“Online Furniture Shop”

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APPROVAL

This **Project/Thesis** titled "**Title:Online Furniture Shop** ", submitted by **Student name:Shahidul Islam, ID:151-35-946** 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 I have taken this project under the supervision of **Ms. Samia Nasrin, Lecturer, Department of Software Engineering, Daffodil International University;** I also declare that neither this thesis nor any part of this has been submitted elsewhere for an award of any degree.

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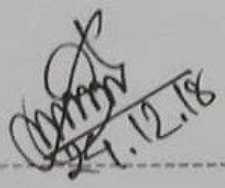

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Dedication

Every challenging work needs self-efforts as well as guidance of elders especially those who were very close to our heart.

My humble effort I dedicated to my sweet and loving

Father and Mother

Whose affection, love, encouragement and prays of day and might makes me able to get such success and honor.

Along with all hard working and respectful

Teachers

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ABSTRACT

“Online Furniture Shop” Online furniture shop is an online based furniture store where people can buy furniture online. I came up to make an online based furniture store. Customers can search for their furniture there and can buy them easily. Customers can also read the details of the products there. There are also payment systems in our site by which customers can pay their bills easily. I used PHP (language: OOP), HTML 5, CSS 3, for this application.

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Table of Contents

1. Approval……i
2. Declaration……ii
3. Acknowledgment……..iii
4. Dedication……iv
5. Abstract…….....v

Chapter 1: Introduction 1
1.1 Project Overview 1
1.2 Purpose..... 1
1.3 Benefits and Beneficiaries 1
1.4 Stakeholders..... 1
1.5 Project Schedule..... 2
1.5.1 Gantt Chart..... 2
1.5.2 Release Plan/ Milestone 3
Chapter 2: Software Requirement Specification 4
2.1 Requirement analysis..... 4
2.1.1 Requirement Elicitation 4
2.2 Functional Requirements 4
2.3 Performance Requirements..... 5
2.3.1 Speed and Latency Requirements 5
2.3.2 Capacity Requirements 5
2.4 Dependability Requirements..... 6
2.4.1 Reliability and availability Requirements..... 6
2.4.2 Robustness or Fault Tolerance Requirements..... 6
2.5 Maintainability and Supportability Requirements 7
2.5.1 Maintenance requirements 7
2.5.2 Supportability Requirement 7
2.6 Security Requirements..... 7
2.6.1 Integrity Requirements..... 7
2.6.2 Privacy Requirements 7
2.7 Usability and Human-Interaction Requirements..... 7
2.7.1 Ease of Use Requirements 7

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2.7.2 Personalization and Internationalization Requirements 8
2.7.3 Understandability and Politeness Requirements 8
2.8 Look and Feel Requirements 8
2.8.1 Style Requirements 8
2.9 Operational and Environmental Requirements 8
2.9.1 Expected Physical Environment 8
2.9.2 Release Requirements 8
Chapter 3: System Analysis 9
3.1 System Environment (Use Case Diagram) 9
3.2 Use Case Description of Successful and unsuccessful 10
Scenario 10
3.3 Activity Diagram 11
3.4 System Login Sequence Diagram 12
3.5 Orders Sequence Diagram 12
Chapter 4: System Design Specification 14
4.1 Database Design Diagram 14
4.2 Class Diagram 15
4.3 Entity Relationship Diagram (ERD) 16
4.4 Development Tools & Technology 17
4.4.1 User Interface Technology 17
4.4.2 Implementation Tools & Platforms 17
Chapter 5: System Testing 18
5.1 Testing Features 18
5.1.1 Features to be tested 18
5.1.2 Features not to be tested 19
5.2 Testing Strategies 19
5.2.1 Test approach 19
5.2.2 Pass/Fail Criteria 19
5.2.3 Testing Schedule 19
5.2.4 Traceability Matrix 21
5.3 Test Cases 24
Chapter 6: User Manual 33
Chapter 7: Project Summary/ Conclusion 40

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7.1 Critical Evolution 40
7.2 Limitations 40
7.3 Obstacle & Achievements 41
7.4 Future scope: 41
Chapter 8: References 42

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List of Tables

Table 1.1 : release Plan/ Milestone 3
Table 2.1 : speed and Latency Requirements 5
Table 2.2 : capacity Requirements 5
Table 2.3 : reliability and availability Requirements 6
Table 2.4 : robustness or Fault Tolerance Requirements 6
Table 2.5 : Expected Physical Environment 8
Table 3.1 : Use Case Description 10
Table 5.1 : Features to be tested 18
Table 5.2 : Features not to be tested 19
Table 5.3 : Testing Schedule 20
Table 5.4 : Traceability Matrix (Step 1) 21
Table 5.5 : Traceability Matrix (TR) 22
Table 5.6 : Traceability Matrix (BR) 23
Table 5.7 : Test Case 1 24
Table 5.8 : Test Case 2 26
Table 5.9 : Test Case 3 28
Table 5.10 : Test Case 4 29
Table 5.11 : Test Case 5 30
Table 5.12 : Test Case 6 31
Table 5.13 : Test Case 7 32
Table 5.14 : Test Case 8 33

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List of Figures

Figure 1.1: Gantt chart 2
Figure 3.1: Use Case Diagram 9
Figure 3.2: Activity Diagram 11
Figure 3.3: Sequence Diagram 12
Figure 3.4: Sequence Diagram 13
Figure 4.1: Database Design Diagram 14
Figure 4.2: Class Diagram 15
Figure 4.3: Entity Relationship Diagram 16
Figure 6.1: Home page 34
Figure 6.2: Search Furniture 35
Figure 6.3: Customer Registration 36
Figure 6.4: Customer Log in 37
Figure 6.5: Customer Order Page 38
Figure 6.6: Admin Log in 39
Figure 6.7: Admin Panel 40

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Chapter 1: Introduction

1.1 Project Overview

The main concept of the application is to allow a customer to find furniture this project will be beneficial for those who want to buy furniture from home or don't want to go to the shop to buy it. Online furniture system provides home delivery of furniture for that customers have to login to the portal. Customer after login, decide which furniture he/she wants to buy. They can also search their furniture by searching the name or by the brand.

1.2 Purpose

The goal of the project will create online interaction among various stakeholders**.**

- User can search furniture of Bangladesh
- User can know about the furniture details
- The customer can contact with the furniture shop
- The customer can send a message or contact furniture shop
- Customer share their problems and opinion
- Customer can purchase furniture online without visiting furniture shop

1.3 Benefits

➢ buy furniture online.

➢ Get home delivery of the furniture.

➢ can pay the bill online or pay after delivery.

➢ can add the furniture to the cart for buying later.

1.4 Stakeholders

The stakeholders of the project are **customer** and **admin** who directly or indirectly benefitted by the system.

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1.5 Project Schedule

Every Project should have some planning and schedule of time. Project Schedule is very important for project that maintains the team's work into manageable sections. Project Schedule has a number of benefits of defining and organizing the project work. Project Schedule can also be used to identify potential improvements for my project. Here I use "Gantt Chart" for scheduling my project work.

1.5.1 Gantt Chart

No	Name	Start	Finish	Duration	Sep	Oct	Nov	Dec
1.	Plan and Proposal	15/09/2018	22/09/2018	7 days				
2.	Requirement Analysis	23/09/2018	30/09/2018	8 days				
3.	System Design/ Prototyping	05/10/2018	20/10/2018	16 days				
4.	Implementation	25/10/2018	13/11/2018	20 days				
5.	Testing	20/11/2018	27/11/2018	8 days				
6.	Documentation/ Report	30/11/2018	12/12/2018	13 days				
7.	Delivery	14/12/2018		1 day				

Figure 1.1: Gantt chart

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1.5.2 Release Plan/ Milestone

Table 1.1 : Release Plan/ Milestone

Milestones	Description	Milestone Criteria	Planned Date
M0	Start Project		06/07/2018
	Define Project Goals and Scope	Review SRS, Proposal and release budget	15/07/2018
M1	Start Planning		15/09/2018
	Project Domain and Risk	Describe Scope and concept	22/09/2018
M2	Start Execution		05/10/2018
	Requirement gathering and System Design	Requirements agreed, Project plan reviewed	20/10/2018
M3	Confirm Execution		26/10/2018
	Development process selection, Team form and handover it to development team	Review Architecture	02/11/2018
M4	Start Introduction		04/11/2018
	Development and Coding	Coding of new functionality finished, Draft documentation	12/11/2018
M5	Release Product		30/11/208
	Project Complete	Product system tested, documentation reviewed	11/12/2018
M6	Close Project		12/12/2018
	Handover		14/12/2018

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Chapter 2: Software Requirement Specification

2.1 requirement analysis

Requirement analysis and describe in details

2.1.1 Requirements Elicitation

Requirement Elicitation in my project is to find out what I need to fulfill the project. Online Furniture Shop a web based application for reducing human time. There are mainly two stakeholders in this project.

a) Customer
b) Admin

There are many functional and non-functional requirements.

