website it uses cloud-based database. There are different features to satisfy users' purposes and also this website is performed usability like as world best e-commerce sites. The following are some websites which are related to this research area.

- Amazon
- eBay
- Wal-Mart
- Etsy
- Home Depot
- Target
- Best Buy
- Wayfair
- Lawes
- Macy's

Table 1: product perspective

	Amazon	EBay	Wal-Mart	Etsy	Home Depot	Target	Best Buy	wayfair	Lawes	Macy's
Search bar	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
Register	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
Sign account	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
Order	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
Sell	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
Add cart	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
Display product	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
Review	✓	-	-	✓	✓	-	-	-	-	✓
About us	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓
Shop category	✓	✓	✓	✓	✓	✓	✓	✓	✓	✓

Help	✓	✓								
Watch list		✓								
Location choose					✓			✓	✓	
App download				✓					✓	✓
Access to social media					✓				✓	✓
Notification		✓					✓		✓	
Advertising					✓					
Stock find					✓	✓	✓			
Daily deal		✓				✓		✓		
Other service of the organization	✓	✓						✓	✓	

There is a top 10 e-commerce website in the global market. Before developing this e-commerce website, we considered above existing projects. Then we got a basic idea. Therefore this e-commerce website has above basic components and new things related to technological changes. After developing this website, it will not be any issues with comparing to the above website.

3.3.2 Use case

According to figure 2 it shows use case diagram of the e-commerce website. According to this diagram, there are four main actors as a user, shopkeeper, admin and payment gateway. User has two parties who are registered user and unregistered user. Then show their actions as the use cases. Chapter 3.3.3 is explained all use cases by use case scenarios

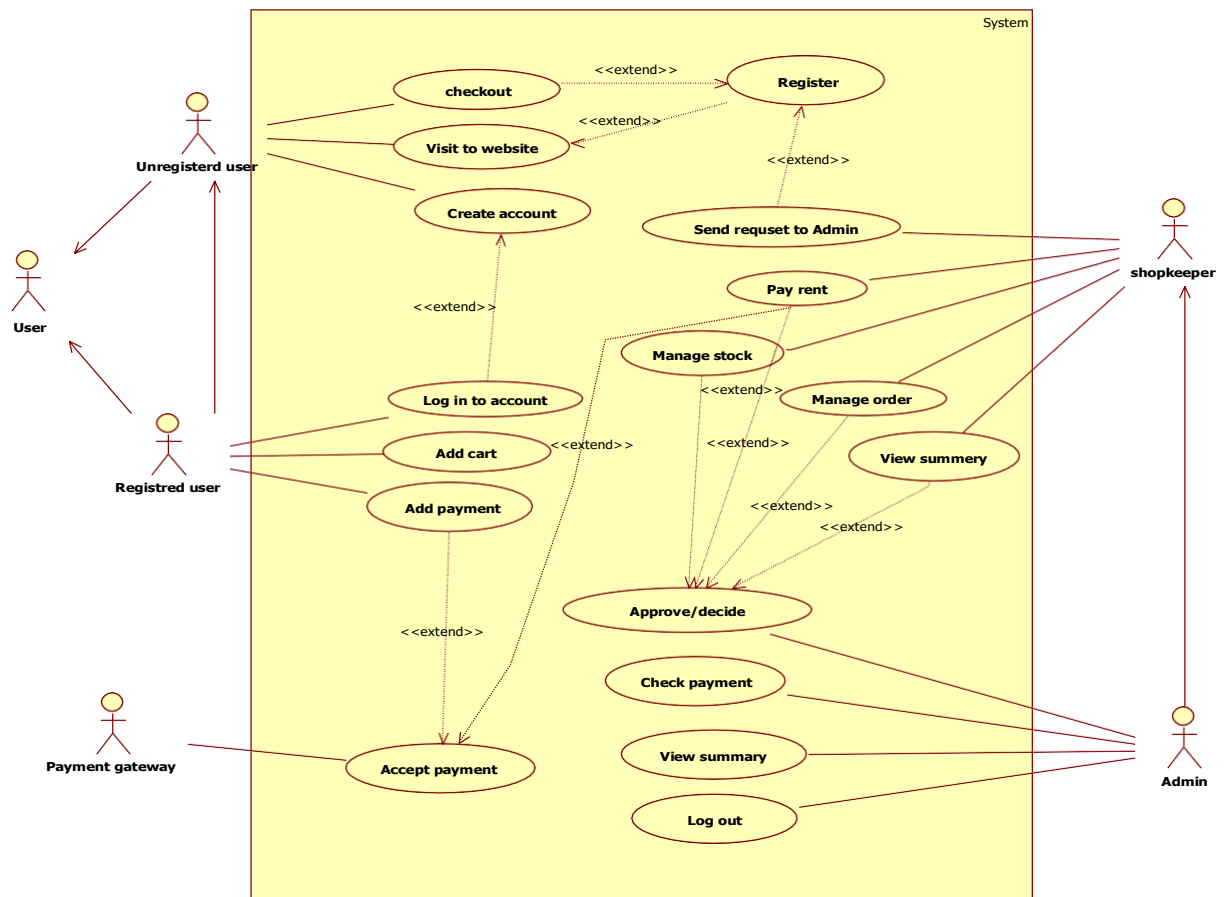


Figure 2: Use case Diagram

3.3.3Use case scenarios

Use case Scenario 01

Use case name -: visit to website

Pre-condition -: search by correct URL

Brief description-: Anyone can visit the website by search with any web browser.

Actor -: User

Use case scenario 02

Use case name -: Log in to account

Pre-condition -: Register and get permission to login;

Login requirement should be correct

Brief description-: registered user can login to account; there are three types of registered user as Customers, limited shopkeepers & only one admin. Admin should accept others login.

Actor -: Registered user

Use case Scenario 03

Use case name -: Add to cart

Pre- condition -: Log in to account

There should be a sufficient stock.

Brief description-: This use case describes find good and adds to cart.

Actor -: registered user

Use case Scenario 04

Use case name -: Add payment

Pre-condition -: Add to cart

There should be correct details about the payment

There should be sufficient money for the payment.

Brief description -: Pay bill for goods which were added to cart, by debit/credit card.

Actor -: registered user

Use case Scenario 05

Use case name -: Checkout
Pre-condition -: Register login / add payment
Brief description -: This use case describes Check out goods from cart.
Actor -: registered user

Use case Scenario 06

Use case name -: request to admin
Pre-condition -: Registered a log in account
Brief description -: request to admin to rent a shop.
Actor -: Shopkeeper

Use case Scenario 07

Use case name -: Manage stock
Pre-condition -: Admin should approve
 Access to the system with right permissions.
Brief description - : This use case describes stock check & update.
Actor -: Shopkeeper

Use case Scenario 08

Use case name -: Manage order
Per-condition -: Admin should approve.
 Access to system with right permissions.
 Update stock.
Brief description -: This use case describes fulfill orders from customers & get payment.
Actor -: Shopkeeper

Use case Scenario 09

Use case name - : pay rent

Pre-condition -: Admin approve as shopkeeper

There should be correct payment details.

There should sufficient amount of money.

Brief description - : Pay rent to the admin on behalf of shop.

Actor - : Shopkeeper

Use case Scenario 10

Use case name -: View summary

Pre- condition -: Admin should approve

Brief description -: This use case describes view sales, stock & rental bill

Actor - : Shopkeeper

Use case Scenario 11

Use case name - : Approve / decide

Pre-condition -: Log into system

There should be correct details.

Brief description-: This use case describes take a decision about product, approve to the user request.

Actor - : Admin

Use case Scenario 12

Use case name - : Check payment

Pre-condition - : Log in to system

Payment get way accept the payment

Brief description -: check rent payment get from shopkeeper

Actor -: Admin

Use case Scenario 13

Use case name -: View summery

Pre-condition -: Log in to system

Brief description-: This use case describes view & check all summery from website

Actor -: Admin

Use case Scenario 14

Use case name -: Log out system

Per-condition -: log in to system

Brief description -: This use case describes log out from the system

Actor -: Admin.

Use case Scenario 15

Use case name -: Accept payment

Pre-condition -: Admin should approve payment

There is a sufficient amount of money to pay.

Brief- description-: Accept payment of customers/ shopkeepers

Actor -: Payment gateway

3.4 User perspective Requirements

3.4.1 System interface

This system is developing using laravel platform and it will connect with the MySQL database. Pooma shopping website will store in cloud platform with GitHub.

3.4.2 User interface

These interfaces are describing the website of “Pooma shopping”. Here it includes overall interfaces which are the front end of the website.

