



Daffodil International University

Department Of software Engineering

FSIT SWE-431 Project / Thesis

Project : Buy & Sell

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This project titled on “**Buy & Sell**”, submitted by **Mohimin Hasan Sabid (ID: 181-35-2377)** to the Department of Software Engineering, Daffodil International University has been accepted as satisfactory for the partial fulfillment of the requirements for the degree of Bachelor of Science in Software Engineering and approval as to its style and contents.

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DECLARATION

It hereby declares that this project has been done by Mohimin hasan sabit under the supervision of Khalid been Md.badruzzaman Biplob, Lecturer, Department of Software Engineering, Daffodil International University. It also declares that neither this project nor any part of this has been submitted elsewhere for award of any degree.



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ABSTRACT

Recently, e-commerce is playing a very important role in the entire world. People are ordering products at home without going to the market through online e-commerce websites. The purpose of my project is to create a credible website based on the theory of e-commerce, develop and create a web page using a functional design. A customer can use this website to buy or sell his products through his mobile or computer through internet connection. This project will provide an online shopping facility like a physical store. People can easily buy original and authentic products through this e-commerce website. This system will allow any person to buy all kinds of products anywhere. When one needs urgent shopping at one's home, "Buy & Sell" can make the shopping easy and get fast home delivery

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CHAPTER 1: INTRODUCTION

1.1 Project Overview

- The primary objective of this E-commerce project “Buy & Sell” is to sell organic items in online.
- This System can provide an easy to use interface for users to manage their shopping.
- Customer can buy any organic items in this site with smooth delivery systems
- Provide User friendly Interface.
- This System Will able to make a significant role for the economy of our country .

1.2 Project Purpose

The key objective of the "Buy & Sell" project is to work with customers with genuine and authentic products. Our system provides E-Commerce related services. The main objective of this system is to deliver the ordered products to customers anytime with home delivery. Customers can order any quantity of products they like. After placing the order, the order will be confirmed if the customer gives his full address and mobile number.

Functionalities provided by “Buy & Sell”:

- Customers can buy any type of product in any quantity.
- The order will be confirmed if the customer gives his full address and mobile number.
- Admin have the authority to accept or cancel the order.
- It was an instant online E commerce service management system.

1.3 Background

This E-commerce management system based on user friendly Interface where both admin and customer have the authority to chose their services. I am trying to create a complete system that is dependable, trusted, protected and also easy to use.

1.4 Benefit & Beneficial

- Can be purchased quickly
- The necessary products can be ordered online at home.
- Efforts are reduced and a lot of time is saved in purchasing products.
- There is also an opportunity to pay the price after receiving the goods.
- Product and price comparison.
- No reach Limitations.
- Facility for Customers.
- Home Delivery Service is also available.
- Various mobile banking including credit card, master card and visa card can be used for payment.
- Much better products are available at lower prices than stores

1.5 Stakeholders

Stakeholders are people who manage and use the project. They can be junior or senior level. I have providers and requesters as the stakeholders of this system.

- Admin
- Customer

1.6 Proposed System Model

This project designed to be user-friendly. So everyone can easily to use this website. Typically a hypothetical model of how the system will be controlled is developed.



Figure 1.1 : Proposed System Model.

1.7 Modules of Buy & Sell

- Registration Module: This module is used for register users for this system.
- Login Module: This module used for after registration with all information, login with user id and password.
- Service module: used for service related functions.
- Order module: used to see which products the customer has ordered
- Delivery module: This module is used to deliver the order after giving the address mobile number.

1.8 Project Schedule

Planning before starting a project makes it easier to work on. I have to make this project in a very short time so schedule accordingly and if we work accordingly we think we can easily complete the project completely.

1.8.1 Gantt Chart

Activity Details	W01	W02	W03	W04	W05	W06	W07	W08	W09	W10	W11	W12
Market Explore												
Specifications												
Planning												
Designs												
Development												
Testing												
Assessment												
Documentation												

Table 1.1 : Gantt Chart

1.8.2 Release plan and milestone

This project duration Plans are Given billow :

Activities	Duration in week	Total week
Research	W01, W02	02
Specifications	W02, W03, W04	03
Planning	W03, W04,W05	03
Design	W04, W05	02
Development	W04, W05, W06, W07	04
Testing	W07, W08	02
Assessment	W09, W10	02
Documentation	W10, W11, W12	03
Software release	W12	01

Table 1.2: Release Plan

1.9 Objective

People can Buy authentic and adulterated products, this are the key objects in this projects. This is an online Ecommerce service management system.

- **Practically:** The website created will definitely be stable and even people with less knowledge can use it.
- **Cost :** It is desirable to adopt the objective of minimum cost for the system with which we can satisfy all the requirements of the project.
- **Efficiency :** This involves validity , ability to work well with successfully for the output.
- **Security:** Security of a web application is important. In that case, a director i.e. admin must register and log in for the security of web applications, similarly, a common user must first register and then log in to confirm the order while placing an order.
- **Portability :** The web applications should be run in any environment.

CHAPTER 2 : REQUIREMENT ENGINEERING

2.1 Functional Requirements

Basically what kind of work the system does is highlighted through Functional requirements. This time the user specifies the functional requirements and it is mandatory to keep it in the system. We present them through Use case.

The Functional Requirements of Buy & Sell are :

- Registration
- Log in
- Add products
- Edit Product
- Product category
- payment
- offer products
- Search
- Delivery
- Note

2.2 Non-functional Requirements

Non functional Requirements usually describe what a system will have. It determines "how will the system meet the functional requirements?" Non functional requirement defined by technical people or software developers. Basically how the system will run and how to improve the system are done by software developers in non functional requirements.

The Non- Functional requirements of Buy & Sell Are :

- Documentation
- Performance
- Security
- Maintainability
- Quality
- Stability
- Authority
- Response time
- Reliability

CHAPTER 3: SYSTEM ANALYSIS, DESIGN & SPECIFICATION

3.1 Development Model

In order to develop the project “Buy & Sell ” we have adopted Iterative enhancement model. This model removes the shortcoming of waterfall model.

These models work very well when the project includes several independent units that do not rely on the other units to operate. The two models under the incremental process models are the iterative enhancement model and the rapid application model.

The iterative enhancement model resembles the waterfall model with the exception that it allows several iterations of the design process. After each cycle, there is a product released. The lessons learnt feed into the next cycle.

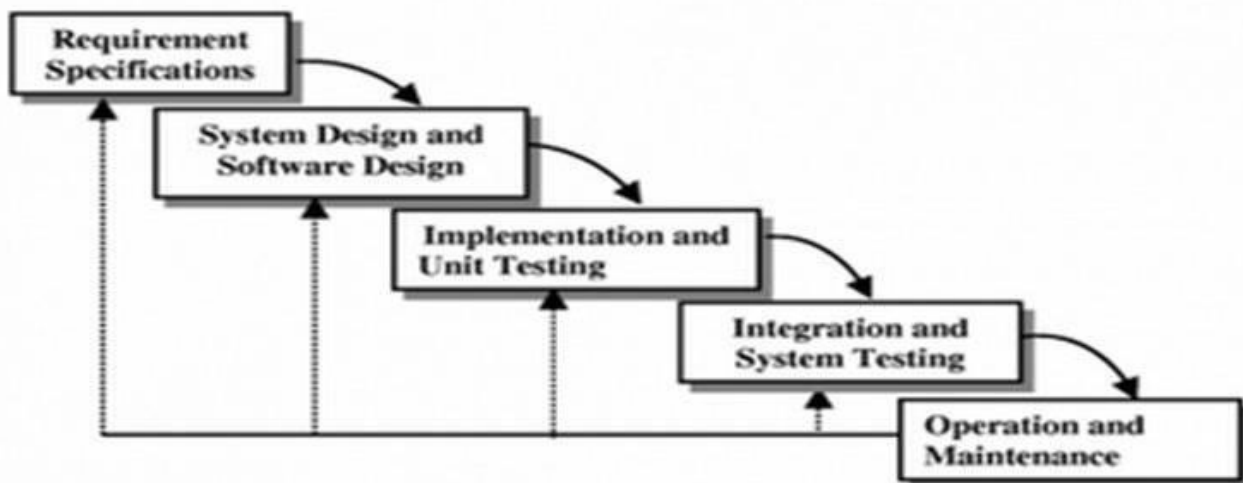


Figure 3.1: Iterative Enhancement Model

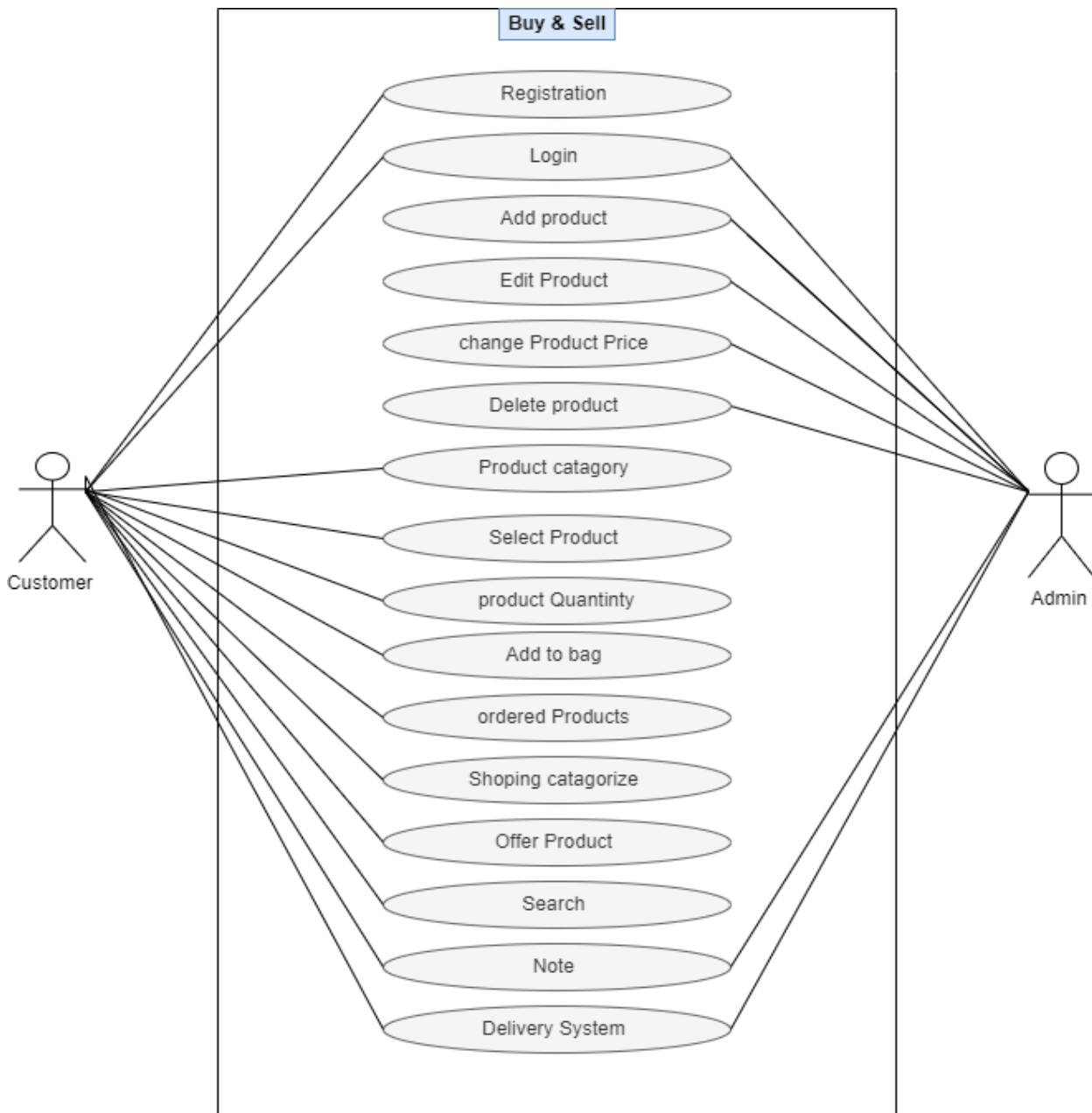


Figure 3.2: Use case diagram for Buy & Sell

Use Case description

3.1.1 Registration

Description	This system which provides a registration form where user can register themselves and submit their information..
-------------	--

