E_shopping Application

Requirements

System setup

1.1 Software Requirements

- Visual studio code
- MinGw
- Windows 10

1.2 Software Requirements

- Ram
- Processor
- Hard Drive

4W's and 1'H

Who:

- This application is used by most of the teenagers and middle agers.

What:

- The main aim of this project is on the online shopping application. Using this web-based shopping Application, one can shop from home, office, organization.

When:

- When you want to compare prices with different brands or websites and when you want to save your time on shopping.

Where:

- You can shop on particular websites or on online shopping Apps.

- For Example: Flipkart, Myntra, Amazon

How:

- Online shopping is a form of electronic commerce which allows consumers to directly buy goods or services from a seller over the internet using web browser.

SWOT Analysis

E-COMMERCE

	HELPFUL	HARMFUL
INTERNAL	**Strengths** S • Boundaryless • No need for resellers and intermediaries • Time-saving transactions • No time constraints • Flexible target market segmentation • Easy price/product comparison	**Weaknesses** W • Fraud and security • Long delivery timing (world) • Lack of personal services • Limited exposure (high-speed internet is still not available everywhere)
EXTERNAL	**Opportunities** O • Increasing number of users • High availability (24/7 customer services) • Programmatic ads • Market places	**Threats** T • Global competition • Changes in environment, law and regulations • Privacy concerns • Fraud

Detail requirements: - High Level Requirements:

ID	Description	Status
HR01	User should be able to view the cart items	IMPLEMENTED
HR02	Display of total cost of user purchased items	IMPLEMENTED
HR03	Game should end with accurate results	IMPLEMENTED

Low level Requirements:

ID	Description	Status
LR01	User is expected to enter their name	IMPLEMENTED
LR02	User is allowed to choose what type of item he need to Add/Purchase	IMPLEMENTED
LR03	Able to Delete the item	IMPLEMENTED
LR04	User is able to add the same item Twice	IMPLEMENTED