2.2 Functional Requirements

a) User Registration/Signup: User should be an able register themselves as customer including a valid email address and many other personal information like Name, address, password, phone no etc.
b) User register acceptance: System should accept user registration with valid information.
c) User Login: User must be able to Login with valid email and password. Login confirmation is sent automatically to the users.
d) Login acceptance: System should accept Login attempt with valid email and password.
e) User registration redirect: after signup as a customer the user should be redirected to the furniture list.

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2.3 Performance Requirements

2.3.1 Speed and Latency Requirements

Table 2.1 Speed and Latency Requirements

SLR-1	The system should be aggressive
Description	The product, purchase, message browsing of the system should be speedy. It also depends on user internet connection.
Originator	Online Furniture Shop
Stakeholders	Customer , Admin
Fit Criterion	The system should monitor the whole system and try to get more flexibility to browse the web application.

2.3.2 Capacity Requirements

The system should be able to manage all information from customer and admin.

Table 2.2 Capacity Requirements

CR-1	The system should manage information in database.
Description	The information of customer and admin should be stored in database
Originator	Customer and admin
Stakeholders	• Admin • Customer
Fit Criterion	The admin is able to observe the data in database.

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2.4 Dependability Requirements

2.4.1 Reliability and availability Requirements

In order to support customer and admin the system is available around the time.

Table 2.3 Reliability and availability Requirements

OFS	The system must be available
Description	The system must be available to the users 24 hour per day
Originator	OFS
Stakeholder	• Admin • customer
Fit Criterion	• The system is available 24*7 with the following exception • The system may be available without prior information for up to 3.65 days/year. • The system is available with prior information for an unlimited time.

2.4.2 Robustness or Fault Tolerance Requirements

The Furniture Shop app will not crash for minor errors.

Table 2.4 Robustness or Fault Tolerance Requirements

RFT-1	The system handles over access and system error
Description	Sometimes multiple users can over access to the Furniture Shop application. After 1.0 the system will allow multiple servers to handle incoming data.
Originator	• Customer • admin
Stakeholders	• Online Furniture Shop • Customer • admin
Fit Criterion	The system is able to cover the minor errors and will help to user to use the application smoothly.

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2.5 Maintainability and Supportability Requirements

2.5.1 Maintenance requirements

The system should have maintainability when the users use the application. The system should have the functionality of faults detection and fixation. The requirements address user concern or how easy it is to protect and repair the system.

2.5.2 Supportability Requirement

Supportability requirements include testability, extensibility, adaptability, configurability etc. The system may produce invalid information and for the developer concern they should have the ability to reproduce valid data flow through the system. The hacker may have tried to break the system security mechanism and the system must understand what the hacker did.

2.6 Security Requirements

2.6.1 Integrity Requirements

All passwords are stored in encrypted form to protect valuable credentials of user from being stolen. The integrity requirement reduces the value of stolen user credentials; it is not easy to decrypt the password.

2.6.2 Privacy Requirements

There should be protection of the database in Online Furniture Shop. Through registration the user have access to personal data that are available on the system. For that protection of database should be incremented. The system does not allow the customer and admin to access the database. The privacy of customer and admin should be protected.

2.7 Usability and Human-Interaction Requirements

2.7.1 Ease of Use Requirements

The Online Furniture Shop has an easily understandable design for users to use it. When the user commits possible errors, the system provides necessary information.

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2.7.2 Personalization and Internationalization Requirements

This section describes the way in which the user can be altered or configured their personnel preference.

2.7.3 Understandability and Politeness Requirements

This section describes more requirements of admin and customer to add more features in future.

2.8 Look and Feel Requirements

2.8.1 Style Requirements

I will provide a web based user interface. This requirement does not only define the necessity to use a CSS but also the requirements regarding the CSS content.

2.9 Operational and Environmental Requirements

2.9.1 Expected Physical Environment

Table 2.5 Expected Physical environment

EPR-1	OFS provide service in any environment
Description	The system is online web based, so users can use the system from any environment. It just requires internet connection.
Originator	User's Environment
Stakeholders	• Online Furniture Shop • Customer • admin
Fit Criterion	Through the system customer can contact with admin and the admin serves the customer providing product service.

2.9.2 Release Requirements

There are no specific release requirements. Some additional information on how releases are planned described in deliverable of release planning phase.

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Chapter 3: System Analysis

3.1 System Environment (Use Case Diagram)

In Unified Modeling Language (UML), a use case diagram is a dynamic or behavior diagram. It summarizes the details of system's users and their interactions with the system. The customer and admin can access the online furniture shop through online.

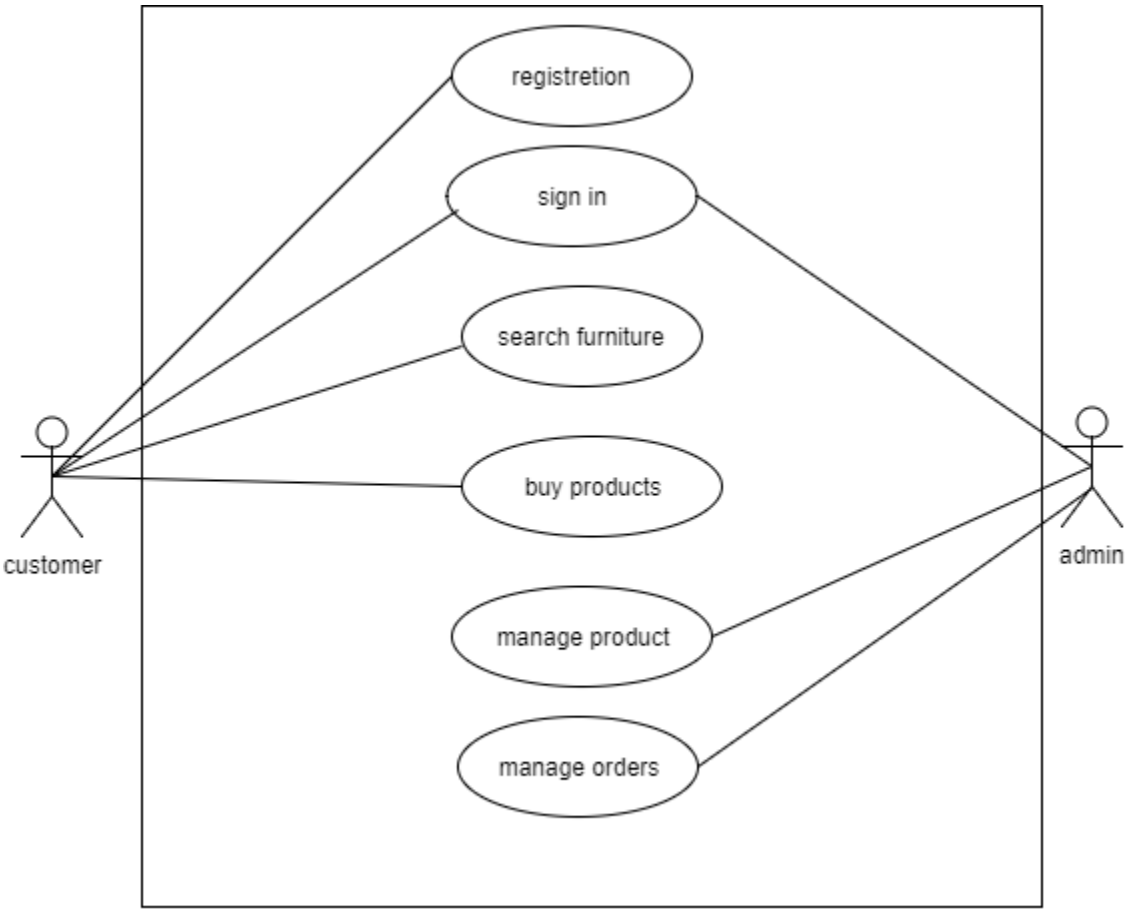

Figure 3.1: Use Case Diagram of Online Furniture Shop

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3.2 Use Case Description of Successful and unsuccessful Scenario