3.Home Page

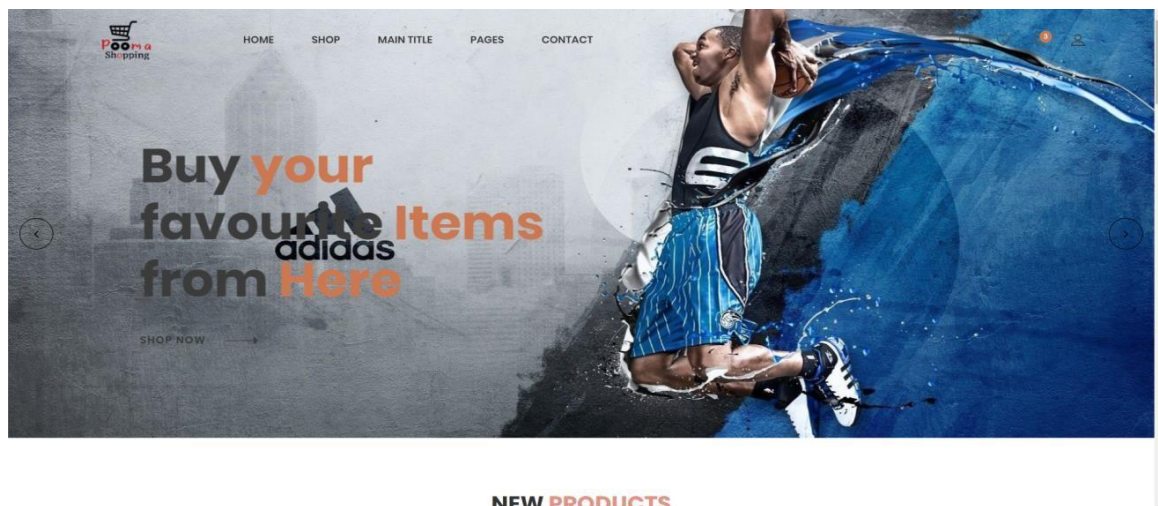


Figure 3.1: Home page 1

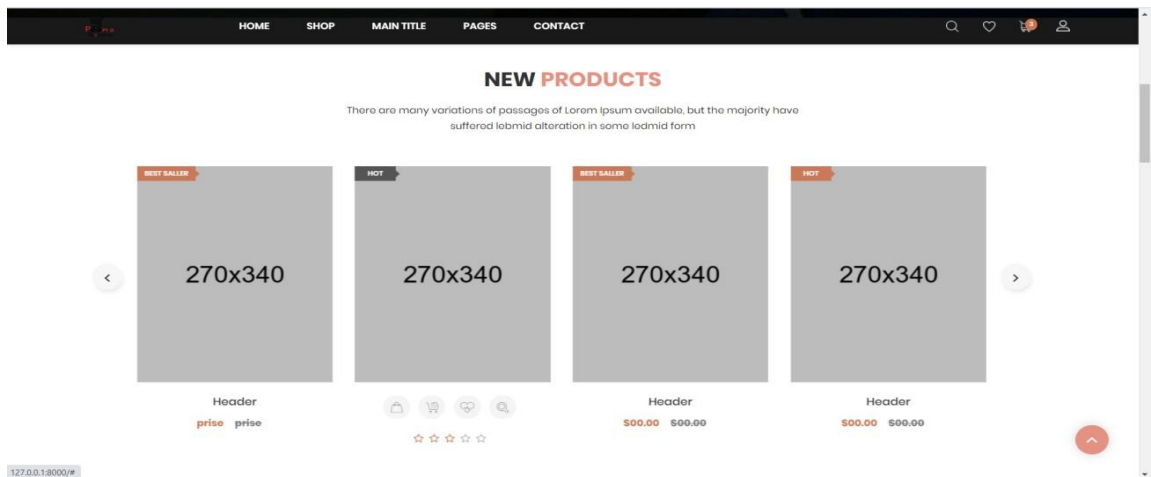


Figure 3.2: Home page2

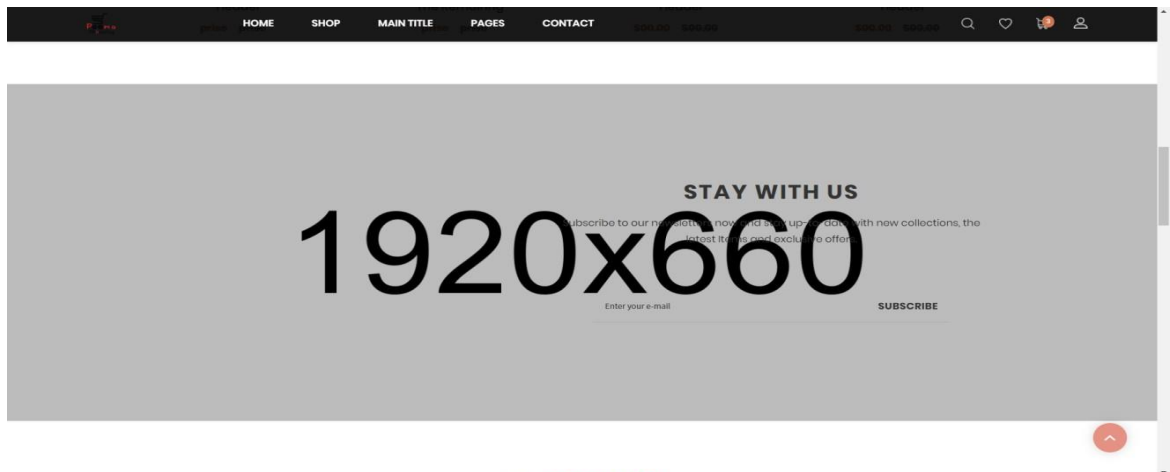


Figure 3.3: Home page3

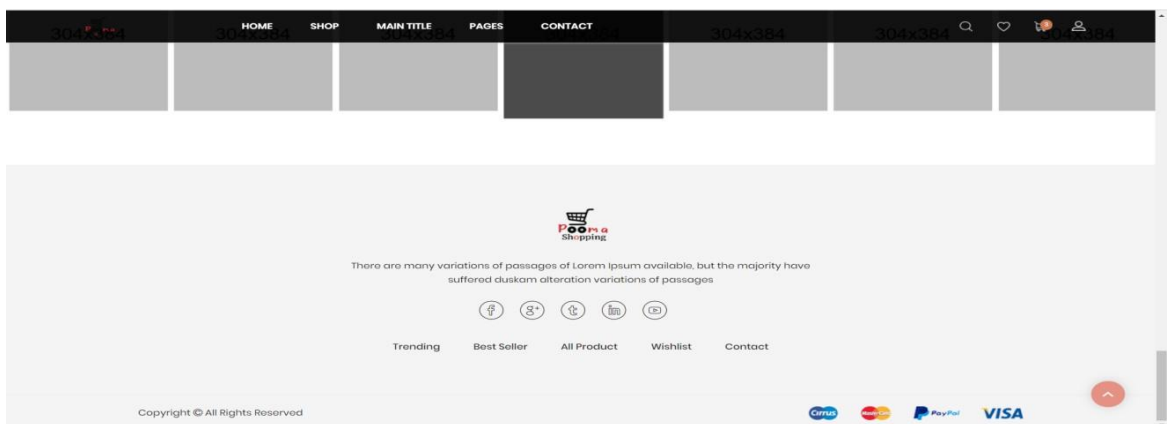


Figure 3.4: Homepage4

Above figures shows the complete home page of our website.

4. About us

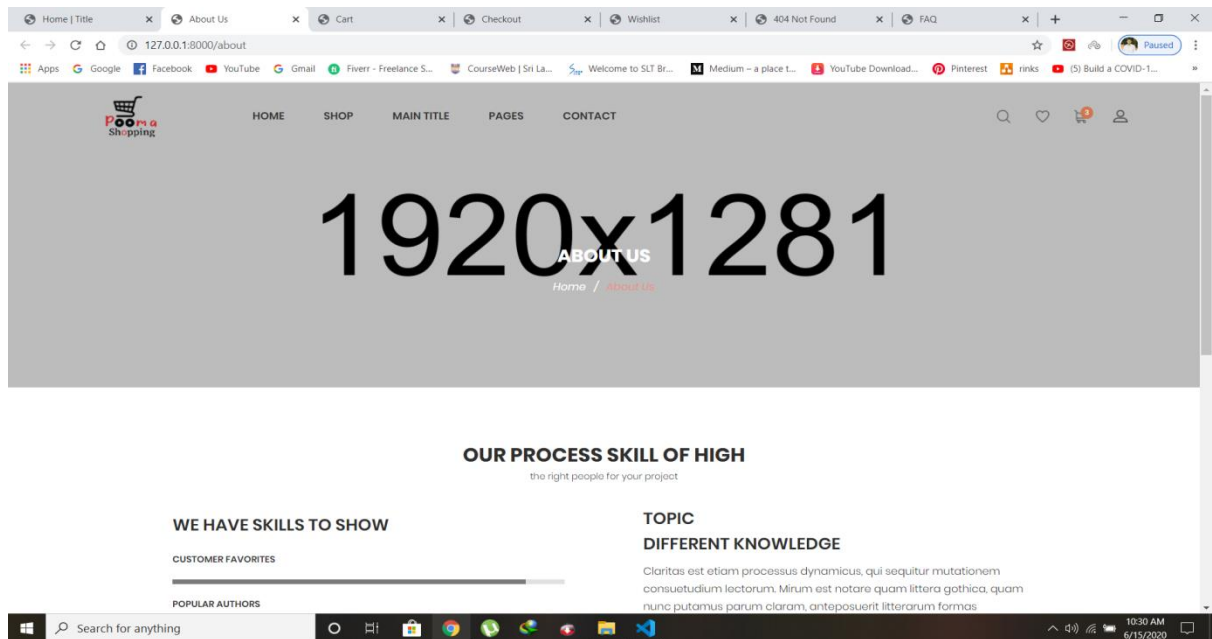


Figure 4.1: About Us 1

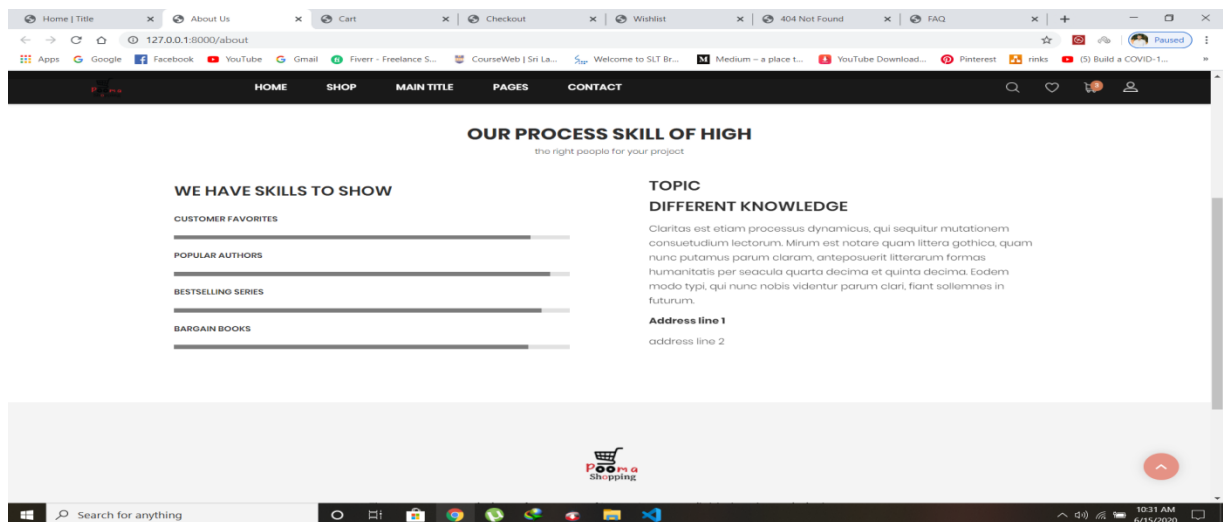


Figure 4.2: About Us 2

Above two figures shows the about us page of the website which describes the background of our company.

5.Merchant Login

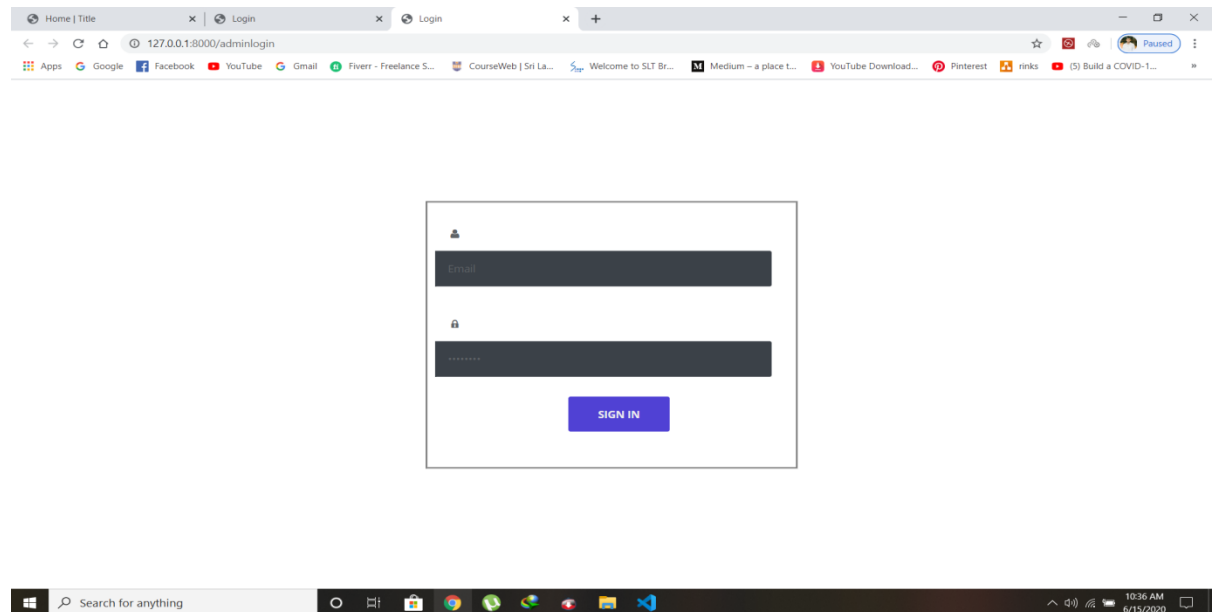


Figure 5: Merchant Login

Above interface shows the merchant/admin login and it is only limited for the five of developers of the project.

