



**Daffodil**  
*International*  
**University**

**GREEN KEEPERS**  
**An Web Portal For On-demand Gardening**

**Submitted by**

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**15<sup>th</sup> Batch**

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**This project is partial**

**Fulfillment of the requirements for the degree of Bachelor in Software Engineering**

**September 2018**

## **APPROVAL**

This **Project** titled “**GREEN KEEEPERS**”, submitted by **HAMISU HUSSAINI HAMISU, 143-35-752** 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 B.Sc. in Software Engineering and approved as to its style and contents.

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I hereby declare that, this project has been done by me, under the supervision of **Mr. Md. Mushfiqur Rahman Lecturer, Department of SWE.** Daffodil International University. I also declare that neither this project nor any part of this project has been submitted elsewhere for award of any degree.

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## **EXECUTIVE SUMMARY**

**“GREEN KEEPERS”** Nursery is dedicated to providing a quality choice for people looking for plant and garden supplies, as well as serving contractors who need a reliable source of products. I will offer a wide variety of plants, trees, vegetable plants, along with a selection of garden supplies. Most of the plants we sell will be grown in our greenhouses. With a convenient location **“GREEN KEEPERS”** Nursery intends to successfully market to the residential customer, as well as contractors and renters.

## Table of Contents

### INTRODUCTION

Project Overview	1
1.2 Project Purpose	1
<b>1.2.1</b> Background	1
1.2.2 Benefits & Beneficiaries	1
1.2.3 Goals	1
1.3 Stakeholders	2
1.4 Proposed System Model	2
1.5 Project Schedule	2
1.5.1 Gantt Chart	2
1.6 Context of the work	2
1.7 Work Partitioning	2
1.8 Benefits	3

### SOFTWARE REQUIREMENT SPECIFICATION

2.1 Project Scenario-----	5
2.2 Data Requirement-----	4
2.3 Performance Requirements-----	4
2.3.1 Speed and Latency Requirements-----	4
2.3.2 Precision or Accuracy Requirement-----	5
2.3.3 Capacity Requirements-----	5
2.4 Dependability Requirements-----	5
2.4.1 Reliability Requirements-----	6
2.4.2 Availability Requirements-----	6
2.4.3 Robustness or Fault-Tolerance Requirements-----	6
2.4.4 Safety-Critical Requirements-----	6
2.5 Maintainability and Supportability Requirements-----	6
2.5.1 Maintenance Requirements-----	6
2.5.2 Supportability Requirements-----	6

2.5.3 Adaptability Requirements-----	7
2.5.4 Scalability or Extensibility Requirements-----	8
2.6 Security Requirements-----	8
2.6.1 Access Requirements-----	8
2.6.2 Integrity Requirements-----	8
2.6.3 Privacy Requirements-----	8
2.7 Usability and Human-interaction Requirements-----	9
2.7.1 Ease of Use Requirements-----	10
2.7.2 Personalization and Internationalization Requirements-----	10
2.7.3 Understandability and Politeness Requirements-----	11
2.7.4 Accessibility Requirements-----	17
2.7.5 User Documentation Requirements-----	18
2.7.6 Training Requirements-----	19
2.8 Look and Feel Requirements-----	20
2.8.1 Appearance Requirements-----	20
2.8.2 Style Requirements-----	20
2.9 Operational and Environmental Requirements-----	20
2.9.1 Expected Physical Environment-----	20
2.9.2 Requirements for Interfacing with Adjacent Systems-----	20
2.9.3 Project Implementation Requirements-----	21
2.9.4 Release Requirements-----	21
2.10. Legal Requirements-----	21
2.10.1 Compliance Requirements-----	21
2.10.2 Standards Requirements-----	22
2.11 Risk Analysis -----	22
2.12 Risk Assessment-----	22
2.13 SWOT Analysis-----	22
<b>SYSTEM ANALYSIS-----</b>	<b>23-34</b>
3.1 Use Case Diagram-----	23
3.2 Use Case Description (for each use case) -----	24
3.3 Activity Diagram (for each use case) -----	24
3.4 System Sequence Diagram (for each use case) -----	25

SYSTEM DESIGN & DEVELOPMENT-----	33-34
4.1 Class Responsibilities Collaboration (CRC) Cards-----	31
4.2 Sequence Diagram (for each use case) -----	26
4.3 Class Diagram-----	26
4.4 Database Design Diagram-----	26
4.5 Development Tools & Technology-----	26
4.5.1 User Interface Technology-----	26
USER INTERFACE & MANUAL-----	28-30
6.1 User Manual (HOME) -----	28
6.2 User Manual (ORDER LIST) -----	28
6.3 User Manual (REGISTRATION) -----	28
6.4 User Manual (LOGIN)-----	29
6.5 User Manual (ORDER) -----	30
PROJECT SUMMARY-----	31-34
7.1 Limitations-----	34
7.2 Future Scope-----	34
7.3 Obstacles & Achievement-----	34



## **LIST OF TABLES**

i. Approval-----	1
ii. Declaration-----	2
iii. Acknowledgement-----	3
iv. Executive Summary-----	4
v. Table of Contents-----	5

## **LIST OF FIGURES**

4.1.1 Use-case Diagram	18
4.7.1 Activity Diagram	24
4.7.2 System Sequence	25
4.8.1 Class Diagram	26
5.3 Entity Relation Diagram	27
6.1 Home	28
6.2 Registration	28
6.3 Login	29
6.4 Orders	29
6.5 Orders List	30

# CHAPTER 1

## INTRODUCTION

### 1.1 Project overview:

Green Keepers is a web portal on-demand gardening for the busy people living on this rushing world to give an opportunity to fulfill their wish for gardening. People who are busy on their daily life but with a wish to make a small garden in the balcony or on the roof top will have an option which is us to fulfill their wish. This project will help them doing the gardening without any hassle. What they will have to do is just to order through the portal.

### 1.2 Project Purpose:

Green Keepers Nursery is dedicated to providing a wide variety of plants and trees in an metropolis. Customer service is extremely important. We want each customer to have a pleasant shopping experience, and it is the intention of our nursery to answer questions with expertise and to offer advice when we feel it is needed.

#### 1.2.1 Background:

Its main purpose is to help people with gardening easily in a period of short time. They can order through online for trees, ask for help on fertilizing trees or ask for vivid gardening products.

