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# Software Requirements Specification

for

## Shopping Mall Management System

Version 1.0

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# Revision History

'•/ame	Date	Rensnn For Changes	Version

# 1. Introduction

## 1.1 Purpose

Purpose of making this system is to provide more facilities manager, sales clerk and customers to get efficient business. Call management is a well formulated concept in developed countries which are more matured markets.

Overall management largely encompasses several activities that go into the maintenance of the mall. This covers facilities management, operations, administration, accounts management and customer service. It is basically a combination of services that factor in people, place, processes and technology in a particular building. Professional mall management results in the best possible utilisation of resources available.

## 1.2 Product Scope

The scope defines three roles of users of the project, the manager, sales clerk at the mall and the customers. The administrator is the manager of the mall. The Mail Management System aims at assisting the manager and sales clerk at performing managerial tasks, and carry out ongoing transactions.

## 1.3 References

The application has been developed after thorough discussion with the project manager and teaching assistants.

The following sites and books were referred while making the application:

[www.w3schools.com](http://www.w3schools.com)

- [www.google.com](http://www.google.com)

## 2. Overall Description

### 2.1 Product Functions

*The Product focuses on mainly three classes of people:*

- *Call Owners/Admin:*
  - (a) Login to Application.*
  - (b) Approve/Reject shop setup request.*
  - (c) Send Notifications to shop owners.*
  - (d) maintain Guestbook*
  - (e) Query for Inventory details for various Items at the mall.*
  - (f) Update price for an item.*
- *Shop Owners:*
  - (a) Login to Application.*
  - (b) Add/Remove items.*
  - (c) Open/Close shop.*
- *Customers:*
  - (a) Details about the list of shops.*
  - (b) Details about list of products available.*
  - (c) Add/Remove items from shopping cart.*
  - (d) Check total amount payable.*
  - (e) Comments/Feedback for shopping experience.*

### 2.2 Operating Environment

*This application is web based and will be used on any System with Internet connection but here we are using API's to work and fetch/store our information.*

### 2.3 Design and Implementation Constraints

*The software must run on the Web browser with good internet (speed). The app must connect with the centralized database using internet.*

### 2.4 Assumptions and Dependencies

*Following are the assumptions made while developing its product.*

- *The shop owner or manager will agree to share their items' specifications, availability and other details with the system.*
- *Shop owners are expected to regularly check/update for the correctness of the database.*

### 3. External Interface Requirements

#### 3.1 User Interfaces

*Home Screen.*

- » *Mall admin menu.*
- *Stop owner menu.*
- *Customer menu.*

*lvlall admin options:*

- *Login*
- *Mnnaps Shop creation mquesi.*  
*he nge Gueeibook.*
- *Oiwry lot Inventory dat8ils of any item.*
- *Send notifications.*

*Shap owner options.'*

- *Login.*
- *Setup Shap.*
- *&scontinue stoop.*
- *Ad@rsrnove hems.*
- *Send notification la admin.*

*customer options*

- *Login.*
- *Check order details.*
- *Add/view guestbook.*
- *@'O\¥'S6 if6/7IS*
- *Add to cart.,*
- *Cencs/ order berora shipping.*
- *Payment.*

#### 3.2 Hardware Interfaces

- *Al /eesf 1 GB of storage on rñe server s/dé.*
- *Internet connection on bo/h c/ienr and server side.*

#### 3.3 Software Interfaces

- *Any operating Syatem for >ve6 browser interface.*
- *JAVA DB sewer database.*

#### 3.4 Communications laterfaces

*for communication the applioaâon needs an inlernel browser or android app//cafioo with wor8iog internet connection.*

• So a'aze fie\$vimzttnt\$ href ofion/or Shopping Mall 3fonogcotrnj .lysre j

## 4. System Features

### 4.1 Functional Requirements

The application should maintain a record for the following details:

- Items' Details:

*After search/ click on an **tem** the applicatlon dJspfnys Jollowng information:*

- (a) Name.*
- (b) Specifications.*
- (c) Quantity.*
- (d) Price.*
- (d) Shop number,*

- Shop owners' Details:

*to be accessible for All ownerladmin.*

- (a) Owner's Name.*
- (b) Shop Number.*
- (c) Contact details.*
- Idl **1eose period.***

- Sales Sta'tstics:

*The application shoud support printin g the sates statistics or every item, the shopping mall deals with for any particular day or any partiCljlf OF peflod. The sales statistics should indicate the quantity of on ttem sold, the prfcr reatlzed, and the profit.*

### 4.2 Bockup Functionality:

*The application should maintain a backup of the dotnbnsr to prevent losses due to server or internal errors.*

## 5. Nonfunctional Requirements

### 5.1 Performance Requirements

Some performance requirements identified are as follows.'