3.1.2 Login

Description	This module is used to login/signup in the list of the Buy & sell site.
-------------	---

3.1.3 Add product

Description	This module is used to add new product in system. There is a Add button which is actually Add button. Admin will add the product.
-------------	---

3.1.4 Edit Product

Description	This module is used to Edit product details. When Edit can be done then admin can click save product button.
-------------	--

3.1.5 Change product price

Description	This is used to. Change any product price instantly.
-------------	--

3.1.6 Delete Product

Description	If Product have any problem or stock out then admin can click delete the product button.
-------------	--

3.1.7 Product Category

Description	This is used to customer. They Can see the all product category.
-------------	--

3.1.8 Select product

Description	This is used to select product in the system. Customer can click on product & product will select.
-------------	--

3.1.9 Product quantity

Description	After selecting product Customer can click on product quantity .
-------------	--

3.1.10 Add to bag

Description	This is used to when customer selecting the product then they can click on add to bag .
-------------	---

3.1.11 Ordered Product

Description	This is used to User can see which product they can selected.
-------------	---

3.1.12 Shopping Categorize

Description	The User can see which categories of product they can selected.
-------------	---

3.1.13 Offer Product:

Description	This module is used to logout and exit the application.
-------------	---

3.1.14 Search:

Description	This module is used to user can search to find any product.
-------------	---

3.1.15 Logout :

Description	This module is used to logout and exit the application.
-------------	---

3.1.16 Note :

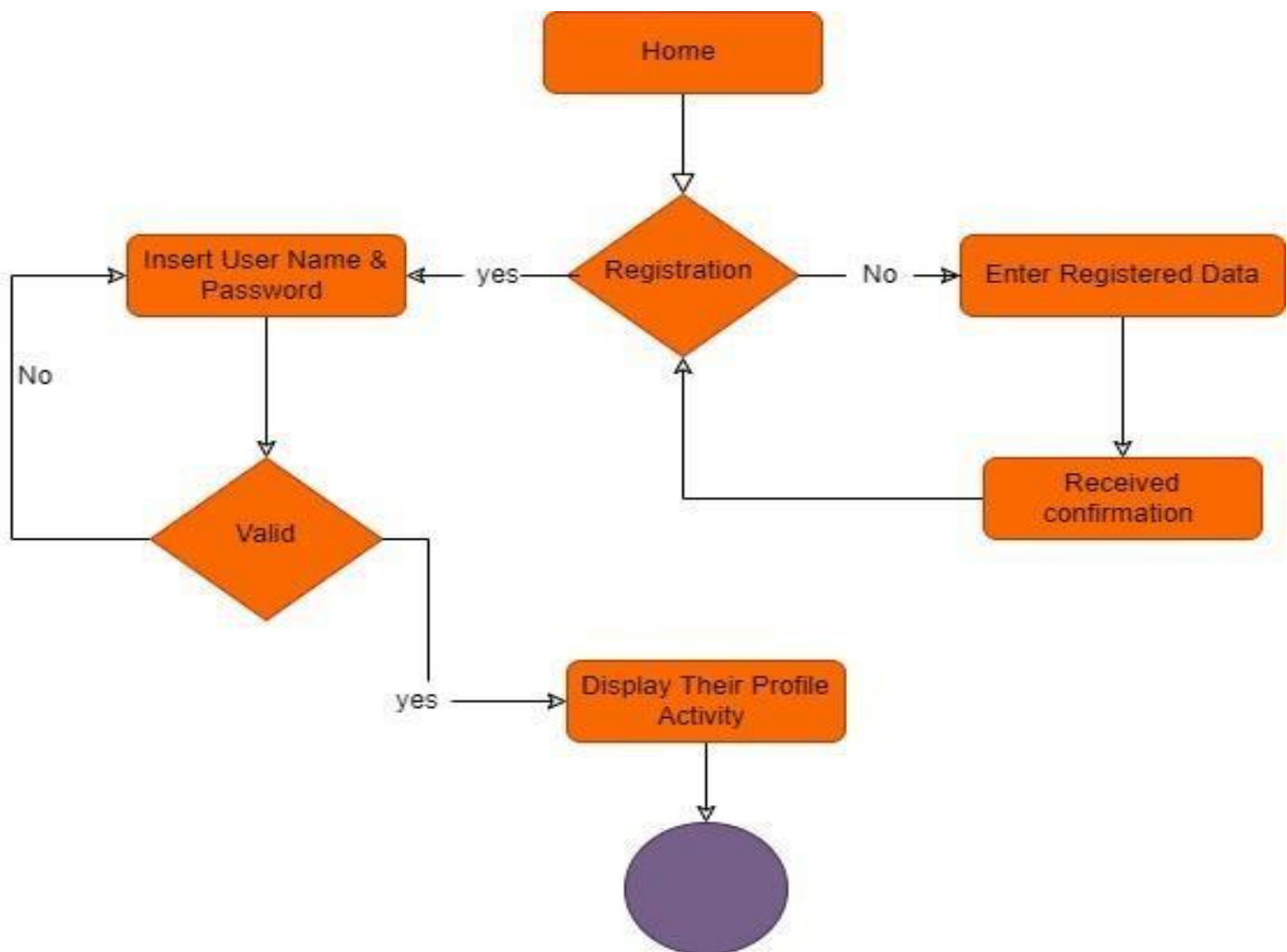
Description	This module is used to write any note or complain in this site.
-------------	---

3.1.17 Delivery System :

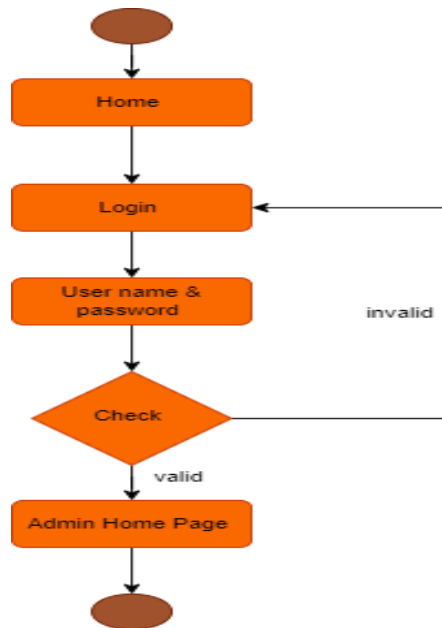
Description	This module is used to delivery their product when customer can give their details.
-------------	---

3.1 Activity Diagram

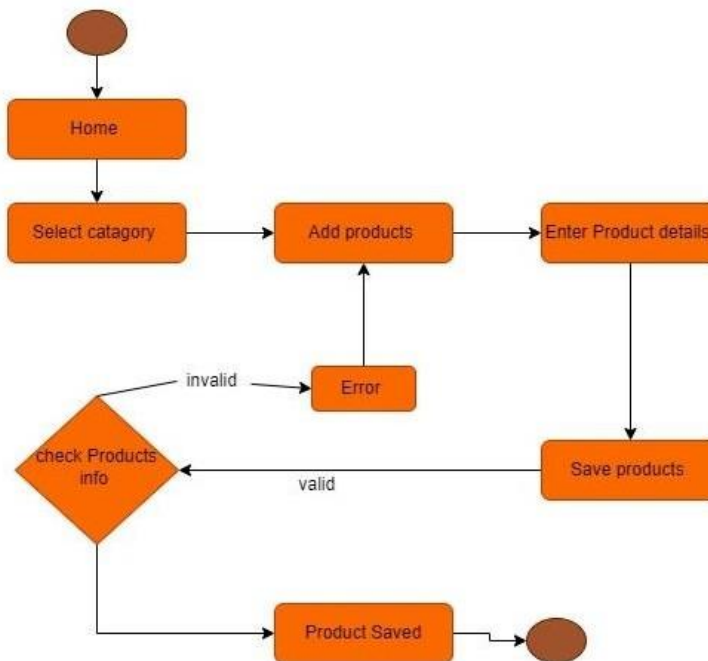
Registration:



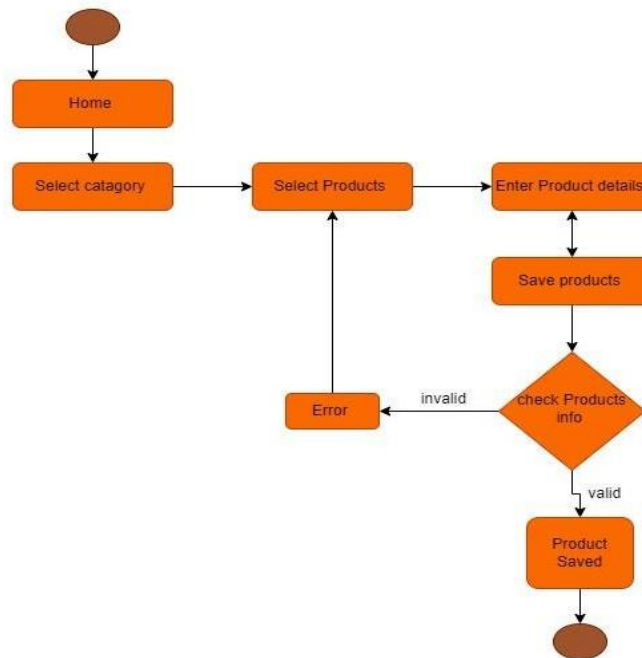
Login:



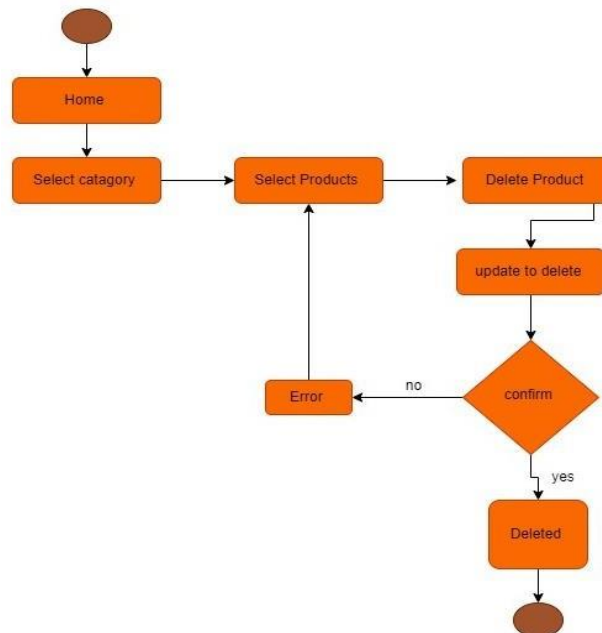
Add Products:



