



Daffodil
International
University

E-Business Card

Submitted By:

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ID: 151-35-1004

This **Project** report has been submitted in partial fulfillment of the requirements for the Degree of Bachelor of Science in Software Engineering.

Department of Software Engineering

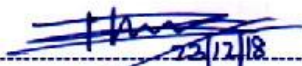
Daffodil International University

Fall – 2018

APPROVAL


This Project titled "E-Business Card", submitted by Nosrat Jahan, ID: 151-35-1004 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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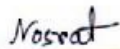
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SUBMITTED BY



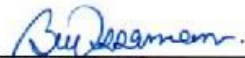
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Acknowledgment

This is not represents only my one semester project, it reveals my last 4 years learning and skill. This project is also the result of many experiences I have encountered at Daffodil International University from dozens of remarkable individuals who I also wish to acknowledge.

First and foremost, I remember Allah, without his blessing it would not be possible to complete this project. Next, I would like to thank my parents for their unconditional support and care. I also thank my supervisor, **Mr. Khalid Been Badruzzaman Biplob**, Lecturer, Department of Software Engineering, Daffodil International University for trust me that I can complete this project alone. And I am also grateful to all our respected teachers. Also thank my friends always helped and support me.

Abstract

Marvelous progress has been made in science and technology in last few years. Modern technology is all about efficiency and speed. Now-a-days every people need business card to introduce their self .The modern era people done their most of activities in online. But when need to make a business card in online people faces many problems and then they think it is easy to make a business card in shop. So, “**E-Business Card**” is a system where people can able to make their own business card by following some easy steps. The system goal is reduce cost and difficulties. And also save people’s time.

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Chapter 1: Introduction

“E-Business Card” is a web platform where in any individuals or any company able to make their own business cards. This website will contain default business card template where everyone can edit the card and make own business card. If any company or organization wants to design their unique business card for their employee they can also do this. This website also contains lots of company’s business card template. From there user can search a card by the name of company and also edit and store it.

1.1 Project Overview

Thousands of web system released today to make peoples work easier. Many Visiting card editing system also made however most of them are payable and complicated. Here only a website making for visiting card found difficult. E-Business card is a web platform where user do not need to faces these difficulties. And if also any type of company need to make same types business card for their company. They just select a card and stored by the name of company so that employee can found them easily. For making a business card firstly a user have to create own account. There are two types of user account. First type is individual and second type is company. Individual and company both can search template by the name of company. They also edit templates which is uploaded by admin. Company also have an option to create an unique visiting card for their employee and store card. User can also edit template.

1.2 Project Purpose

1.2.1 Background of the Project

“E-Business Card” is a web platform where any individuals or any company able to design their own business cards. This website will contain a default business card template where everyone can edit the card and make their own business cards. If any company or organization wants to design their own, unique business card they can also do this. This website will also contain lots of person and company’s business cards template, from that user can search a card by the name of a person or a company, if that person or company business card stored it will be shown. There are many platform where people can design their greeting cards . There is a few open platform where any person or organization design their business card which are complicated to use . So I thought making a platform to designing business card .

1.2.2 Benefits & Beneficiaries

People who want to save their time and money this project is for them. Also people who are changing or promoting on their job every time need a business card. And person who are startup own work need business card for employee or single this website also beneficiary for them. Companies waste money make business card for their employee. By taking help of this website employees can make their own card.

1.2.3 Goals

By successful completion of this project, users will be able to-

1. Make their own business card
2. Can access all the available templates and edit them
3. Any company can make their unique business card for their employee
4. User can search their card by the name of organization

1.3 Stakeholders

Administrator can upload, delete from online server.

User can view and edit template. There are two type of user like Individual and company.

1.4 Proposed System Model

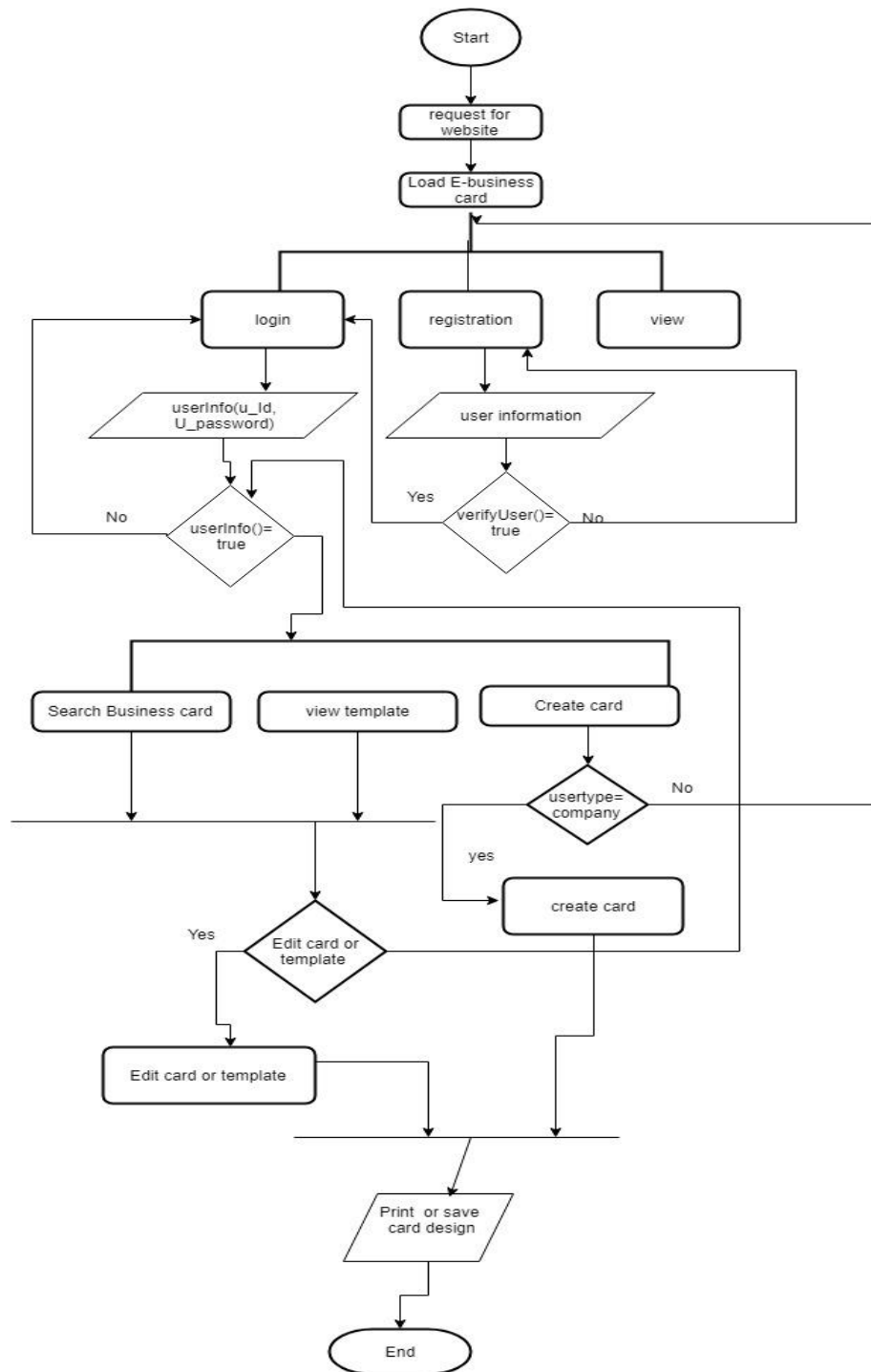


Figure 1.4: Proposed System Model

1.5 Project Schedule

1.5.1 Gantt Chart

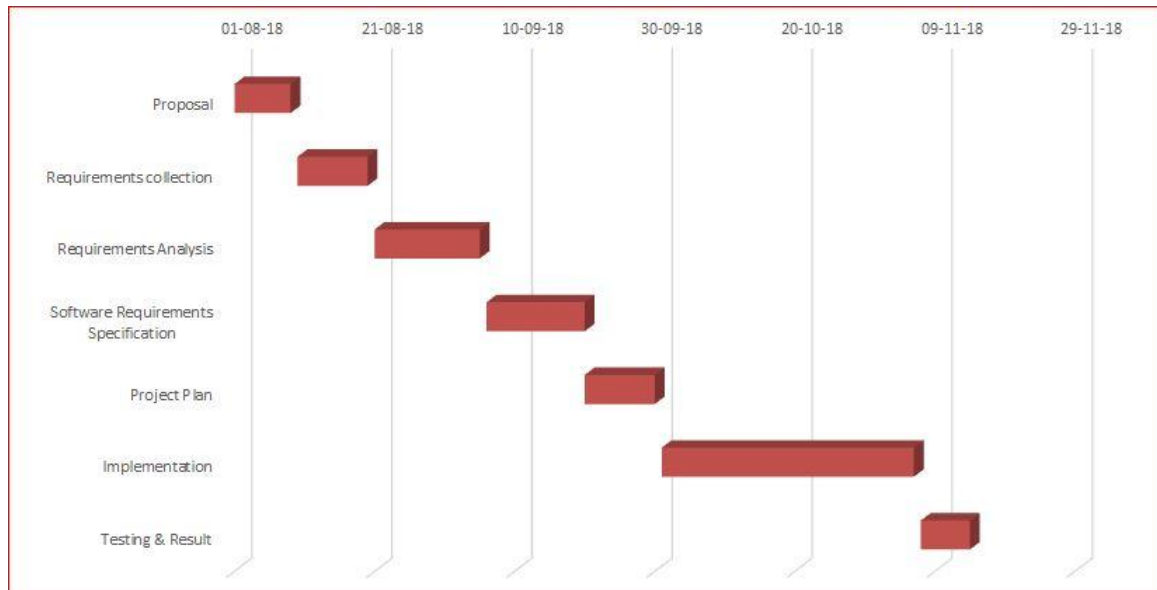


Figure 1.5.1: Project Schedule Gantt Chart

1.5.2 Release Plan

Software Release plan with target time is given below:

Table 1.5.2. 1: Release Plan

Jan 24, 2019	Jan 31, 2019	Feb 15, 2019
Front End		
Performance improvements Revise UI portal Validate feedback	Security upgrade	Improve web performance Resource declaration
Back end		
Code review Generate reporting analysis	Migrate new server	
Quality Assurance		
Front end CSS growing Groom bug report	Function testing	