Table 3.1 Use Case Description of online furniture shop System

Use Case Name	Successful	Unsuccessful
Registration/Sign up	User need to fill the registration form with accurate information	If User fail to fill the registration form with required information then the system response error
Login	User must input their valid email and password and successfully login to the system	If User don't input their valid email and password then the system show error message.
Send Registration Confirmation	If the user complete their registration correctly then the system admin send registration confirmation	If the user don't complete their registration correctly then the system admin doesn't send registration confirmation
Assign admin	Customer ask for admin and the system assign admin to customer	If Customer don't ask for admin the system don't assign admin to customer
Send message for problems	Customer send message to admin for problems and the admin send response.	If Customer don't send message to admin for problems, the admin don't send anything.
See order	The admin see order of customer	If customers don't send any order, admin can't see.
Give feedback	Customers ask for help to admin and the admin give feedback with message.	If Client don't ask for help to lawyer, the lawyer don't give any feedback.
Contact with admin	The customer can contact with admin through the system.	If customers don't try to contact, system don't response.
See the furniture, prize	The user can search furniture of Bangladesh and system show furniture with prize	If the users don't search, the systems don't show anything.

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3.3 Activity Diagram

In UML Activity diagram is another important diagram that describe the dynamic aspects of the system. Activity diagram is basically a flowchart to represent the flow from one activity to another activity. The activity diagram describes the operation of the system. The control flow is drawn from one operation to another operation.

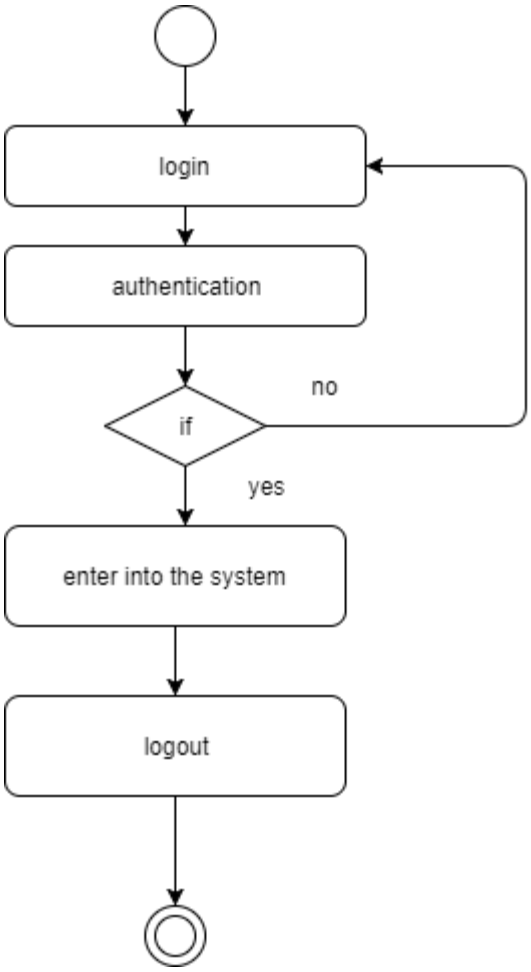

Figure 2.2: Activity Diagram of Online Furniture Shop

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3.4 System Login Sequence Diagram

Sequence diagram is an interaction diagram that shows how objects operate with one another and in what order. It is a construct of a message sequence chart. A sequence diagram shows object interactions arranged in time sequence.

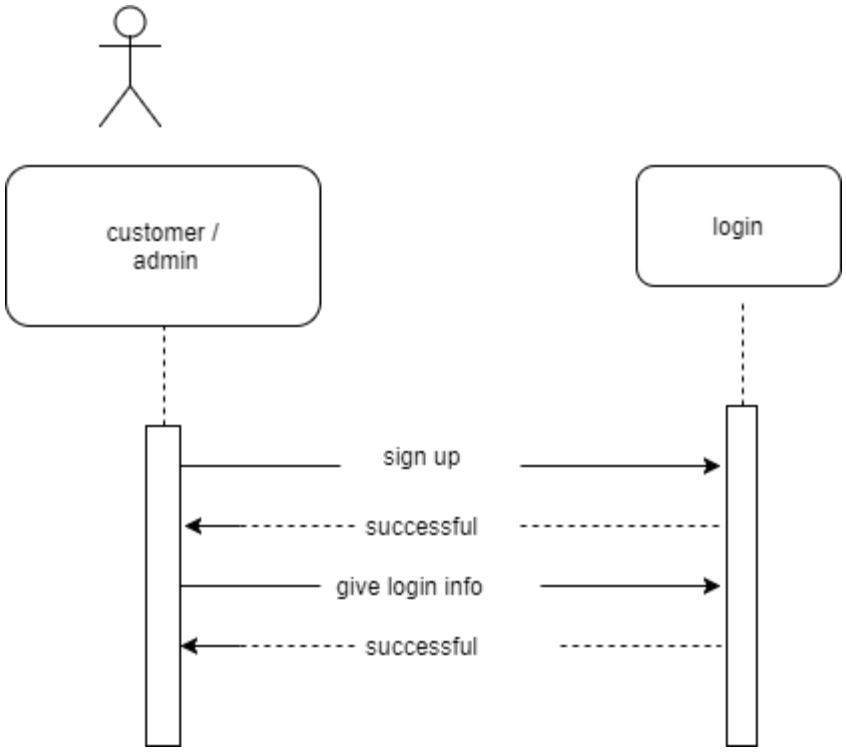

Figure 3.3: Sequence Diagram of Online Furniture Shop

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3.5 Orders Sequence Diagram

Order Sequence Diagram describes a simple representation of the order system. This process can order admin.

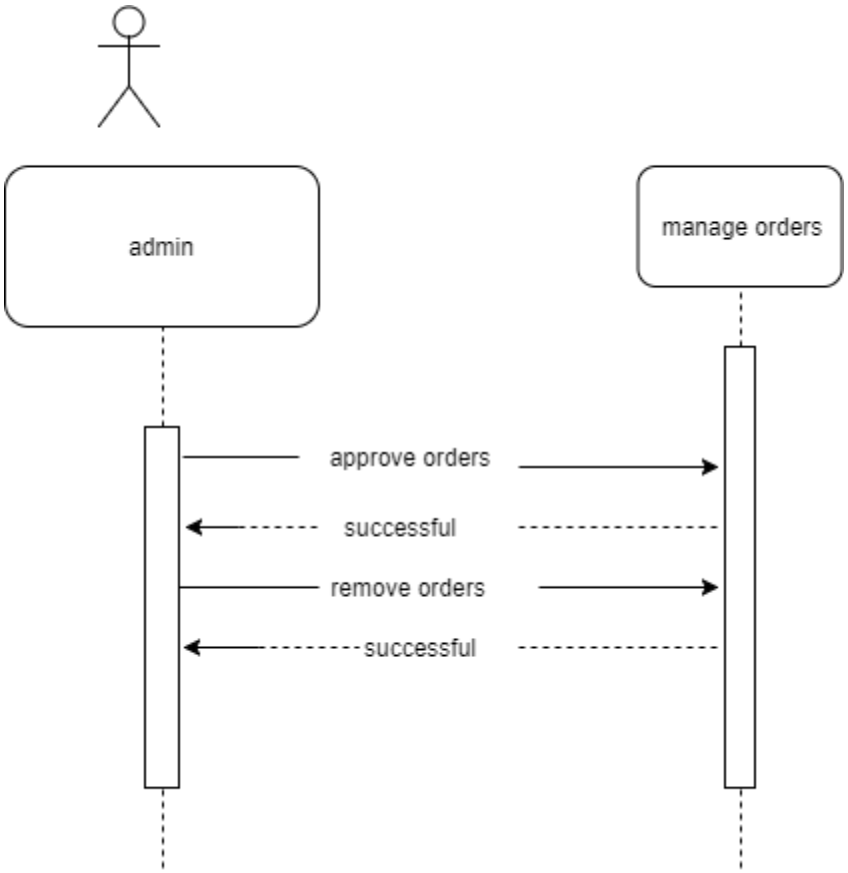

Figure 3.4: Sequence Diagram of Online Furniture Shop

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Chapter 4: System Design Specification

4.1 Database Design Diagram

Database design is the process of producing a detailed data model of database. The data model contains all the necessary Conceptual design, Physical design and logical design to generate a design in a data definition language.