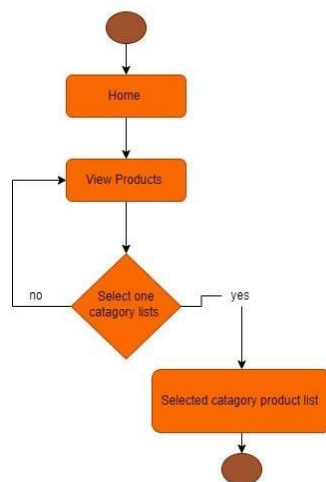
Edit Products:



Delete Product:

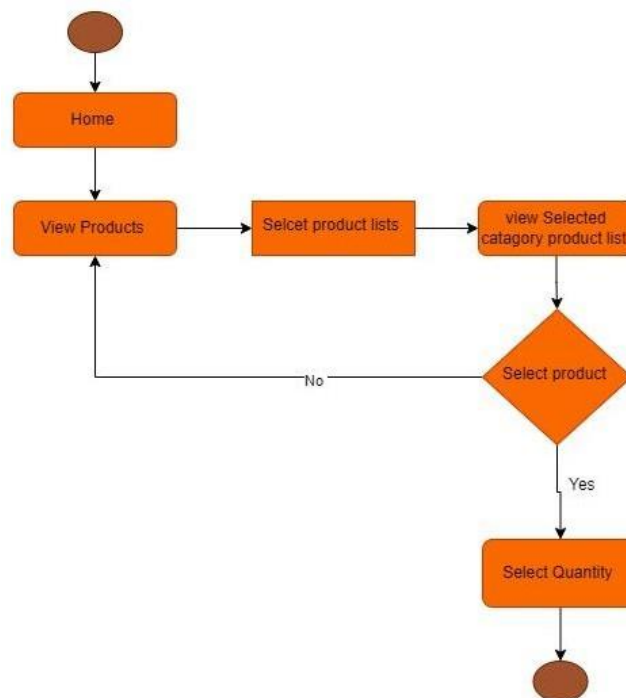


Product



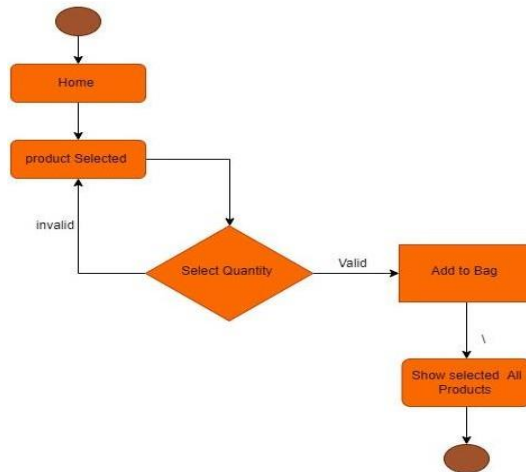
Category:

Select



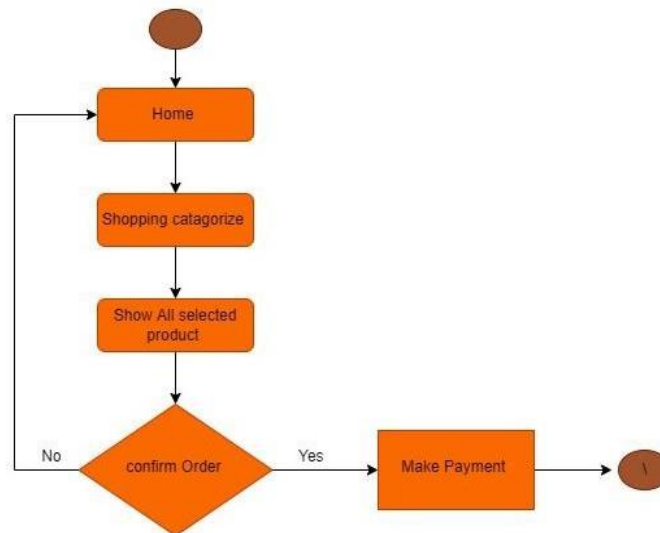
Product:

Add to

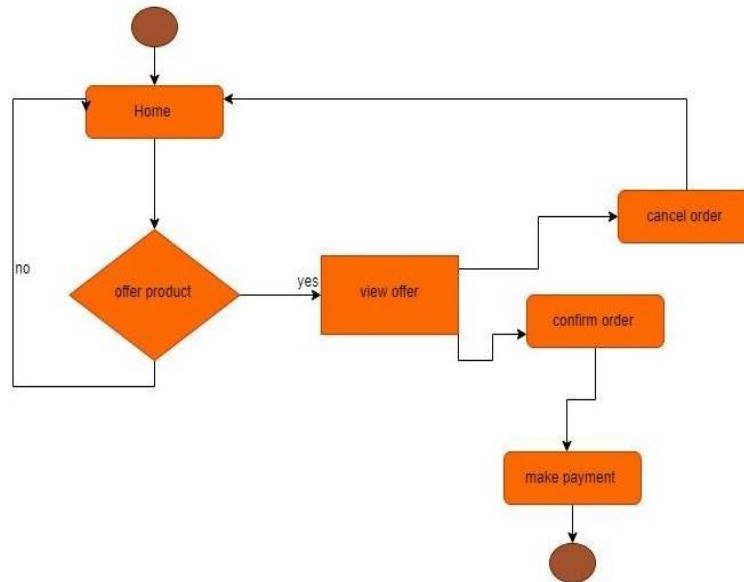


bag:

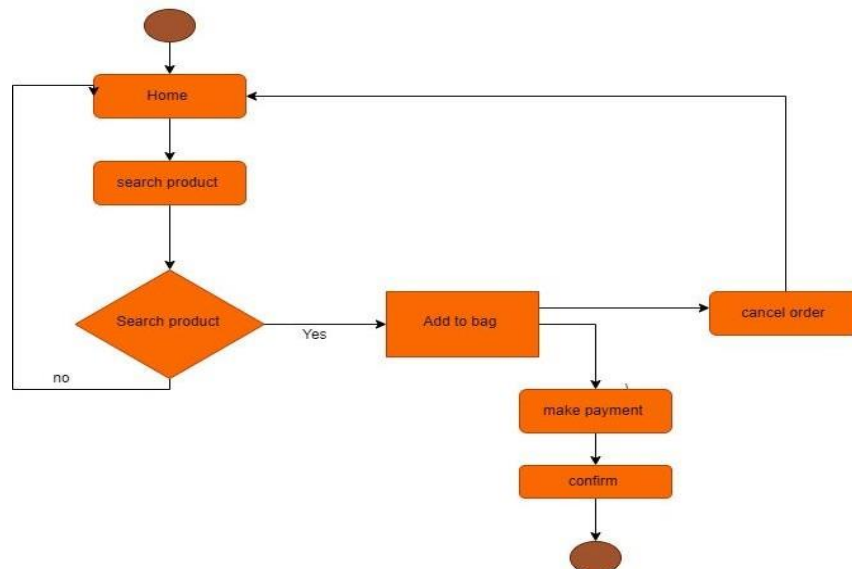
Shopping



catagorize:

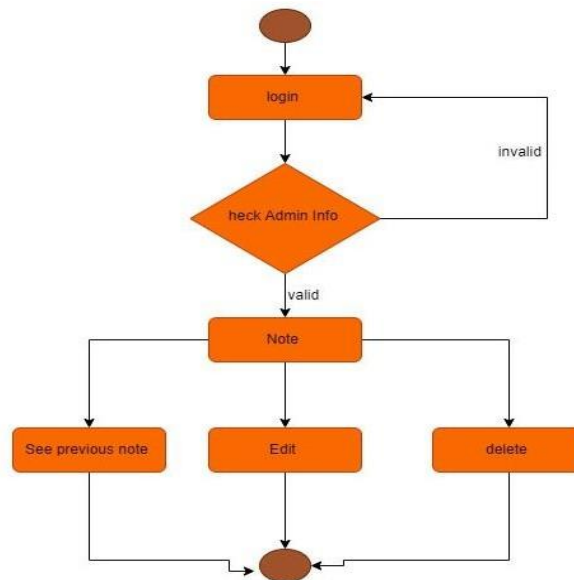


Offer Product:

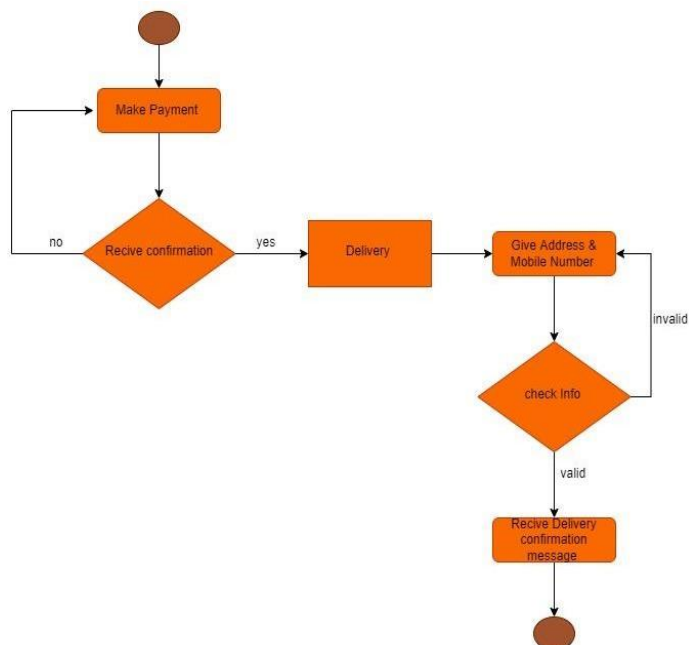


Search:

Note:

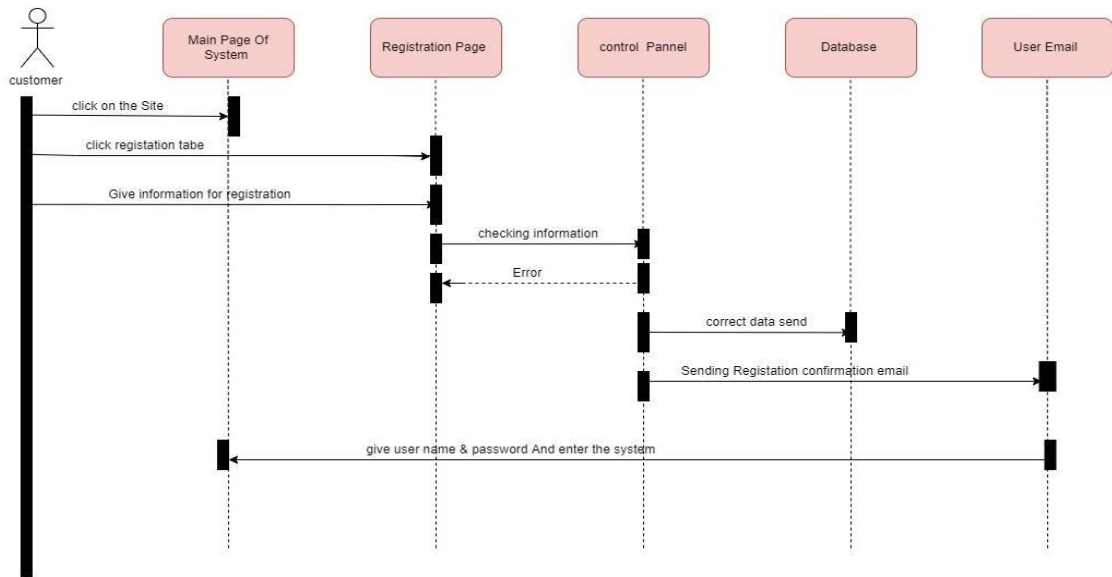


Delivery:

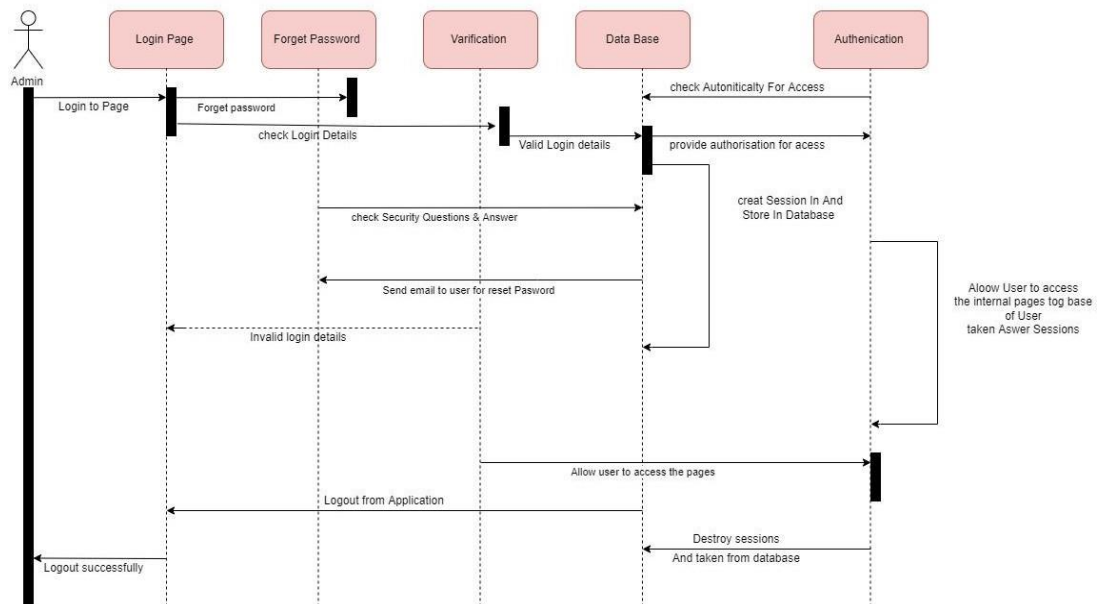


3.2 Sequence Diagram

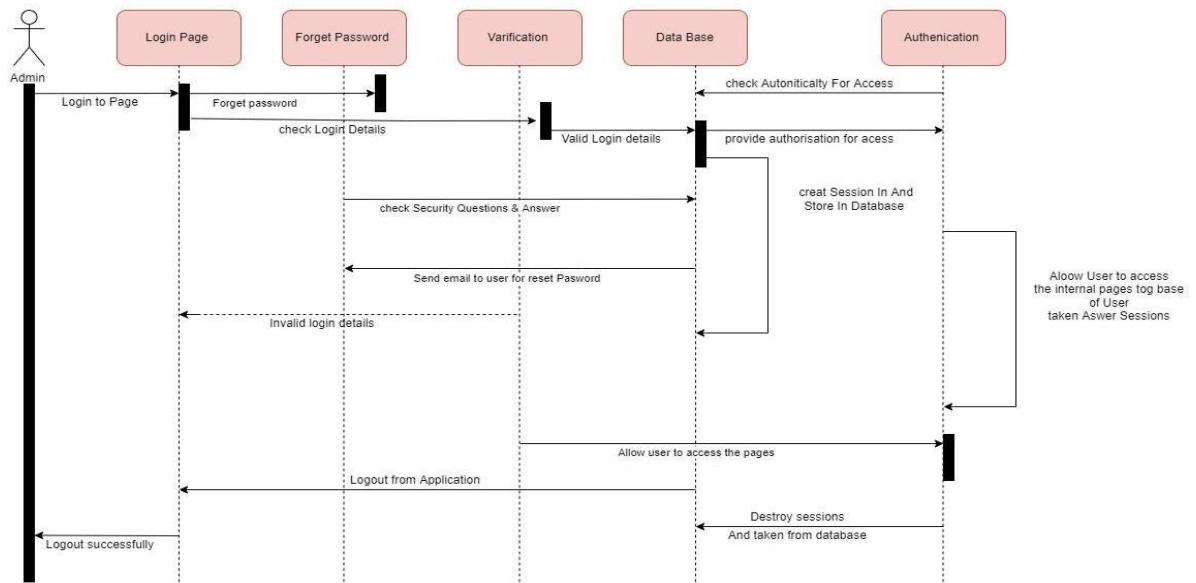
Registration:



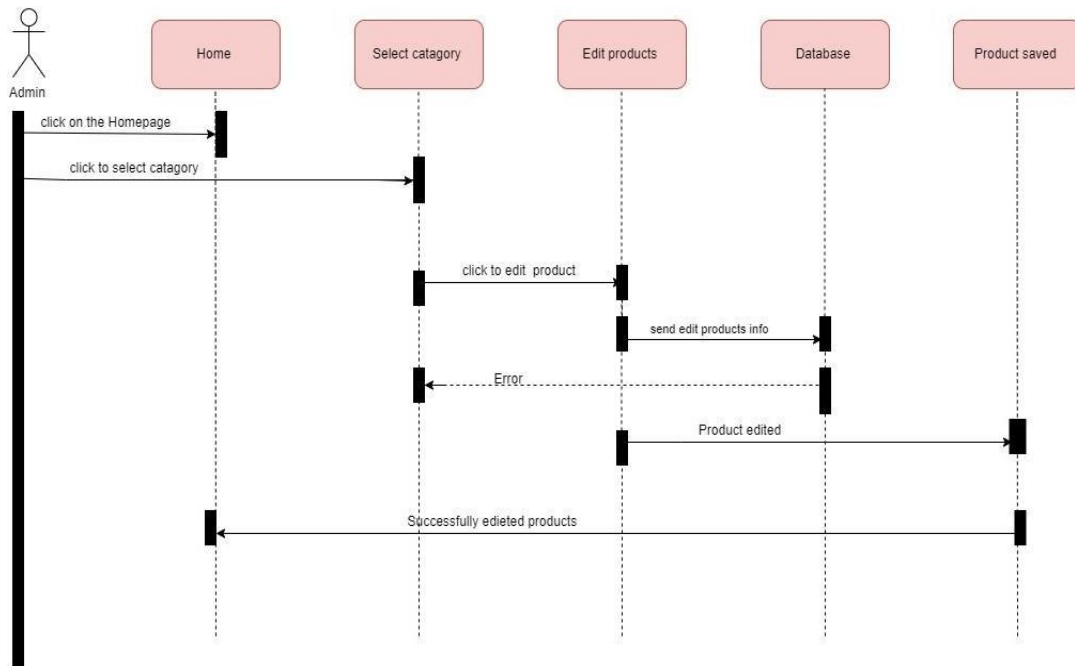
Login:



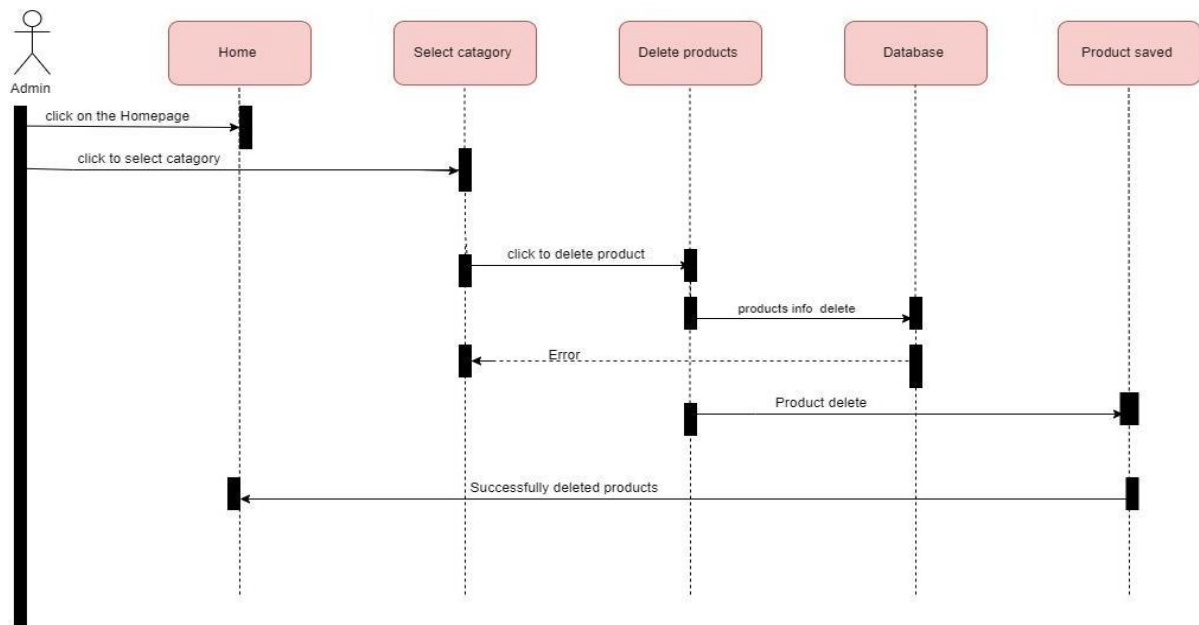
Add Product:



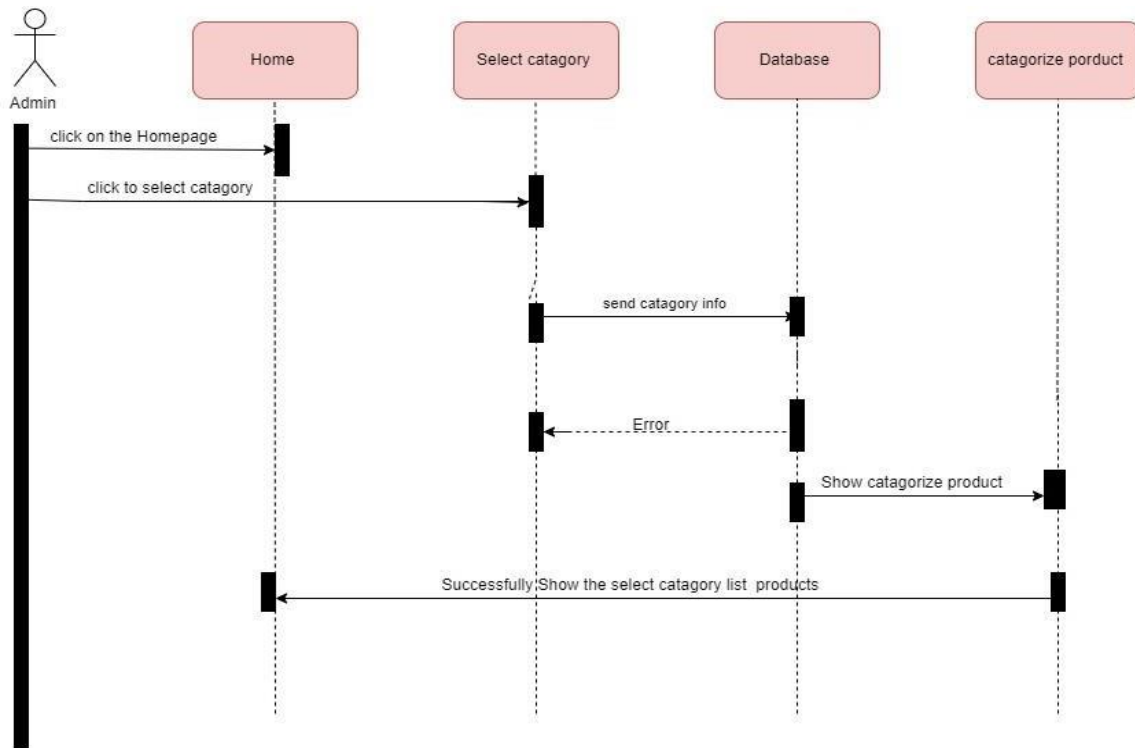
Edit product:



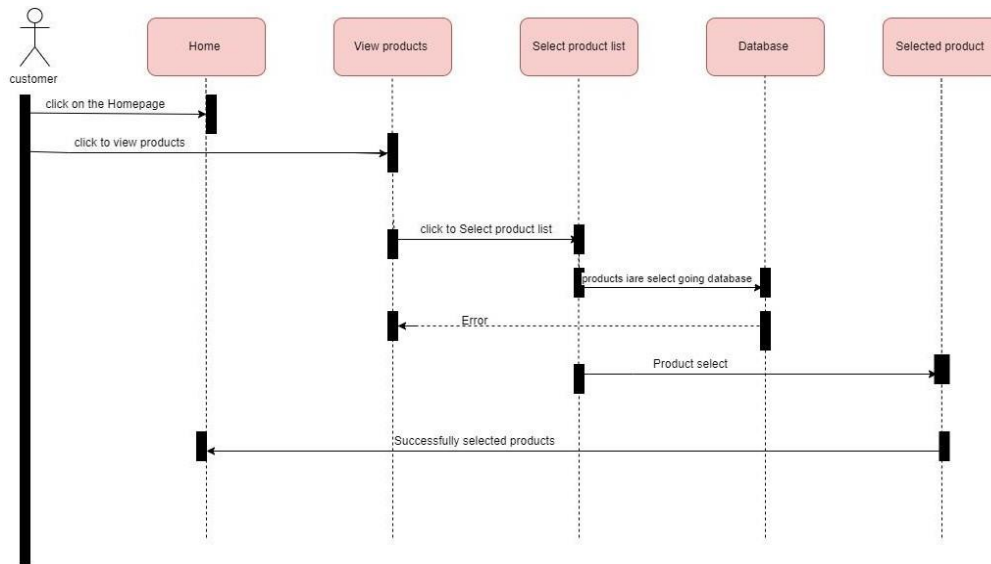
Delete Product:



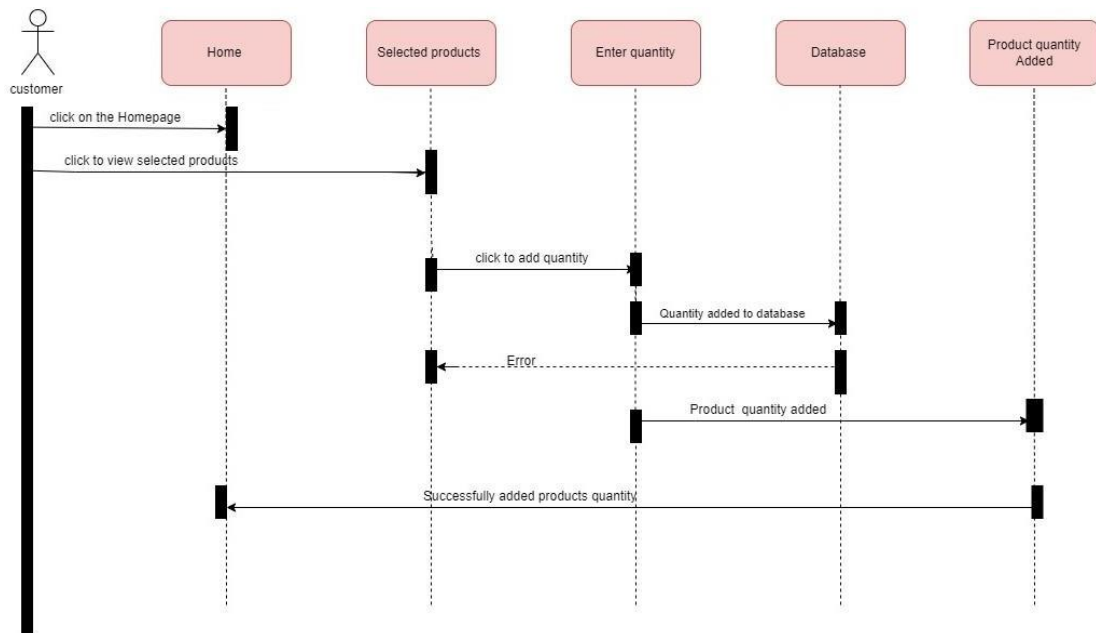
Product category list:



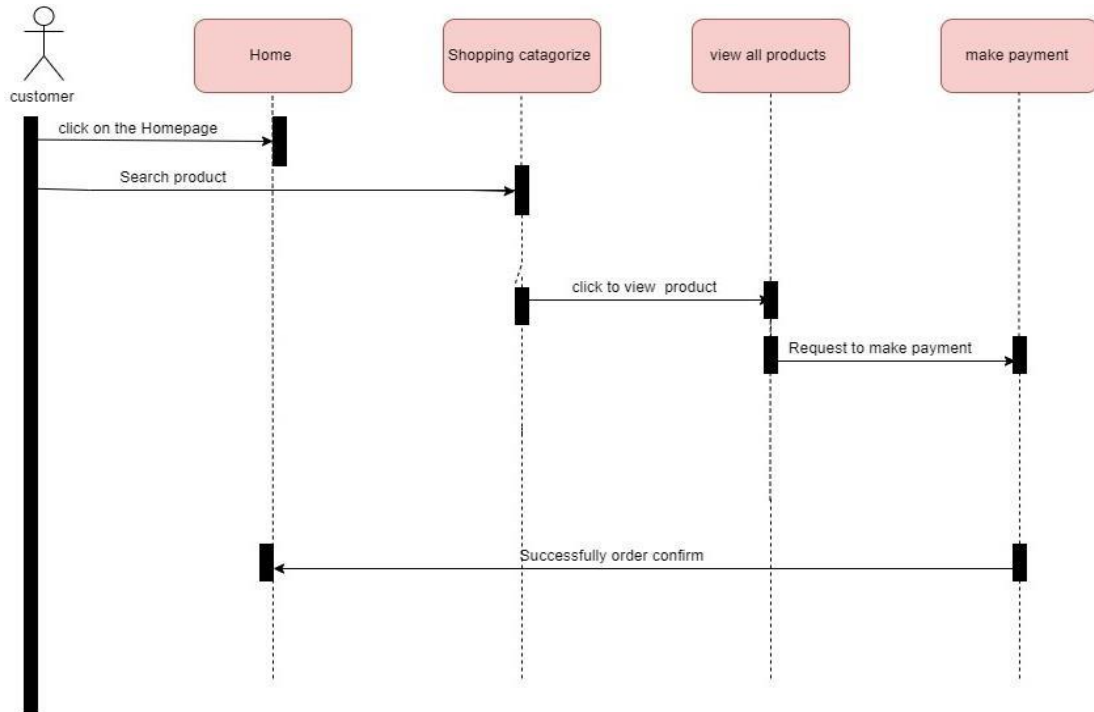
Select product:



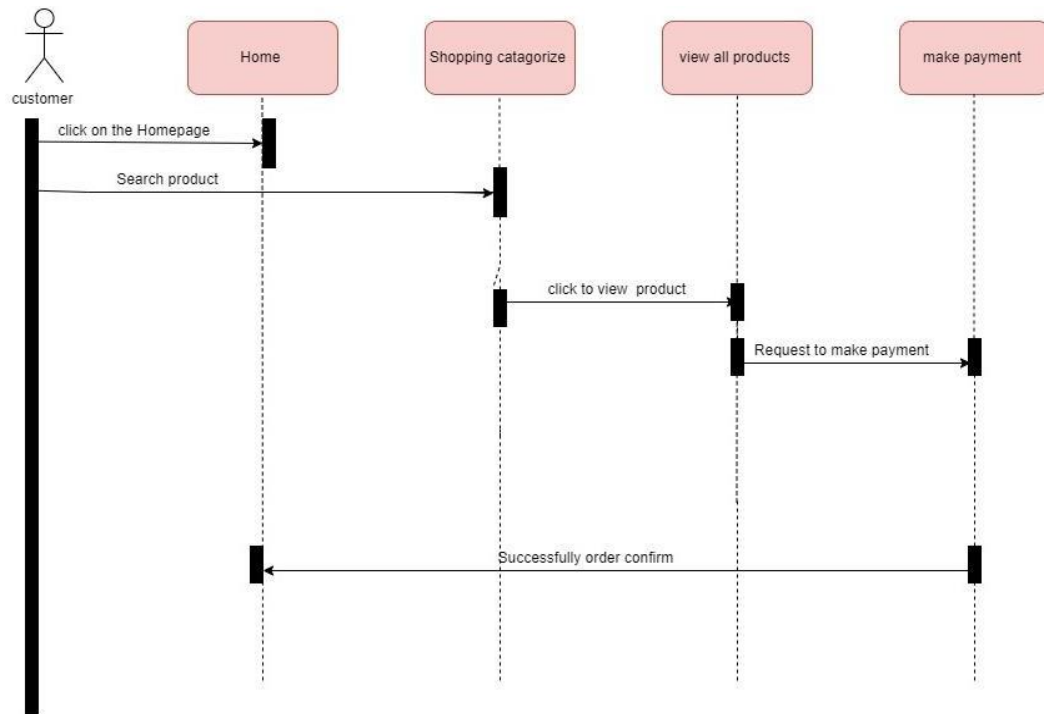
Product Quantity:



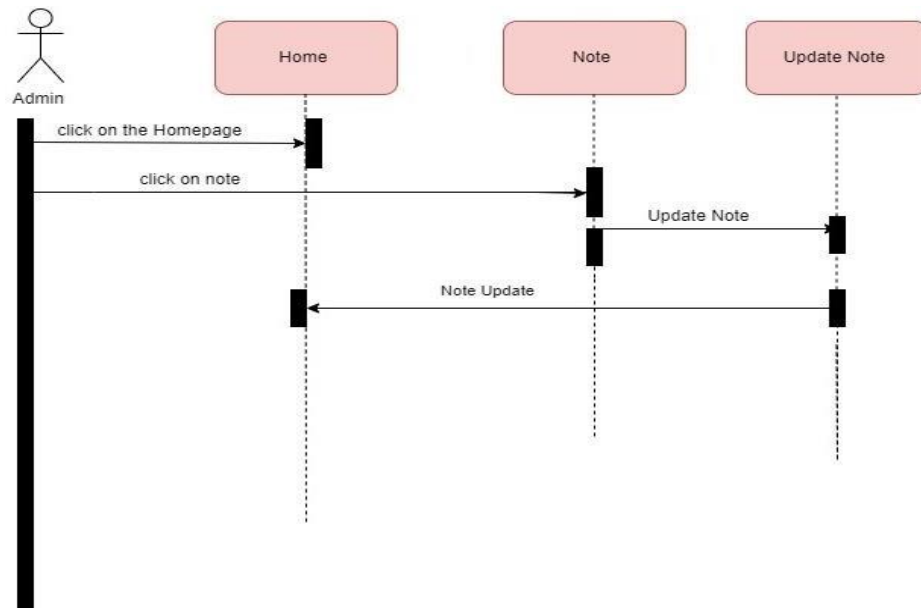
Product categorize:



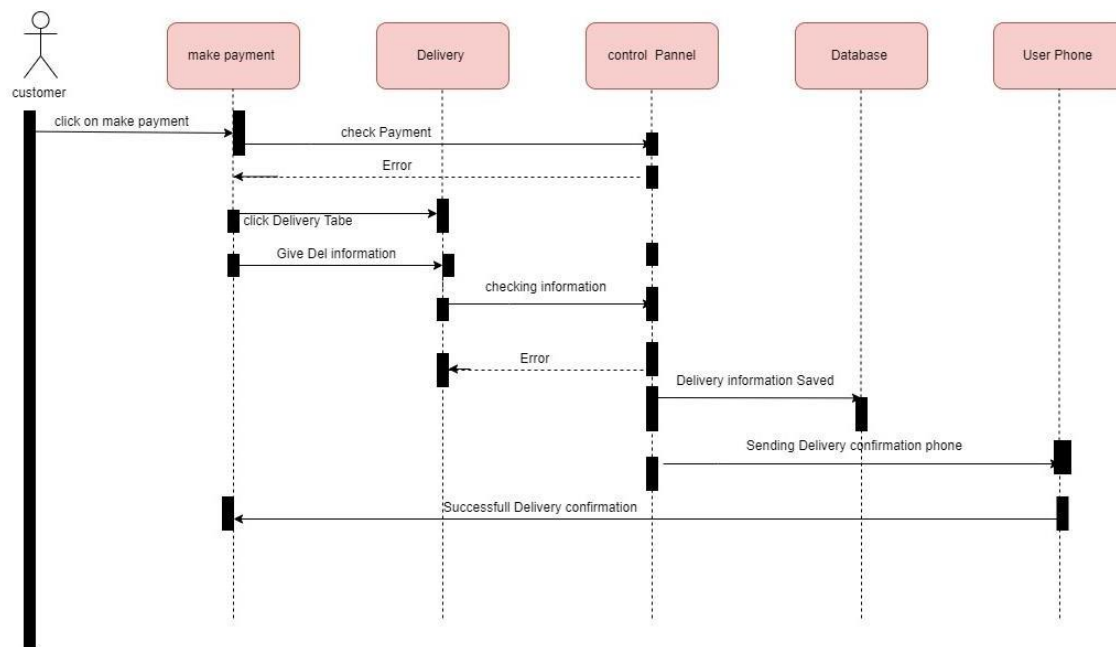
Offer Product:



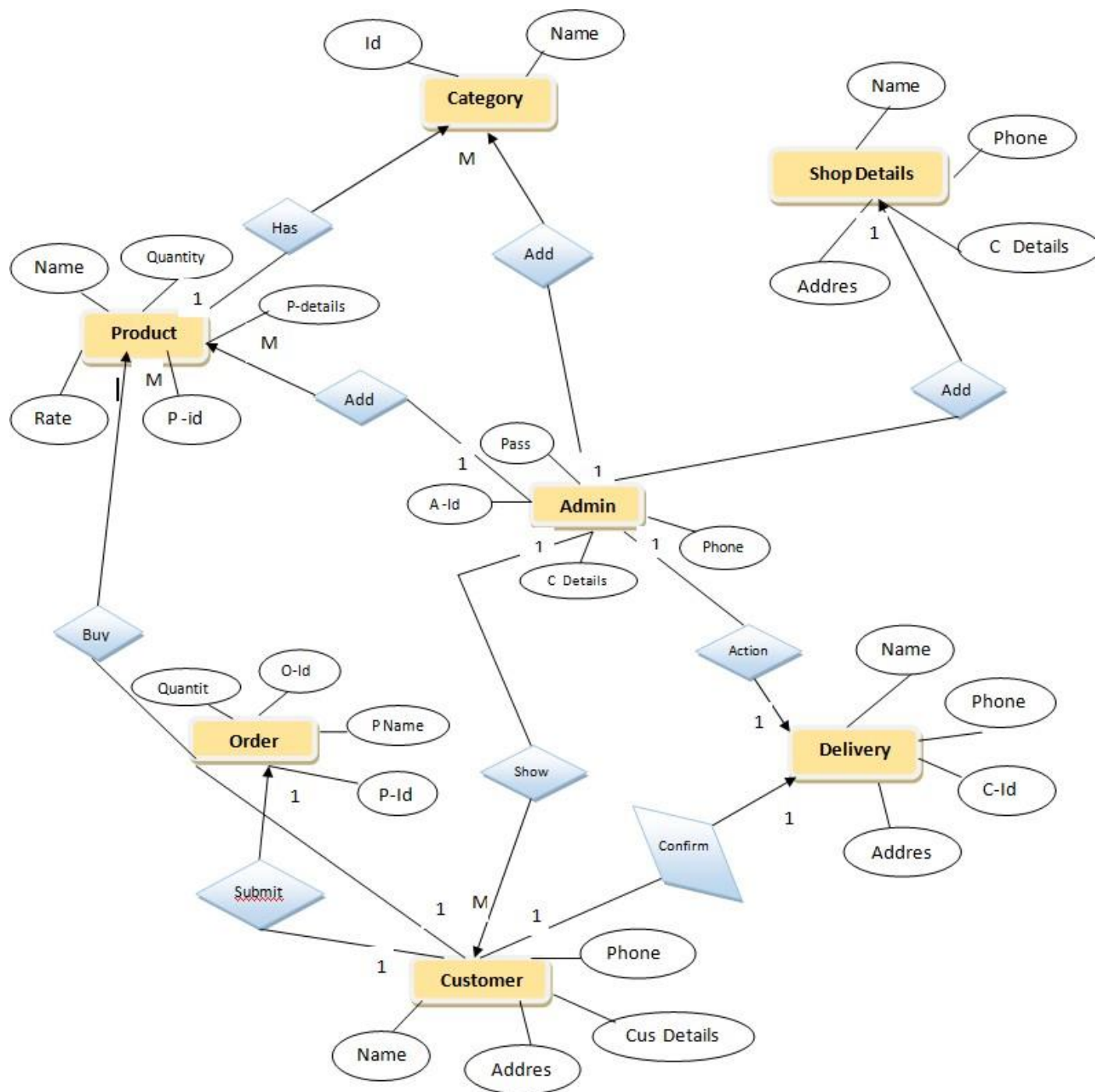
Note:



Delivery:



3.3 Entity Relationship Diagram



CHAPTER 4: SYSTEM TESTING

4.1 Feature Testing

Feature testing is considered to add and modify the feature system of the new features. New functionality of the system will be arrived here with the uppermost system. And the main. Those are designed to make the web application more efficiently, useful, reliable, effective and secure.

4.1.1 Features to be tested

Features	Priority	Description
Log in	1	The user must be authenticated by the admin.
Log out	3	The session must be destroyed after log out.
Registration	2	User information must be saved properly.
Add Product	1	An admin can must be add product in his site.
Order Product	1	When A customer can select their product then they can order products to buy.
Search	3	Customer Can easily search any kind of product in this list.
Delivery	2	When customer finishing to select the product then they can give information for the delivery.

Figure 4.1: Features priority table

4.2 Test Strategies

4.2.1 Test approach

I have used two different types of testing to ensure the quality of my system. I focused on functional testing and structural testing mainly.

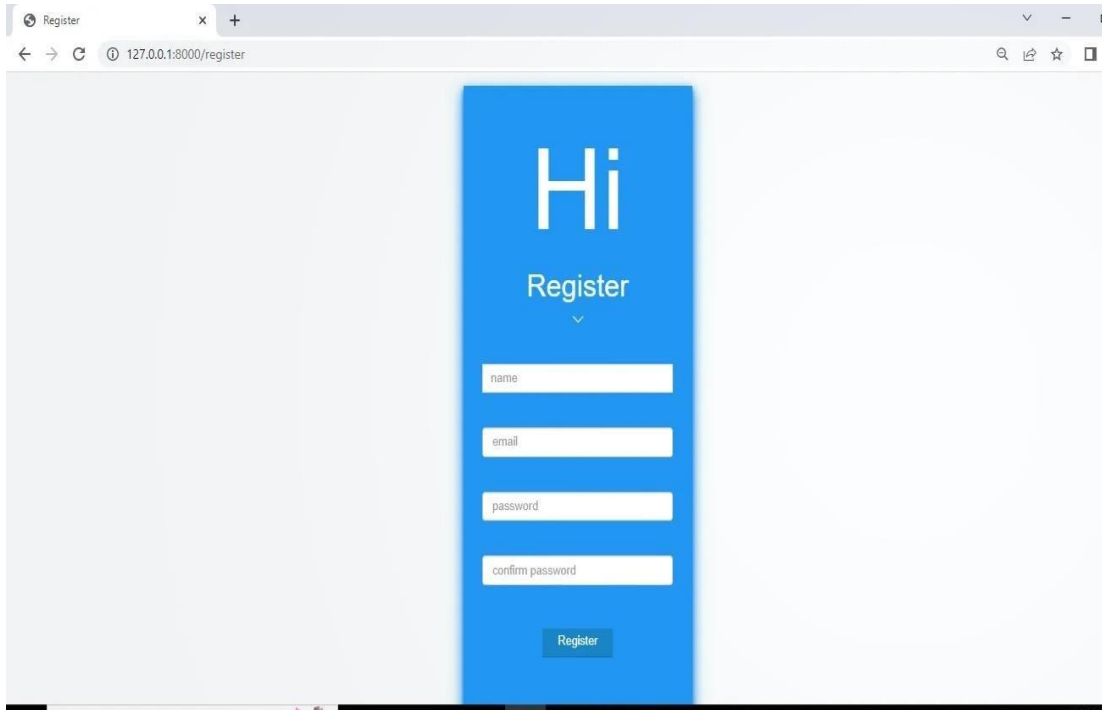
- Black Box Testing (also called functional testing) is testing that ignores the internal mechanism of a system or component and focuses solely on the outputs generated in response to selected inputs and execution conditions.
- White-box testing (also called structural testing and glass box testing) is testing that takes into account the internal mechanism of a system or component.