Chapter 2: Software Requirement Specifications

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).[1]

Definition of Priority keys:

Table 2. 1: Definition of Priority keys

Key	Definition
H	High
M	Mandatory
D	Desirable
L	Low

2.1 Functional Requirements

Table 2.1. 1: Functional Requirements

Requirement ID	Description	Priority
FR001	User will able to edit template	H
FR002	User will able to make own template	H
FR003	User will able to store their unique template	M
FR004	Admin will able to upload, update and delete template	H

2.2 Data Requirements

Table 2.2.1: Data Requirements

Requirement ID	Description	Priority
DR001	System will automatically synchronize and updated data from database.	D
DR002	After make a CRUD operation on database admin must need to update database update number, Otherwise database will not update new data.	D

2.3 Performance Requirement

2.3.1 Speed and Latency Requirements

Table 2.3. 1: Speed and Latency Requirements

Requirement ID	Description	Priority
SLR001	The system should load the data from server in maximum 10 second.	D
SLR002	The system should synchronize data from background task it will not interrupt to user functionality.	D
SLR003	Edited template saved in maximum 10 second.	D

2.3.2 Precision or accuracy Requirements

Table 2.3. 2: Precision or Accuracy Requirements

Requirement ID	Description	Priority
AR001	All data in template should be in place accurately where it is.	H

2.3.3 Capacity Requirements

Table 2.3. 3: Capacity Requirements

Requirement ID	Description	Priority
CR001	The remote server database size must be able to load the system data.	D

2.4 Dependability Requirements

2.4.1 Reliability Requirements

Table 2.4. 1: Reliability Requirements

Requirement ID	Description	Priority
RR001	User will view all the template without login	D

2.4.2 Availability Requirements

Table 2.4. 2: Availability Requirements

Requirement ID	Description	Priority
AVR001	The system should work 24 hours a day	H

2.4.3 Robustness or Fault-Tolerance Requirements

Table 2.4. 3: Robustness or Fault Tolerance Requirements

No.	Description	Priority
1.	If the system has been crashed, it should not be more than an hour.	M
2.	Supports all screen size of mobile phone and laptop.	M

2.4.4 Safety-Critical Requirements

No visible safety-Critical requirement

2.5 Maintainability and Supportability requirements

2.5.1 Maintenance Requirements

Table 2.5. 1: Maintenance Requirements

Requirement ID	Description	Priority
MR001	The system maintenance should be quick	D

2.5.2 Supportability Requirements

Table 2.5. 2: Supportability Requirements

Requirement ID	Description	Priority
SR001	The system should access any electronic device which has internet connection.	D

2.5.3 Adaptability Requirements

No visible adaptability requirements

2.5.4 Scalability or Extensibility Requirements

Table 2.5.4: Scalability or Extensibility Requirements

Requirement ID	Description	Priority
SER001	Save additional data for each entity database is always ready	M
SER002	Adding more functionality to the system	L

2.6 Security requirements

2.6.1 Access Requirements

Table 2.6. 1: Access Requirement

Requirement ID	Description	Priority
AR001	Only Administrator will be able to enter the system to make maintenance.	M

2.6.2 Integrity Requirement

Table 2.6. 2: Integrity Requirements

Requirement ID	Description	Priority
IR001	The data of the system must not be altered without any permission	D
IR002	The data integrity should be maintained	D

2.6.3 Privacy Requirements

Table 2.6. 3: Privacy Requirements

Requirement ID	Description	Priority
PR001	The user data must not be visible for public	H
PR002	The user data should not contain any private issues.	D

2.7 Usability and Human-Interaction Requirements

2.7.1 Ease of Use Requirements

Table 2.7. 1: Ease of use requirements

Requirement ID	Description	Priority
ER001	Software that can be completely configured	H
ER002	Easy maintenance procedures	M
ER003	Easy to improve features	M
ER004	Information is given to website easy to find and understand	H

2.7.2 Personalization and Internationalization Requirements

Table 2.7.2 : Personalization and Internationalization Requirements

Requirement ID	Description	Priority
PR001	Business card may make in several language	D

2.7.3 Understandability and Politeness Requirements

Table 2.7.3 : Understandability and Politeness Requirements

Requirement ID	Description	Priority
UR001	Clear layout and design	H
UR002	User content must be easy to follow in terms.	M

2.7.4 Accessibility Requirements

Table 2.7.4 : Accessibility Requirements

Requirement ID	Description	Priority
AR001	All users different type have equal access to their access panel , information and functionality	H

2.7.5 User Documentation Requirements

Table 2.7.5 : User Documentation Requirements

Requirement ID	Description	Priority
UR001	Document all the user reaction during test project so that needed changes can prefer for the project	H

2.7.6 Training Requirements

No visible training requirements for this project

2.8 Look and Feel Requirements

Table 2.8 : Look and Feel Requirements

Requirement ID	Description	Priority
LR001	Create stunning templates and beautiful pages	M

2.8.1 Appearance Requirements

Table 2.8. 1: Appearance Requirements

Requirement ID	Description	Priority
AR001	The user interface must be attractive	D
AR002	The user interface must be user friendly	D
AR003	The user interface must be user interactive.	D

2.8.2 Style Requirements

No visible style requirements

2.9 Operational and Environment Requirements

2.9.1 Expected Physical Environment

No visible expected and physical requirements

2.9.2 Requirements for Interfacing with Adjacent Systems

No visible requirement for interfacing with adjacent requirements

2.9.3 Projectization Requirements

No visible projectization requirements

2.9.4 Release Requirements

No visible release requirements

2.10 Legal Requirements

2.10.1 Compliance Requirements

No visible compliance requirements

2.10.2 Standards Requirements

No visible standards requirements

Chapter 3: System Analysis

System analysis uses a combination of text and diagrammatic forms to depict requirement for data, Function and behavior in a way that is relatively easy to understand, and more important, Straightforward to review for correctness, completeness and consistency.

This chapter gives an overview of the system in the use case diagram, overview of the activities in the work break down diagram, overview of the working of activities in data flow diagram, and overview of the database in ER diagram.

3.1 Use case diagram

Use case model is an approach that is combination of text and pictures in order to Improve the understanding of requirements. It describes the complete functionality of a system by recognize how everything that is outside the system interacts with use case model.

Below a use case diagram is given that relates to this system.

Actors – It has three actors.

1. Admin
2. User
 - (i) Individual
 - (ii) Company

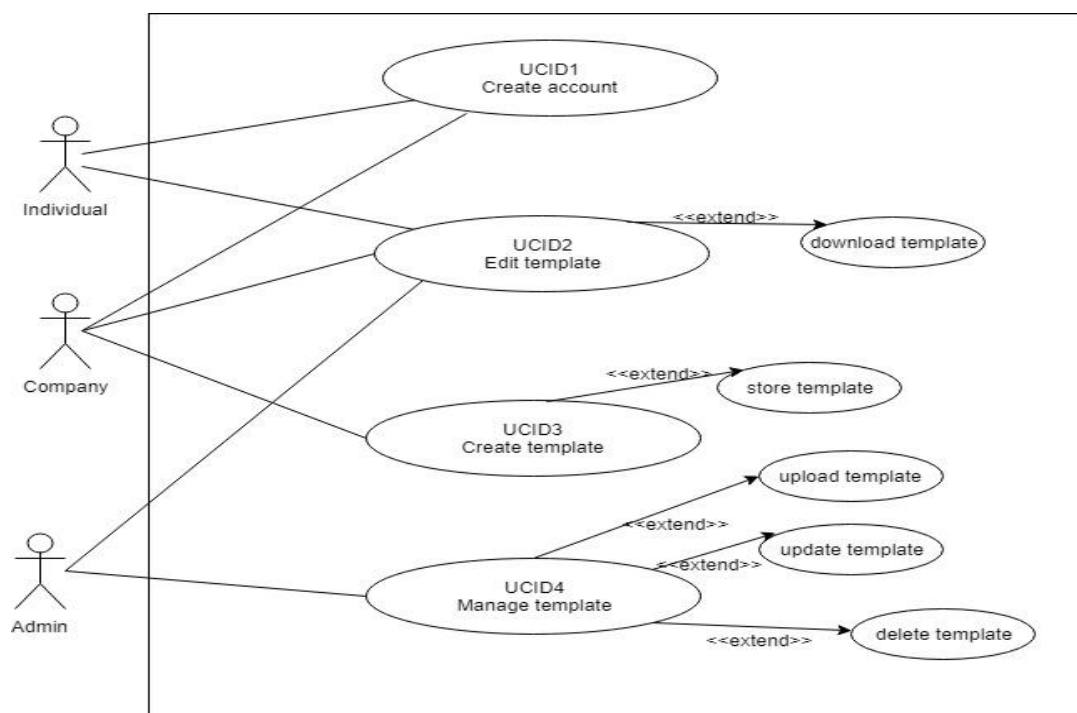


Figure 3. 1: Use Case diagram

3.2 Use Case Description

Table 3.2. 1: Use Case ID 1

Use Case Name:	Create account	
Scenario:	Create an account such as individual , company	
Brief Description:	To create an account user fill up the information (name, username, password, office name, email, phone number etc.) and also select a category like personal or company.	
Pre-Condition:	Must fill up all the option	
Post-Condition:	User can login	
Flow of Events:	Actor	System
	1. User can fill up the correct information	1.1. Verify user information 1.2.System create an account for user 1.3.Account confirmation message show
Exception Condition:	1.1 If user don not fill up all required field with correct information he/she can't able to create account.	

Table 3.2. 2: Use Case ID 2

Use Case Name:	Edit template	
Scenario:	Edit a visiting card template by a user.	
Brief Description:	When a user want to edit a visiting card template, he just select a template and go the edit option .Then the system will show the editable fields of the card. By editing these fields user can able to make their own template.	
Pre-Condition:	User must have logged in	
Post-Condition:	Card edited and saved/printed.	
Flow of Events:	Actor	System
	<ol style="list-style-type: none"> 1. User login his/her account. 2. Choose card template. 3. Edit the template 4. Save/print the template. 	<ol style="list-style-type: none"> 1.1. Verify user account and give permission login 3.1.Editable fields shows to the user 4.1. Store card to the database if user type is company 4.2. Print the card or save on pc. 4.3. Show success message of the card making.
Exception Condition:	<ol style="list-style-type: none"> 1.1.If user don't give correct account information (username, password) could not able to logged in 3.1. If user didn't have an account can't able to edit template. 	