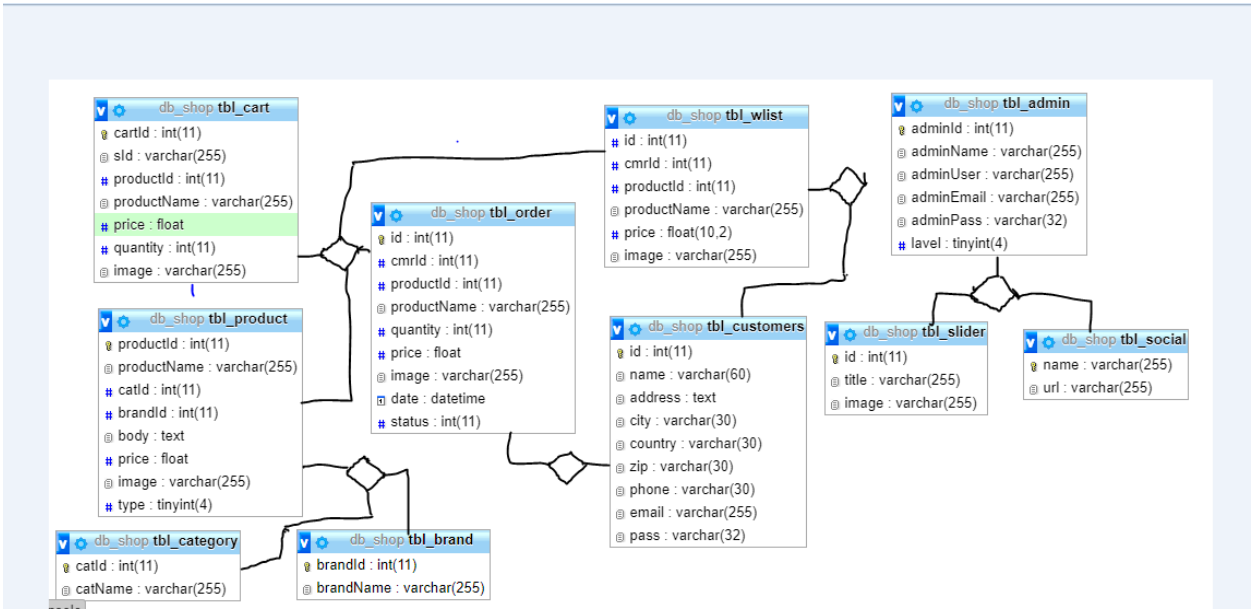

Figure 4.1: Database Design Diagram of Online Furniture Shop

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4.2 Class Diagram

In Software Engineering, a class diagram in the Unified Modeling Language (UML) is a type of static structure diagram that describes the structure of a system by showing the system's classes, their attributes, operations (methods) and the relationships among objects.

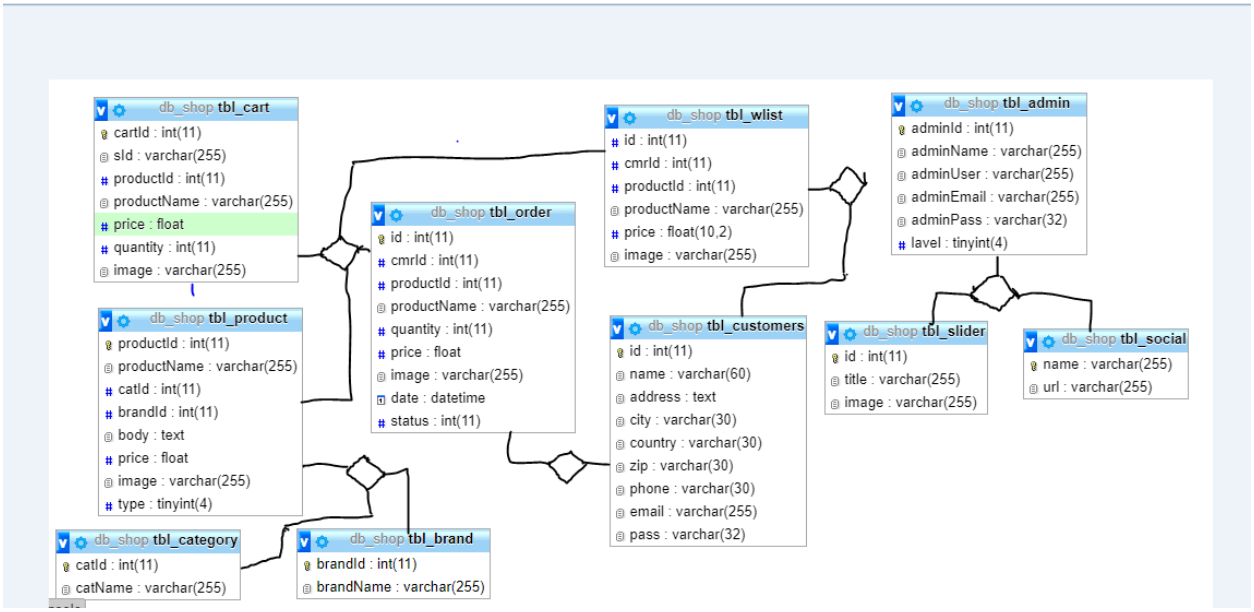

Figure 4.2: Class Diagram of Online Furniture Shop

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4.3 Entity Relationship Diagram (ERD)

An entity relationships diagram (ERD) illustrates the relationship among the entities of a system. An entity is a component of data. ER diagrams define the logical structure of databases. ERD shows the relationships of entity sets stored in stored.

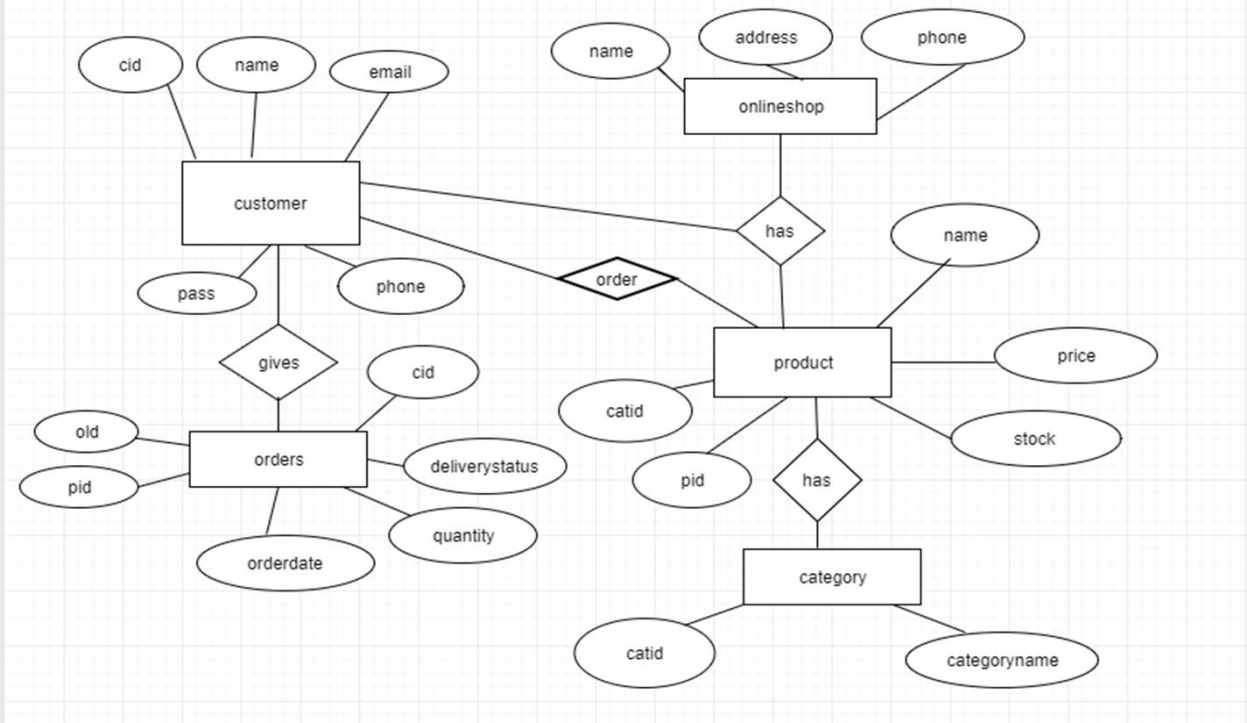

Figure 4.3: Entity Relationship Diagram

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4.4 Development Tools & Technology

