Bauhaus-Universität Weimar

**Software Engineering**
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## Product Proposal:

Development of E-Commerce Software for buying and selling used electronic gadgets.

## Introduction:

The proposal entails the development of a comprehensive platform designed to streamline the buying and selling processes of fairly used electronic gadgets. This initiative stems from the commitment to fulfilling Sustainable Development Goal 1, which aims to eradicate poverty in all its forms by 2030. Specifically, under Target 1.4 of SDG Goal 1, the platform aspires to ensure that all individuals, particularly those from marginalized backgrounds, have equal access to economic resources, essential services, and ownership rights over assets, including new technologies. By creating this platform, we seek to provide opportunities for individuals to acquire and dispose of their electronic devices at more affordable prices compared to purchasing brand-new items.

Furthermore, our project aligns with SDG Goal 7, particularly Target 7.b, which focuses on enhancing infrastructure and technology by providing modern and sustainable energy services. Pre-owned gadgets are usually available at lower prices, making them accessible to a wider audience. Through our proposed platform, we aim to contribute to Goal 7 by promoting access to affordable, reliable, and modern energy services, thereby supporting sustainable development initiatives.

Our *primary objective* is to develop a user-centric platform that caters to the needs of both buyers and sellers of used electronic gadgets.

## Key Features:

The key features of this software would include:

- User friendly interface.
- Simplified registration process for new users, ensuring the security of personal data.
- Detailed product descriptions accompanied by images to aid users in making informed purchasing decisions.
- Customers feedback on purchase of product.

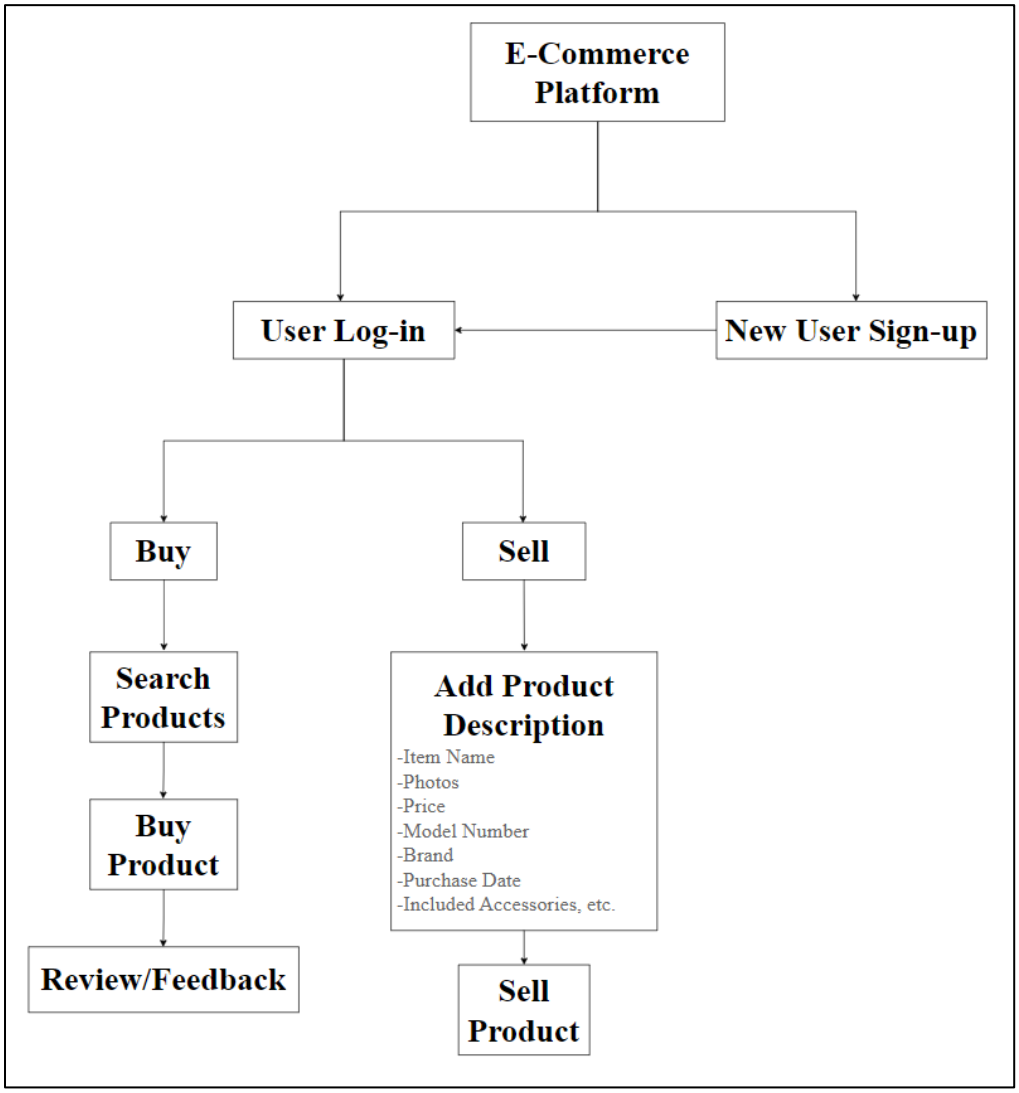
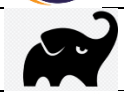



*Figure 1: User Interaction Flowchart for E-Commerce Platform*

## Technology Stack:

Here's an overview of the technologies and tools we'll use:

| | | |
|---|---|---|
| Programming Language | Java |  |
| Integrated Development Environment (IDE) | Eclipse |  |
| Build Tool | Gradle |  |
| Version Control | Git |  |

## Quality Assurance:

To maintain the reliability and functionality of our e-commerce platform,

- Code Reviews: Simple reviews within the team to ensure adherence to basic coding standards.
- Continuous Integration: Using Gradle, we automate compilation and testing, which helps catch issues early and improve code quality over time.

These streamlined testing approaches ensure our platform is robust, user-friendly, and secure, aligning with our learning objectives and project requirements.

## Conclusion:

In conclusion, the proposed e-commerce platform holds significant promise in meeting the growing demand for easy trading of fairly used gadgets while also contributing to the attainment of sustainable development goals. By prioritizing security, transparency, and user convenience, the platform aims to build trust and confidence among its users, thereby fostering a thriving marketplace for pre-owned electronic gadgets.