- The database should be able to accommodate items efficiently according to their size.
- The software shall support use of multiple users at a time.
- The login action should not take more than 25 seconds.
- It should have at least 2 Mbps Internet connection.
- The application should be able to store 24x7

### 5.2 Software Quality Attributes:

The application has been made user friendly with Graphical Interface.

The software quality attributes are assumed as under.'

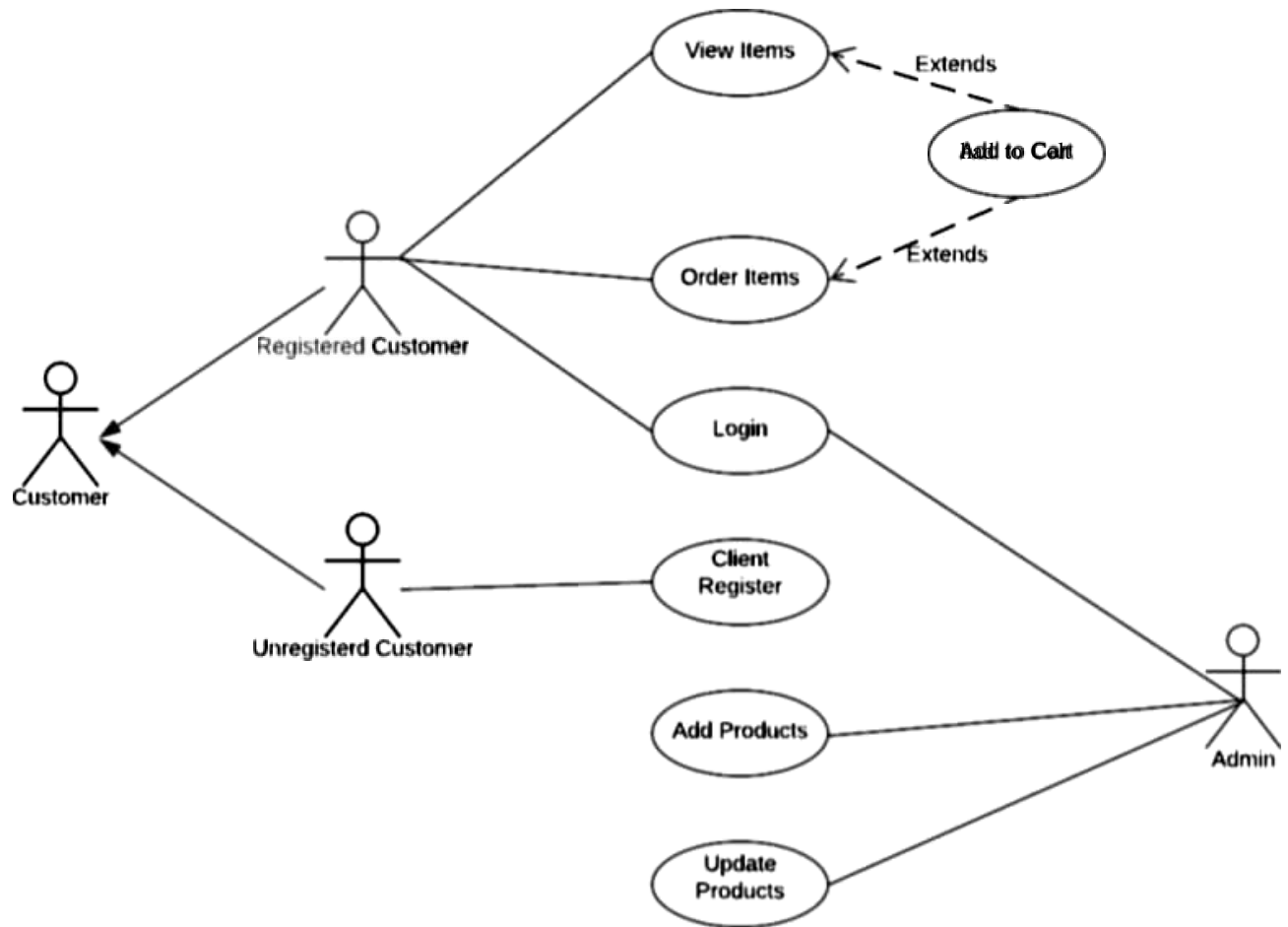
- Accurate and fully updated.
- Fast.
- Platform Independent.
- Maintainability

## 6. Other Requirements:

- **Internet Browser** is recommended for the **best experience** of the application.

