



Daffodil
International
University

Business-Prediction

By

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A project submitted in partial fulfillment of the requirement for the degree of
Bachelor of Science in Software Engineering

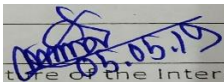
Department of Software Engineering
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Declaration

I hereby declare that, this project has been done by me under the supervision of Samia Nasrin, Lecturer, and Department of Software Engineering, Daffodil International University. I also declare that neither this project nor any part of this project has been submitted elsewhere.

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Finally, we must acknowledge with due respect the constant support and patients of our parents.

Here, User can create post, view all lost and found posts, make comment on a post, update post, delete post and also can win reward by returning a valuable lost thing.

The main purpose of the system is to make a simple platform where people can search their lost thing and return something that he/she found somewhere.

CHAPTER 1 INTRODUCTION

1.1. Project Overview

Let's assume Mr. X is an entrepreneur and he came up with an idea for his business. That's why he wants to know that his business is actually stable and profitable or not. Business-prediction application will help him to know about that.

1.2 Purpose of the project

1.2.1 The User Business or Background of the Project Effort

By using business-prediction application users get the facility of checking a business idea workable or not. This application gives a visual to user about his or her business.

1.2.2 Benefits & Beneficiaries

This system is basically saving user's time by calculating values of financial aspects, financial analysis and break-even point. User don't need to calculate manually to check his or her business is stable and profitable or not.

Beneficiaries:

1. People who are going to start a business.
2. People who wants to judge his/her business idea.

Benefits:

1. User can easily evaluate his/her idea is profitable or not.
2. If idea is not profitable then how to make it profitable.

1.2.3 Goals of the Project

Helping entrepreneurs to evaluate their ideas.

1.3 Stakeholders

The Entrepreneur/businessman

The person who wants to evaluate his /her business idea.

1.4 Proposed System Model

The propose system model is designed with Agile model.

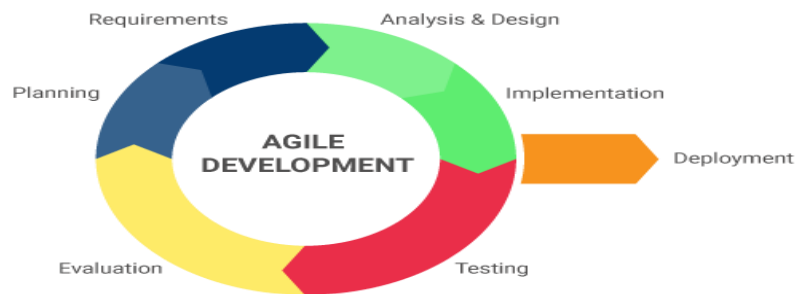


Figure 1.1: Agile model

1.5 Project Schedule

Weeks	1	2	3	4	5	6	7	8	9	10	11	12
Works												
Project planning												
Analysis												
Feasibility Study												
Project proposal ready & submission												
Project UI												
Midterm defense												
Development												
Testing												
Preparing project document												
Final defense												

Figure 1.2: Gantt chart

1.5.1 Release Plan

Release 1: beta version 1.0.0 on 18/03/2019

Release 2: beta version 2.0.0 on 29/04/2019

CHAPTER 2 SOFTWARE REQUIREMENT SPECIFICATION

2.1 Functional Requirements

Functional Requirements are given in table 2.1

Table 2.1: Functional Requirements

ID	Requirement	Description	Priority
01	Evaluate idea	User can evaluate his/her idea.	H

2.2 Non-Functional Requirements

Non-Functional Requirements are given in table 2.2

Table 2.2: Non-Functional Requirements

ID	Requirement	Description	Priority
01	Save post	User can save his/her idea's evaluation.	M
02	Delete post	User can also delete his/her idea's evaluation.	M
03	Sign Up	To get the services from this application people have to sign up once a time.	H
04	Login	User can login after signing up	H
05	Logout	User can logout whenever he/she wants.	H