#### 1.2.2 Benefits & Beneficiary:

1. Reduce time and hassle.
2. Helps combat loneliness.
3. Reduce dementia risk.
4. All data secure.
5. Stress relief and self-esteem
6. When we surround ourselves with growing plants, we're getting more than "a nice view".

#### 1.2.3 Goals:

The goals of this project are to spread greenery in all the cities for better views, also to ease the air pollution across the metropolis.

### **1.3 Stakeholders:**

As more services and opportunities are provided to stakeholder groups, the perceived value of the garden increases. These connections are especially important in light of budget cuts, restricted funds, and other fiscal challenges.

### **1.4 Proposed System Model:**

When anyone needs to give order in our website, firstly s/he needs to register. Then from the order section he/she can order for his desire, with quantity specification. Then, when the system confirms the order, data will save to database then our employee send the data and application to the sectors what user give to us. Then when the sectors give confirmation about the application then we give it to user the order complete.

### **Goals of the Project:**

Green Keepers Nursery goal is to help the people and save their time to make any kind of gardening our country.

### **1.5 The current situation:**

In the current situation, the country and her people are suffering in their day-to-day life, because of the non-greenery compound. Air pollution had indeed partake in the destroying the metropolis because, there are no greenery.

#### **1.5.1 Gantt Chart:**

A Gantt chart is a horizontal bar chart developed as a production control tool. Gantt Chart provides a graphical illustration of a schedule that helps to plan, co-ordinate and track specific task in a project.

### **1.6. The context of the work:**

This application has contain anything that could in one way or the other be easiest for client to know or to purchase.

### **1.7. Work Partitioning:**

A client can use the website from anywhere around the globe. Our work procedure is someone like admin or an employee will control the whole system. A user can use the system when he is registered. Then when he is ready for order then he will select the

sectors from where he needs the permission and then confirm us for the work. Then we will do it by our employee.

### **1.8. Benefits:**

1. Reduce time and hassle.
2. Helps combat loneliness.
3. Reduce dementia risk.
4. All data secure.
5. Stress relief and self-esteem
6. When we surround ourselves with growing plants, we're getting more than “a nice view.

## **CHAPTER 2**

### **PROJECT PLANNING**

#### **2.1. Project scenario:**

Many people have a hidden wish for gardening. But the busy schedules of their daily life haven't allowed them to do so. Our website is for those peoples to complete their work Online. They can ask for what they want or what they need through the website.

#### **2.2. Project scenario list:**

#### **2.3. Proposed system model:**

When anyone need to give order in our website firstly he need to register. Then from the order section he can order for his work .the when system confirms the order data will save to database then our employee send the data and application to the sectors what user give to us. Then when the sectors give confirmation about the application then we give it to user the order complete.

#### **2.4. Client:**

The person who will use this system those are the client(s). "GREEN KEEPERS" is an online website. A client can use this on his/her Computer. This is a time saving application. A client choice is defined by the development, deployment, and, under the control of a project leader. This definition depends on the client actual methodology, on what application means for him, on how he organizes to realize it, and possibly on implementation or deployment choices.

#### **2.5. The Customer:**

Customers are all time an important for a system. In this system the person who will purchase the product those are the customers of this system. In agile software development, a customer is a person with an understanding of both the business needs and operational constraints for a project. The customer provides guidance during development on what priorities should be emphasized.

## **2.6. Hands-On Users of the Project:**

In the project the user can access the website and he can find out the total information about work. If he/she find any trouble in the project he/she can contact with the developer. The user can provide any types of suggestion.

## **2.7. Priorities Assigned to Users:**

If needed any types of contact with the developer. They can do that by the mail or text or phone call.

## **2.8. User Participation:**

User can give any kind of suggestion or complain to the developer, at anytime, anywhere.

## **2.9. Maintenance Users and Service Technicians:**

The user can maintain the website. He/she cannot change the website. If any problem occur in the system user could mail or send message direct to the developers.

## **2.10. Other Stakeholders:**

A person or group or organization that has interest or concern in an organization. Stakeholders can affect or be affected by the organization's actions, objectives and policies. Some examples of key stakeholders are creditors, directors, employees, government (and its agencies), owners (shareholders), suppliers, unions, and the community from which the business draws its resources.

- **Testers:** A person responsible for testing the software.
- **System Designer:** A person responsible for designing the software.

## **2.11. Solution Constraints:**

This project has been designed followed a due process to make sure that Schedules, time and cost are applied

## **2.12. Implementation Environment of the Current System:**

1. Planning
2. Implementing
3. Designing

## 4. Testing

### **2.13. Anticipated Workplace Environment:**

1. Positive values.
2. Relaxed and productive atmosphere.
3. Commitment to excellence.
4. Open and honest communication.
5. Cooperation, support, and empowerment.
6. Sense of humor.
7. Compassion, respect, and understanding.
8. Flexibility.

### **2.14. Budget Constraints:**

The total budget for this website is 50000.00 taka. Because of the developers are working for eight month. So all the steps of this project worked very carefully. At first step of this project is requirement collection and analysis. It is the more important step. Because of a project is run by requirement. Then the designing face and coding. The developers of this project take extra care of this part. The testing and maintaining part. All the part of this project is more important that's why its takes this budget.

### **2.15. Project Schedule:**

A timeline is a way of displaying a list of events in chronological order, sometimes described as a "project artifact". It is typically a graphic design showing a long bar labeled with dates alongside itself and usually events.



Phase	Start Date	Planned Submission Date	Working Days
Proposal	01 September 2018	10 September 2018	10
Requirements Collection	10 September 2018	12 September 2018	20
Requirements Analysis	01 October 2018	02 October 2018	7
Software Requirements Specification	10 October 2018	11 October 2018	10
Project Plan	22 October 2018	30 October 2018	8
Prototype Implementations	01 November 2018	30 November 2018	29
Testing & Results	01 December 2018	10 December 2018	10
Total Working Days =94			

**Figure 2.16 Project TimeLine**

## 2.17. HR planning and development phase:

<b>SYSTEM</b>	<b>DISCRIPTION</b>	<b>ORGANIZATIONAL LEVEL</b>
Development	Developer skills, and performance appraisals	Operational
Application Analysis	It can tell a third party worker website	Management
Project planning	This project for safe time and cost for customer satisfaction.	Strategic

### 2.17.1. Risk Analysis:

1. Hazard
2. Work room
3. Server
4. Physical Network architecture
5. Information System

### 2.17.2 Risk assessment:

Completing the whole task in time is a risk. It also hard to provide the service according to user expectation. Limited appropriate information is available and a complete set of probabilities is not available. In such problems, where the analysis is highly subjective and related to vague, incomplete, uncertain or inexact information.