# Appendix B: Analysis Models

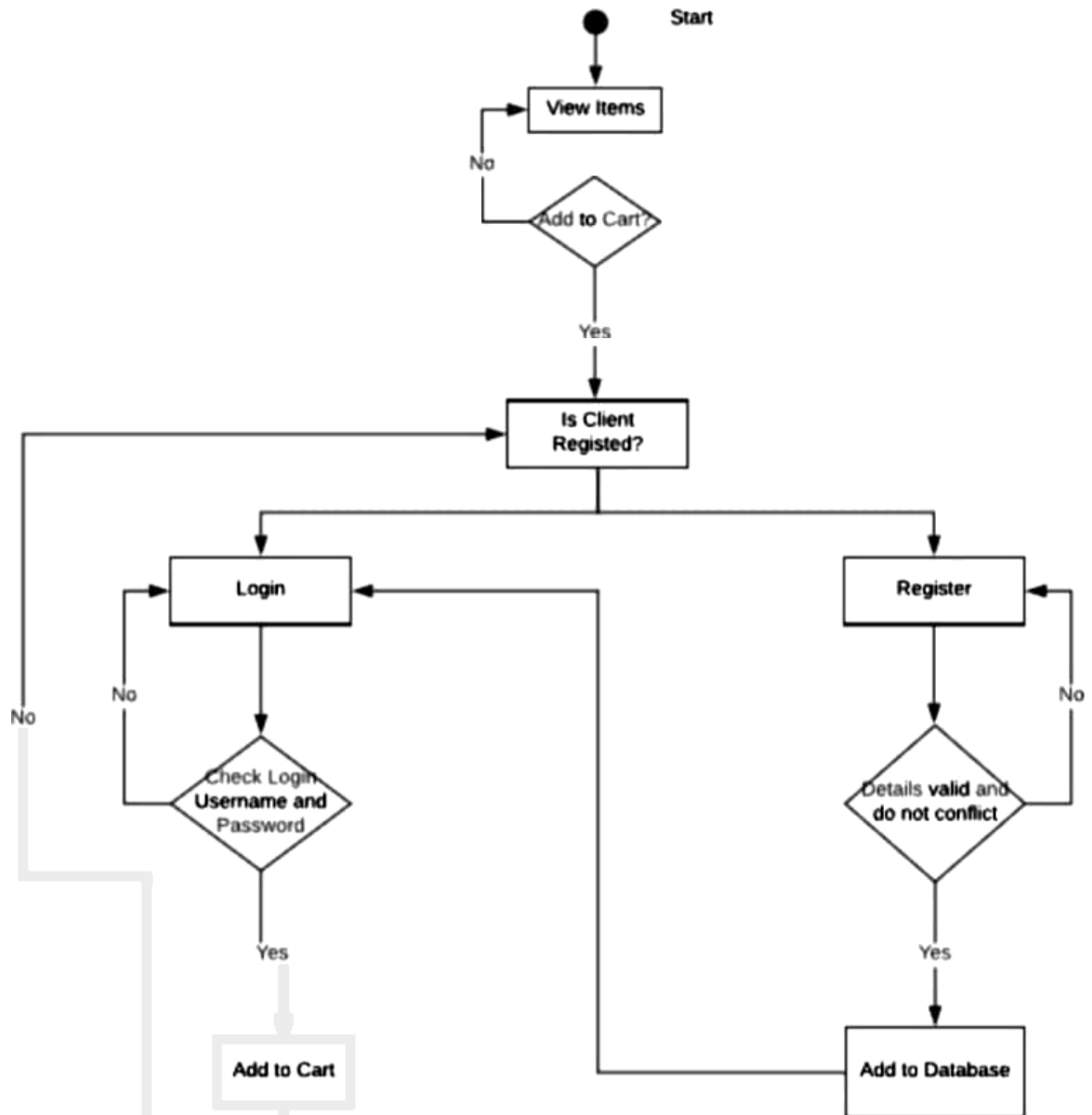
## B1: Use Case Diagram