6.Customer Register

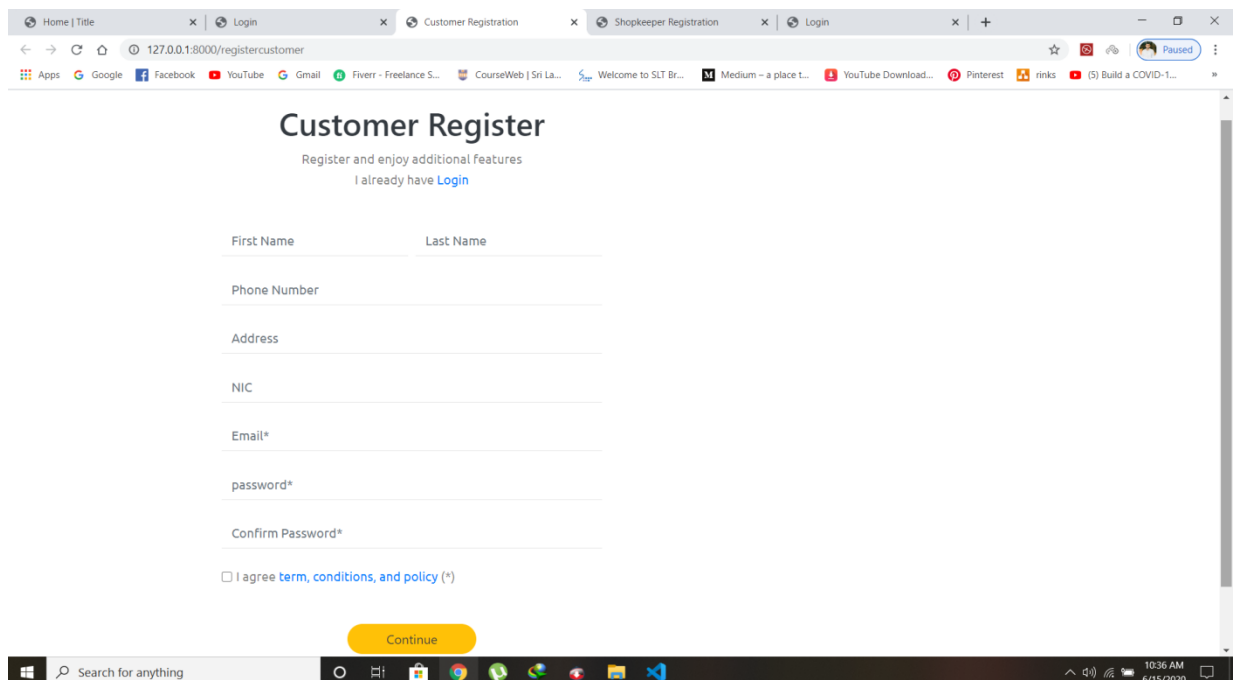
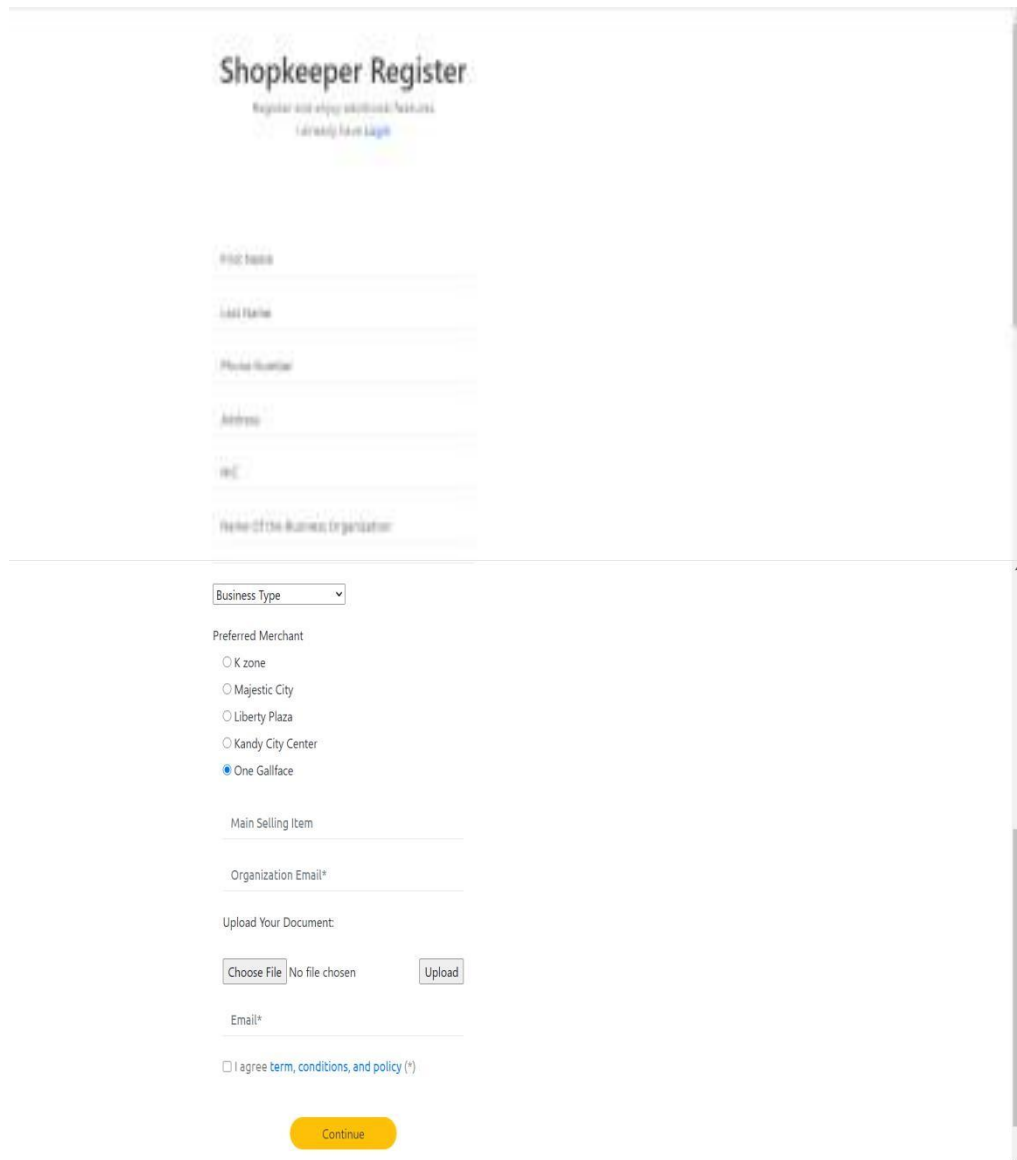


Figure 6: Customer Register

This interface shows creating an account for customer which takes name, address, phone, nic, email and password as input details.

7.Shopkeeper Register



The screenshot displays a web form titled "Shopkeeper Register" with a subtitle "Register and enjoy all our features. It's totally free to sign up!". The form is divided into two main sections. The top section contains input fields for "First Name", "Last Name", "Phone Number", "Address", "NIC", and "Name of the Business/organization". The bottom section includes a "Business Type" dropdown menu, a "Preferred Merchant" section with radio button options for "K zone", "Majestic City", "Liberty Plaza", "Kandy City Center", and "One Gallface" (which is selected), a "Main Selling Item" field, an "Organization Email*" field, an "Upload Your Document:" section with "Choose File" and "Upload" buttons, an "Email*" field, and a checkbox for "I agree term, conditions, and policy (*)". A yellow "Continue" button is located at the bottom of the form.

Figure 7: Shopkeeper register

This figure shows the UI for shopkeeper registration. This interface requires detail such as Name, NIC, Email, Address, Business type, to register the shopkeeper.

8.Login to Account

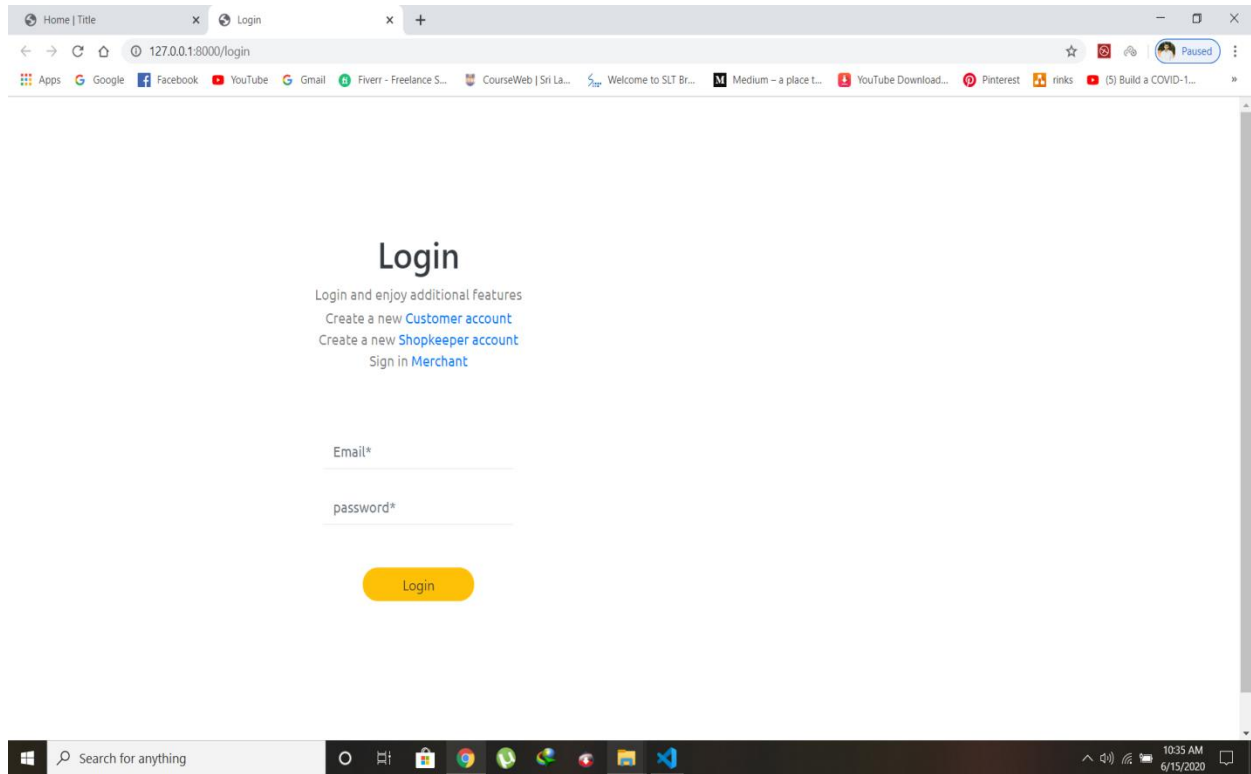


Figure 8: Login

According to figure 8 user can log in to website using own email and password.