<b>Risk name</b>	<b>Impact</b>	<b>Probability</b>	<b>Our priority</b>	<b>Mitigation plan</b>
Misunderstanding user Requirement	High	Medium	1	Feedback analysis
Exceeding schedules and budgets	Medium	Low	3	Make effective plan
Scarcity of arranged	High	Medium	2	Collecting information

information				carefully
Team's lack of general expertise	High	Medium	2	Recruit skilled & experienced team members
Reliable information source	Low	High	4	Verify collecting information

### 2.17.3 SWOT Analysis

SWOT analysis an acronym for strengths, weaknesses, opportunities, and threats. And It's a structured planning method that evaluates those four elements of an organization, project or business venture. A SWOT analysis can be carried out for a company, product, place, industry, or person. It involves specifying the objective of the business venture or project and identifying the internal and external factors that are favorable and unfavorable to achieve that objective.

- **Strengths:** characteristics of the business or project that give it an advantage over others
- **Weaknesses:** characteristics of the business that place the business or project at a disadvantage relative to others
- **Opportunities:** elements in the environment that the business or project could exploit to its advantage
- **Threats:** elements in the environment that could cause trouble for the business or project.

<p style="text-align: center;"><b>Strength</b></p> <p>Innovative idea. Very essential for everyone. Exceptional service. There are much type of sectors here.</p>	<p style="text-align: center;"><b>Weakness</b></p> <p>Most people are not aware about this service. Some people finds it difficult to dedicated their time and energy to make it.</p>
<p style="text-align: center;"><b>Opportunities</b></p> <p>Work have done in short time . To make the metropolis look beautiful. Reduce air pollution</p>	<p style="text-align: center;"><b>Threat</b></p> <p>It may take long time to take permission from the sectors that time our process may take long time.</p>

## CHAPTER 3

### REQUIREMENTS SPECIFICATIONS

#### **3.1. Functional Requirements:**

In Software engineering and systems engineering, a functional requirement defines a function of a system or its component. A function is described as a set of inputs, the behavior, and outputs. Functional requirements may be calculations, technical details, data manipulation and processing and other specific functionality that define what a system is supposed to accomplish. Behavioral requirements describing all the cases where the system uses the functional Requirements are captured in use cases. Functional requirements are supported by non-functional requirements (also known as quality requirements), which impose constraints on the design or implementation (such as performance requirements, security, or reliability). Generally, functional requirements are expressed in the form "system must do. While nonfunctional requirements are "system shall be. The plan for implementing functional requirements is detailed in the system design. The plan for implementing non-functional requirements is detailed in the system architecture

1. Take data by a form from the users.
2. Approve application from the sectors.
3. Assure that only registered people use the system.
4. Processing the query.
5. Replay with related message.
6. Provide the details.

#### **3.2. Data Requirements:**

we will get data from the users then work on it .on his application all details about his sectors for which he need permission.

A data warehouse requirements specification states the project objectives and goals and related data storage, data integration, information delivery, security, quality, usage, functional and nonfunctional requirements that must be delivered in order to achieve the

project objectives. The requirements specification provides a means of specifying all requirements and the criteria that will be used to accept that the requirements have been met. It helps ensure that the technical team does not design and build something that is not specified.

### **3.3. Performance Requirements:**

1. Response time
2. Workload
3. Scalability
4. Platform

#### **3.3.1. Speed and Latency Requirements:**

It is very responsive. It will provide the result within a few seconds with the correct answers. And it will take only that time which time sector need to approve.

#### **3.3.2. Precision or Accuracy Requirements:**

There is no one standard definition of an accuracy non-functional requirement. It will be defined for each project where it needs to be specified. This principle is true of all non-functional requirements.

For the purposes of this article an accuracy non-functional requirement is any requirement that is not a functional, data or process requirement concerned with defining the precision which the solution will record or produce data.

#### **3.3.3. Capacity Requirements:**

It is an online application so at a time any number of user can use this app. Internal resources required to carry out a project at a particular time. The system calculates the capacity requirements for networks using the formula that you have entered in the capacity detail screen of the work center. Generally, the system uses the value you entered for work in the network activity in the formula; however, you can specify other formula parameters.

### **3.4. Reliability Requirements:**

Our website is a new website for this kind of work for this there has no enough resource to us about the system.

The concept of reliability is one which can prove to be of paramount importance to the project management team and or the project management team leader, as errors in reliability can cause productivity to decline significantly. Specifically speaking, reliability refers to the probability and or the likelihood that a given product will perform in the way and or manner it was intended to perform in the efforts that have been deemed required of that given product within or under a specific period of time required.

### **3.5. Availability Requirements:**

Project will run in a short time, when the user needs to use this project he/she can use that from Online. For using this website the user can save the time and he/she can easily find out their specific order from the website .Also when the full work complete he will get a confirmation for his work.

### **3.6. Robustness or Fault-Tolerance Requirements:**

Our system is robust. So it will be helpful for the user because he/she can find their topic in a short time. It will work smoothly.

### **3.7. Maintenance Requirements:**

The user can edit or change anything of his choice . He/she cannot change the application interface by his/her choice. If they find any problem in the time of using he/she can give the information or the suggestion to the developer.

### **3.8. Supportability Requirements:**

The developer of this website will all time ready for solving any types of problem about this application. If the user gives the information or any types of suggestion about the application the developer will try to solve the problem.

### **3.9. Adaptability Requirements:**

The developer will solve the problem as soon as possible, to take the information. Ability of an entity or organism to alter itself or its responses to the changed circumstances or

environment. Adaptability shows the ability to learn from experience, and improves the fitness of the learner as a competitor.

### **3.10. Scalability or Extensibility Requirement:**

All the feature of this website will fix it on the time of published. All the right by the developer. In some organizations, project management is considered overhead. It is sometimes referred to as a “necessary evil”. The Ten Step philosophy for project management is that it is a value-adding process. The value is added in a number of ways as stated in A.1 The Value of Project Management.

### **3.11. Longevity Requirements:**

The user can use this website unlimited time. There is no time limit. The Longevity Project shows you how you can live longer by analyzing the results from one of the world’s longest lasting studies and drawing surprising conclusions about the work ethic, happiness, love, marriage and religion of people who have lived to old age.