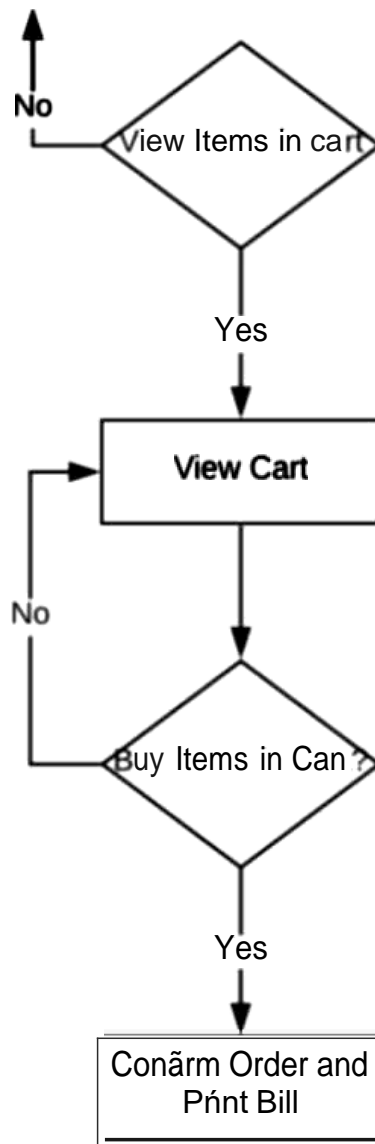




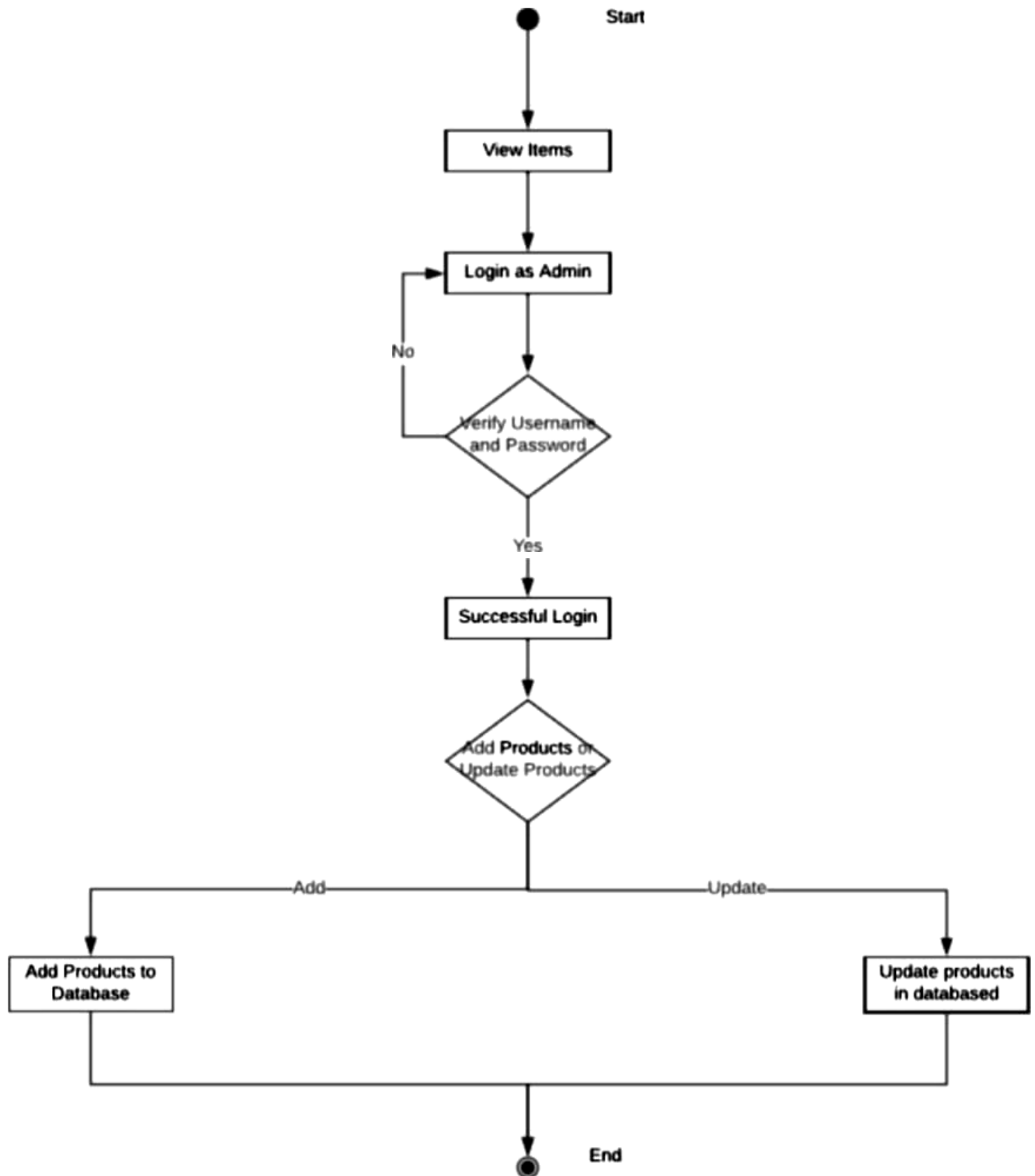