9.Search interface

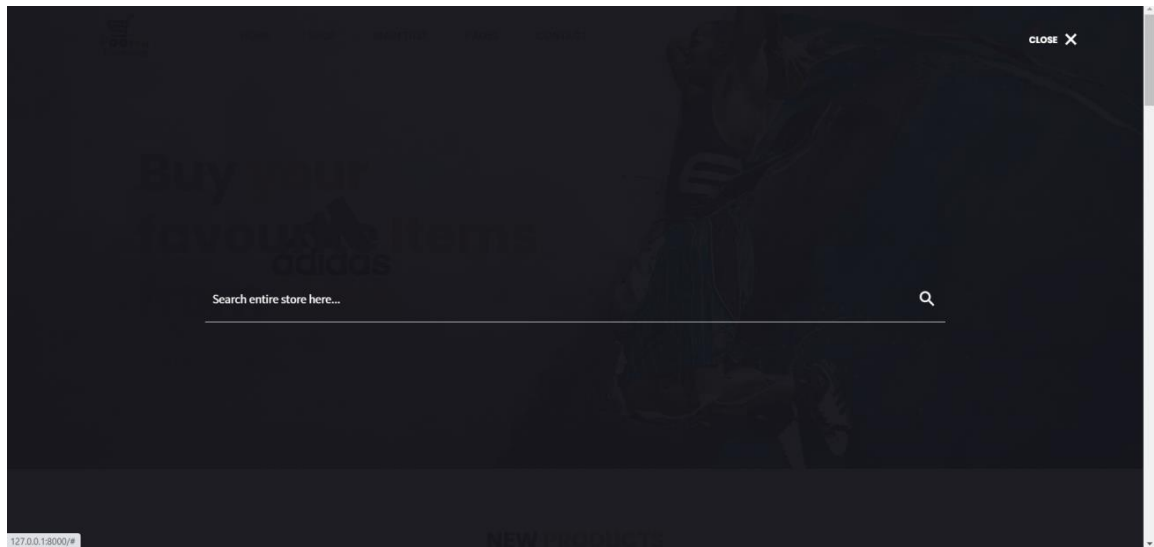


Figure 9: Search

After visit and log in to the system user can search product by using search bar.

10.Shopping Cart

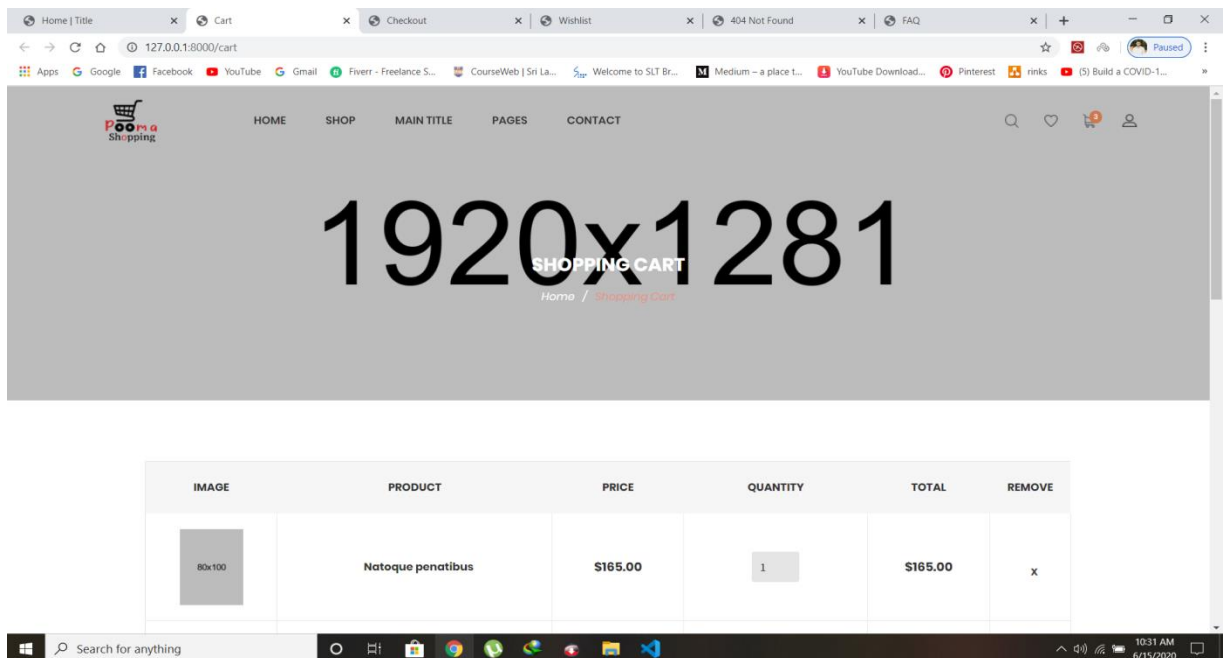


Figure 10.1: Cart 1

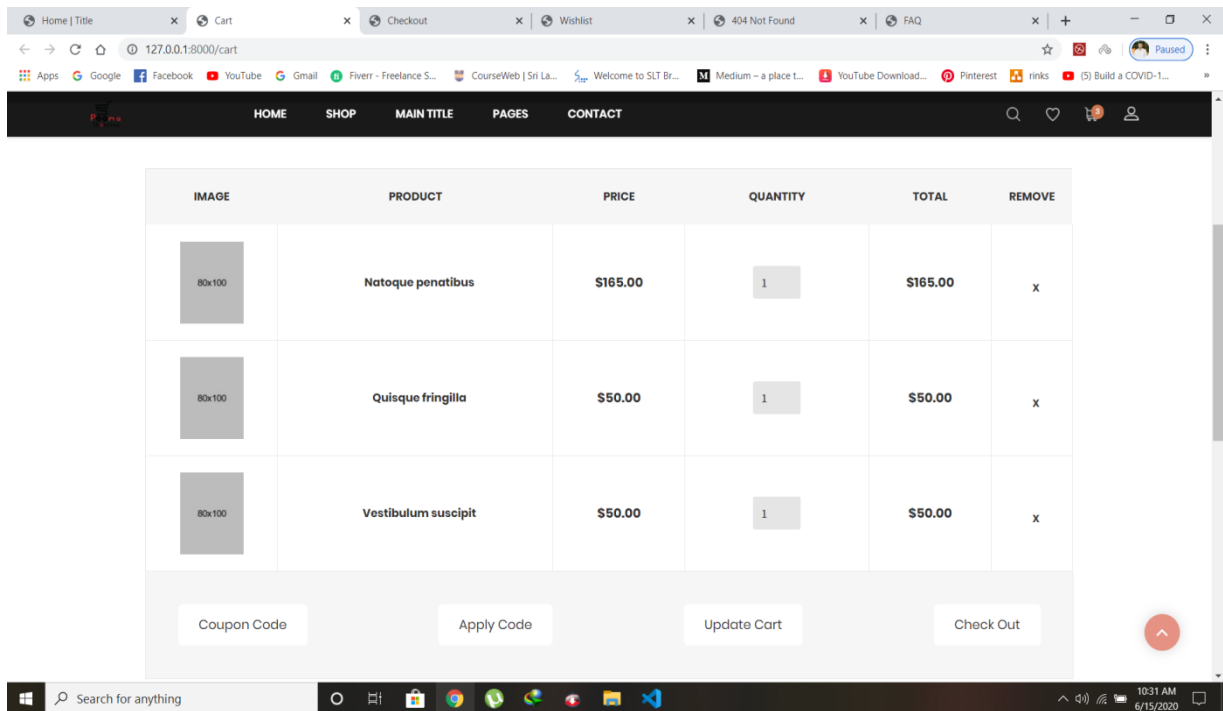


Figure 10.2: Cart 2

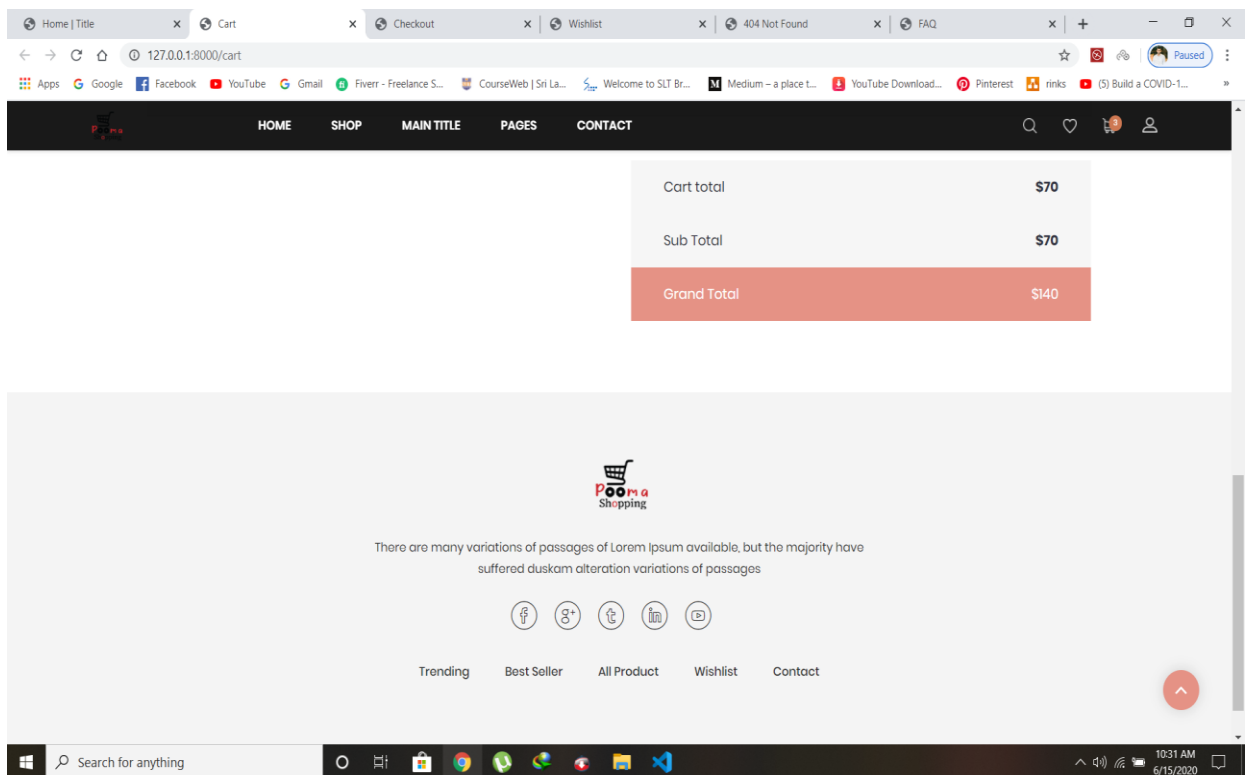


Figure 10.3: Cart 3

Above figures shows the cart interface. Their customer can view what are the products they added to the cart so that customer can update the cart also can view the total payment.

11.Checkout

Returning customer? [Click here to login](#)

Have a coupon? [Click here to enter your code](#)

Billing details

First name *

last name *

Company name *

Country *

Select a country...

Address *

Street address

Apartment, suite, unit etc. (optional)

YOUR ORDER

Product	Total
Buscipit at magna × 1	\$48.00
Buscipit at magna × 1	\$48.00
Buscipit at magna × 1	\$48.00
Buscipit at magna × 1	\$48.00
Cart Subtotal	\$48.00
Shipping	<input type="radio"/> Flat Rate: \$48.00 <input checked="" type="radio"/> Flat Rate: \$48.00

Figure 11.1: Checkout 1

Select a country...

Address *

Street address

Apartment, suite, unit etc. (optional)

District *

Select a country...

Postcode / ZIP *

Phone *

Email address *

☐ Create an account?

☐ Ship to a different address?

YOUR ORDER

Buscipit at magna × 1	\$48.00
Cart Subtotal	\$48.00
Shipping	<input type="radio"/> Flat Rate: \$48.00 <input checked="" type="radio"/> Flat Rate: \$48.00
ORDER TOTAL	\$223.00

Payment

Direct Bank Transfer

Make your payment directly into our bank account. Please use your Order ID as the payment reference. Your order won't be shipped until the funds have cleared in our account.