Table 3.2. 3: Use Case ID 3

Use Case Name:	Create template	
Scenario:	A company type user can able to create a template.	
Brief Description:	When a company wants to design an unique visiting card template for employee, company can able to create it.	
Pre-Condition:	User must have a company	
Post-Condition:	Card stored on database by the name of company.	
Flow of Events:	Actor	System
	1.User logged in as company 2. Submit a new template	1.1.Verify user account and give login permission 1.1.Show the creating template option 2.1. Sore new template to database by the name of company.
Exception Condition:	1.1.If the user do not have company type account could not able to create a template	

Table 3.2. 4: Use Case ID 4

Use Case Name:	Manage Template	
Scenario:	Admin can able to upload ,update and delete templates	
Brief Description:	For manage template option admin can delete or update old templates .Admin also upload new templates.	
Pre-Condition:	User must have admin	
Post-Condition:	Templates are uploaded, updated, deleted	
Flow of Events:	Actor	System
	<p>1.Admin login his/her account</p> <p>2.Admin can able to upload new templates</p> <p>3.Admin can able to update or delete old templates</p>	<p>1.1. Verify login information if correct then get to logged in</p> <p>2.1.New template uploaded on the system and stored database</p> <p>2.2. Upload success message shown on system</p> <p>3.1.Old template updated/deleted from the database and system</p> <p>3.2.Updation /deletion success message shown on system</p>
Exception Condition:	1.1.If the user is not admin can't able to upload, update, or delete templates	

3.3 Activity diagram

Activity diagram are graphical representations of workflows of stepwise activities and actions with support for choice, interrelation and concurrency. In the Unified Modeling Language, activity diagrams are intended to model both computational and organizational processes (i.e. workflows).