### **3.12 Usability and human Interaction Requirements:**

These Requirements define how to meet the physical and cognitive needs of the intended users of your website or application.

### **3.13. Ease of Use Requirements:**

This website is totally user friendly. Anyone can use this without facing any difficulties. The entire component of the app is good looking, easy to understanding and operating. Here we also provide user guideline which will help the user to use comfortably.

### **3.14. Personalization and Internationalization Requirements:**

There have no b. Personalization and Internationalization Requirements for this website. That means user cannot change all as his/her own wish.

### **3.15. Understand ability and Politeness Requirements:**

All the feature of this website is easily designed. So the user can easily understand.

#### **3.15.1. Accessibility Requirements:**

The website is easily accessible because the features are designed for all types of user.

#### **3.15.2. User Documentation Requirements:**

We take all documents from user by a form or a pdf or a text file. Outwork depends on this document.

### **2.15.3. Training Requirements:**

Training is very important for every project. Training helps every project or application user to use that project. But our project is easily designed for all classes of user.

Because this application can use all types of user. All the feature of this project is well designed. A user can easily use the search and other option of this project.

### **3.16. Look and Feel Requirements:**

#### **3.16.1. Appearance Requirements:**

The website is totally designed for the all types of user. So it will be simply and easy understood for everyone. The website will help the new user for use the application. And all the feature of the website is well decorated. So hopefully it will be helpful for all.

#### **3.16.2. Style Requirements:**

All the feature of the application is simply designed. So all user can use easily I hope so.

### **3.17. Operational and environmental Requirements:**

#### **3.17.1 Expected Physical Environment:**

It is online website and responsive that's why anyone can use it from mobile and computer with access internet.

#### **3.17.2. Requirements for Interfacing with Adjacent Systems:**

As the system's overall footprint is significant we need to find an architecture that allows us to change the number of modules and how they interact without a total redesign. While it's impossible to achieve this under all thinkable circumstances the architecture must consider this fact the system must be designed in a way that supports the addition and removal of modules without a major redesign.



With this feature the user can easily access the application and can save the time.

### **3.17.3. Project inaction Requirements:**

An exploitation of the results including product inaction is planned for the late stages of this project, but it's impossible to provide any information that would be more specific than that already listed in the Description of Work and in the Grant Agreement.

### **3.17.4. Release Requirements:**

By this version any one can use it by mobile and computer next if any update need developer will take steps for that.

### **3.18. Security Requirements:**

There are no access requirements beside those that have been outlined in the below:

1. The software must validate all user input to ensure it does not exceed the size specified for that type of input
2. The server must authenticate every request accessing the restricted Web Pages
3. After authenticating the browser, the server must determine whether that browser is authorized to access the requested restricted Web Pages
4. The system must have security controls to protect against denial-of-service attacks.
5. The system must encrypt sensitive data transmitted over the Internet between the server and the browser.

To get access to this system or a specific module the system must provide a central authentication mechanism. In order to prevent anyone to exploit stolen all users password must be encrypted in hash process.

#### **3.18.1. Access Requirements:**

To get access to the system, the system provides authorization/authentication way. This system uses various modules.

<b>SR-01</b>	The system provides security strategies.
<b>Description</b>	The system is designed in way that allows all modules to access a

	mechanism that provides security services.
<b>Stakeholders</b>	Admin, User and Sectors

### **3.18.2. Integrity Requirements:**

To protect credentials of user from being stolen, all passwords are stored in encrypted form. The Requirements significantly reduces the value of stolen user credentials, it's not easy to decrypt the password.

### **3.18.3. Privacy Requirements:**

The system provides a protection of the database in the server. However, the system will have to increment this level of protection because of the personal data made available on the system & the larger share of people that will be having access to it through the system's registration. The user's privacy will be granted by the limited access that the log in process is going to the database.