## B2: Activity Diagram

For User

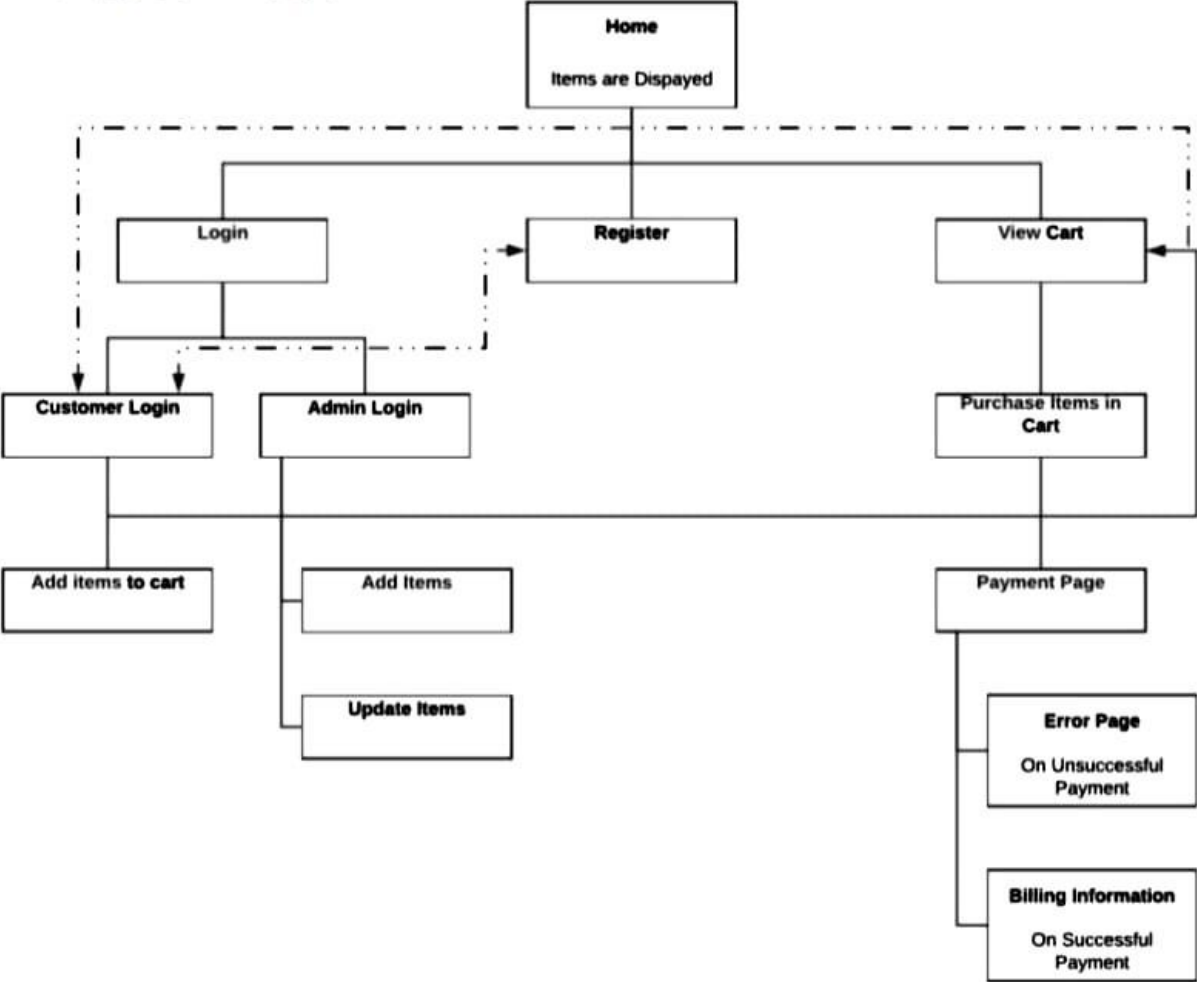




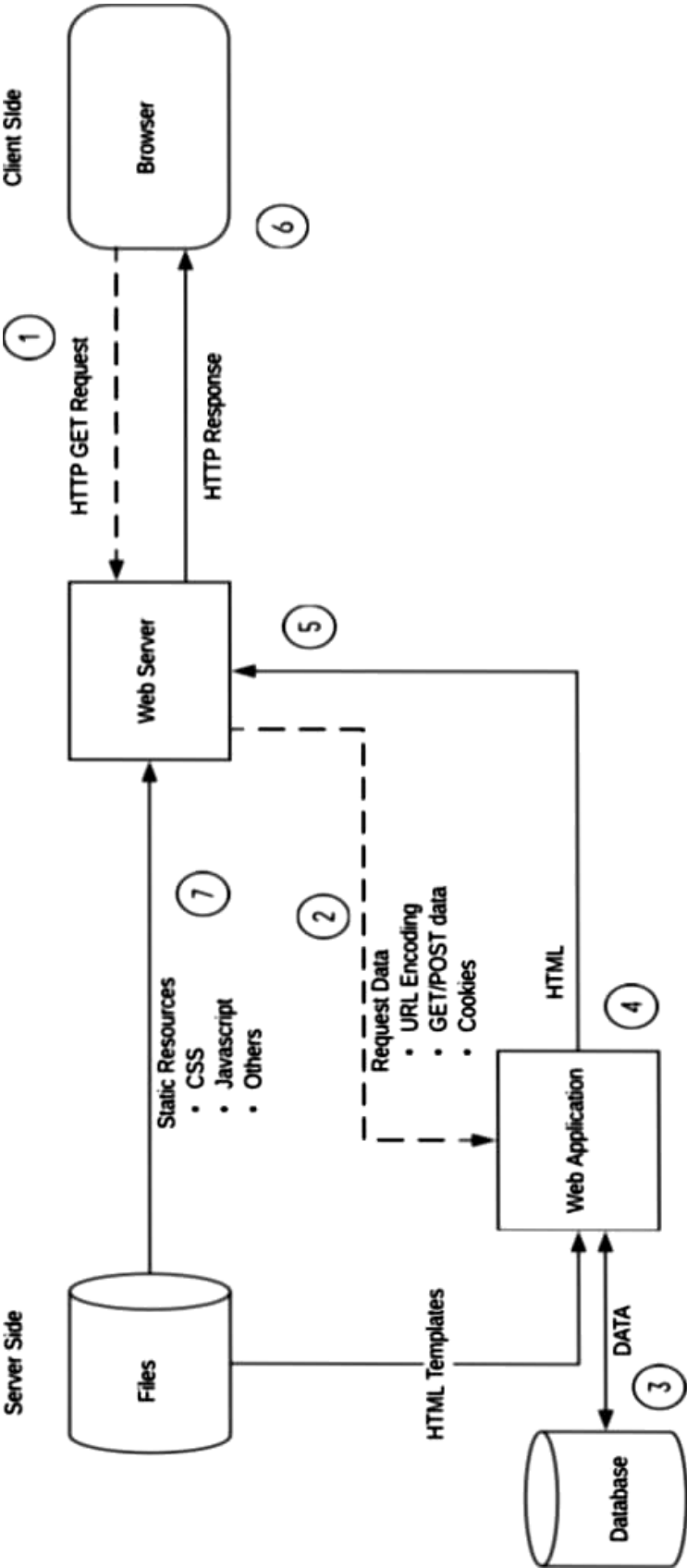