Cheque Payment

Cash on Delivery

PayPal, Visa, Mastercard, American Express

Figure 11.2: Checkout 2

Figure shows checkout interface. It displays the billing details and order product details. And also they show the payment option as the direct bank transfer, cash delivery or PayPal.

12.FAQ

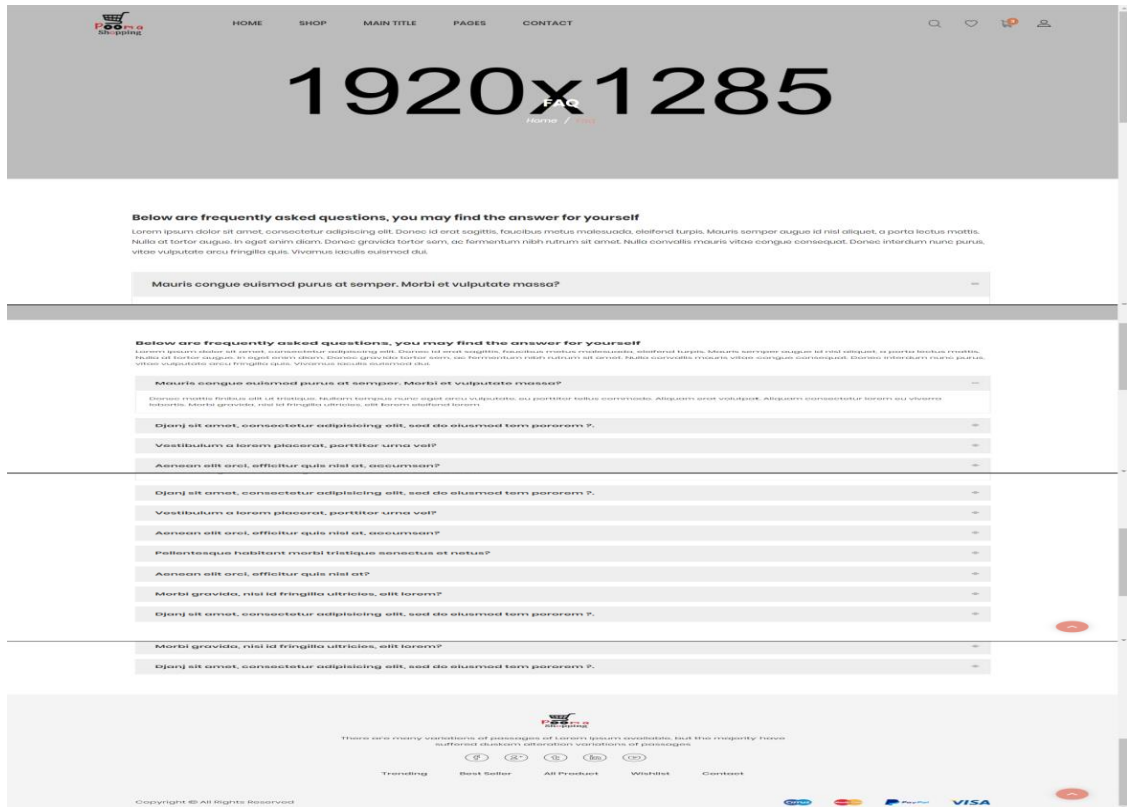


Figure 12: FAQ

According to figure 12, the system decides few questionnaires from user to get customer feedback.

13. Wish list

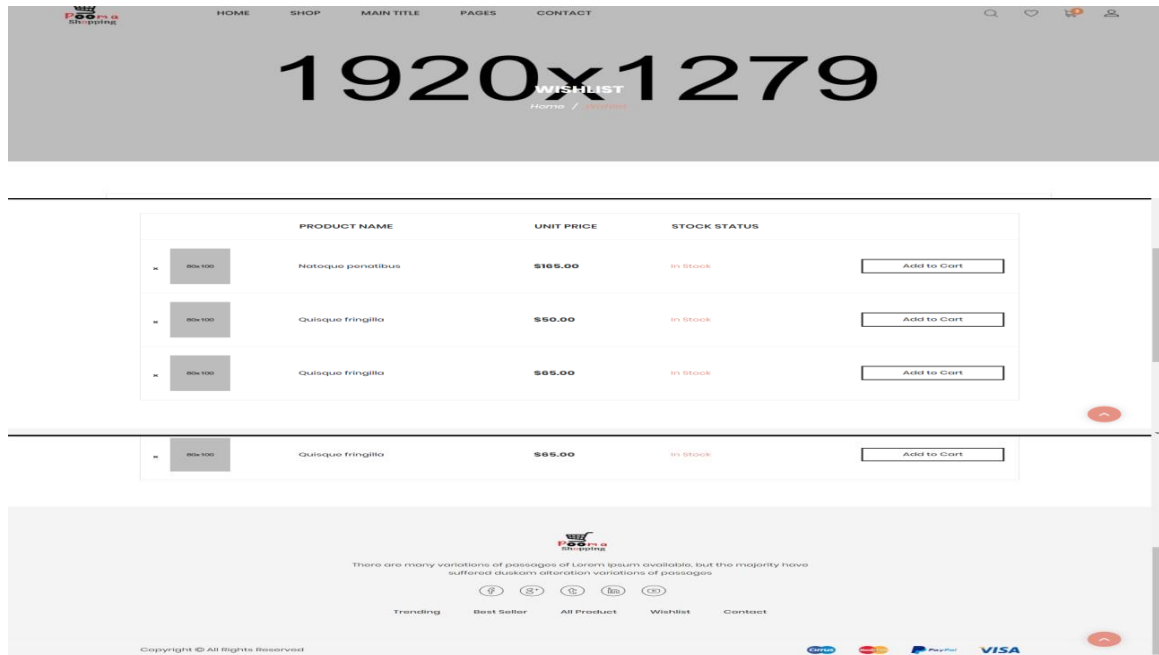


Figure 13: Wish List

According to figure, system gives an opportunity to the customer to select and add product to future purchasing. There are shows stock related to the product.

14.Shop Grid

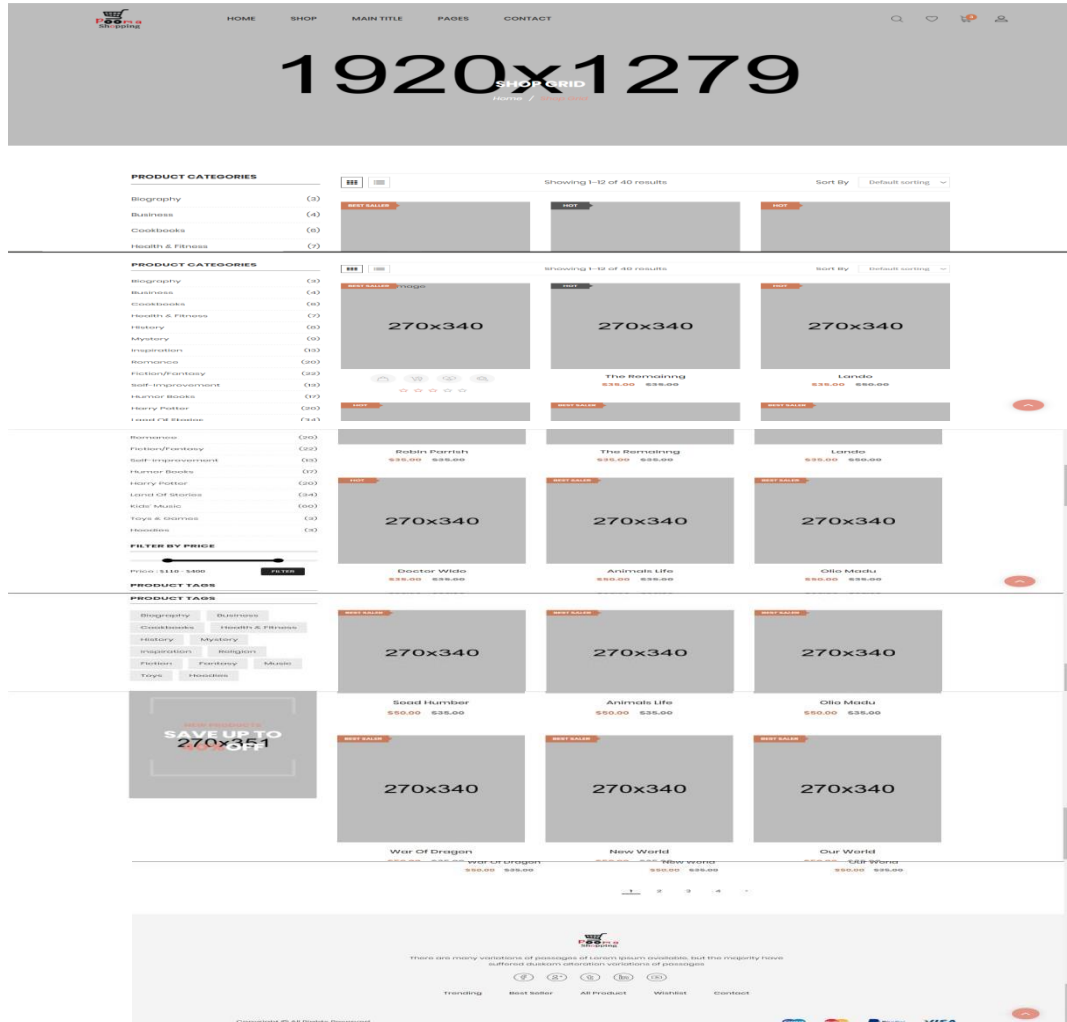


Figure 14: Shop grid

This figure shows the shops category. And also there display products, price changes, Product tags.

15. Single product

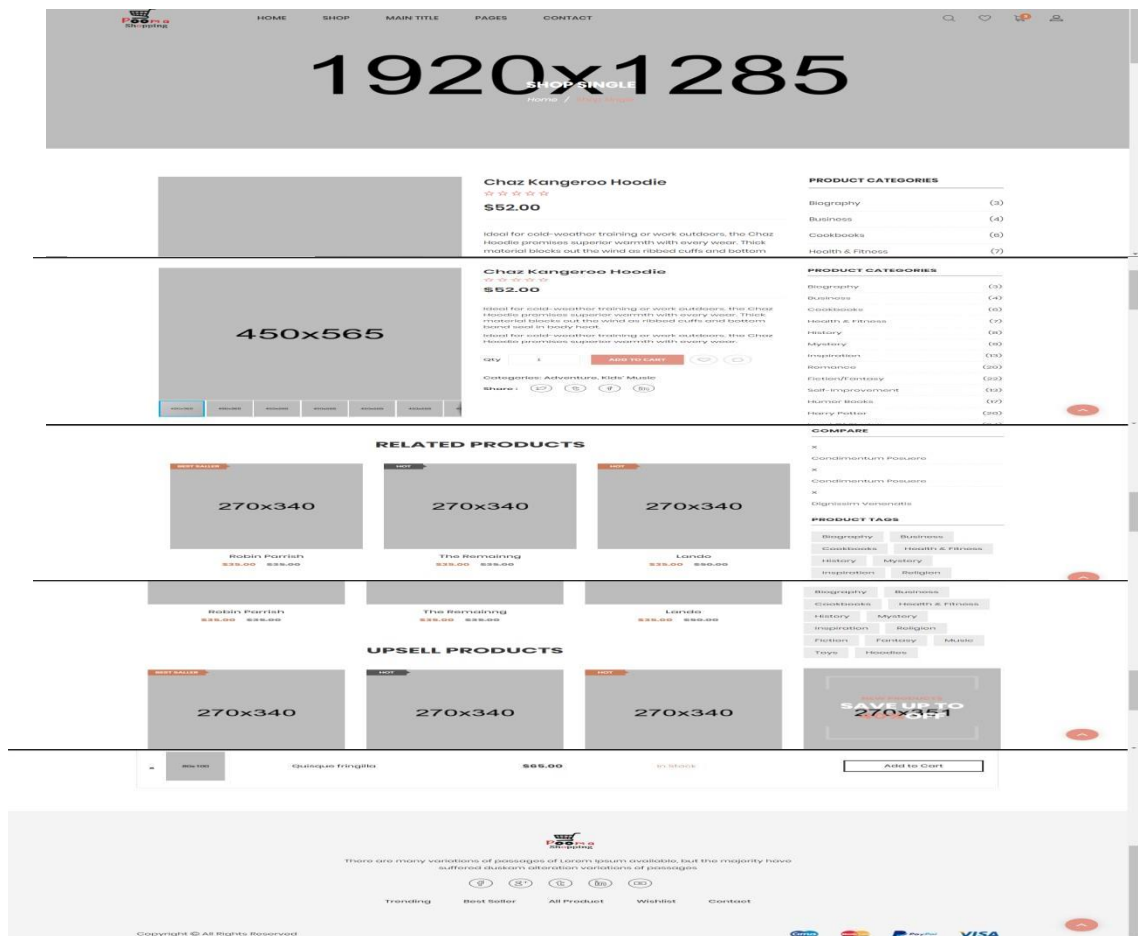


Figure 15: Single product

This UI is used for the display product details related of one product. Below of the page shows types of product, related product to search by user, And display the upsell products and products category.