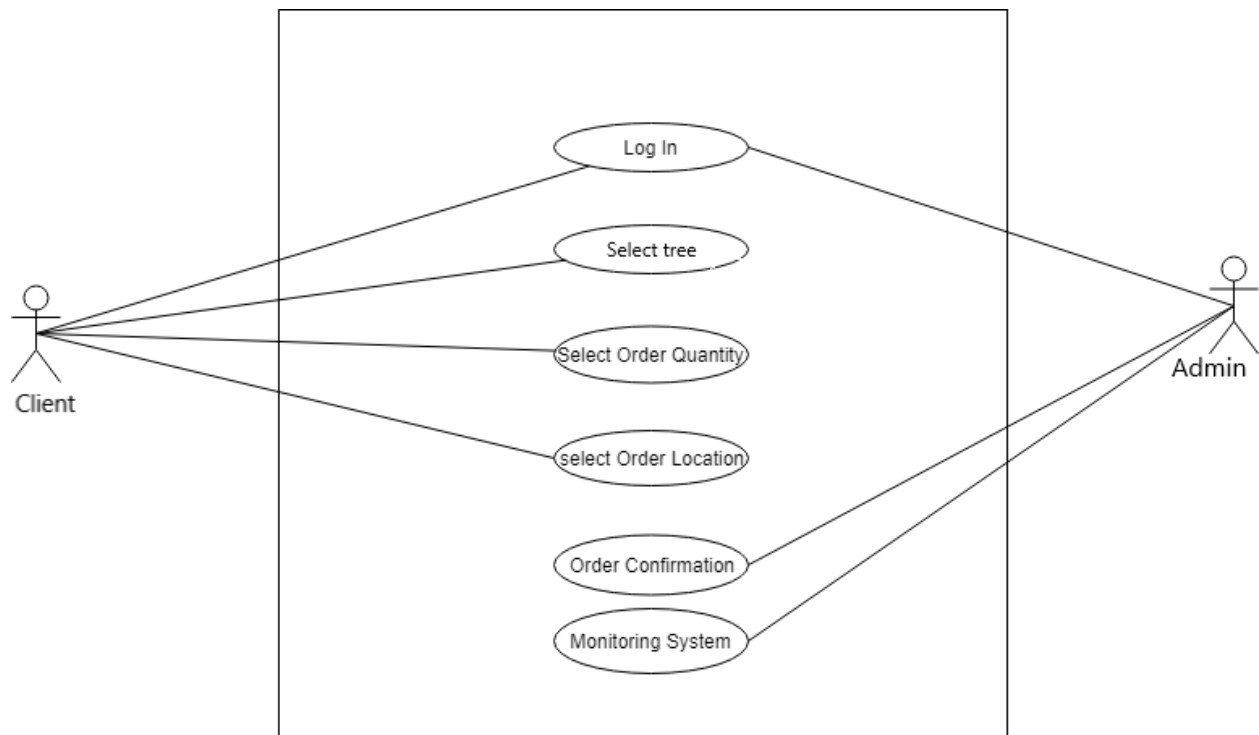
## **CHAPTER 4**

### **SYSTEM ANALYSIS**

#### **4.1. Use case:**

##### **System Environment (use case):**

In software and systems engineering, a use case is a list of actions or event steps, typically defining the interactions between a role (known in the Unified Modeling Language as an actor) and a system, to achieve a goal. The actor can be a human or other external system. In systems engineering, use cases are used at a higher level than within software engineering, often representing missions or stakeholder goals. The detailed requirements may then be captured in the Systems Modeling Language (SysML) or as contractual statements. While a use case itself might drill into a lot of detail about every possibility, a use-case diagram can help provide a higher-level view of the system. It has been said before that "Use case diagrams are the blueprints for your system". They provide the simplified and graphical representation of what the system must actually do. Due to their simplistic nature, use case diagrams can be a good communication tool for stakeholders. The drawings attempt to mimic the real world and provide a view for the stakeholder to understand how the system is going to be designed.



**Figure: 4.1.1 Use Case**

## 4.2 Use Case Description

### 4.2.1. Admin Registration:

Use case id	1	
Name	Admin Registration	
Primary Actor	Admin	
Secondary Actor	User	
Goal	Register Accounts for different Admin of system.	
Precondition	Relevant data to enter in database for registration is available.	
Post condition	Register sergeant accounts for all the Admin.	
Main Success scenario	Actor	System
	<ol style="list-style-type: none"> <li>1. Admin selects register option to register an account for new Admin.</li> <li>2. Admin will enter the relevant data about user e.g. Admin basic information.</li> <li>3. Admin will assign roles to the account that what a user do in the system respective to Admin designation.</li> <li>4. Admin submits the required description about user to the system.</li> <li>5. System will save the record in the database and will show the success message.</li> </ol>	<ol style="list-style-type: none"> <li>2.1. System create registration form</li> <li>3.1. system will show a roles category list</li> <li>5.1. Submit all data to database.</li> </ol>
Scenario Extensions	<ol style="list-style-type: none"> <li>1. If any Admin all information repeats system will back a error message.</li> <li>2. Without admin registration not possible.</li> </ol>	

#### 4.2.2. User Registration:

Use case id	2	
Name	User Registration	
Primary Actor	Admin	
Secondary Actor	User	
Goal	Register Accounts for different users of system.	
Precondition	Relevant data to enter in database for registration is available.	
Post condition	Register sergeant accounts for all the users.	
Main Success scenario	Actor	System
	<ol style="list-style-type: none"> <li>1. Admin selects register option to register an account for user.</li> <li>2. Admin will enter the relevant data about user e.g. user basic information.</li> <li>3. Admin will assign roles to the account that what a user do in the system respective to user designation.</li> <li>4. Admin submits the required description about user to the system.</li> <li>5. System will save the record in the database and will show the success message.</li> </ol>	<ol style="list-style-type: none"> <li>2.1. System create registration form</li> <li>3.1. system will show a roles category list</li> <li>5.1. Submit all data to database.</li> </ol>
Scenario Extensions	<ol style="list-style-type: none"> <li>1. If any users all information repeat system will back a error message.</li> <li>2. Without admin registration not possible.</li> </ol>	

### 4.2.3. Order:

Use case id	3	
Name	order	
Primary Actor	User	
Secondary Actor	Admin	
Goal	Hire for a work	
Precondition	User must be registered without registration they cannot order.	
Post condition	System will return a successful message.	
Employee	Actor	System
3.employee will check all and confirm the order.	<ol style="list-style-type: none"> <li>1. user go to service and then select order option.</li> <li>2 . user send all information and details about his work</li> <li>3. get a confirmation sms from system</li> </ol>	<ol style="list-style-type: none"> <li>1.1. System create a form.</li> <li>2.1.system check the statement.</li> <li>3.system take work details and update to database.</li> </ol>
Scenario Extensions	1.if transaction not complete successfully system will return the message that transaction fail.	

#### 4.2.4. Cost:

Use case id	4	
Name	cost	
Primary Actor	Admin	
Secondary Actor	user	
Goal	Cost calculation	
Precondition	Only admin can select a cost for the work.	
Post condition	cost calculate	
	Employee	System
	2.select a cost for the work	1.take order from user and details about work 2. Update cost.
Scenario Extensions	1. If account empty system will return An error message. 2. Successful.	

#### 4.2.5. Application and approve:

Use case id	3	
Name	Application approve	
Primary Actor	User	
Secondary Actor	Admin	
Goal	Approve application	
Precondition	All required data must be valuable	
Post condition	approve application and ready for work	
Employee	user	System



<p>3. Admin check database take the information then send other sectors for approve.</p>	<p>1 .Go to order 2.fell the form and submit 3. Confirmation about all approved.</p>	<p>1.system give a form 2. check validation add to database 3. Send all data to approve.</p>
<p>Scenario Extensions</p>	<p>1.if information not valid system will return an error message</p>	

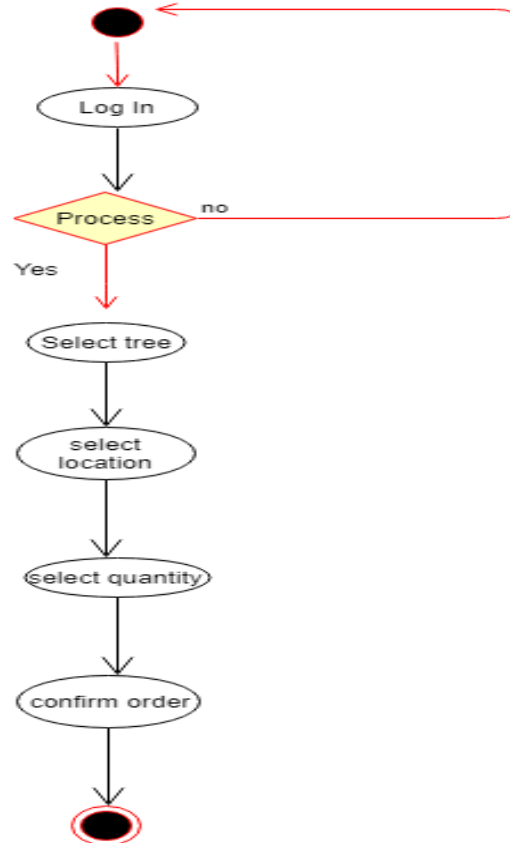
### 4.3. Structural Functionalities:

An organization can be arranged according to a variety of structures, which determine how the organization will operate and perform. In a functional structure, a common configuration, an organization is divided into smaller groups by areas of specialty (such as IT, finance, operations, and marketing).

