Compare gar between mvc and other kk k

Architecture, waterfall

Project Proposal on

K-Merchandise Nepal

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Contents

[Introduction: 4](#_Toc5649106)

[Introduction: 4](#_Toc5649107)

[Background of the project: 4](#_Toc5649108)

[Problem Statement: 4](#_Toc5649109)

[Description of the project: 5](#_Toc5649110)

[Features of the project: 5](#_Toc5649111)

[Overview of the project 5](#_Toc5649112)

[Scope of the project: 6](#_Toc5649113)

[Scope: 6](#_Toc5649114)

[**Limitations:** 6](#_Toc5649115)

[**Aim:** 6](#_Toc5649116)

[**Objectives:** 6](#_Toc5649117)

[**Overview of the scope:** 6](#_Toc5649118)

[**Development methodology** 6](#_Toc5649119)

[**Description of the methodology chosen:** 7](#_Toc5649120)

[**Design pattern:** 8](#_Toc5649121)

[**Architecture:** 8](#_Toc5649122)

[**Project planning:** 9](#_Toc5649123)

[**Work Breakdown Structure (WBS)** 10](#_Toc5649124)

[**Milestones** 10](#_Toc5649125)

[**Gantt Chart** 11](#_Toc5649126)

[**Risk Management** 11](#_Toc5649127)

[Configuration Management 12](#_Toc5649128)

[Conclusion: 13](#_Toc5649129)

[References 13](#_Toc5649130)

# Introduction:

## Introduction:

K-Merchandise Nepal is an online website based on Korean merchandise and blogging which consist of news and reports along with online shopping facilities for its users. This website will act a source of information for the focused users that wants to shop and learn more about Korean music and products. Viewers will be able to get the latest Korean music news on celebrities, fashion, bands and much more focusing fans inside Nepal. User’s will be able to make purchase while listening to music while using the website

## Background of the project:

It will be the first Korean Merchandise website of Nepal which will provide the users with quality news and merchandise inside the country. This website will be focused to provide users with information along with online shopping benefits. There is no any Nepali official website up to date that focuses on bringing such products to Nepal. So, this project aims to be the first and only website that will come up with such objectives.

## Problem Statement:

With the arising popularity of Korean music and movies in Nepal the number of people wanting to buy their products has increased a lot. But there is no platform which is specially designed for this sector. So, people are finding it hard to find trust worthy sellers of products to make purchase. This website will provide as a base for the buyers to get more involved with Korean products and music.

## Description of the project:

Korean Merchandise website will be designed using HTML, CSS, PHP and javascript as its programming language. For its database I have used MySQL as it fulfils the requirement of the project and is easy to maintain. I have used Xamp to run the web server. Using these resources will help me create this project.

## Features of the project:

The features of the project are as follows:

* List of different categories of items based on the gender, accessories, devices will be provided.
* Allow users to comment their opinions via comment box.
* Fast and regular delivery system service.
* Products can be viewed based on their price, popularity or rate.
* Provide users with facility of listening to music while shopping.
* Allow users to get description of each item.
* Allows users to rate the product
* Allows users to rate the delivery facility.
* Allows the admin to remove hatred or harmful comments.
* Allows the users to report comments.

## Overview of the project

In conclusion K-Merchandise Nepal is a website that will provide its users with online shopping facilities along with blogs, music, news and other various media. It will provide users with delivery service and will allow the users to register, login, comment, report or delete the account.

# Scope of the project:

## Scope:

Since this will be the first kind of website which will be built towards Korean products from Nepal it will attract a greater number of users. It will be used an example for future references. People will buy products from the website instead of going to different shops searching for the Korean products of their choice. This will help to save their time by deducting the amount of time for research and purchasing the good. This will create a new development competition between other locally based shops.

## **Limitations:**

* Users will be able to view website only when they are online.
* Lack of trust from customers.
* Users will not be able to negotiate price or try the clothes before making the purchase.
* Since there is use of huge number of pictures, the website might be slow.
* Many users trying to access the website during the same time can cause the server to go crash.

## **Aim:**

* To build a web-based application to show different Korean Merchandise easily with delivery facility.
* To design an application which is cost effective, user friendly and informative.
* To build a dynamic website for recording user’s information and their purchase.

## **Objectives:**

The objectives of this project are:

* To finish the website on time and within the budget.
* Website that can be used by everyone and is user friendly.
* To add more products for upcoming years.
* To provide the users with best visual experience.
* To get a greater number of buyers by the end of the year.
* To gain confidence of the customers.
* To make process of searching and finding products easier and convenient for the customer.
* Allow users to interact with each other.
* To provide job opportunity for many delivery employees.
* To send products outside Kathmandu valley and to other rural area.

## **Overview of the scope:**

The resources and budget re

# **Development methodology**

The software development methodology is a framework that is used to plan and control the process of developing an information system. (portal, 2019) There are different types of methodology. Some of them are follows:

* Waterfall Methodology
* Dynamic System Methodology
* Scrum Methodology
* Join Application Development Methodology
* Agile Software Development Methodology

## **Description of the methodology chosen:**

The methodology I have decided to use for K-Merchandise is Waterfall Methodology for the system development.

In waterfall methodology each phase must be completed before the next phase can begin and there is no overlapping in the phases. (Sharma, 2016).

The whole process of developing software is divided into different phases. The phases are given below:

A screenshot of a cell phone

Description automatically generated

Advantages of using waterfall methodology:

* It is easy to use and understand since it follows
* Since the project is small it is better to use waterfall methodology.
* It allows early design changes
* It is more suited for milestone focused development. (Powell-Morse, 2016)

So, for this project I have decided to use waterfall method as it is straightforward and logical approach to product development. It is easier to plan resources in waterfall than in other models like agile or dynamic model.