16.ShopKeeper Account

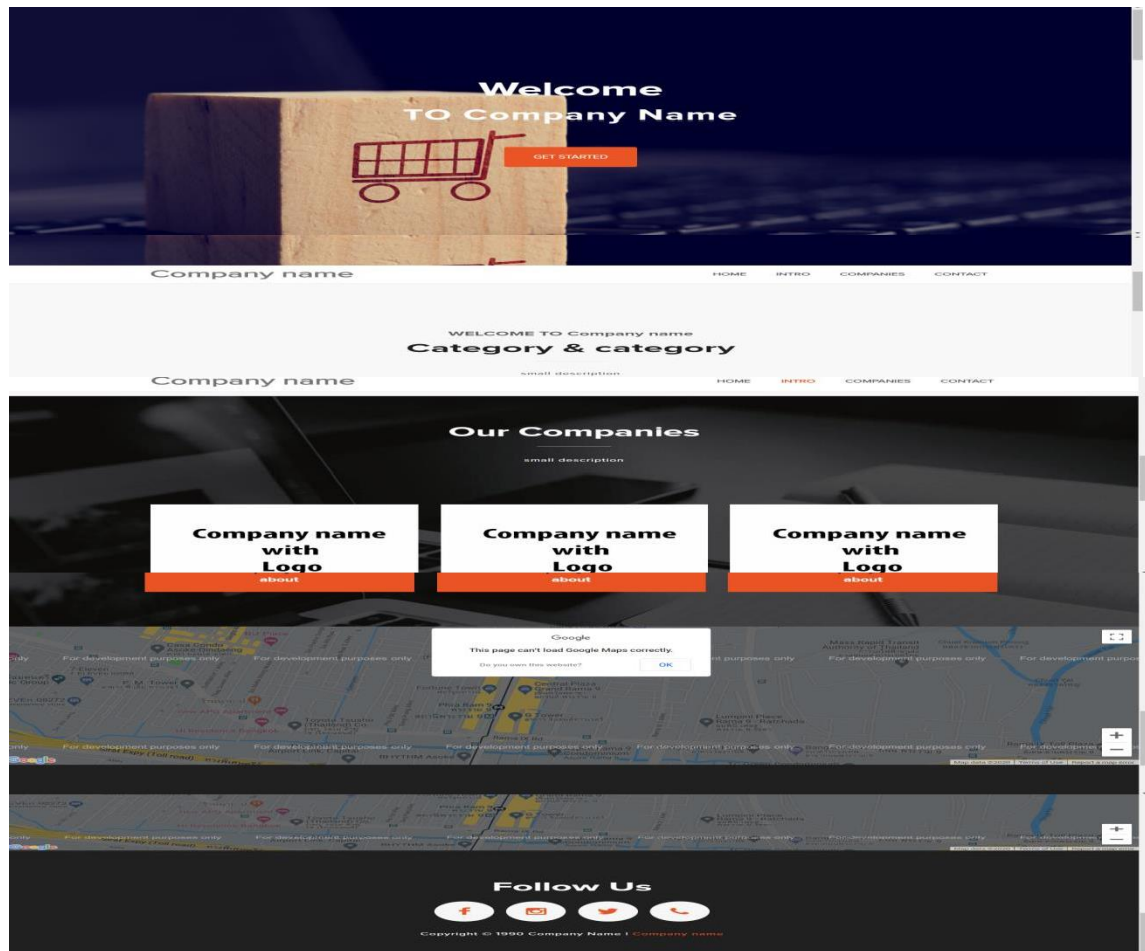


Figure16 : Shopkeeper Account

Figure shows the My Account UI. It display the details of shops details and locations.

17.Contact page

Shopping

HOME SHOP MAIN TITLE CONTACT

Q ♥ 🛒 👤

Contact Us

Name

Email

Message

SEND EMAIL

Figure 17: Contact page

According to this figure we can contact and get information by sending email also this can be used as a feedback. User should input name, email address and message.

18.Add Product

Search

John Snow

Manage Details

Delete Add New Details

<input type="checkbox"/>	NAME	EMAIL	ADDRESS	PHONE	ACTIONS
<input type="checkbox"/>	Thomas Hardy	thomashardy@mail.com	89 Chiaroscuro Rd, Portland, USA	(171) 555-2222	
<input type="checkbox"/>	Dominique Perrier	dominiqueperrier@mail.com	Obere Str. 57, Berlin, Germany	(313) 555-5735	
<input type="checkbox"/>	Maria Anders	mariaanders@mail.com	25, rue Lauriston, Paris, France	(503) 555-9931	
<input type="checkbox"/>	Fran Wilson	franwilson@mail.com	C/ Araquil, 67, Madrid, Spain	(204) 619-5731	
<input type="checkbox"/>	Martin Blank	martinblank@mail.com	Via Monte Bianco 34, Turin, Italy	(480) 631-2097	

Showing 5 out of 25 entries

Previous 1 2 3 4 5 Next

Figure 18: Add product

This figure shows add product interface. Using this shopkeeper can add, update and delete products.

19.Admin dashboard

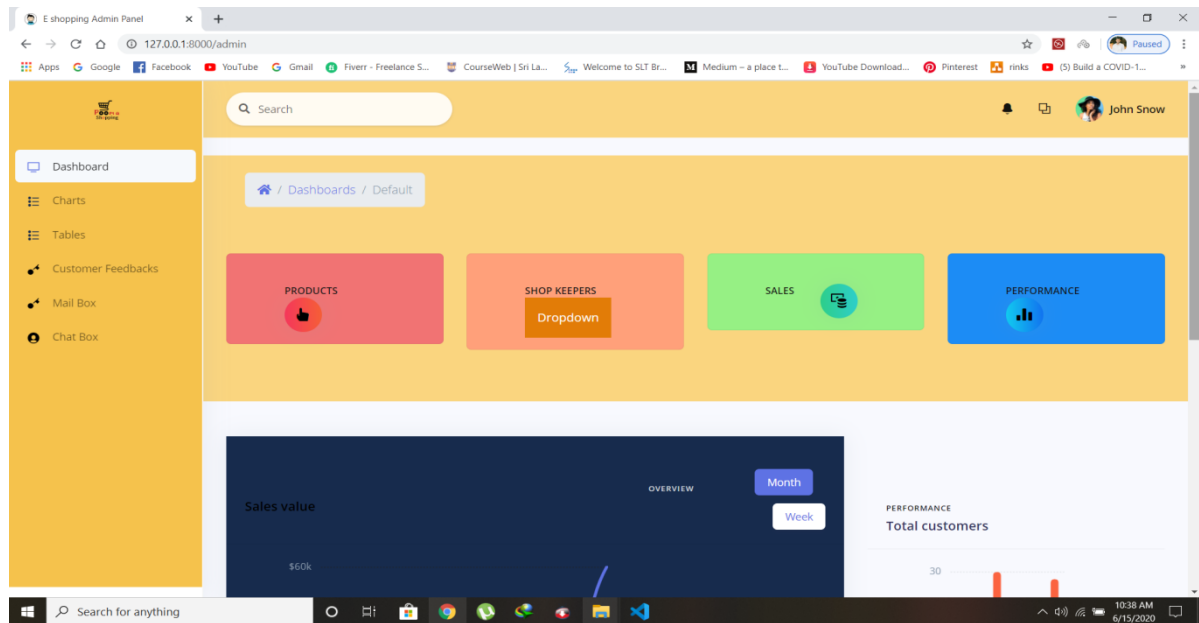


Figure 19.1: Admin dashboard

Figure 19.1 shows the admin dashboard main page. It shows the all details of products, shopkeepers, sales, performance and overview of total sales values. Also it consist of five pages which are redirect to charts, tables, customer feedback, chat box and mail box.

19.1 Notification

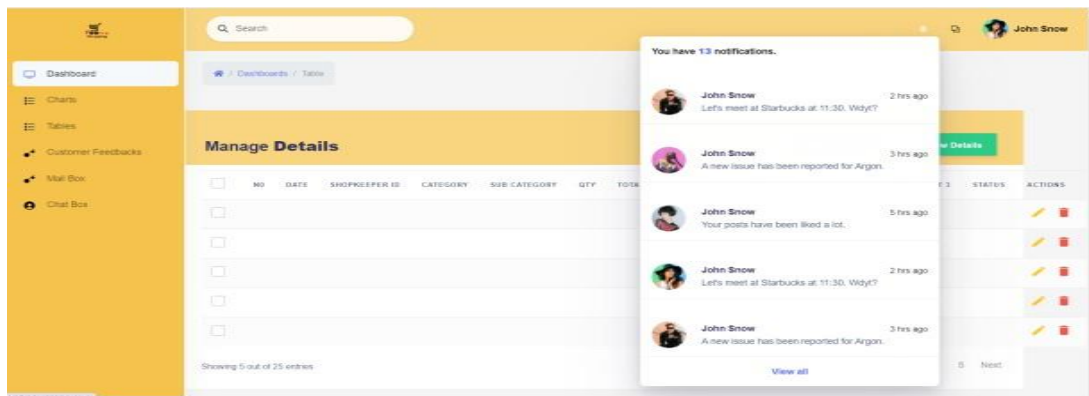


Figure 19.1: Notifications

According to this figure admin can see the notifications regards to friend request and other messages by users.