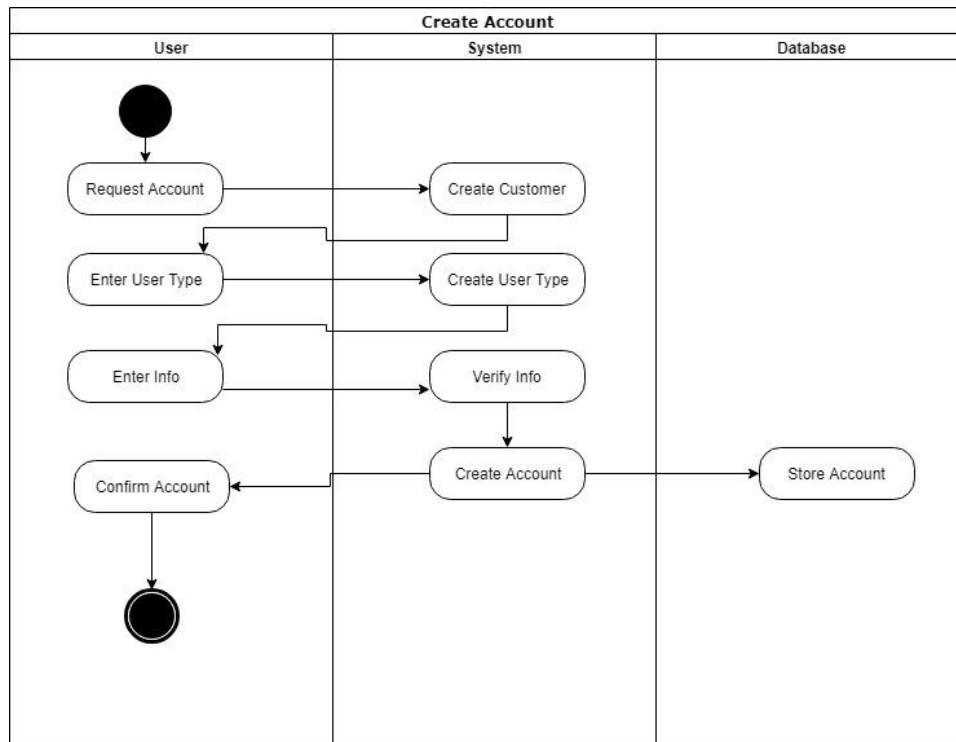


Figure 3.3. 1: Create Account Activity Diagram

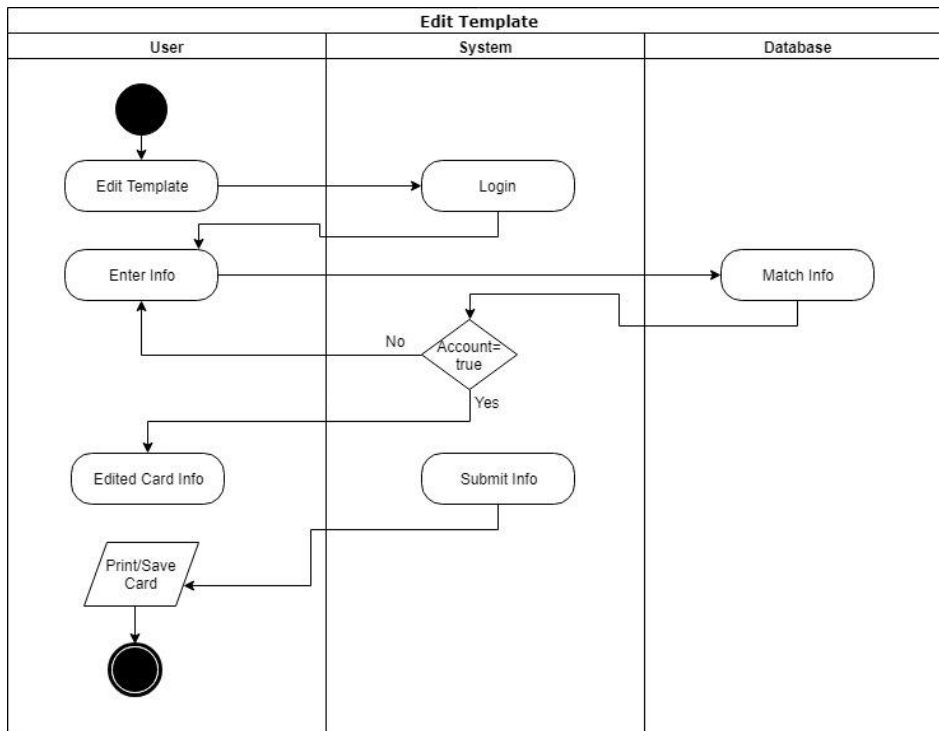


Figure 3.3. 2: Edit Template Activity Diagram

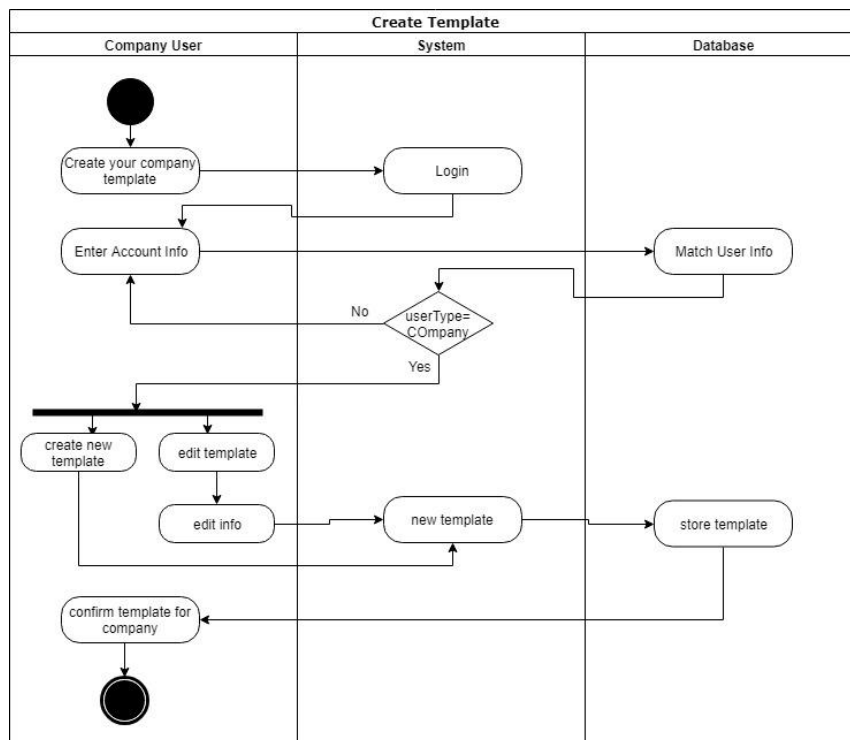


Figure 3.3. 3: Create Template Activity Diagram

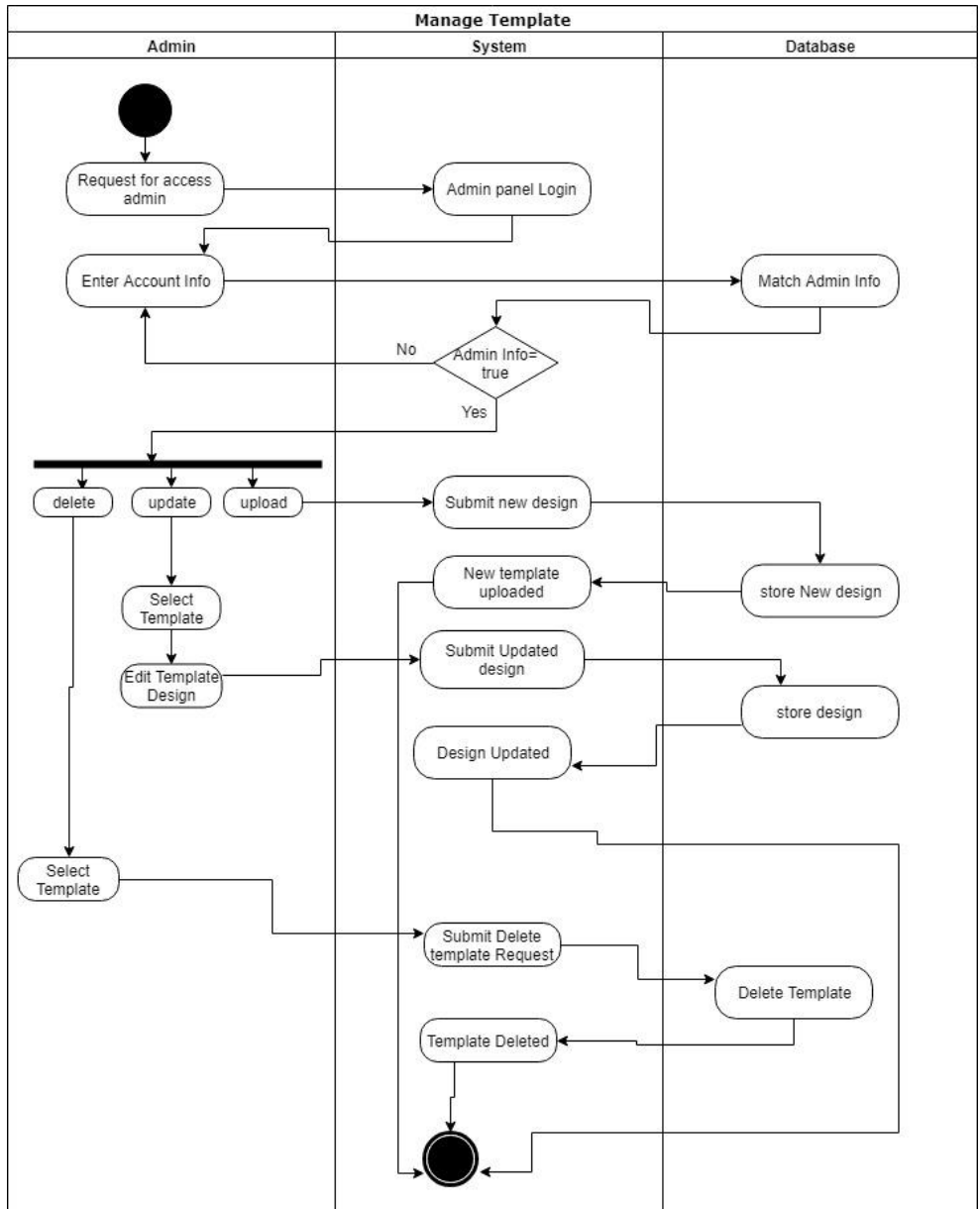


Figure 3.3. 4: Manage Template Activity Diagram

3.4 System Sequence Diagram

System sequence diagram is a sequence diagram that shows, for a particular scenario of a use case, the events that external actors generates, their order, and possible inter-system events. System sequence diagrams are visual summaries of the individual use cases.