4.2.2 Testing Schedule

Test Phase	Time
Testing plan create	1 Week
Unit testing	During development time
Component test	During development time
Testing user interfaces	2 Weeks
Performance testing	1 Week
Accessibility testing	2 Weeks

CHAPTER 5: USER MANUAL

5.1 Registration



Register

Hi

Register

name

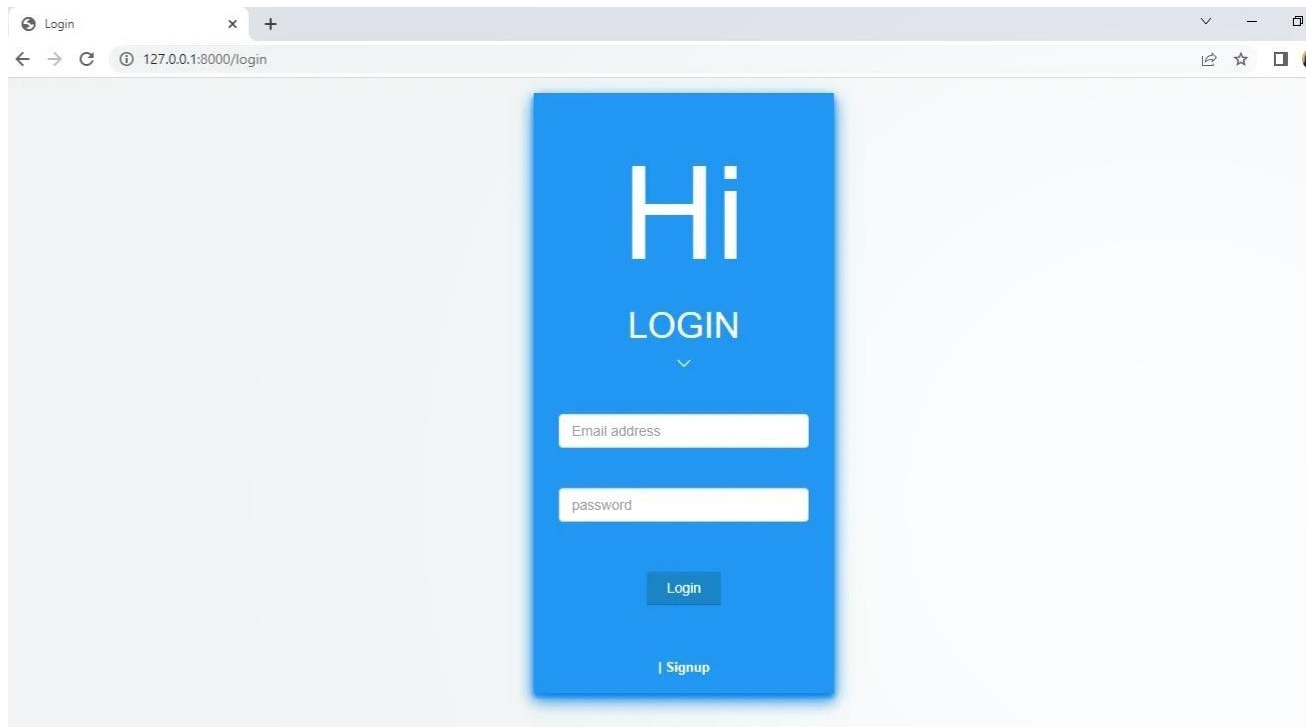
email

password

confirm password

Register

5.2 Login



Login

Hi

LOGIN

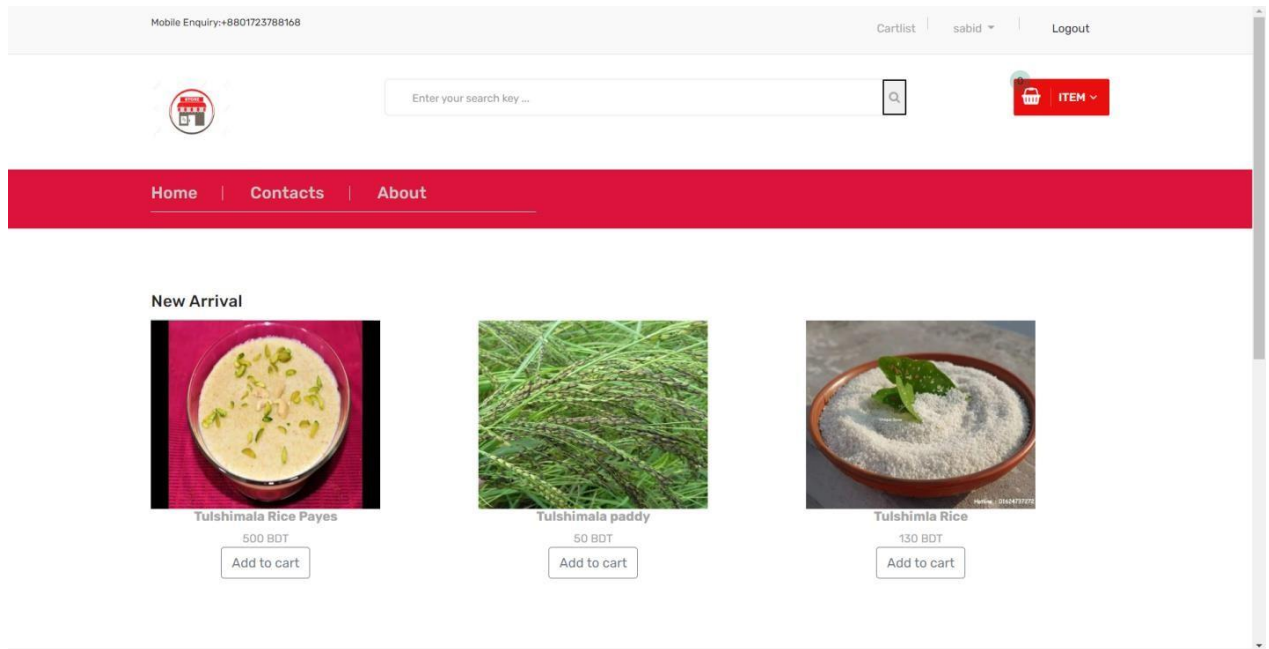
Email address

password

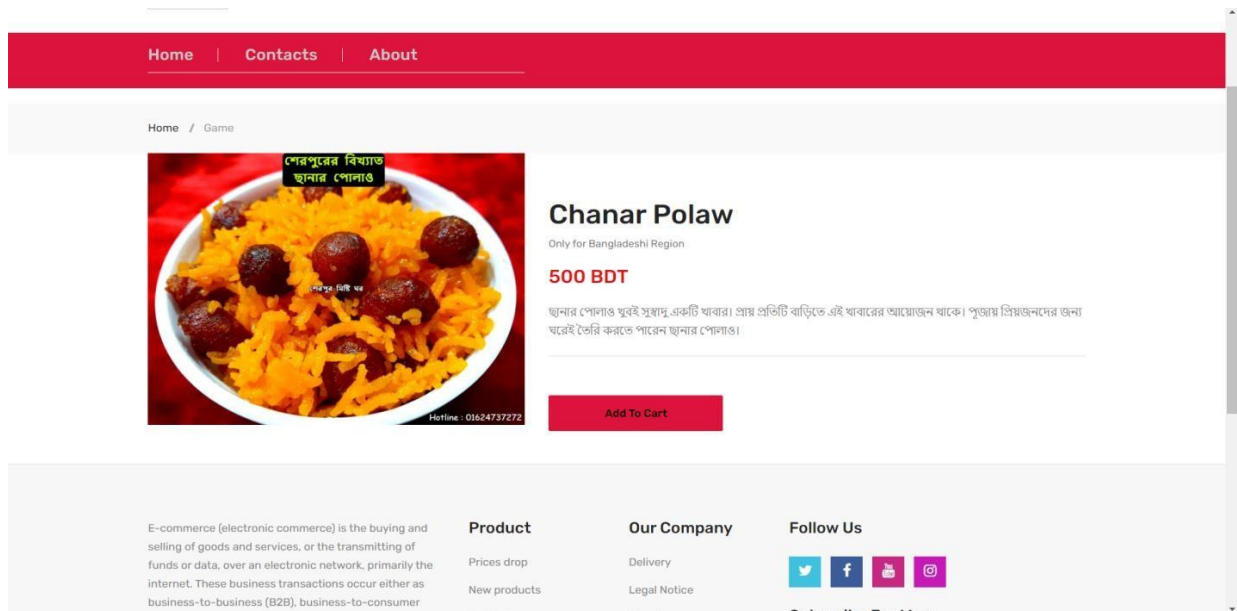
Login

| Signup

5.3 Home Page



5.4 Details product:



5.5 Message List:

Home | Contacts | About

Home / Message List

Name	Email	Subject	Message
sabid	sabid@gmail.com	Any question?	Any question? piz tell here

E-commerce (electronic commerce) is the buying and selling of goods and services, or the transmitting of funds or data, over an electronic network, primarily the internet. These business transactions occur either as business-to-business (B2B), business-to-consumer (B2C), consumer-to-consumer or consumer-to-business.

ADDRESS: Daffodil International University, Dhaka

Product

- Prices drop
- New products
- Best sales
- Contact us

Our Company

- Delivery
- Legal Notice
- About us
- Contact us

Follow Us

Subscribe For More...

Enter your email

5.6 order page:

BILLING DETAILS

First Name *

Last Name *

Company Name

Address *

Email Address *

Phone *

YOUR ORDER

PRODUCT	TOTAL
PRICE	8888
TAX	0 BDT
DELIVERY	50 BDT
ORDER TOTAL	8938

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

5.7 Order List:

Mobile Enquiry: +8801723788168

Cartlist | munni1 | Logout

Enter your search key ...

ITEM

Home | Contacts | About

Home / Orders List

Product_id	User_id	First Name	Last Name	Company Name	Address	Email	Phone
5	1	hkkklk	nknkj	joijojokppk	oioioiopiopiopkpopo[o	company@gmail.com	800090909

E-commerce (electronic commerce) is the buying and selling of goods and services, or the transmitting of

Product Our Company Follow Us

5.8 Contract :

Home | Contacts | About

Home / Contact

Tell Us Your Message

Your Name *

Your Email *

Subject

Your Message

Contact Us

E-commerce (electronic commerce) is the buying and selling of goods and services, or the transmitting of funds or data, over an electronic network, primarily the internet. These business transactions occur either as business-to-business (B2B), business-to-consumer (B2C), consumer-to-consumer or consumer-to-business.