4.4.1 User Interface Technology

4.4.1.1 ASP.NET MVC Framework

I use OOP & MVC Framework. MVC means Model, View, and Controller.

4.4.1.1.1 Model

Models are the real world entities conventions in the form of data at website.

4.4.1.1.2 View

View refers the HTML Pages, which is served to the user. For Example, when customer visits the furniture shop service application, they are served with all data related to his profile.

4.4.1.1.3 Controller

Controller is the bridge between Model & View.

4.4.1.2 JavaScript Framework

4.4.1.3 CSS Framework

CSS

4.4.2 Implementation Tools & Platforms

4.4.2.1 Microsoft Visual Studio 2010

I use PHP language as developing tool

4.4.2.2 Database

SQL Server

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Chapter 5: System Testing

5.1 Testing Features

The testing features include functionalities and non-functionalities of Online Furniture Shop.

5.1.1 Features to be tested

The following is a list of the areas to be focused on during testing of the application.

Table 5.1 Features to be tested

Features	Priority level	Description
Registration	1	The registered user only can get best service of the application.
Sign in	1	Users have to sign in to the system for using the main features.
Search product	2	User can search products of Bangladesh.
Search furniture	1	Customer can search furniture for sharing their problems.
Send order	1	Client send order to the admin
Password	1	User verify their password and then confirm
Reply Message	1	Admin reply message to the customer.
Technical Feature: Database	1	Access to Database is frequently needed for continuous operation. The Database system should be controlled tightly for management system.

Priority level 1 = High Priority:

High priority means the testing features must be performed accurately and simultaneously.

Priority level 2 = Medium Priority:

Medium priority means the testing features should be performed according to user's expectations.

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5.1.2 Features not to be tested

It is not important to test low priority features.

Table 5.2 Features not to be tested

Network Security	Testing network security is not so essential according to our activities.
Product List	Product List will be available on the system. Testing is not necessary.
View Message	Admin view the message of customer.

5.2 Testing Strategies

5.2.1 Test approach

In this project developer, tester and user do testing. Developer must provide unit-testing data to tester. Tester will do integration testing. After solving Critical defects, it will go through acceptance test that will do by end user.

5.2.2 Pass/Fail Criteria

The project manager will be satisfied with the result of the test if the test process is completed. At least 90% of test cases should pass according to testing approach. All functionalities should be covered with high and medium. Defect must be identified and fixed. Minor defects can be ignored.

5.2.3 Testing Schedule

- Specify milestones of testing

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- Estimate time that is required to do each testing task
- Schedule all task of testing and test milestones
- Specify the period of use for each testing resource.

Test Schedule

Table 5.3 Testing Schedule

Test Phase	**Responsible Person**	**Time**
Test Plan Creation	Project Manager	1 week
Test Specification Creation	Lead Tester	2 week
Test Specification Team Review	Project Team Members	1 week
Unit Testing	Developer	Developing time
Component Testing	Testing Team	1 week
Test Phase	**Responsible Person**	**Time**
Integration Testing	Testing Team	1 week
Use Case Validation	Testing Team	1 week
User Interface Testing	Testing Team	1 week
Load Testing	Testing Team	1 week
Performance Testing	Testing Team	1 week
Product Release	Testing Team	1 week

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5.2.4 Traceability Matrix

Step 1: The test cases are Registration, when correct name, email, password, personnel details are entered, it will be registered successfully.

Table 5.4 traceability Matrix (Step 1)

Test Case #	**Test Case**	**Test Steps**	**Test Data**	**Expected Result**
1	Registration Completion	1) Go to Home page 2) Click "Sign up" button 3) Insert required info	Email:sohel.bacholor@gmail.com Password : 123456	Registration Successful
2	Login Verification	1) Go to home page 2) Click "Sign in" 3) Insert email and password	Email:sohel.bacholor@gmail.com Password : 123456	Sign In Successful
3	Search Criteria	1) Go to home page 2) Click "Search button" 3) Insert desired keyword	Search: "table"	Search option response successfully

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Step 2: Identify the technical requirement that this test case is verifying.

T94 If email, password, name are valid, Registration successful.

T95 If Test data of Sign in is valid, Sign in Successful.

T96 If test data of Search criteria is valid, Search option response successfully.

Step 3: Technical Requirement (T95, T95 and T97) in the test case.

Table 5.5 traceability Matrix (TR)

Test Case #	**TR#**	**Test Case**	**Test Steps**	**Test Data**	**Expected Result**
1	T94	Registration Completion	1)Go to Home page 2)Click "Sign up" button 3)Insert required info	Email:sohel.bacholor@gmail.com Password : 123456	Registration Successful
2	T95	Login Verification	1)Go to home page 2)Click "Sign in" 3)Insert email and password	Email:sohel.bacholor@gmail.com Password : 123456	Sign In Successful
3	T96	1 Search Criteria	1)Go to home page 2)Click "Search button" 3)Insert desired keyword	Search: "table"	Search option response successfully

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Step 4: Identify The Business Requirement of TR (T94, T95).

Table 5.6 traceability Matrix (BR)

BR#	Module Name	Applicable Roles	Description
B1	Sign Up	• Customer	The user can register from Sig Up/ Registration button
B2	Login Verification	• Customer • admin	The user can log in as customer or admin
B3	Search Criteria	User	The user can search furniture.

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5.3 Test Cases

Table 5.7 Test Case 1

Test Case #: 1	**Test Case Name : Sign Up**
System : Online Furniture Shop	**Subsystem : N/A**
Designed By : MD Shahidul Islam	**Design Date :29-11-2018**

Pre-Condition: User must be sign up as Customer

Step	**Action**	**Expected System Response**	**Pass/Fail**	**Comment**
1.	When a client fill up only Name field and Click register	Fill up the required field	Pass	
2.	When a client click only register button without fill up any field	Fill up the required field	Fail	
3.	When a client enters email like Xyz.com	The system should display the email is not a valid e-mail address.	Pass	
4.	When a client enter email like xyz@gmail.com	When a client enter email like xyz@gmail.com	Pass	
5.	When a client enter phone number as character	The system should display the field phone number must be a number.	Pass	
6.	When a client password empty.	When click register button the system	Pass	

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		should display the password		
7.	When a client enter password like-> '123456'	When click register button the system should be login	Pass	
8.	If a client enter password like-> '1234567'. empty.	The password is required.	Fail	
9.	If a client enters the password like-> '123456'.	The system should take it as a valid password.	Pass	
10.	When a client filled with all required field with valid information.	The registration process will be competed and redirect to Client home page.	Pass	

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Table 5.8 Test Case 2

Test Case #: 2	**Test Case Name: Sign Up**
System : Online Furniture Shop	**Subsystem: N/A**
Designed by: MD Shahidul Islam	**Design Date:29-11-2018**

Pre-Condition: User must be sign up as customer

Step	**Action**	**Expected System Response**	**Pass/Fail**	**Comment**
1.	When a customer fill up only Name field and Click register	Fill up the required field	Pass	
2.	When a customer register button without fill up any field	Fill up the required field	Pass	
3.	When a customer enters email like Xyz.com	The system should display the email is not a valid e-mail address.	Pass	
4.	When a customer enter email like xyz@gmail.com	The system should take it as a valid email.	Pass	
5.	When a customer enter phone number as character	The system should display the field phone number must be a number.	Fail	
6.	When a customer password.	When click register button the system should display the password field is required.	Pass	

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7.	When a customer enter password like-> '123456' and confirm password like-> 123456.	When click register button the System should home page	Pass	
8.	If a customer enter password like-> '1234567'.	The password is required.	Pass	
9.	If a customer enters the password like-> '123456'.	The system should take it as a valid password	Pass	
10.	When a customer doesn't fill up the specialization field	The system should display Fill the required field	Pass	
11.	When a customer keep empty the any field	The system should display the Fill the required field	Pass	
12.	When a customer filled with all required field with valid information.	The registration process will be competed and redirect to home page	Pass	

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Table 5.9 Test Case 3

Test Case #: 3	**Test Case Name : Sign In**
System : Online Furniture Shop	**Subsystem :N/A**
Designed By : MD Shahidul Islam	**Design Date: 29-11-2018**

Pre-Condition: User Must be signed up for access to his/her account.