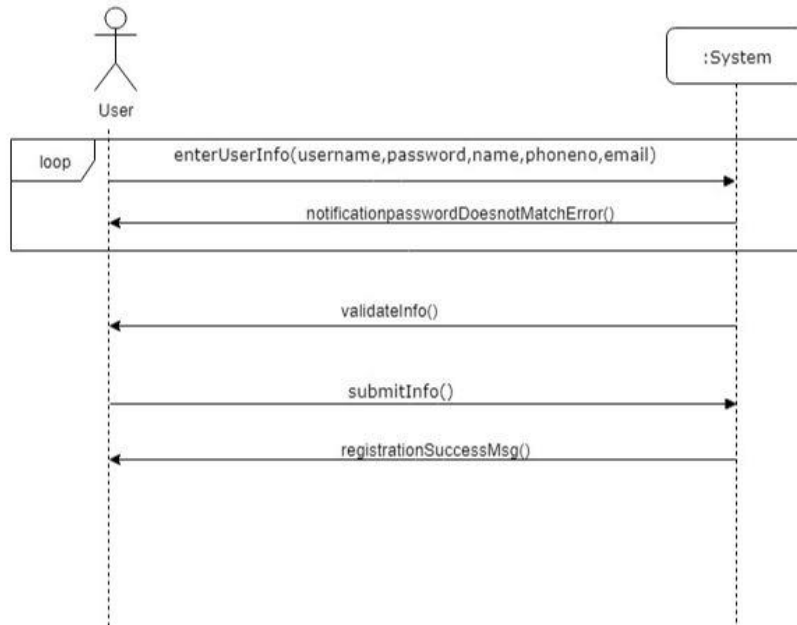


Figure 3.4. 1: Create Account System Sequence Diagram

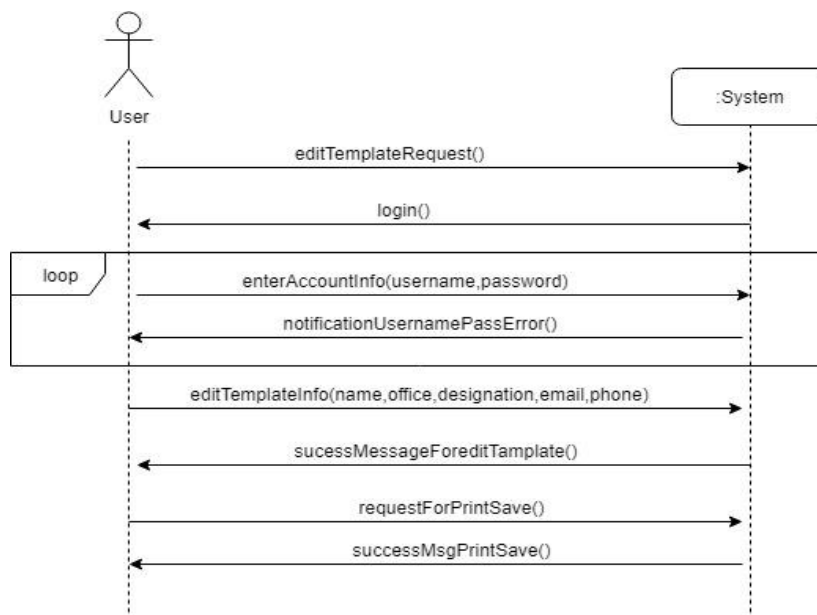


Figure 3.4. 2: Edit Template System Sequence Diagram

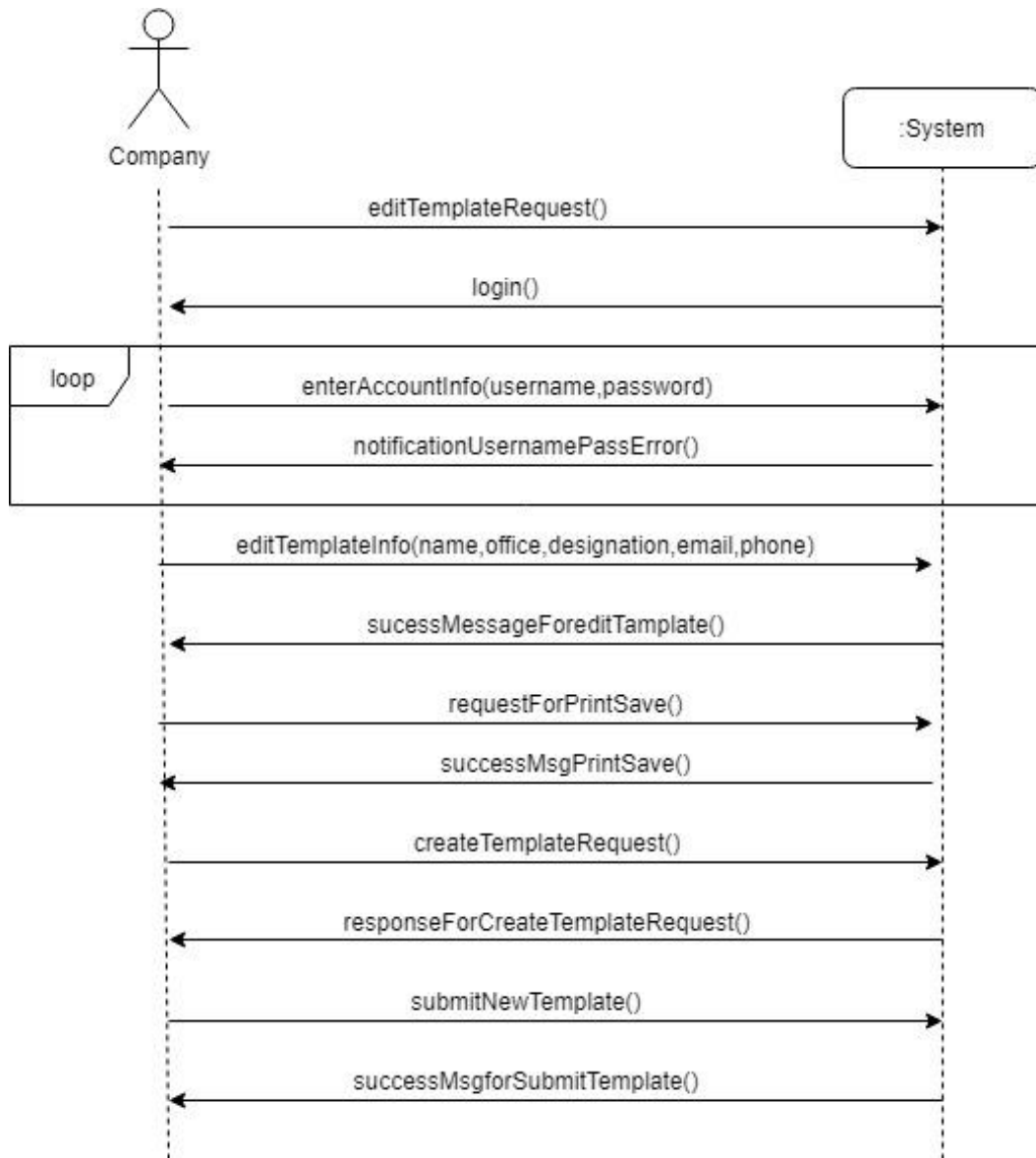


Figure 3.4. 3: Create Template System Sequence Diagram

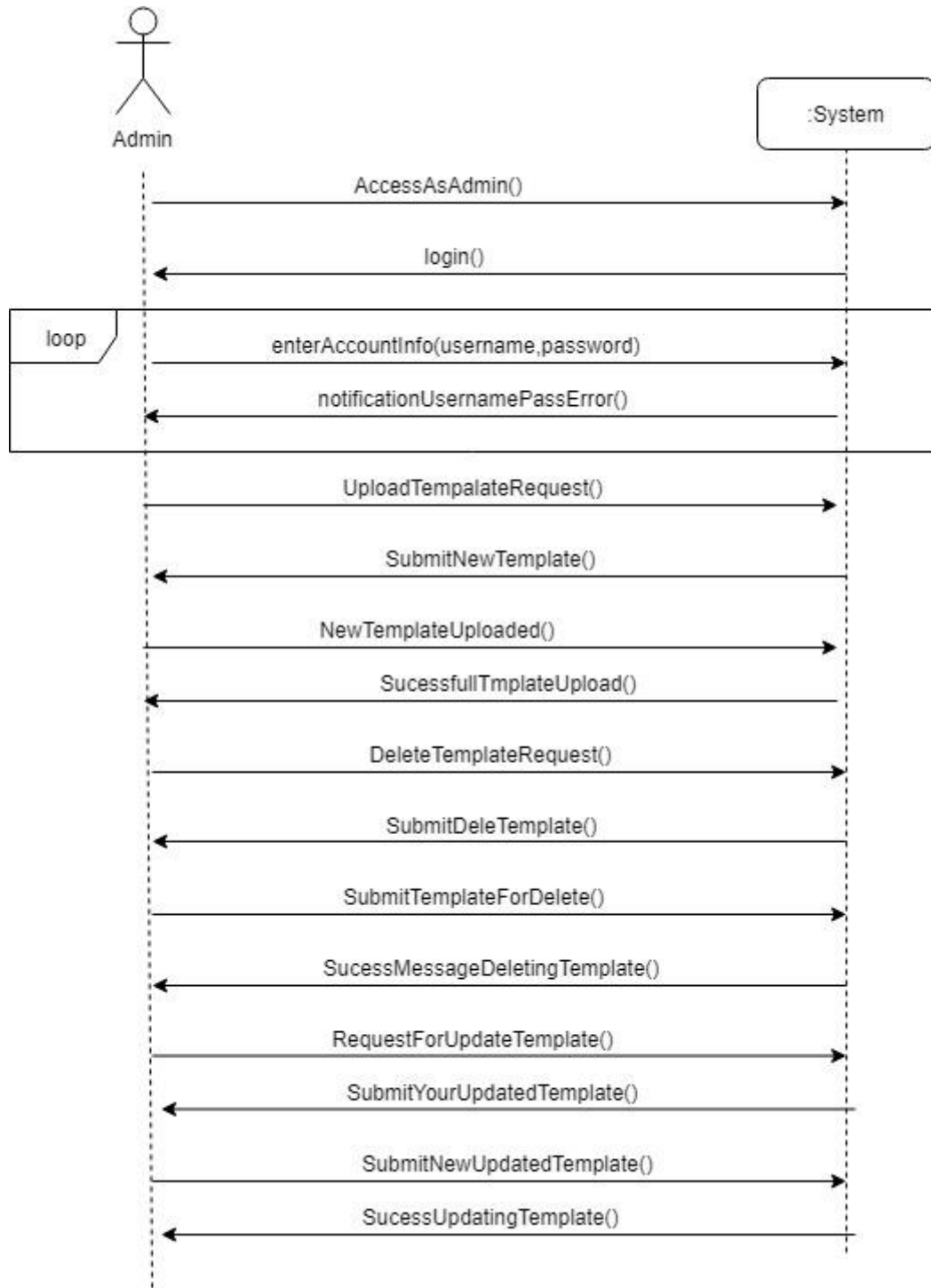


Figure 3.4. 4: Manage Template System Sequence Diagram

Chapter 4: System Design Specification

System design provides the understanding and procedural details necessary for implementation the system recommended in the feasibility study. Emphasis is on translation the performance requirements into design specifications. It goes through physical and logical stages of development. Logical design reviews the present physical system; prepared input and output specifications; details the Implementation plan; and prepares a logical design breakthrough. The physical design maps out the details of the physical system, plans the system implementation, devises a test implementation plan, and specifies any new hardware and software.

4.1 Class Responsibilities Collaboration

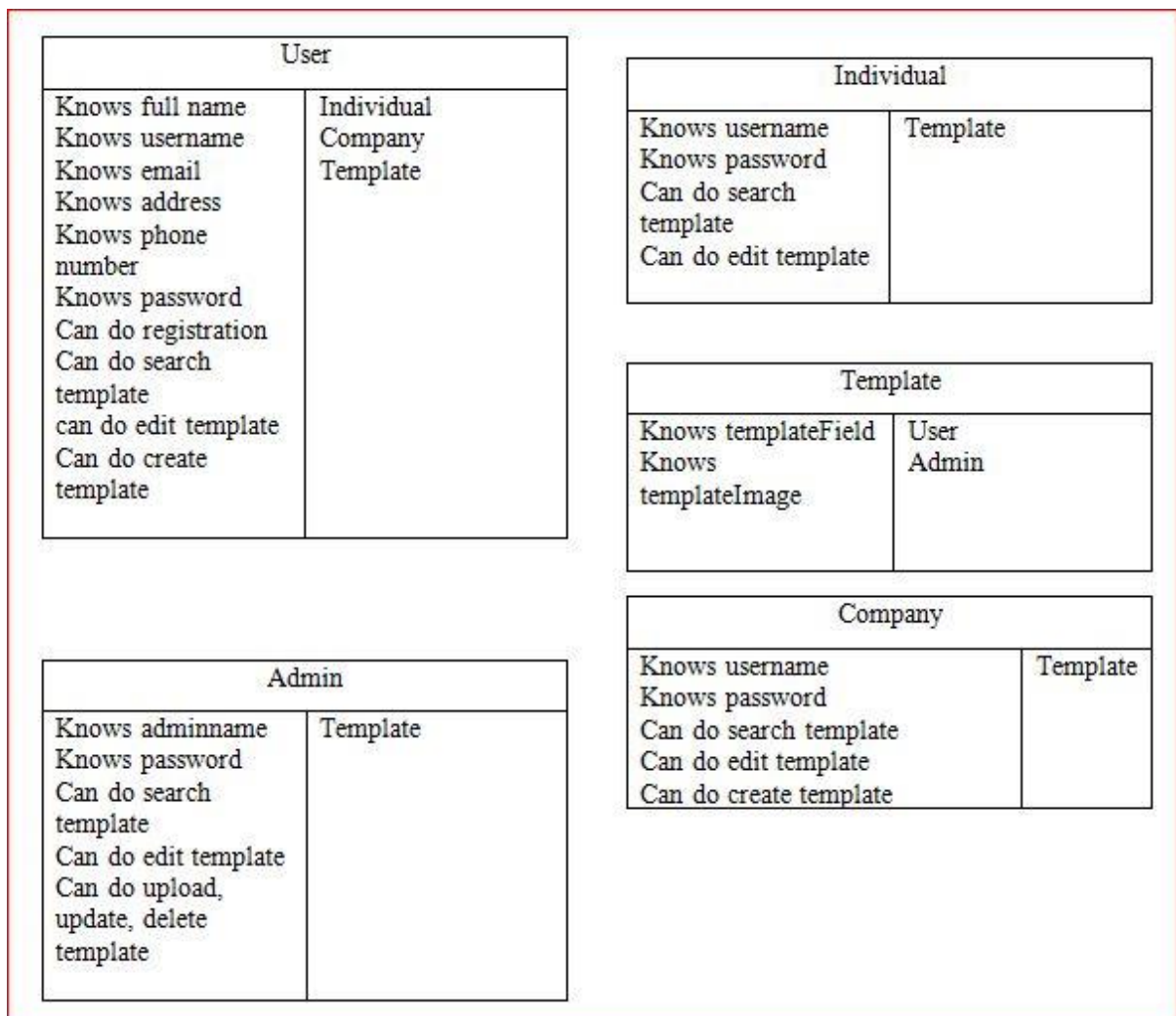


Figure 4.1: Class Responsibilities Collaboration

4.2 Sequence Diagram

A sequence diagram is an interaction diagram that shows how processes operate with one another and in what order. Sequence diagram is a extract of a message sequence chart. It shows object interactions prepared in time sequence. It depicts the objective and classes involved in the scenario and the sequence of messages exchange between the objects needs to carry out the functionality of the scenario. Sequence diagram are typically associated with the use case realizations in the logical View of the system under development. Sequence diagram are sometime called event diagrams or event scenario.

A sequence diagram shows, a vertical line (lifetimes), different processes or objects that line simultaneously, and, as horizontal arrows, the message exchanged between them, in order in which they occur. Sequence diagram allows the simple runtime scenarios in graphical manner.