For Admin



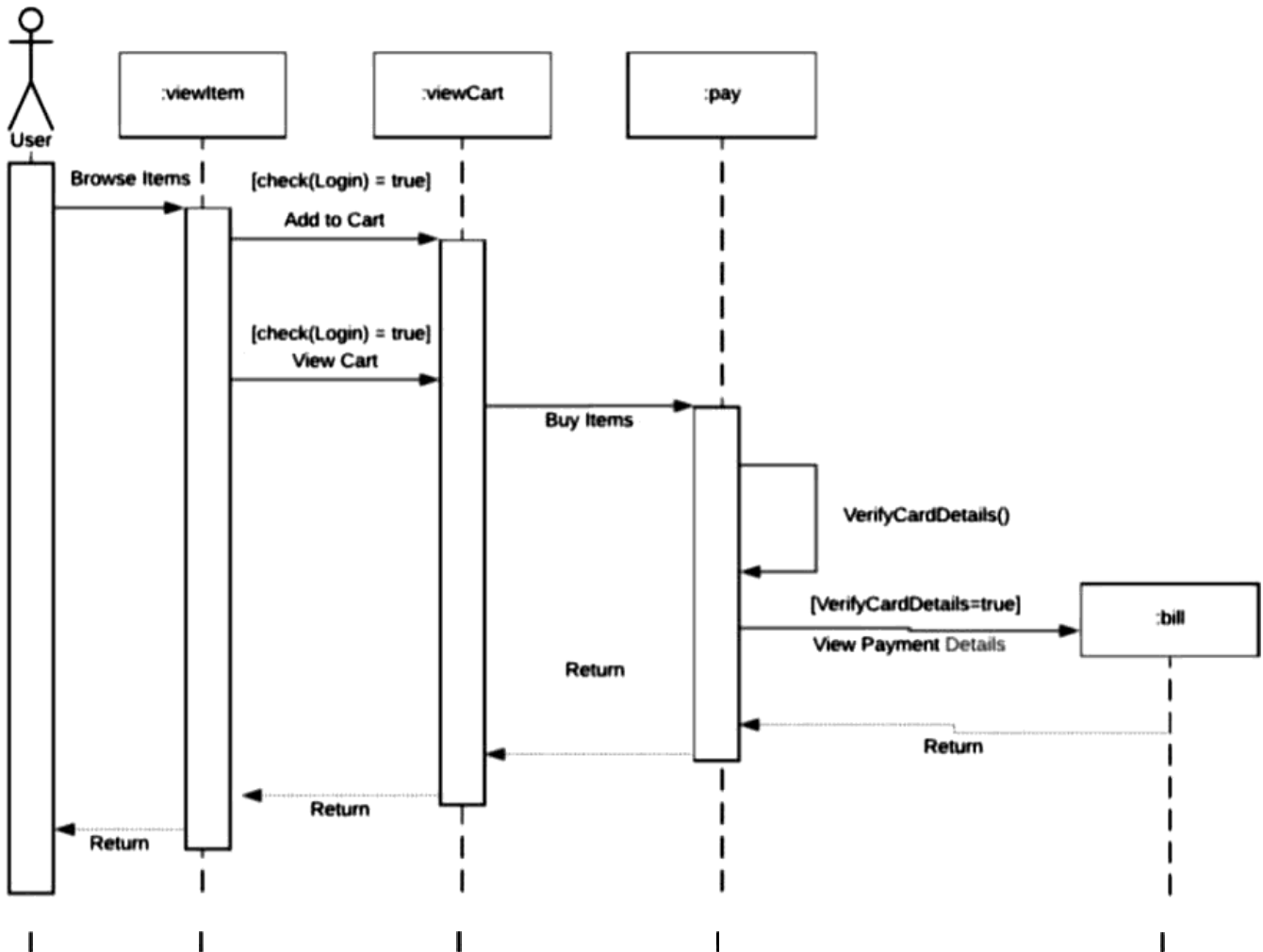
**B3: Navigation Diagram**