19.2 Charts

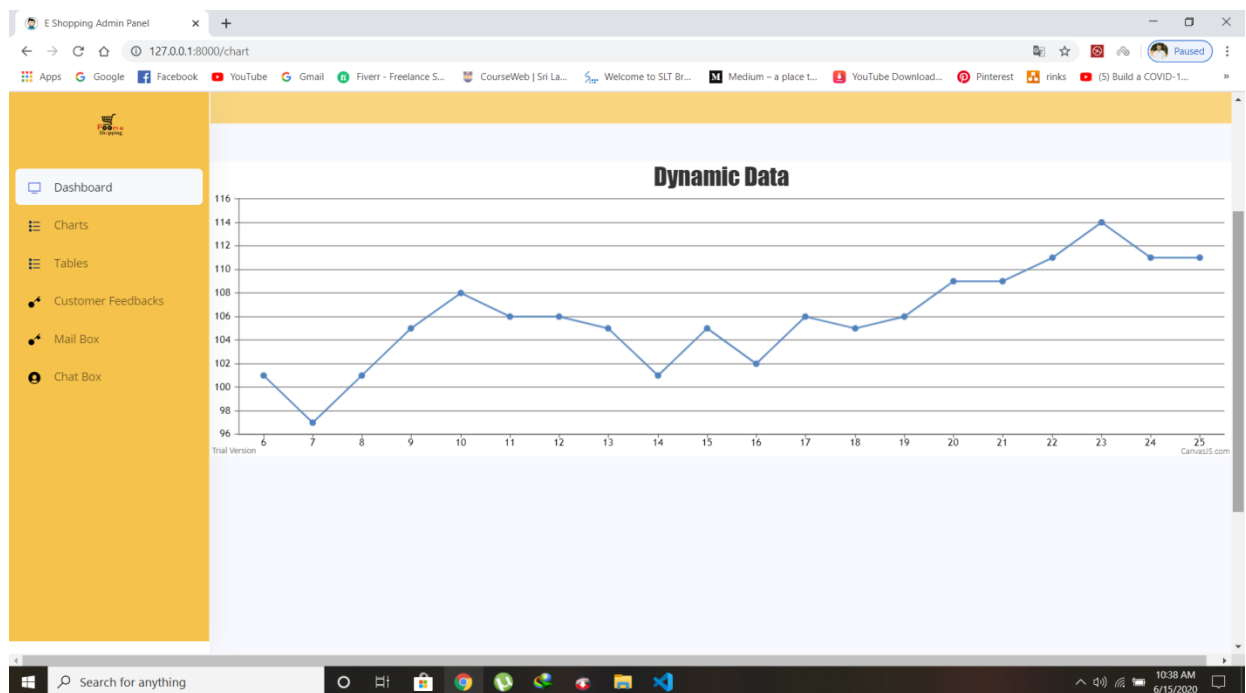


Figure 19.2: Charts

Above view shows a graph of user performance and sales increment.

19.3 Payment Table

The screenshot displays the 'E shopping Admin Panel' interface. On the left is a sidebar with navigation links: Dashboard, Charts, Tables, Customer Feedbacks, Mail Box, and Chat Box. The main content area is titled 'Manage Details' and features a table with the following columns: NO, DATE, SHOPKEEPER ID, CATEGORY, SUB CATEGORY, QTY, TOTAL AMOUNT, INSTALLMENT 1, INSTALLMENT 2, INSTALLMENT 3, STATUS, and ACTIONS. The table contains 5 visible rows, each with a checkbox in the 'NO' column and edit/delete icons in the 'ACTIONS' column. Above the table are buttons for 'Delete' and 'Add New Details'. Below the table, it indicates 'Showing 5 out of 25 entries' and includes pagination controls (Previous, 1, 2, 3, 4, 5, Next). The browser's address bar shows '127.0.0.1:8000/table'.

NO	DATE	SHOPKEEPER ID	CATEGORY	SUB CATEGORY	QTY	TOTAL AMOUNT	INSTALLMENT 1	INSTALLMENT 2	INSTALLMENT 3	STATUS	ACTIONS
<input type="checkbox"/>											
<input type="checkbox"/>											
<input type="checkbox"/>											
<input type="checkbox"/>											
<input type="checkbox"/>											

Figure 19.3: Payment

Using above view merchant can view rent payment details of shopkeepers registered under Pooma Shopping.

4. Design and Implementation

4.1 Flow chart

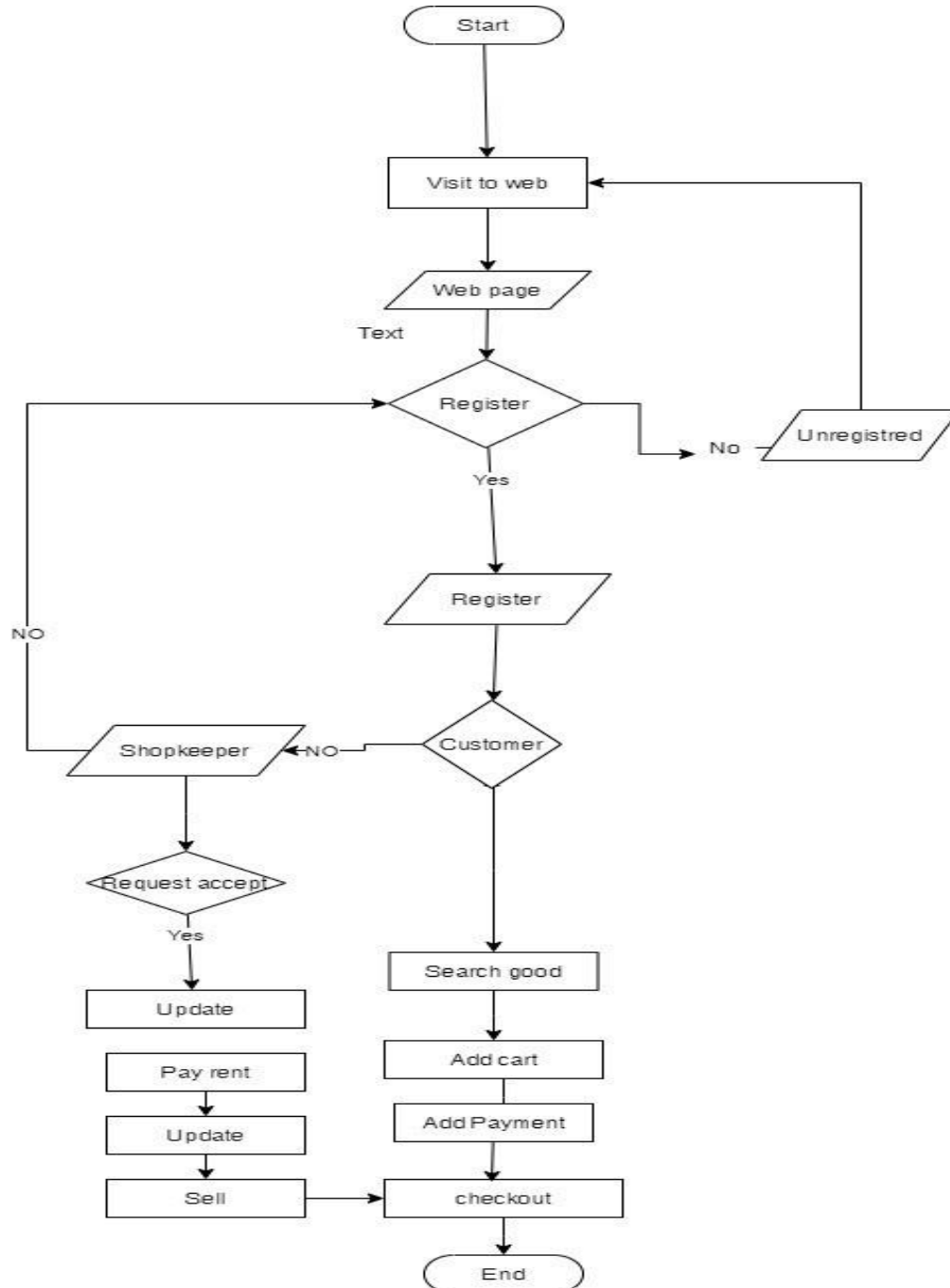


Figure 20:Flow chart diagram

Figure 20 is explained flow chart of the e-commerce website. There are explaining the whole processes of the user on the website. According to this flow chart, any visitor can visit the website. There is one admin. Other businesses and customers can create an account and login to the system as a registered user. There are limited number of business can be registered as shopkeepers and other visitors can register as customers. Customer can find goods from websites add to cart and add payments then the customer can checkout goods. A shopkeeper can request to admin for rent a shop. Then shopkeeper can manage stock, and then sell goods. That is the overall process of the E-commerce website.

4.2 Performance requirements

The e-commerce site based online, there are many functionalities has been involved in this web. The performance of the system should consider while doing the project. There it has a database in the cloud platform. The speed is high, but it can depend on the strength of internet connection. And also this website is secure, but its strength is depending on security requirements have been used by admin.

4.3 ER system

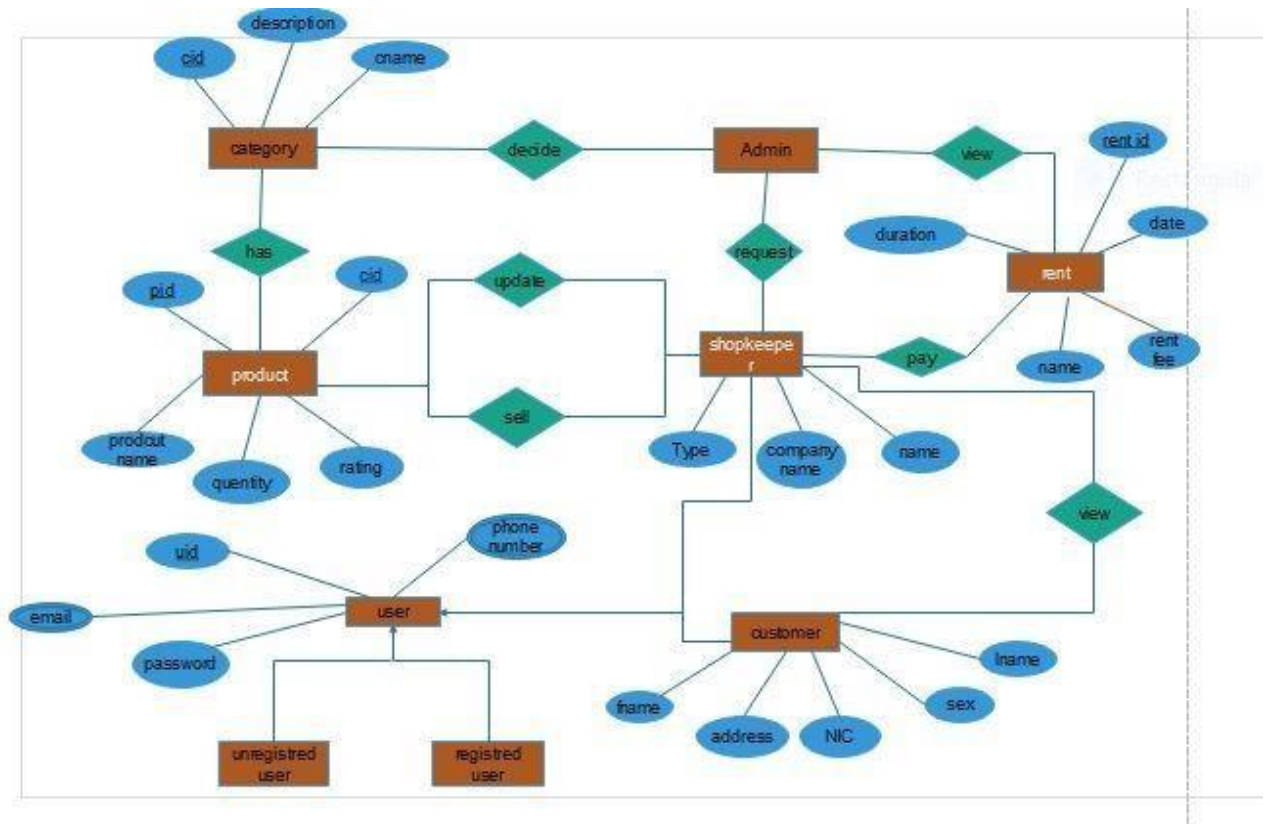


Figure 21: ER Diagram

According to figure 21, ER diagram in the E-commerce website has been developing with seven numbers of tables. Admin is the merchant/owner of the business. Admin can decide about the product category, view summaries of the website & appoint shopkeepers. Rent entity used to identify rent payment from each shopkeeper which has been got shop from admin for rent, there are four attributes, rent id, rent date, rent fee & the payment to shopkeeper. Users have two types, such as registered and unregistered user. The registered user should create an account. Then he/she can log in to the system through the account. Other users only can visit the website. The shopkeeper is one type of registered user, who has the id, email, password, phone number. The shopkeeper can request to admin, update and sell a products. Each product has a category with cid, name and description. And also the product table has attributes which are product name, quantity, rating, pid & cid. When considering the customer

Entity there are fname, address, NIC, sex, lname, when creating a login account, the system will get these customer's details.