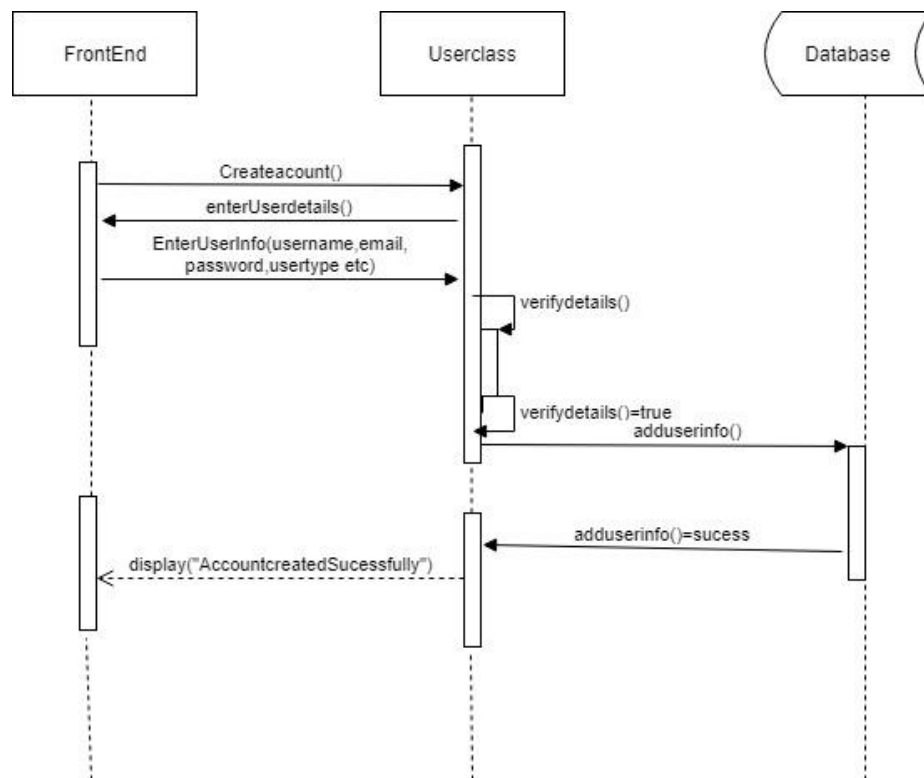


Figure 4.2. 1: Create account sequence diagram

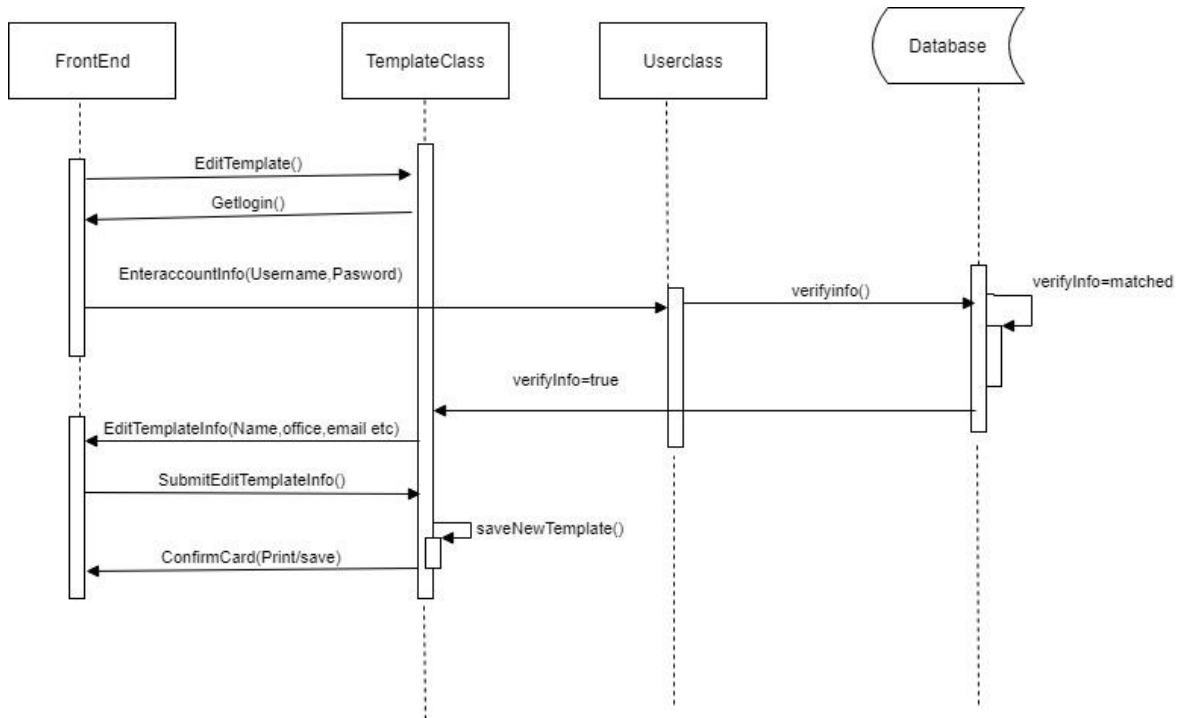


Figure 4.2. 2: Edit Template Sequence Diagram

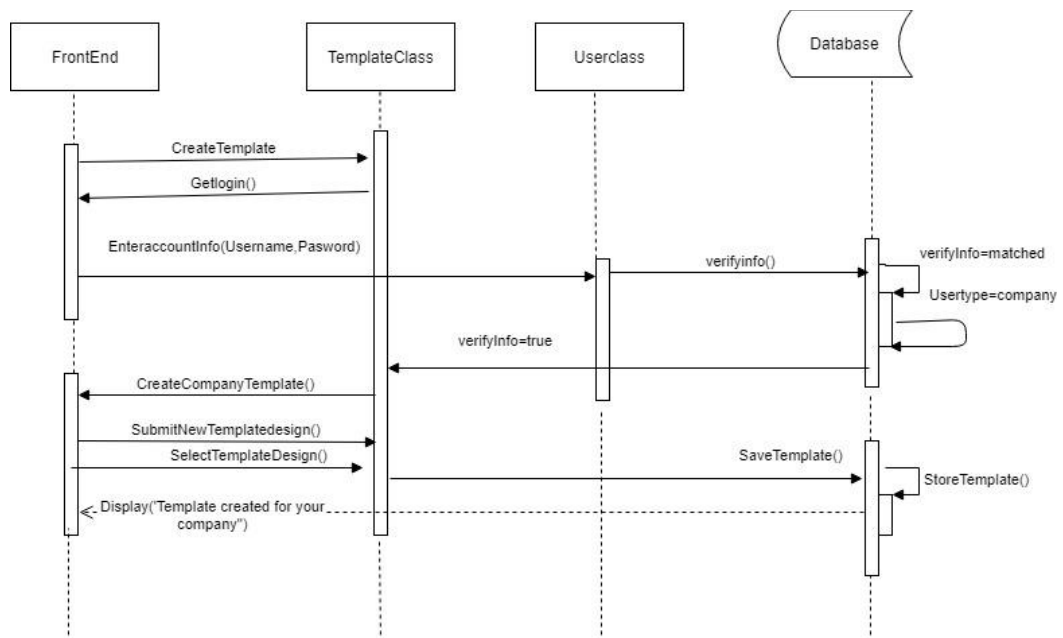


Figure 4.2. 3: Create Template Sequence Diagram

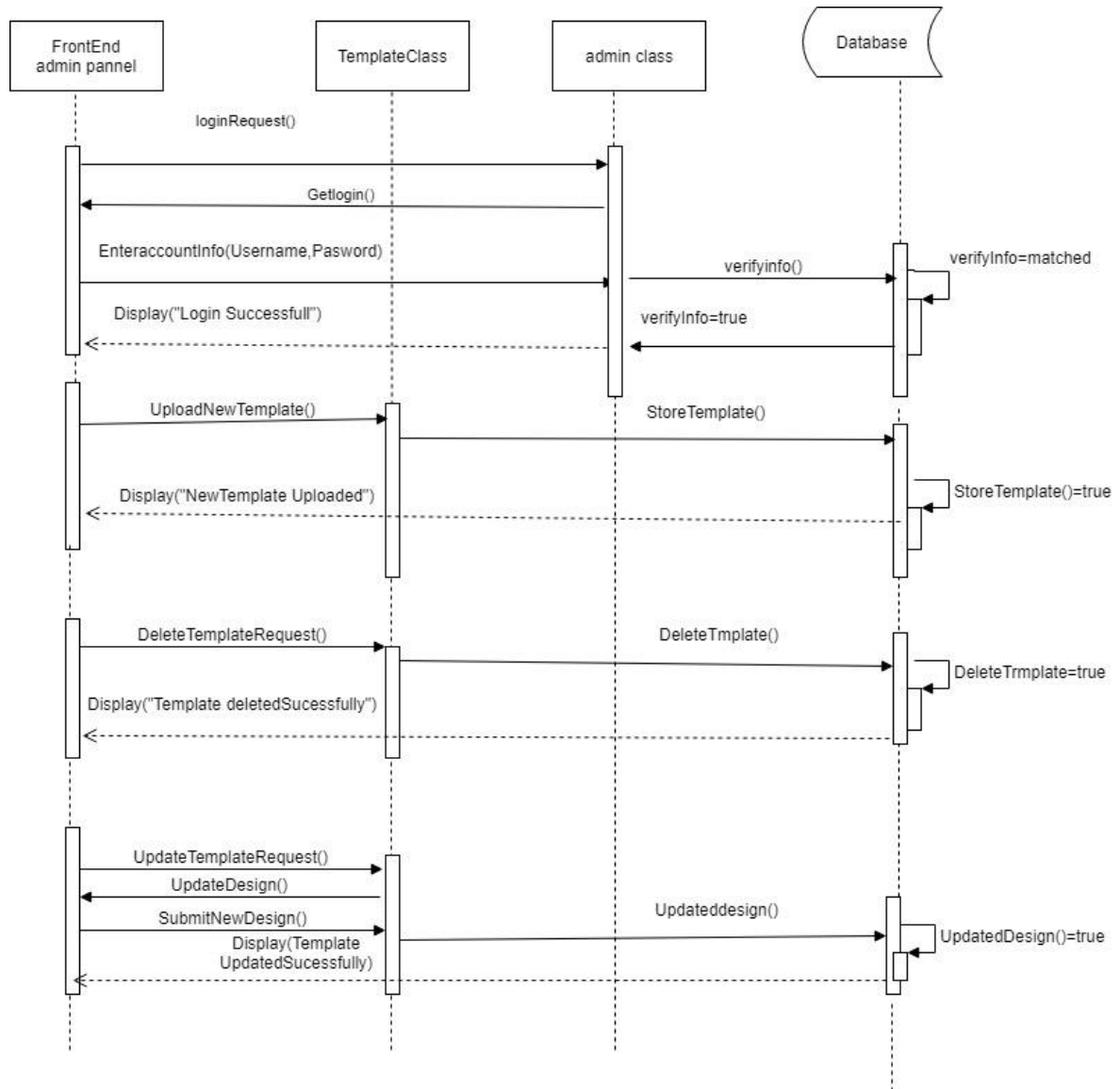


Figure 4.2. 4: Manage Template Sequence Diagram

4.3 Class diagram

To illustrate the relationships and source code dependencies among classes, the class diagram was developed. In this context, the class defines the methods and variables in an object, which is a specific entity in a program or the unit of code representing that entity.