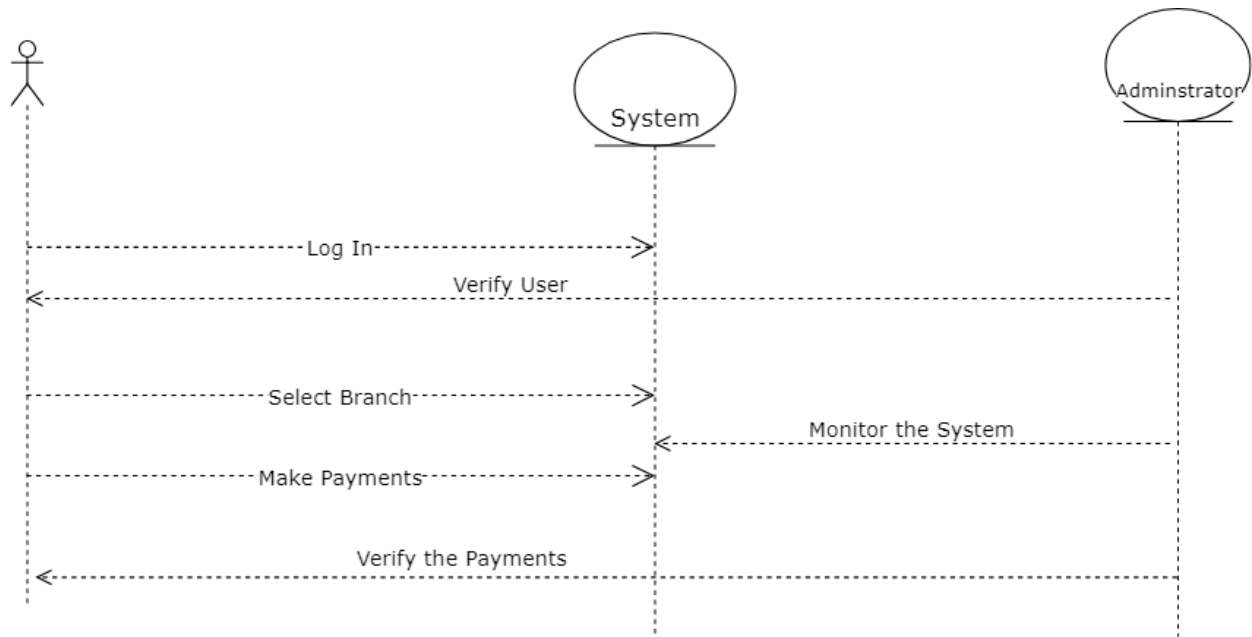
Some refer to these functional areas as "silos"—entities that are vertical and disconnected from each other. Correspondingly, the company's top management team typically consists of several functional heads (such as the chief financial officer and the chief operating officer). Communication generally occurs within each functional department and is transmitted across departments through the department heads.

#### 4.4. User:

User registration in this system then order and at last he/she receive the confirmation.