## **Design pattern:**

A design pattern systematically names, motivates, and explains a general design that addresses a recurring design problem in object-oriented systems. It is a description or template that describes the problem, the solution, when to apply the solution, and its consequences in different situations.

For this project I have decided to use MVC architecture.

MVC stands for Model, View and Controller. It is an architectural pattern that relates to the UI/Interaction layer of an application. It consists of a data model, presentation information, and control information.

## **Architecture:**

Architecture can be defined as a framework that provides guidance to help make use of resources on an organization wide or company wide basis. It provides organization with decision making guidance regarding application development life cycle. (Mochal, 2003)

There are various types of architecture. Some of them are as follows:

* Client-Server
* Component based.
* Data-centric
* Blackboard
* Peer-to-Peer

I have chosen Client-Server architecture to development this system.

Client-Server architecture is a computer network which allows many clients to communicate from a centralized server. The server hosts, distributes and controls major resources and services used by clients. Such structural designs are made up of one or more client systems connected to the main servers through a network.

Client-server architecture features:

* Since every computer shares centralized server there is no need of configuring resource on each individual computer on the network.
* New resources can be added to the network without any interruptions to the network.

Since it is more reliable and provides more security features, I choose Client-Server architecture.

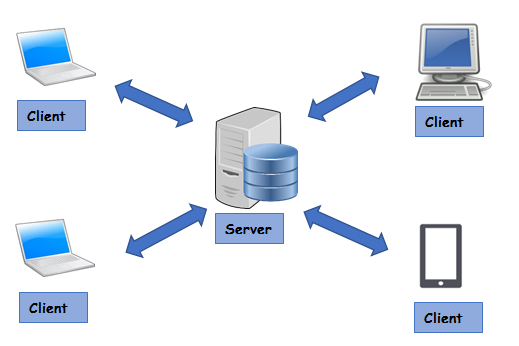


Figure Client-Server Architecture

# **Project planning:**

The project is planned to be finished within

## **Work Breakdown Structure (WBS)**

## **Milestones**

Milestone can be defined as the reference point for events or decisions that are going to be take place within a project. It has fixed starting and end date which is used to measure and observe the progress of the project toward its goal.

The importance of milestones is provided below:

* It marks critical decision points
* It is an indicators of project progress
* It can be used as means of communication between stakeholders

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| S.No | Project task | Starting Date | Ending date | Number of days |
| 1 | Proposal   * Risk analysis * Configuration management | 8  8 | 23  16 | 12 days  8  7 |
| 2 | Analysis   * Requirement * Feasibility study * Use Case * Brain storming * Architecture |  |  |  |
| 3 | Design   * Structural Model * Database Design * Behavioural Model |  |  |  |
| 4 | Implementation   * Coding * System implementation |  |  |  |
| 5 | Testing   * Integration Testing * Unit Testing |  |  |  |
| 6 | Other Project Issues   * Installation * Maintenance |  |  |  |

## **Gantt Chart**

Gantt chart is a visual representation of the project plan based on the time.

# **Risk Management**

Risk management can be defined as the process of forecasting threats and evaluating and controlling them to minimize their impact. (Rouse, 2016) Every risk has its own impact on different users. Some have greater impact and likelihood, the risks with huge impact and likelihood should be given the priority.

The risks along with its impact and like hood are given value to identify their priority. The risk with the highest value is considered threatful and should be solved right away.in this way the risk is classified, and their solution measures are discussed.

The impact of risk is calculated by multiplying the likelihood of the risk with its consequences.

*Impact = Likelihood \* Consequences*

|  |  |
| --- | --- |
| **Likelihood** | **Value** |
| Low | 1 |
| Medium | 2 |
| High | 3 |

Fig: Risk likelihood and its value

|  |  |
| --- | --- |
| Consequence | Value |
| Very Low | 1 |
| Low | 2 |
| Medium | 3 |
| High | 4 |
| Very High | 5 |

Fig: Risk consequence and its value

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| S.No | Risk | Likelihood | Consequence | Impact | Actions to be taken |
| 1 | Unauthorized access | 3 | 4 | 12 | Use of strong password. |
| 2 | Hard disk failure | 2 | 4 | 8 | Backup data. |
| 3 | Natural Disasters | 1 | 4 | 4 | Backup data.  Safe placement of hardware and software |
| 4 | Software and hardware failure | 2 | 3 | 6 | Regular update of the software.  Use of new technologies. |
| 5 | Lack of communication | 3 | 2 | 6 | Good communication between co- workers. |
| 6 | Schedule risk | 2 | 1 | 2 | Estimating the right time and stick to the schedule. |
| 7 | Employee risk | 2 | 4 | 8 | Training to the staffs.  Keep track of employee’s activities |
| 8 | Sudden growth of requirements | 2 | 2 | 4 | Making space for modification |

# Configuration Management

Configuration management system is a process of creating and maintaining uniformity of a product’s physical and logical assets in an operational environment. Administrators, technicians and software developers can use configuration management tools to verify the effect a change to one configuration item has on other systems. (Rouse, 2016)

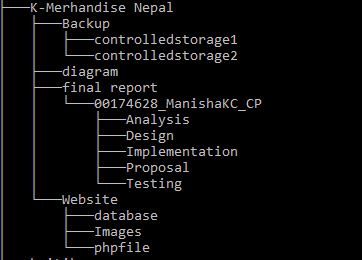


Figure Tree Structure of folder.

# Conclusion:

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