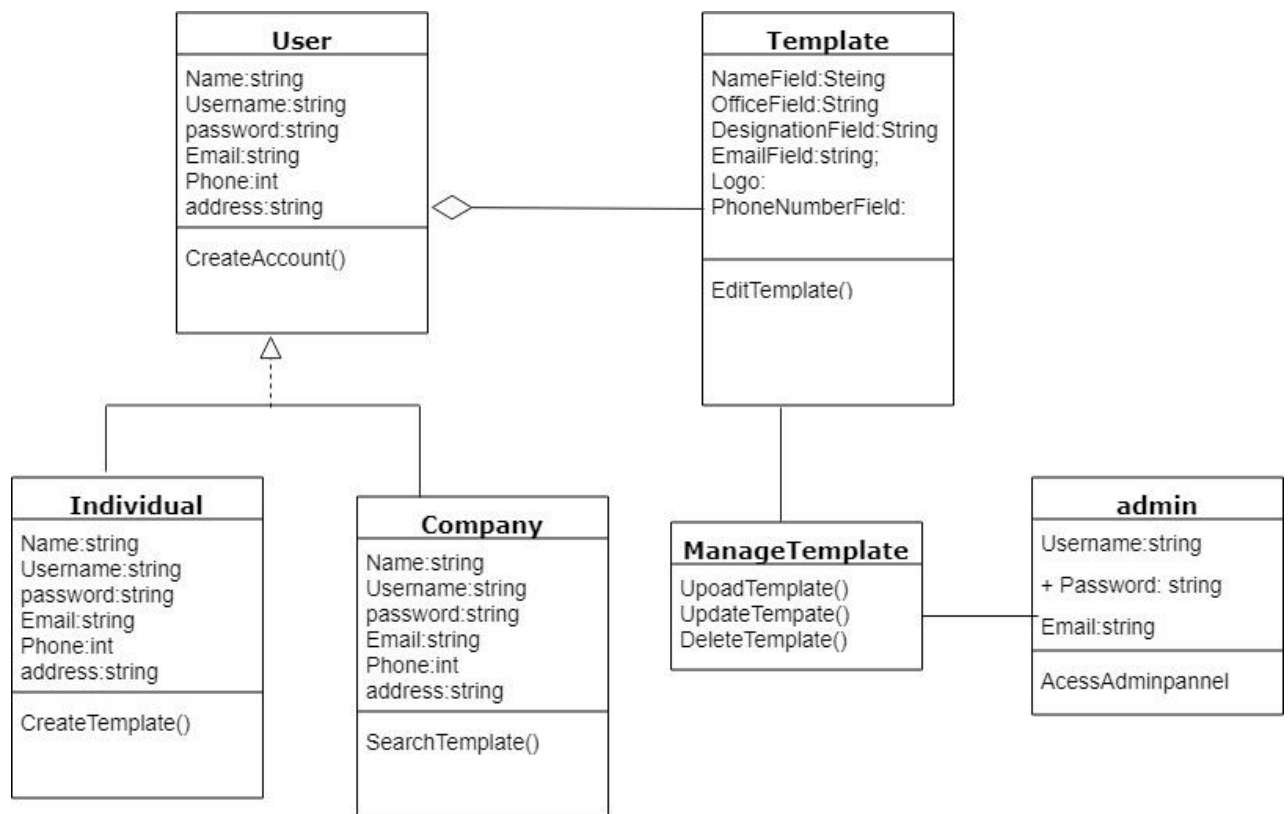


Figure 4.3.1: Class diagram

4.4 Database Design Diagram

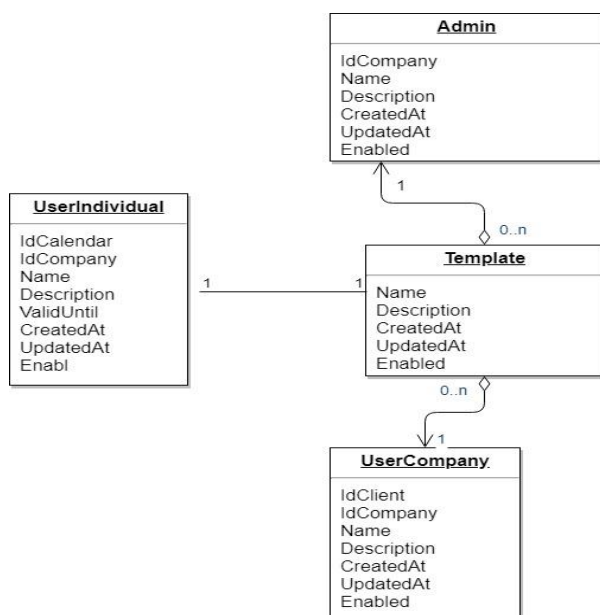


Figure 4.4. 1: Database Design Diagram

4.5 Development Tools and Technology

4.5.1 User Interface Technology

4.5.1.1 ASP.NET MVC4 Framework

HTML5

CSS3

JavaScript

4.5.2 Implementation Tools and Platform

Microsoft Visual Studio 2010

MSSQL Server 2008

Chapter 5: System Testing

System testing is a level of software testing where a complete and integrated software is tested. The purpose of this test is to evaluate the system's compliance with the specified requirements.

5.1 Testing Features

5.1.1 Features to be tested

Table 5.1. 1: Features to be tested

Feature ID	Feature Name	Description	Involved User
FR001	Open	Check the website properly all part open in opening time	User
FR002	View	Check all the template properly viewed or not	User
FR003	Edit	Check all the field of card properly edited or not	User
FR004	Create and Save	Check new card create stored properly or not	Company type user
FR005	Manage template	Check template upload, update and delete properly	Admin

5.1.2 Features not to be tested

Table 5.1. 2: Features not to be tested

Feature ID	Feature Name	Description	Involved User
001	Speed	How quick website load	System
002	Accuracy	How to determine website load times with accuracy	System

5.2 Testing Strategies

5.2.1 Test Approach

Test strategy is to show how the system is to be tested and also gives precise procedures to be followed during the test plan. The test date is identified, what is being tested and the expected output as well as the actual input. Test plan is one of the standard documents that should be produced in most software engineering projects.

If the project does not have any test plan this means that the software produced is of low quality. This may not be acceptable to the user since it will not satisfy their needs. The test plan should be written as soon as you have identified the requirements. The system will be tested with sample data to see how it would handle input and output functions as well as extreme data or conditions to determine the system behavior in overloaded situation which will directly slow the system that behaves in failure or extreme situations.[3]

5.2.2 Pass/Fail Criteria

Pass / fail	User documentation requirement
Functional requirement	Speed and latency requirement
Functional requirement	Usability requirement

5.2.3 Suspension and Resumption

No suspension and resumption for this project

5.2.4 Testing Schedule

The initial test schedule follows

Table 5.2.4. 1: Testing Schedule

Task Name	Start	Finish	Effort
Test Planning	7 Nov 2018	7 Nov 2018	1 days
Review Requirement documents	8 Nov 2018	9 Nov 2018	2 days
Create initial test estimates	10 Nov 2018	10 Nov 2018	1 days
Functional Testing	11 Nov 2018	11 Nov 2018	1 days
System Testing	12 Nov 2018	13 Nov 2018	2 days
Performance Testing	14 Nov 2018	14 Nov 2018	1 days

5.2.5 Traceability Matrix

Table 3.2. 5: Traceability Matrix

Requirement ID	Design ID	Code Module	TC ID
FR004	–	–	TC001
FR001	–	–	TC002
FR0 03	–	–	TC003
FR002	–	–	TC004

5.3 Testing Environment

Software: Visual Studio Express

5.4 Test Cases

Test Case 01: Admin can be upload/modify the templates

Test Input: Admin panel logged

- Upload a template
- Modify an existing template

Expected Output: Successfully upload and modified visiting card templates

Actual Output: A template uploaded and an existing template modified

Result: Passed

Tested On: 07-11-2018

Test Case 02: Creating different account

Test Input: Input two type of account information properly and correctly.

- Individual
- Company

Expected Output: Account created properly both type

Actual Output: Account created

Result: Passed

Tested On: 08-11-2018

Test Case 03: Edit and save business card template

Test Input: Click card template and edit the card then save it.

- Edit option should all the input field of card
- Card save or print properly

Expected Output: Edit all the field and save the template or print the template.

Actual Output: Template edited and saved.

Result: Passed

Tested On: 09-11-2018

Test Case 04: Create business card.

Test Input: On create card option company user create unique card.

Expected Output: Card created for employee and stored database.

Actual Output: Card created and find on search bar.

Result: Passed

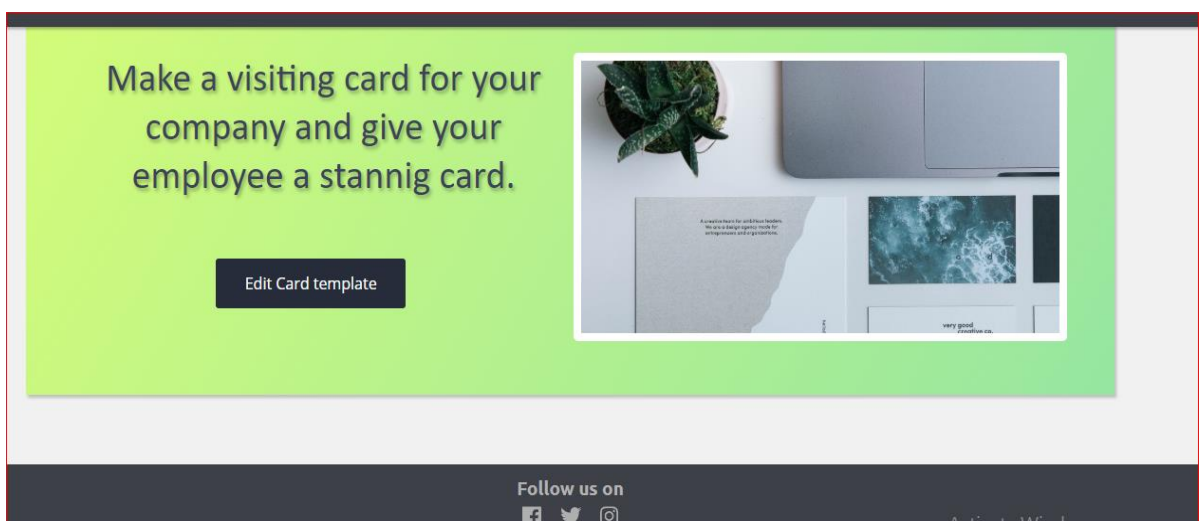
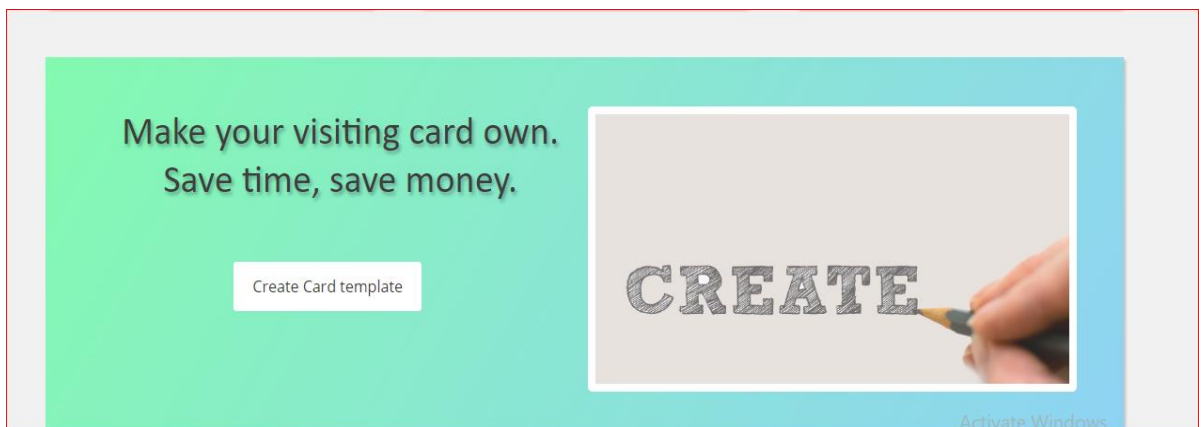
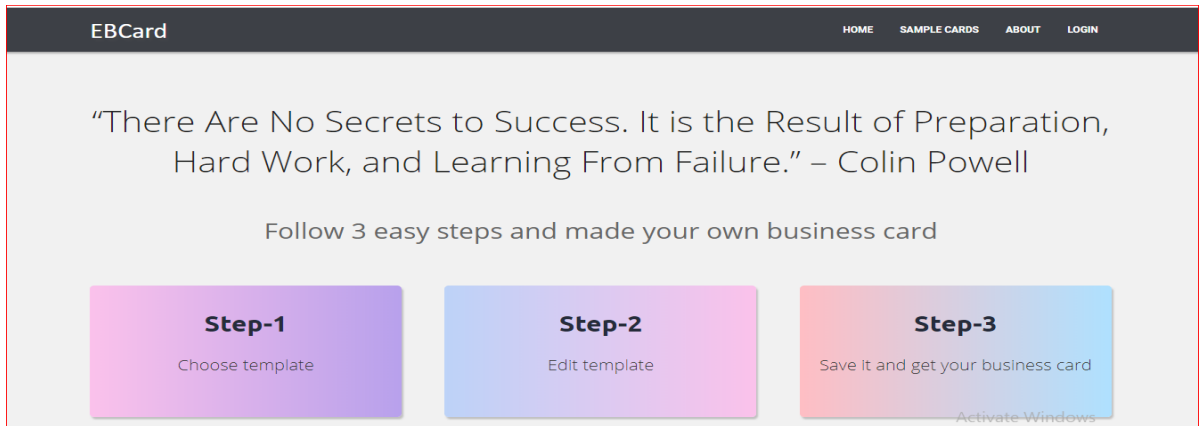
Tested On: 11-11-2018