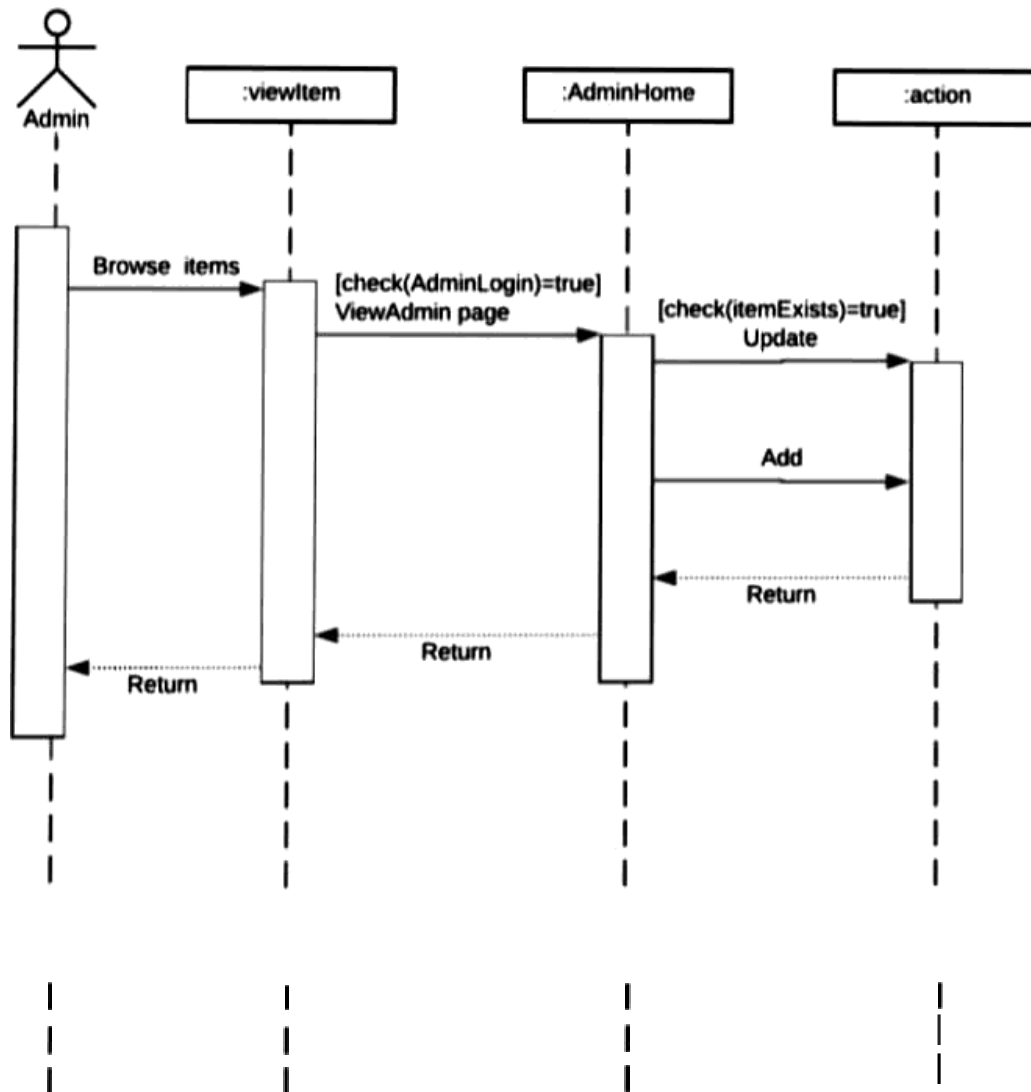


B4: Overall System Architecture Diagram