Address

ADDRESS: Daffodil International University, Dhaka

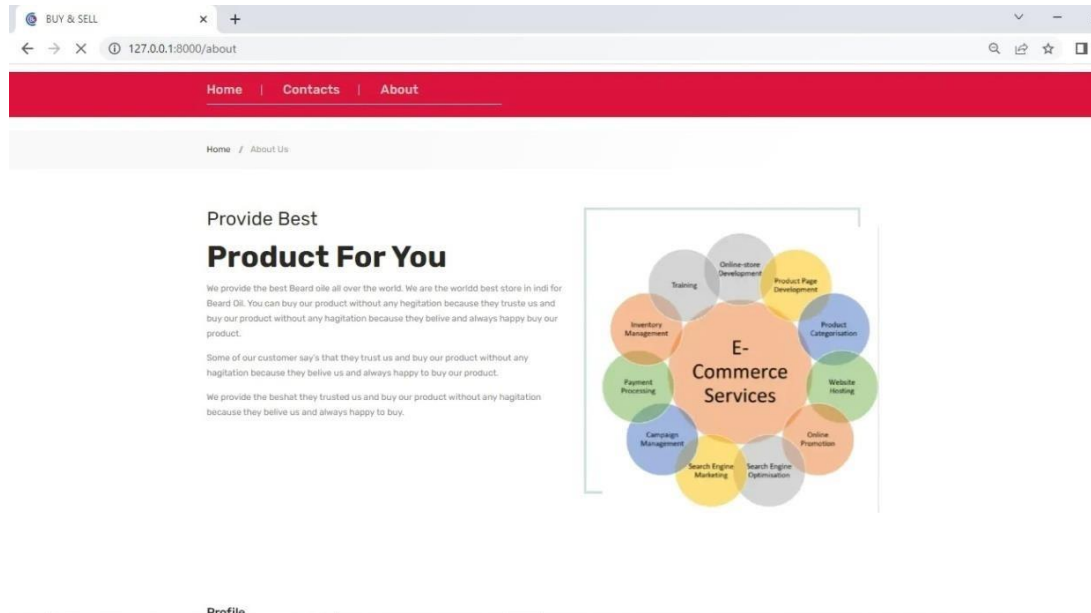
Phone

Mobile: 01723288168

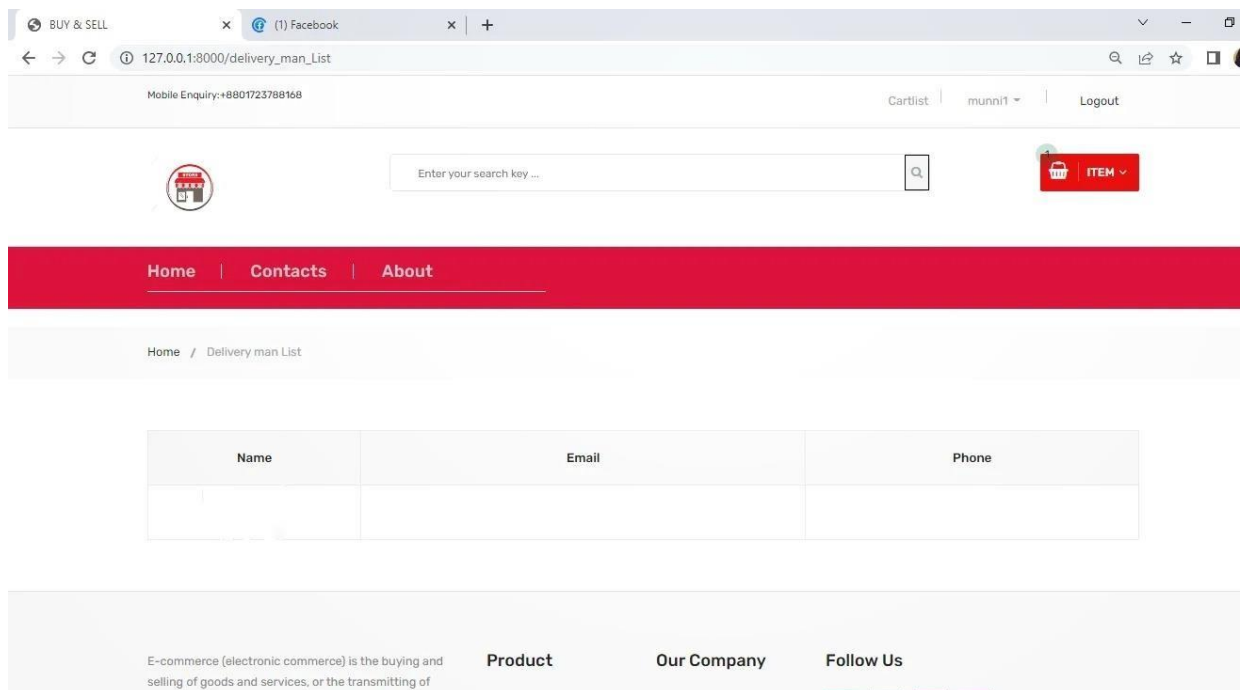
Email

buy&sell@gmail.com

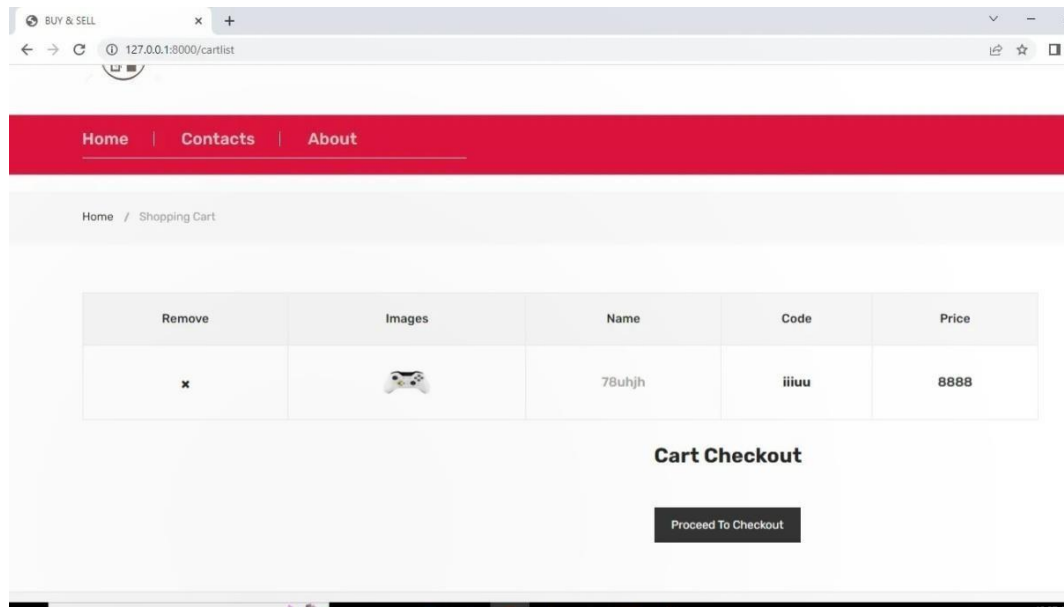
5.9 About:



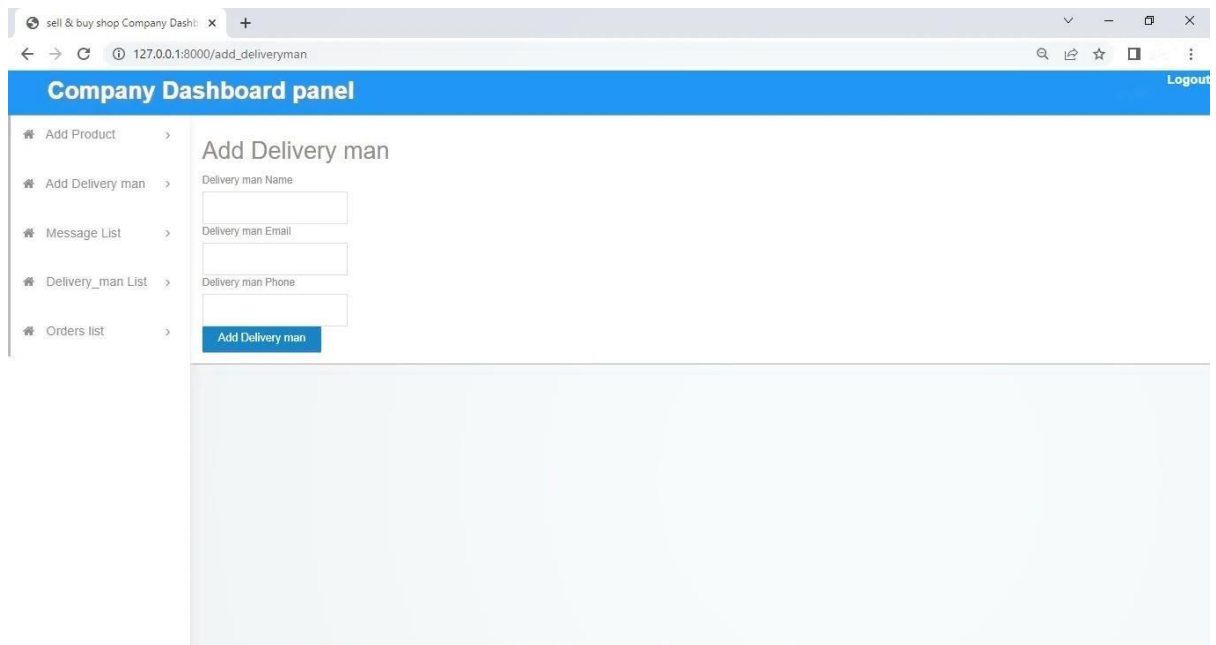
5.10 Delivery Man list:



5.11 Card List:



5.11 Admin Dash Board:



CHAPTER 6: CONCLUSION

6.1 Project Summary

"Buy and Sell" is an online service management system. Those who are new to this system will register with their details. Instead they can login only with email and password. By entering the system, they will choose the organic products they like. It will go to add to card option. Select the quantity and know the total bill, in turn they will confirm the order and provide details for home delivery. Later, the admin will see the order and assign the delivery man to complete the delivery.

I have completed this project from planning to development within a tight period and completed the system ready to use. This system should be updated regularly as the project progress.

6.2 Tool and platform

Hardware specification:

processor	1.7 GHz or faster process
RAM	2 GB
Disk space	5GB of available hard disk

Software specification:

Operating system	Windows 10
Front End	HTML, CSS, JS
Frameworks	Bootstrap, Google font, Laravel
Back End	PHP (laravel)
Text Editor	Visual studio code
Database	MySQL
Web browser	Google chrome
Web server	apache
Drawing tools	Visual Paradigm Online, MS Word

6.3 Limitations

- Techniques Limitations.
- SMS alert facility is not available.
- Portal is not SEO friendly.
- Huge Marketing Cost
- Registration Email verification not available.
- Risk unauthorized accessibility.
- Security risk.

6.4 Future Scope

The various things can be made it simple and user friendly. As by increasing some of the coding we can improve it functionality. Online payment system is yet not integrated to the system which can be featured in the near future. Till now it does not have the facility of back up the database. By as the next advancement we can make it able to bundle the backup facility so that one can perform operation based on previous records. As the technology emerges, it is possible to upgrade the system and can be adaptable to desired environment. Based on the future security issued, security can be improved using emerging technologies.