Step	**Action**	**Expected System Response**	**Pass/Fail**	**Comment**
1.	Enter the email without password.	The system should display the message: password field is required.	Pass	
2.	When a user enter password without email	Email field is required.	Pass	
3.	When a user click the sign in button without the email and password field	Fill the required field	Pass	
4.	When a user enter the valid email and wrong password	The system will display invalid login attempts.	Pass	
5.	When a user enter wrong email and wrong password	The system will display invalid login attempts.	Pass	
6.	When a user enter valid email and valid password	The system will successfully access to the account and redirect to the home page.	Pass	

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Table 5.10 Test Case 4

Test Case #: 4	**Test Case Name : Search Product**
System : customer Service	**Subsystem :N/A**
Designed By: MD Shahidul Islam	**Design Date :30-11-2018**

Pre-Condition: User need to fill up the search form and click on the search button.

Step	**Action**	**Expected System Response**	**Pass/Fail**	**Comment**
1.	Without fill up the input field and press the search button	System don't show anything	Pass	
2.	When a user type something like "table" that is exist in the system and press the search button	The system will show the result.	Pass	
3.	When a user type something like "table" that is not exist in the system and press the search button	The system will show the empty result.	Pass	

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Table 5.11Test Case 5

Test Case #: 5	**Test Case Name: Search Product**
System : Online Furniture Shop	**Subsystem :N/A**
Designed By: MD Shahidul Islam	**Design Date : 30-11-2018**

Pre-Condition: User needs to fill up the search form and click on the search button.

Step	**Action**	**Expected System Response**	**Pass/Fail**	**Comment**
1.	Without fill up the input field and press the search button	System won't give any response	Pass	
2.	When a user type something like "**table**" that is exist in the system and press the search button	The system will show the expected result.	Pass	
3.	When a user type something like "**shahidul**" that is not exist in the system and press the search button	The system will show the empty result.	Pass	

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Table 5.12 Test Case 6

Test Case #: 6	**Test Case Name: Buy Product**
System : Online Furniture Shop	**Subsystem :N/A**
Designed By: MD Shahidul Islam	**Design Date : 30-11-2018**

Pre-Condition: User must be a client and needs to fill up the required fields.

Step	**Action**	**Expected System Response**	**Pass/Fail**	**Comment**
1.	If user click the Details button without fill up the form	The system will display: Product Details.	Pass	
2.	When user choose the Product without details	The system will display: the not description field is required.	Pass	
3.	When user choose the Product without details.	The system will take add to cart.	Pass	

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Table 5.13 Test Case 7

Test Case #: 7	**Test Case Name : Order System**
System : Online Furniture Shop	**Subsystem :N/A**
Designed By: MD Shahidul Islam	**Design Date : 30-11-2018**

Pre-Condition: User need to sign in as customer

Step	**Action**	**Expected System Response**	**Pass/Fail**	**Comment**
1.	Customer click on Order	System allow	Pass	
2.	Customer need buy Product then click on Add to Cart	system send to purchase	Pass	

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Table 5.14 Test Case 8

Test Case #: 8	**Test Case Name : See Order**
System : Online Furniture Shop	**Subsystem :N/A**
Designed By: MD Shahidul Islam	**Design Date :30-11-2018**

Pre-Condition: User need to sign up as admin

Step	**Action**	**Expected System Response**	**Pass/Fail**	**Comment**
1.	Admin see the order sent from customer	System allow to see	Pass	
2.	Admin shift customer order.	Reply Message Send to Customer.	Pass	

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Chapter 6: User Manual

6.1 Home Page By using web technologies such as HTML, CSS, JavaScript, we developed the applications, which are running on the web server. Frond End development is crucial & extremely important to make a better communication with the users. After starting to browse the application, the users first see the homepage where user can easily access to all components.

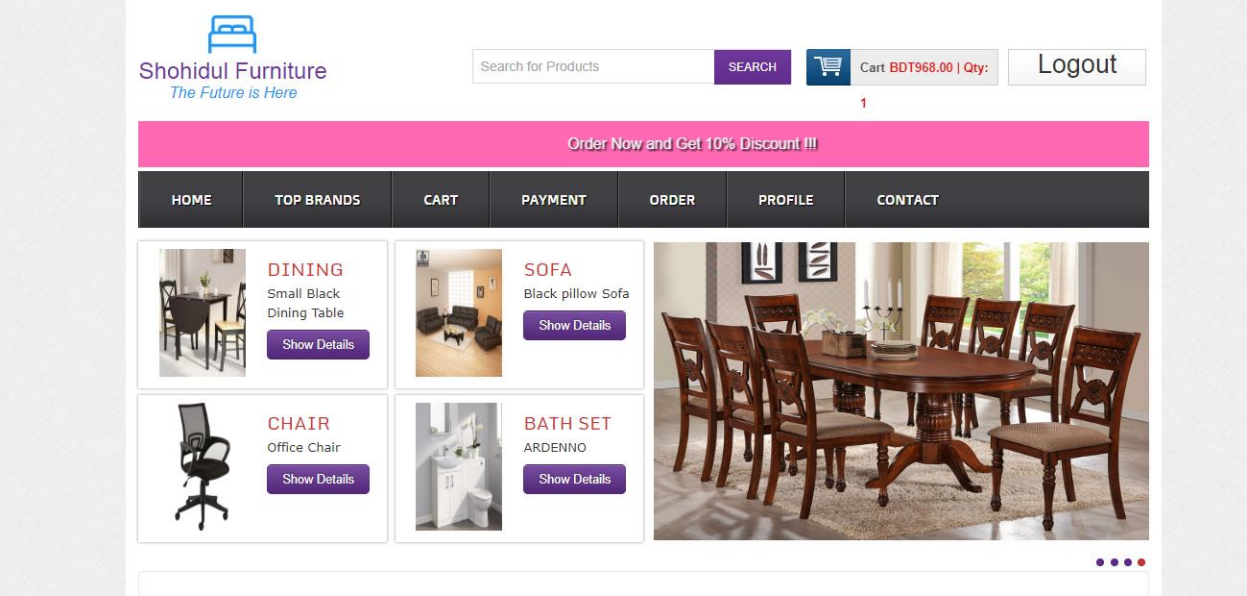

Figure 6.1: Home page

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6.2 Search Furniture

User can search Furniture of Bangladesh without sign up or sign in.