4.4 Class diagram

Figure 22 is shown the class diagram of the website. It is explained all classes, their attributes and actions. It helps to get an idea about, how to run the overall website. Therefore this class diagram is more important to developers for coding to the website & measure the quality. According to this as firstly usually anyone can access to website easily, and then if they want, they will register as the user. User can register as two parties such as shopkeeper or customers. There are a limited number of shopkeepers can access and customers can be unlimited. Then shopkeeper gives access to the system for manages stock, view summaries, sell products to customers. Customer can order product and add to cart. Then they can pay and checkout relationship. One product can be purchase by many customers and one customer can purchase many products. There is the partial relationship between customers and products. The shopkeeper can sell different product and one product can be sell by many shopkeepers. There is a partial relationship between customer and shopkeeper. There is only one admin; he/she can decide many number of product category. One product category has many numbers of products. There is partial relationship between product and category. Each shopkeeper should pay rent for the admin. There is a competitive relationship between shopkeeper and rent entity, and also admin and rent have a composition relationship. There is a partial relationship between shopkeeper and Admin.

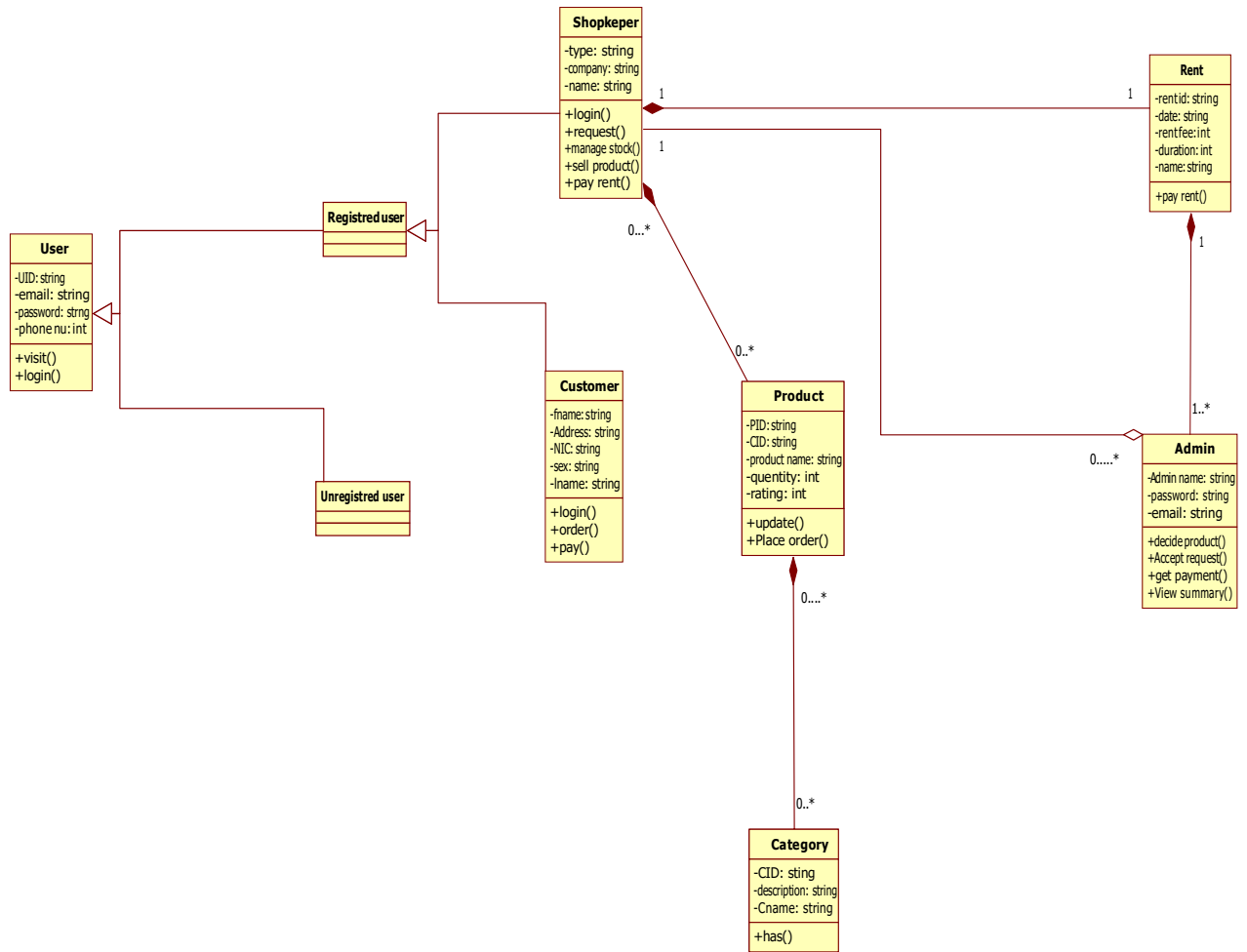


Figure 22: Class Diagram

4.5 Design Constraints

The main goal of this system is to design an e-commerce website to the Sri Lankan market. This system can be designed and developed using the following technologies.

Which will impose constraints on the design?

- Larval platform
- Github cloud platform

4.6 Hardware & software requirement

4.6.1 Hardware requirement

- Ram
- Processer
- Laptop
- Router

4.6.2 Software requirement

- Larval
- Php
- Xampp
- Composer
- My SQL

5.Other

5.1Functional & nonfunctional requirement

Table 2: Functional and non-functional requirements

Functional requirement	Non – Functional requirement
1. Developing an e-commerce website, this acts as the information between system & user.	1. Evaluate & identify the merchant and shopkeeper requirements.
2. Identify entities & their attributes, then develop ER diagram to identify the relationship between an entities.	2. Identify and decide goods & service by websites.
3. Create use case & identify what are user actions in the systems.	3. Interface design as user satisfaction by considering learnability, flexibility, robustness & related colours to e-commerce.
4. Develop the website interface with larval platform.	4. Give the shopkeeper to update stock vie summery both name.
5. Develop supporting operations such as programming functions, database, login account etc.	
6. Programming and store cloud platform	
7. Testing & redesigning websites.	
8. Completed & update website.	

5.2 Conclusion

In this report it describes the overall process of the project. First chapter was explained what are the problems in the Sri Lankan market. Then how to find a solution based on user requirements. The team refers to previous projects and researched international level. The second chapter explains how we collected data to project by literature and user requirements. The third chapter was explained system overview and features of the website. And also it described users and their action by use case & use case scenario. Not only that but also third chapter was shown user interfaces developed by the team. Fourth chapter was explained the whole process of website and by a flow chart, entity-relationship by ER diagram and technological background of the website. Fifth chapter was explained what are the functional requirement and nonfunctional requirements. Appendix 1 has explained the total budget for the overall system and appendix 2 is explained accepted time schedule for the system.

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Appendix

Table 3: Budget of the project

Description	\$	\$
Design	\$ 6,000	\$ 6,000
Setup/configuration	\$ 7,000	\$7,000
Training	\$500	\$500
Hosting(Monthly)	\$ 60*12	\$ 720
Total setup	\$6,500	\$6,500
Total cost		\$20,720

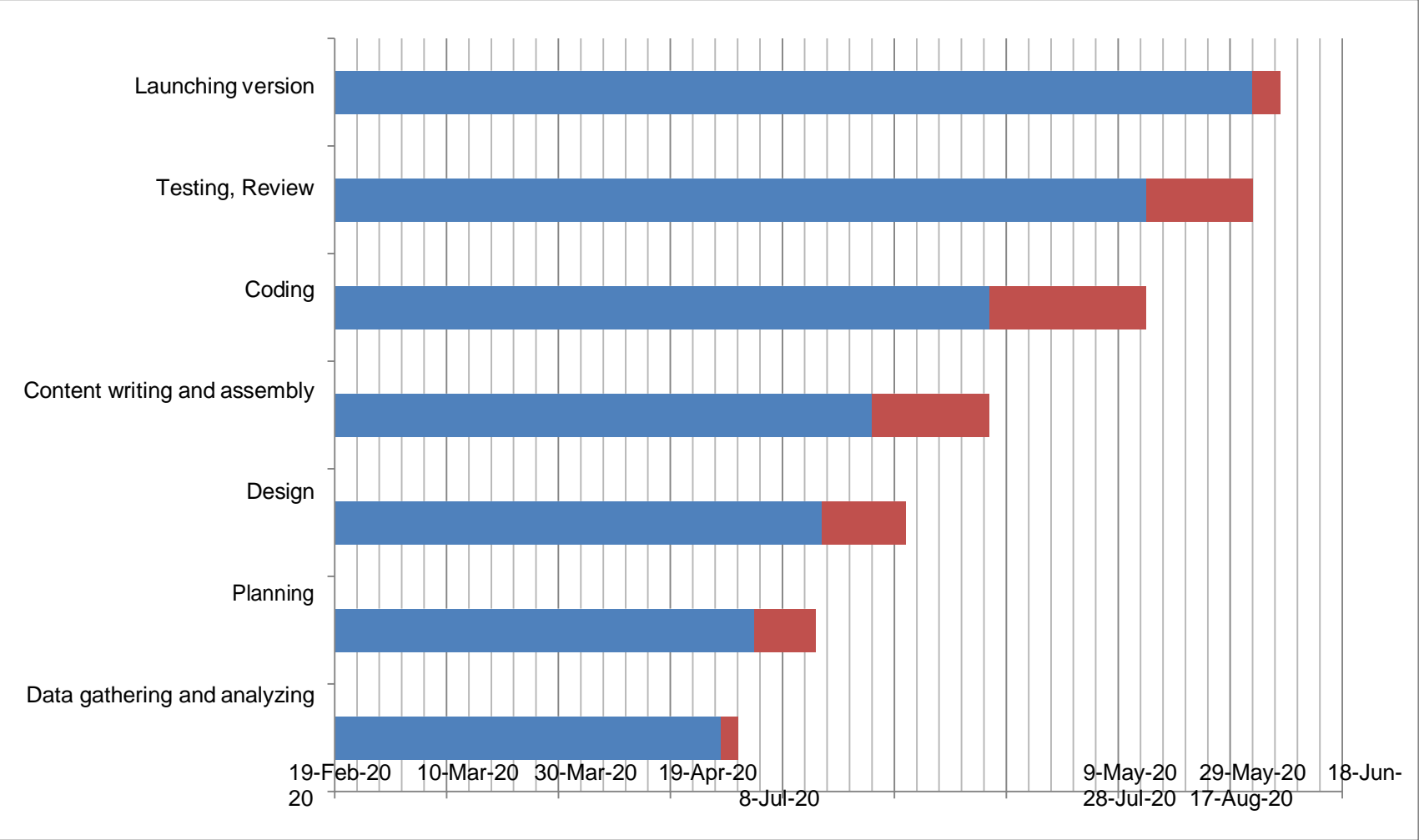


Figure 23: Time schedule