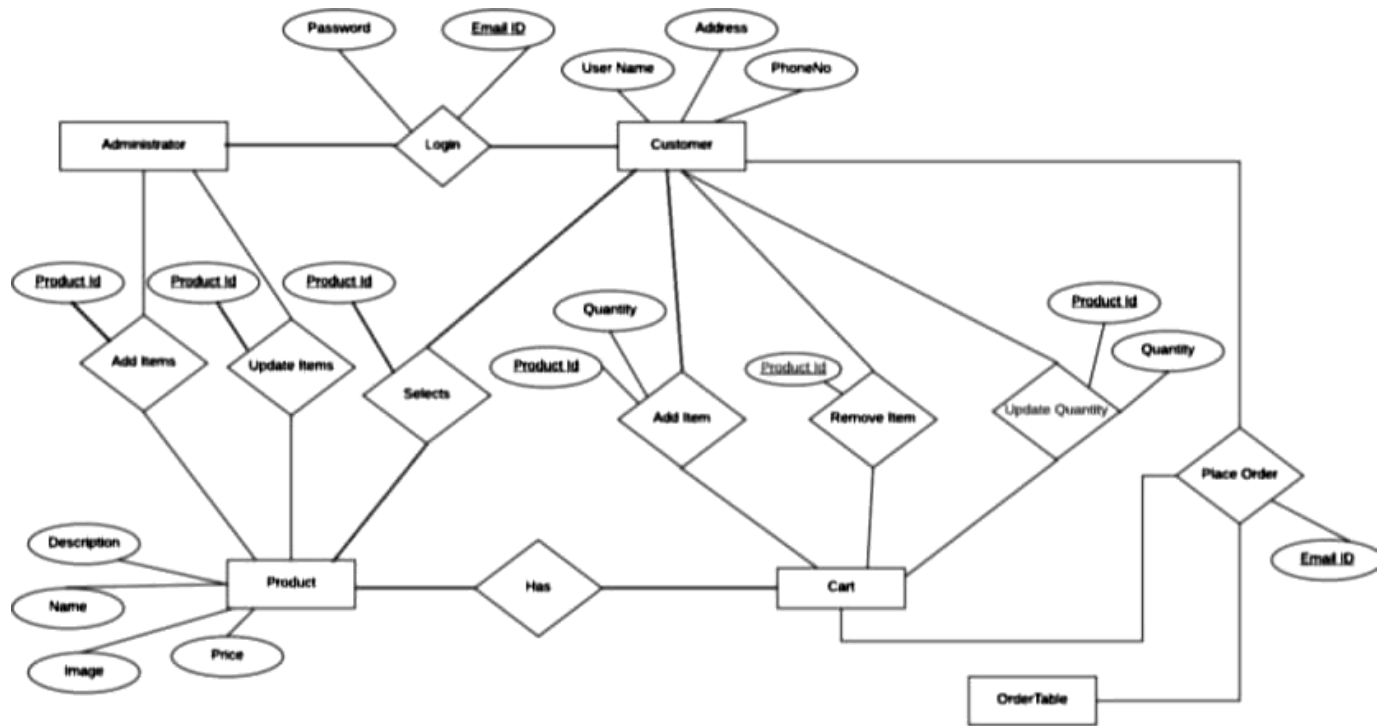


## B5: Sequence Diagram





## B6: ER Diagram





## Class Diagram:-