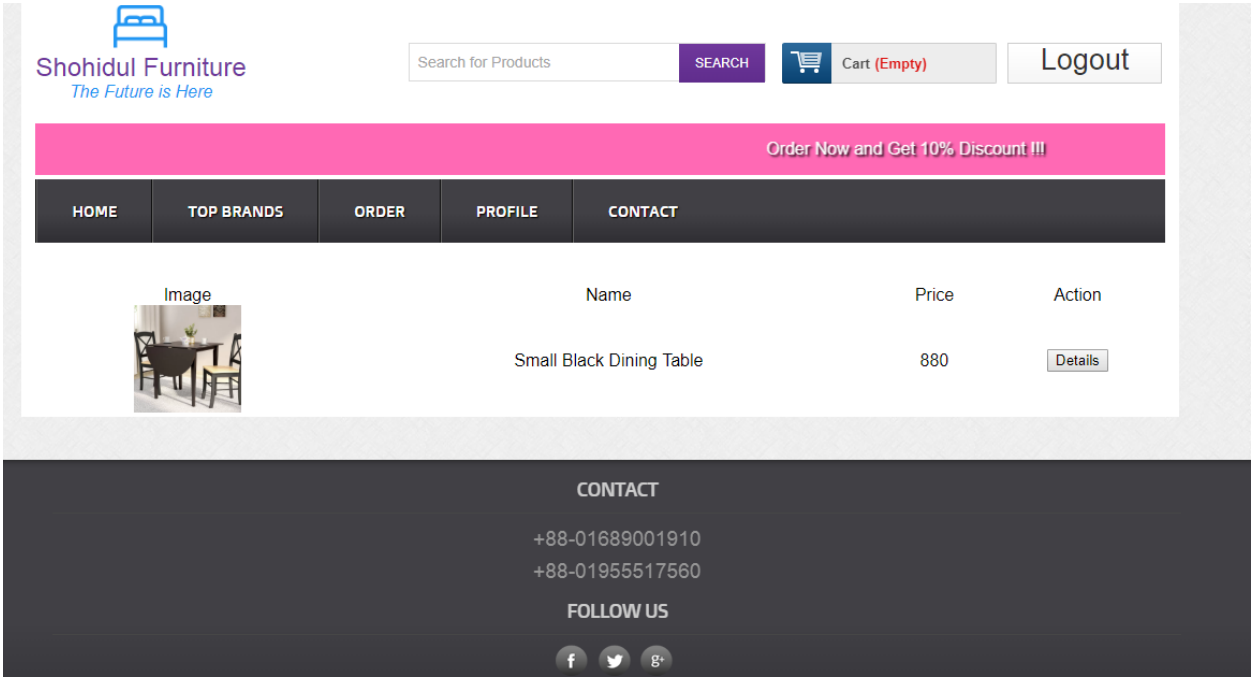

Figure 6.2: Search Furniture

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6.2 Customer Registration

The Furniture Shop system application is mainly the interaction between Admin and Customer. So user need to Sign Up as Customer.

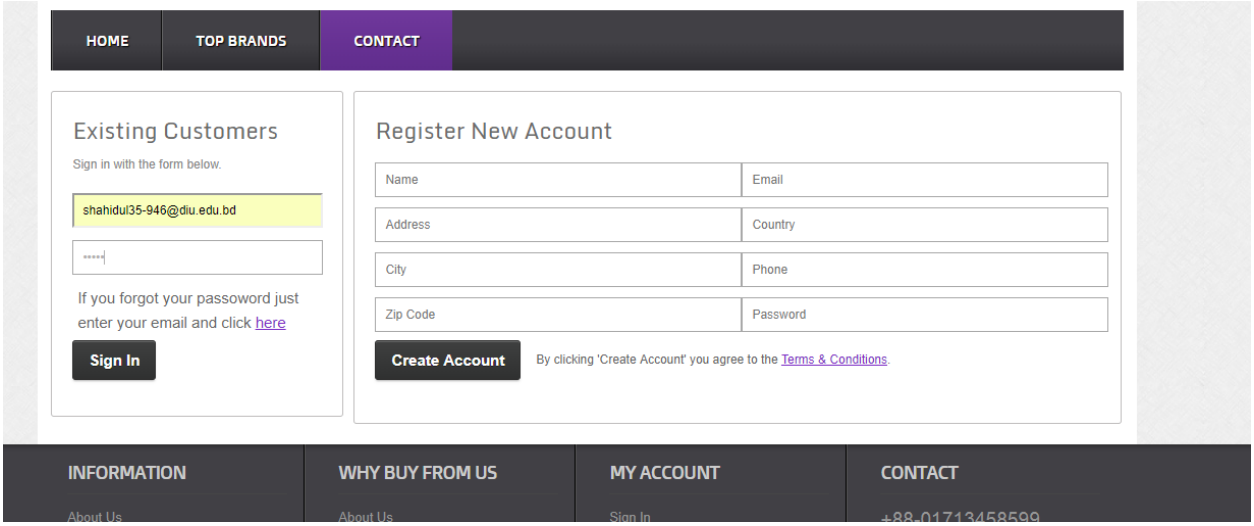

Figure 6.3: Customer Registrations

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6.2.1 Sign in as Customer:

Customer need to Sign up to get customer service buy Product

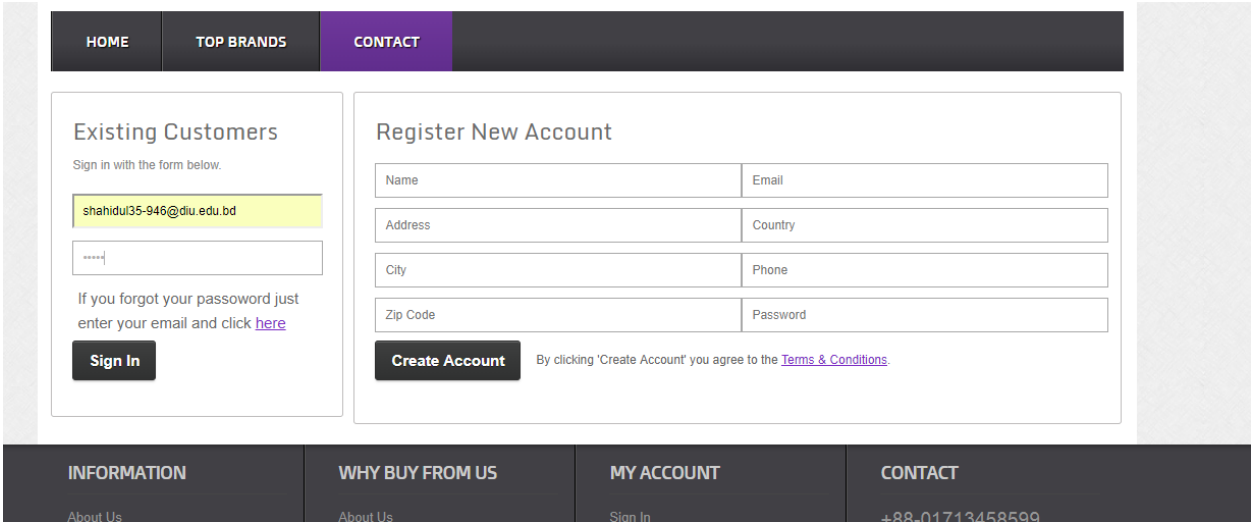

Figure 6.4: Customer Sign in

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6.2 .2 customer order page

Customer can order furniture

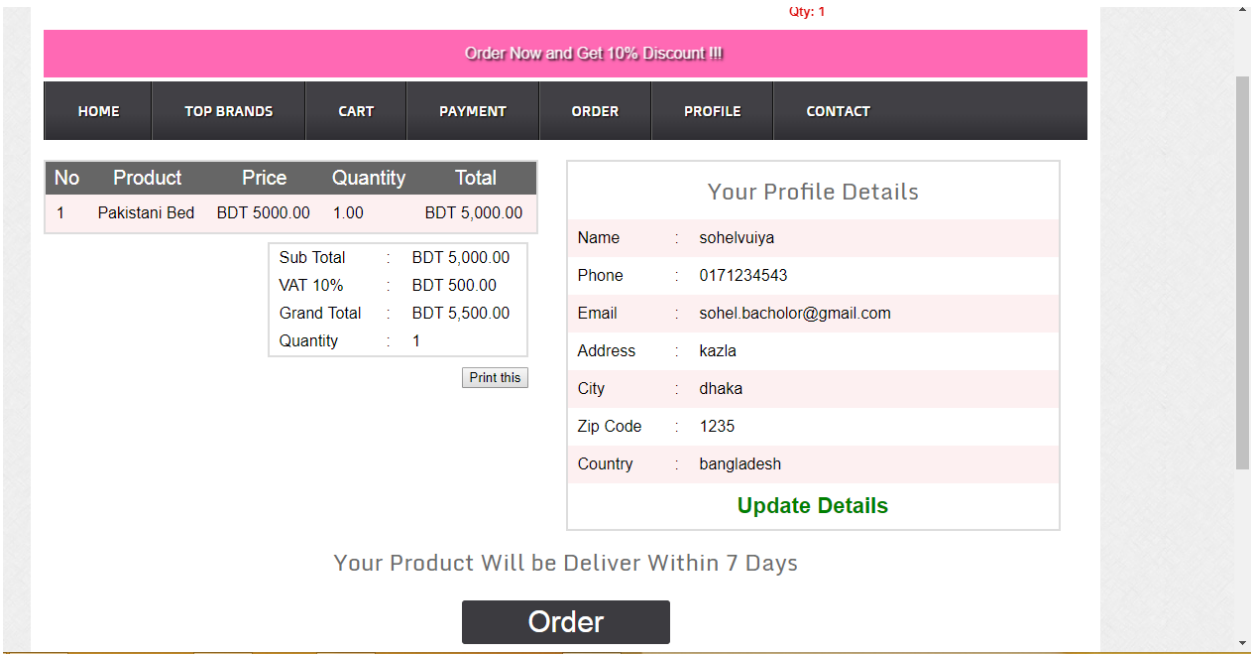

Figure 6.5: Customer Order Page

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6.3 admin login

Admin must sign in to get the Admin panel

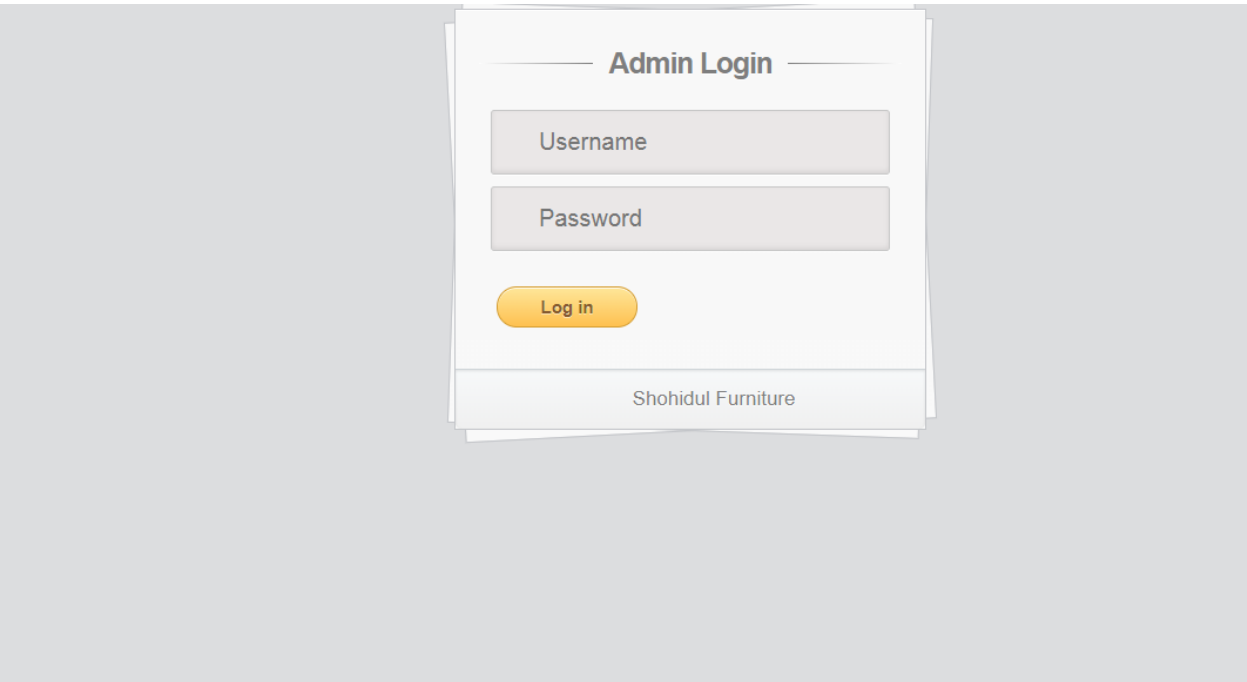

Figure 6.6: Admin Login

6.4 Admin Panel

Admin need to sign in to send Admin Panel

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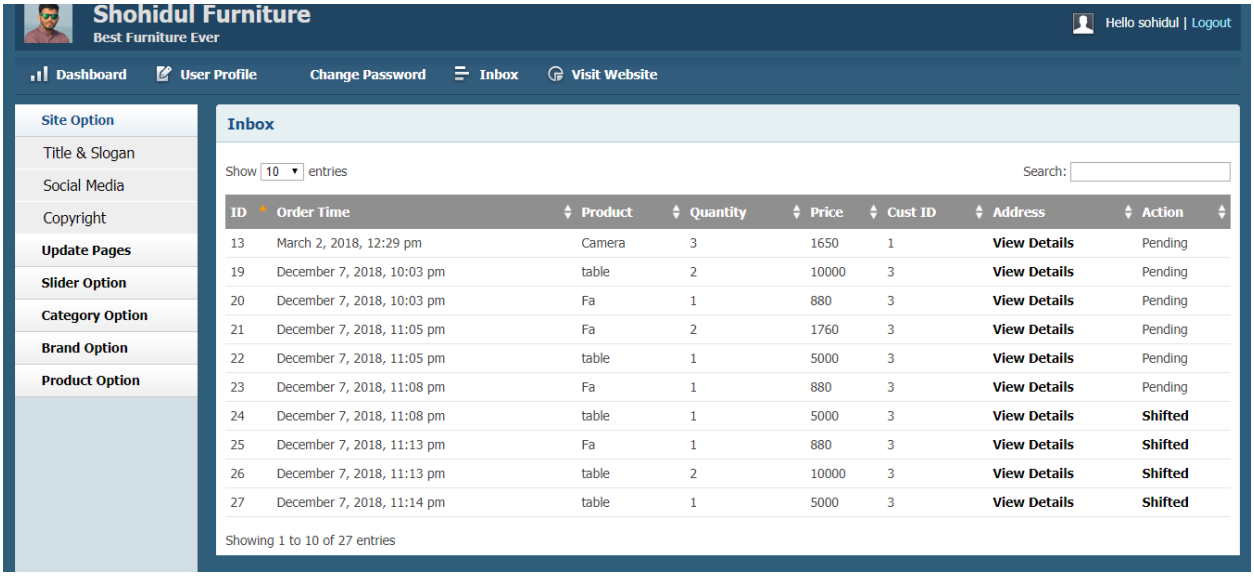

Figure 6.7: Admin Panel

Chapter 7: Project Summary

7.1 Critical Evolution

Most of the people are not possible physically gone furniture shop. So that it is necessary to make the online furniture shop. There need evolution in online process for people of Bangladesh so that they can easily purchase furniture with the flexible delivery and get the service of furniture from furniture shop. The project Online Furniture Shop serves its user by insuring this kind of benefits.

7.2 Limitations

There are some limitations of the project. Through the system, people can purchase different furniture to the furniture shop. There is no direct human interaction. The system is not mobile friendly yet.

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7.3 Obstacle & Achievements

The system is web based. It is not easy to develop this kind of web based project frequently where various obstacle to face the stakeholders.

The user of the system can register case online without visiting furniture shop. That is the strong achievements of the system. The system is flexible and user friendly. User of the system saves their time, cost and efforts by using the application. The system is cost effective. The system has the capability to go wider users.

The interviews with project participants identified fears and vulnerabilities in engaging natural supports; as well as the resources and interventions required to overcome these barriers. The project report and tip sheets will assist people with disabilities and families to build relationships with natural supports if they wish too.

7.4 Future scope:

The project has great possibility to go wider users around the country as well as foreign country. The sections discuss the work that will be implemented in future.

Android Version: The system is now online-based system; in future, the team will try their best to make android apps as well as IOS.

Globalization: Now the focus of the project is in Bangladesh but in future, the system will go forward global scope.

Live Conference: In future, the system will try to add the feature of live conference among the users.

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Chapter 8: References

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