Chapter 6: User Manual

6.1 User Manual (User)

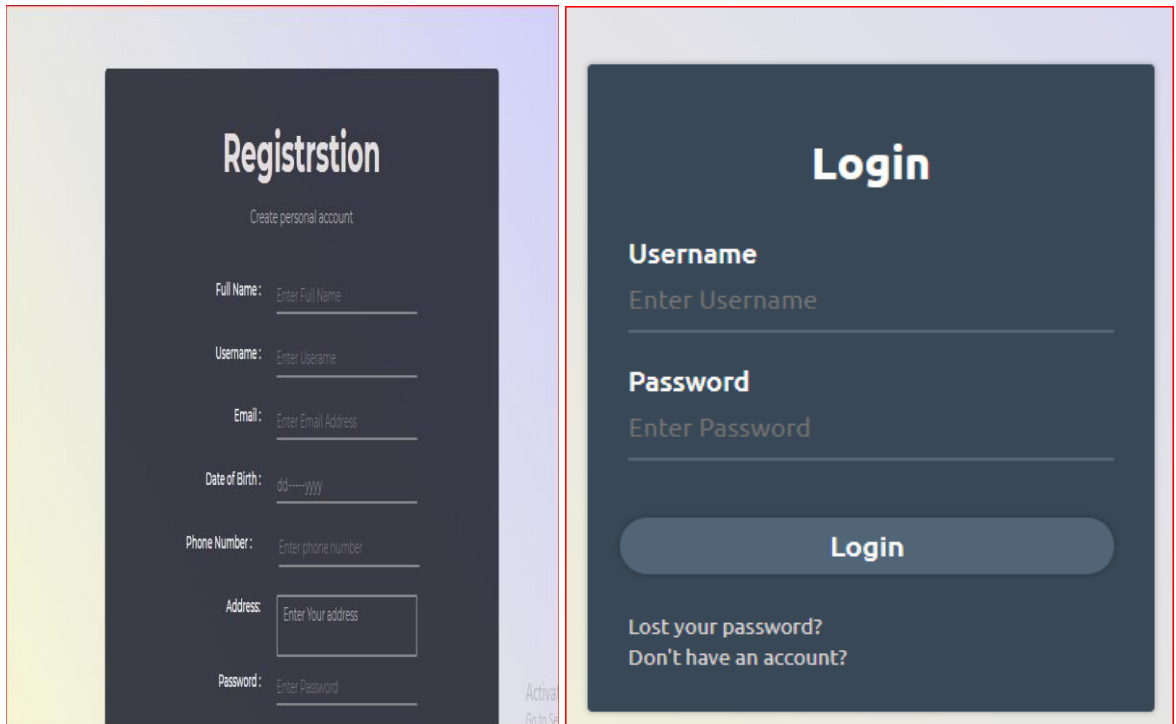
For both company and individual user:

1. First open the system

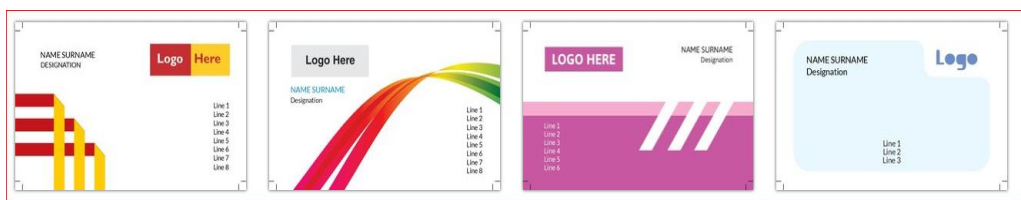


2. After open home page the can create an account go login option

34

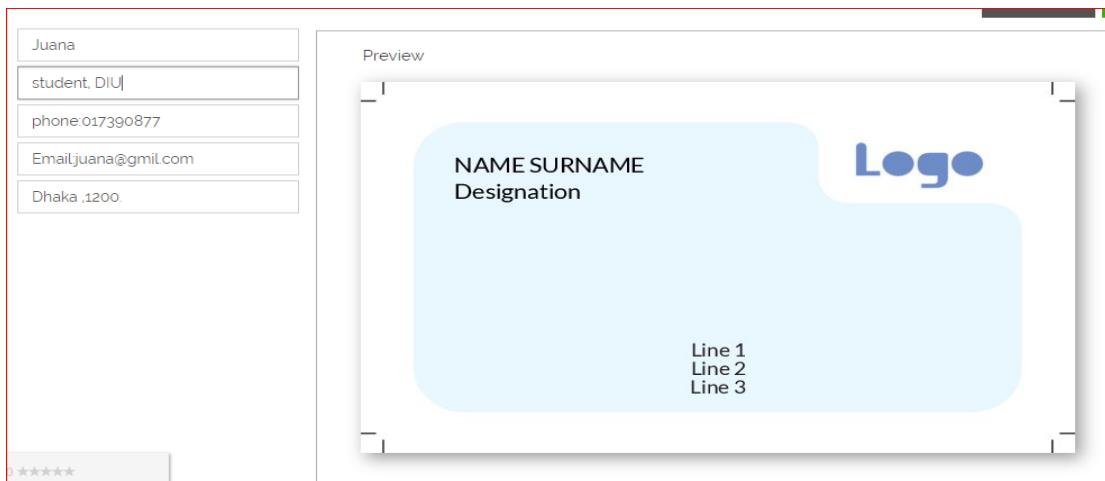


3. View templates:

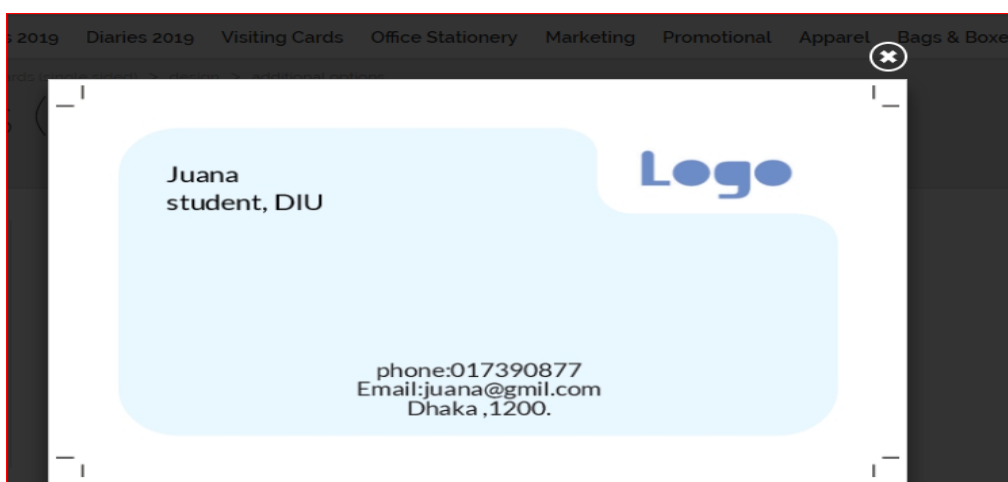


4. Edit template:

35




5. Process and confirm template




6.2 User Manual (Admin)

1. Login to admin panel:

Admin Login

 Enter username

 Enter password

[Forget password?](#)

Login

Chapter 7: Project Summary

7.1 Github Link

<https://github.com/NosratMonisha/EBusinessCard>

7.2 Critical Evaluation

- Creating templates through online
- Editing templates through online
- User can upload background images for their business cards.

7.3 Limitation

- There are a certain number of templates available right now.
- User cannot create template from scratch, because there was no such environment in this time.
- There is collaborative work environment option available right now.

7.4 Obstacles & Achievements

- The main obstacle of this project is to make the templates editable so that user can edit those templates.
- Finally make a website where a user can make his/her own Business Card.

7.5 Future Scope

- Collaborative work environment for working multiple users at a time.
- Art board for creating templates from scratch.

References:

- [1]. <https://www.softwaretestingclass.com/software-requirement-specification-srs/>
- [2]. https://www.tutorialspoint.com/system_analysis_and_design/system_analysis_and_design_overview.htm
- [3]. <https://www.softwaretestinghelp.com/writing-test-strategy-document-template/>