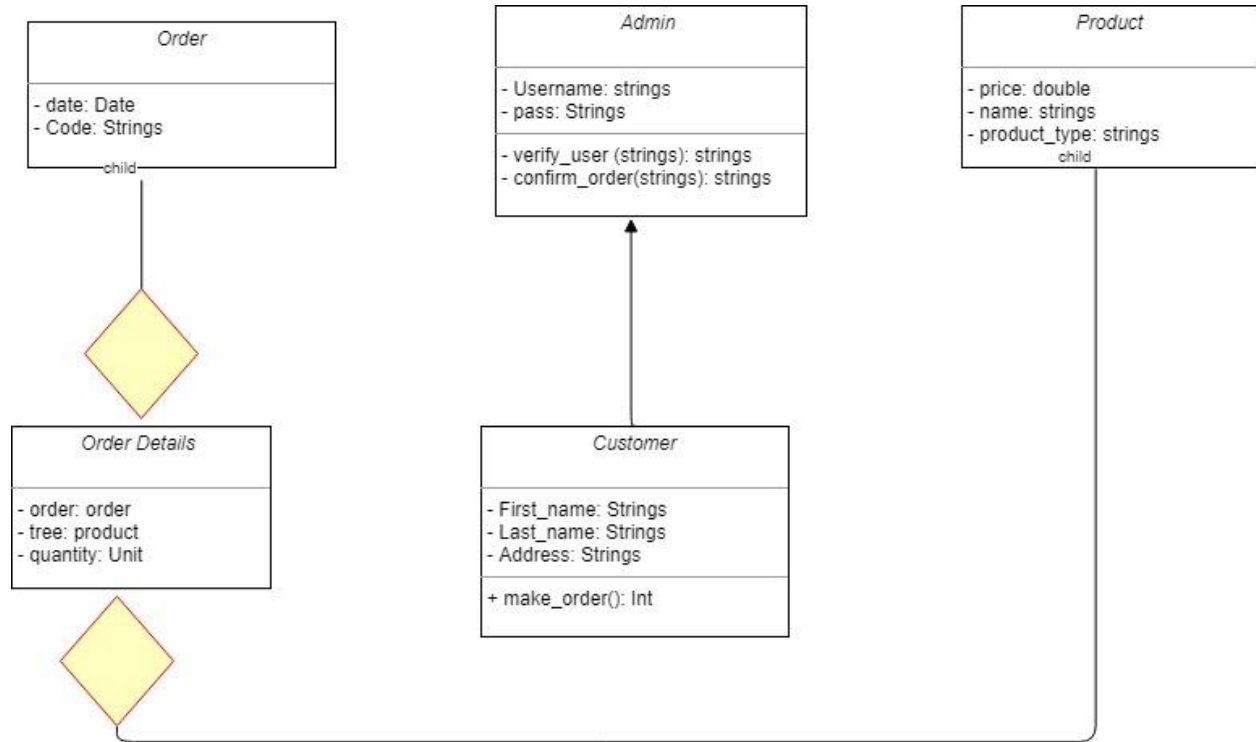


**Figure: 4.7.1 Activity Diagram**

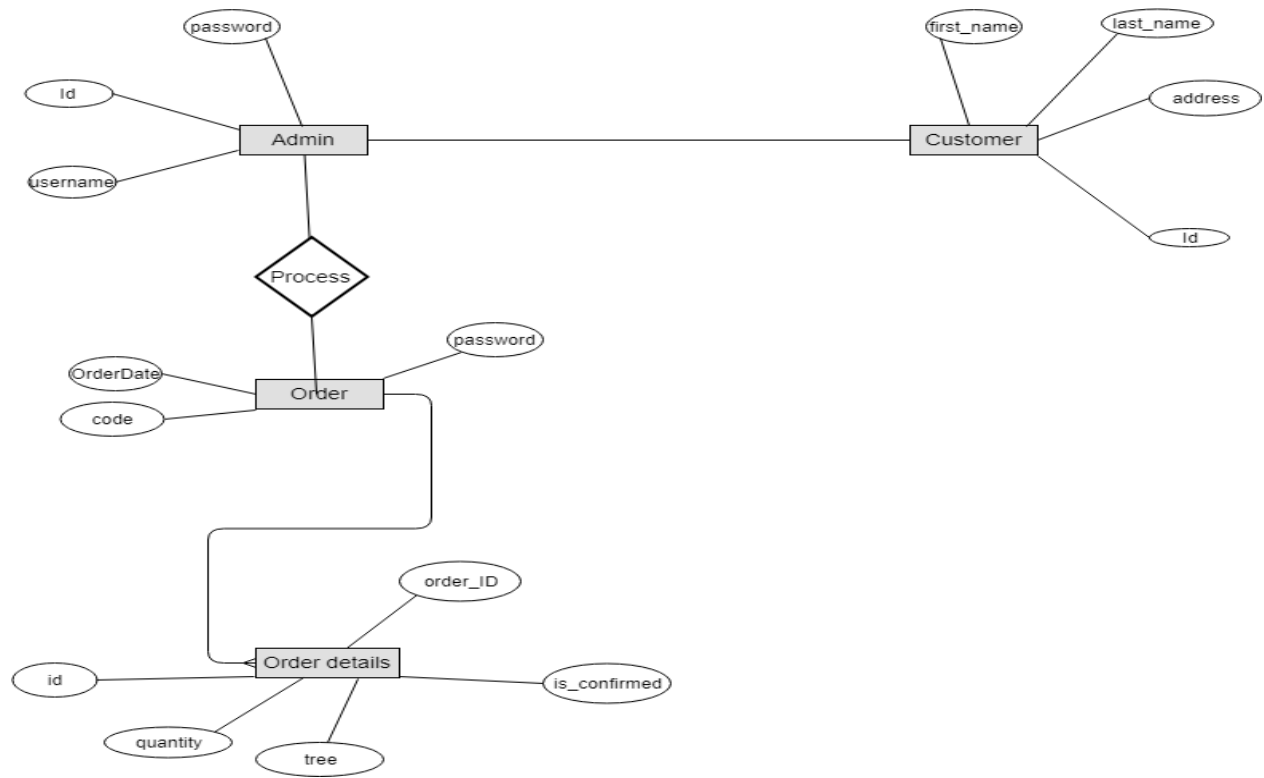


**Figure: 4.8.1 System Sequence Diagram**

## DESIGN AND DEVELOPMENT

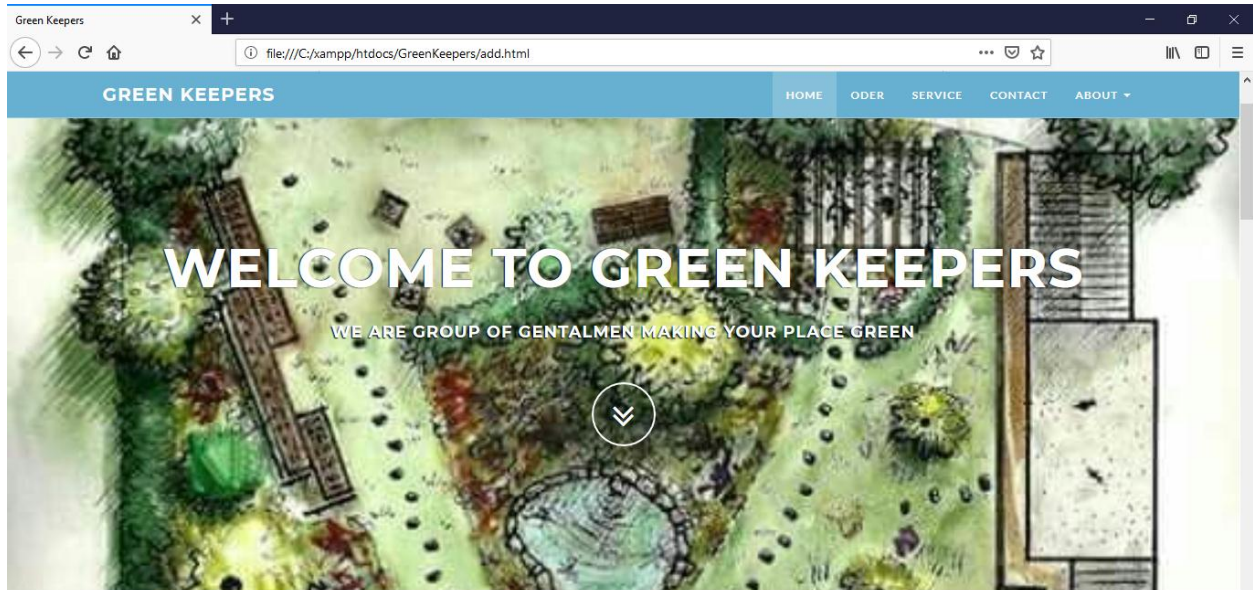


**Figure: 5.1 Class Diagram**



**Figure: 5.3 Entity Relationship Diagram (ERD)**

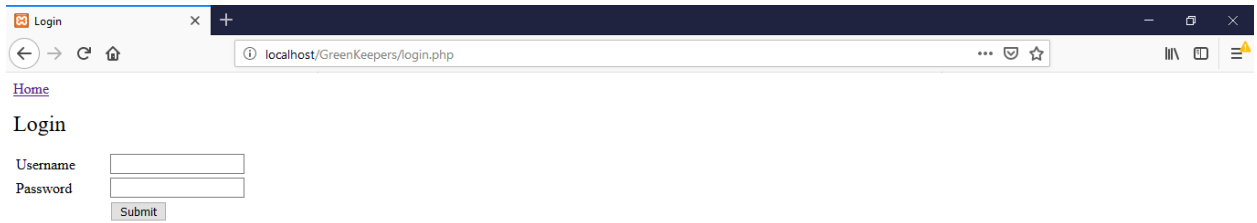
# USER INTERFACE AND MENUAL



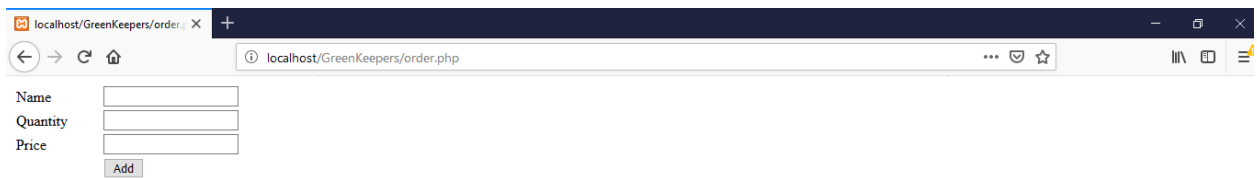
**Figure: 6.1 Home**



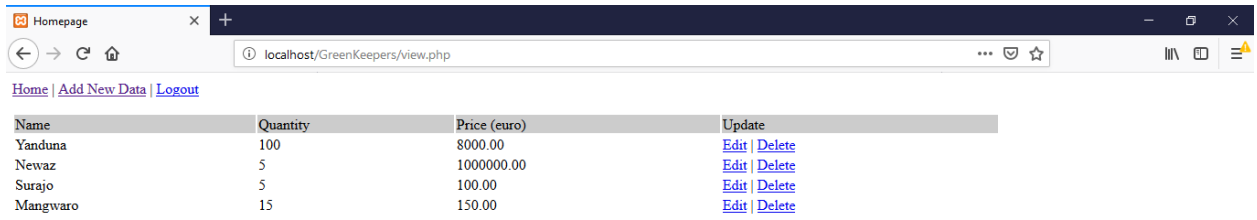
**Figure: 6.2 Registrations**



**Figure: 6.3 Login**



**Figure: 6.4 Orders**



The image shows a web browser window with a single tab titled 'Homepage'. The address bar displays 'localhost/GreenKeepers/view.php'. Below the browser, there is a navigation menu with links for 'Home', 'Add New Data', and 'Logout'. The main content is a table with four columns: 'Name', 'Quantity', 'Price (euro)', and 'Update'. The table contains four rows of data, each with 'Edit' and 'Delete' links in the 'Update' column.

Name	Quantity	Price (euro)	Update
Yanduna	100	8000.00	<a href="#">Edit</a>   <a href="#">Delete</a>
Newaz	5	1000000.00	<a href="#">Edit</a>   <a href="#">Delete</a>
Surajo	5	100.00	<a href="#">Edit</a>   <a href="#">Delete</a>
Mangwaro	15	150.00	<a href="#">Edit</a>   <a href="#">Delete</a>

**Figure: 6.5 Order List**



# TEST PLANS

## 7.1. Testing Features:

1. Valid information for registration.
2. Valid information for order properly working.
3. Database working properly.

## 7.2. Features not to be tested:

It is very hard to tell which function is not to be checked which will save our time. In the testing section we will check function to meet our requirement and others function will be left as unchecked

## 7.3. Testing Strategies:

A small individual unit of the project is tested here separately to find out whether that unit is functional as expected or not. The crucial units of the project are only tested here.

## 7.4. Pass/Fail Criteria:

1. Login system – pass.
2. Registration part –pass.
3. Order confirmation –pass.
4. If not confirm (show error)-pass.
6. Exit –pass.

### 7.5. Testing schedule:

Id	Action	Start date	End date
1	Login System	1/9/2018	2/9/2018
2	Registration form	3/9/2018	4/9/2018
3	Order form	5/9/2018	6/9/2018
4	Showing error	7/9/2018	8/9/2018
5	Exit	9/9/2018	10/9/2018

### 7.6. Testing Environment (hardware/software requirements)

Id	Action	Input	Expected Result	Actual Result	Pass/Fail	Code module
1	Login System	User name Password	Login the system	Login the system	pass	Login.php
2	Check Registration	User name, password, email, country.	Successfully registered	Successfully registered	pass	Registration.php
3	Check order	Company name, company details, employee name	Successfully order	Successfully order	pass	Order.php
4	error	anything	error	error	pass	Any where
5	exit	Click on exit	exit	exit	pass	ExitSystem.php

### **7.7. Project Status Report:**

All type of test has done successfully. There were some errors. All of them are now fixed. Now it is working without making any error or bug. All features are working correctly and showing the expected results.

Database is responding very well. All the buttons are performing their action correctly. All text is showing at the right position, right font and color. It is totally usable for all users now. So project is deliverable now.

# CONCLUSION

## **8.1. Critical Evolution and Team Attainment:**

The project was really fantastic. There are many challenges in our project “GREEN KEEPERS”. Main challenge was how to send data to sectors and take permission from there for this we use a file upload system by which employee can easily send an application to every sectors. We manage order from outside by this website. We release the short version of our project; in this short version we think we are success.

## **8.2. Limitations:**

The main limitation is time maintaining .this time is really short for doing this project. Another problem time maintaining.

## **8.3. Obstacles &Achievements:**

For this project development I faced some obstacles.

1. Lack of agreement on initial goals and objectives
2. Lack of stakeholder support or understanding
3. Lack of required resources
4. Lack of use of final outcome
5. Personality conflicts
6. Poor leadership style
7. Weak communication between me and management

Also gained achievement throughout the project.

1. Learned how to work with team
2. Learned how to deal pressure situation