2.3 Data Requirement

Data Requirements are given 2.3

Table 2.3: Data Requirements

No.	Description	Priority
01.	User have to enter valid information in the forms otherwise system will show an error message.	M
02.	User must have to sign up before login. Login data will be matched with signup data if it does not match user will get error message.	M

03.	User have to fill up all field from form otherwise system will show an error message.	H
-----	---	---

2.4 Performance Requirements

2.4.1 Speed and Latency Requirements

Speed and Latency Requirements are given 2.4

Table 2.4: Speed Latency Requirements

No.	Description	Priority
1.	The system should load the data from server within 2 seconds.	H
2.	The system must have a high speed of manipulation data and reply to the user request.	H

2.4.2 Precision or Accuracy Requirements

Precision or Accuracy Requirements are given in table 2.5

Table 2.5: Precision or Accuracy Requirements

No.	Description	Priority
1	The input data should be validated when User provide data to the system	M
2	All data should be in place accurately where it is associated	M

2.4.3 Capacity Requirements

Capacity Requirements are given in Table 2.6

Table 2.6: Capacity Requirements

No.	Description	Priority
1.	The application size must have to be less than 200 Mb	L
2.	The remote server database size must be able to load the system data.	L

2.5 Dependability Requirements

2.5.1. Reliability Requirements

Reliability Requirements are given in table 2.7

Table 2.7: Reliability Requirements

No.	Description	Priority
1.	Sign up, create post, comment must depend on insertion of new data in the server.	H
2.	System must send the user data to the server	H

2.5.2 Availability Requirements

Availability Requirements are given in table 2.8

Table 2.8: Availability Requirements

No.	Description	Priority
1.	The system should work 24 hours a day	H
2.	The system should provide the desired data to the user on time	H

2.5.3 Robustness or Fault-Tolerance Requirements

Robustness or Fault-Tolerance Requirements are given in table 2.9

Table 2.9: Robustness or Fault-Tolerance Requirements

No.	Description	Priority
4.	If the system has been crashed, it should not be more than an hour.	M
7.	Supports all screen size.	M

2.5.4 Safety-Critical Requirements

No visible Safety-Critical requirements

2.6 Maintainability and Supportability Requirements

2.6.1 Maintenance Requirements

Maintenance Requirements are given in table 2.10

Table 2.10: Maintenance Requirements

No.	Description	Priority
1.	The system maintenance should be quick	M

2.6.2 Supportability Requirements

Supportability Requirements are given in table 2.11

Table 2.11: Supportability Requirements

No.	Description	Priority
1.	The system should support in all type of android and computer device.	M
2.	Supports all screen size.	M

2.6.3. Adaptability Requirements

No visible adaptability requirements

2.6.4. Scalability or Extensibility Requirements

No visible adaptability requirements

2.7 Security requirements

2.7.1. Access Requirements

Access Requirements are given in table 2.12

Table 2.12: Access Requirements

No.	Description	Priority
5.	Only SECURITY Administrator will be able to enter the system to make maintenance.	M
6.	The Application user access boundary should be within the application	M

2.7.2 Integrity Requirements

Integrity Requirements in given table 2.13

Table 2.13: Integrity Requirements

No.	Description	Priority
1.	The data of the system must not be altered without any permission	M
2.	The data integrity should be maintained	M

2.7.3 Privacy Requirements

Privacy Requirements are given in table 2.14

Table 2.14: Privacy Requirements

No.	Description	Priority
1.	The user data must not be visible for public	M

2.	The user data should not contain any private issues.	M
----	--	---

2.7.4 Usability and Human-Interaction Requirements

No Usability and Human-Interaction Requirement

2.8 Look and Feel Requirements

2.8.1. Appearance Requirements

Appearance Requirements are given in table 2.15

Table 2.15: Appearance Requirements

No.	Description	Priority
1.	The user interface must be attractive	D
2.	The user interface must be user friendly	D
3.	The user interface must be user interactive.	D

2.9. Operational and Environmental Requirements

No Operational and Environmental Requirements **2.10**

Legal Requirements No Legal Requirements

CHAPTER 3 SYSTEM ANALYSIS

3.1 Use Case Diagram

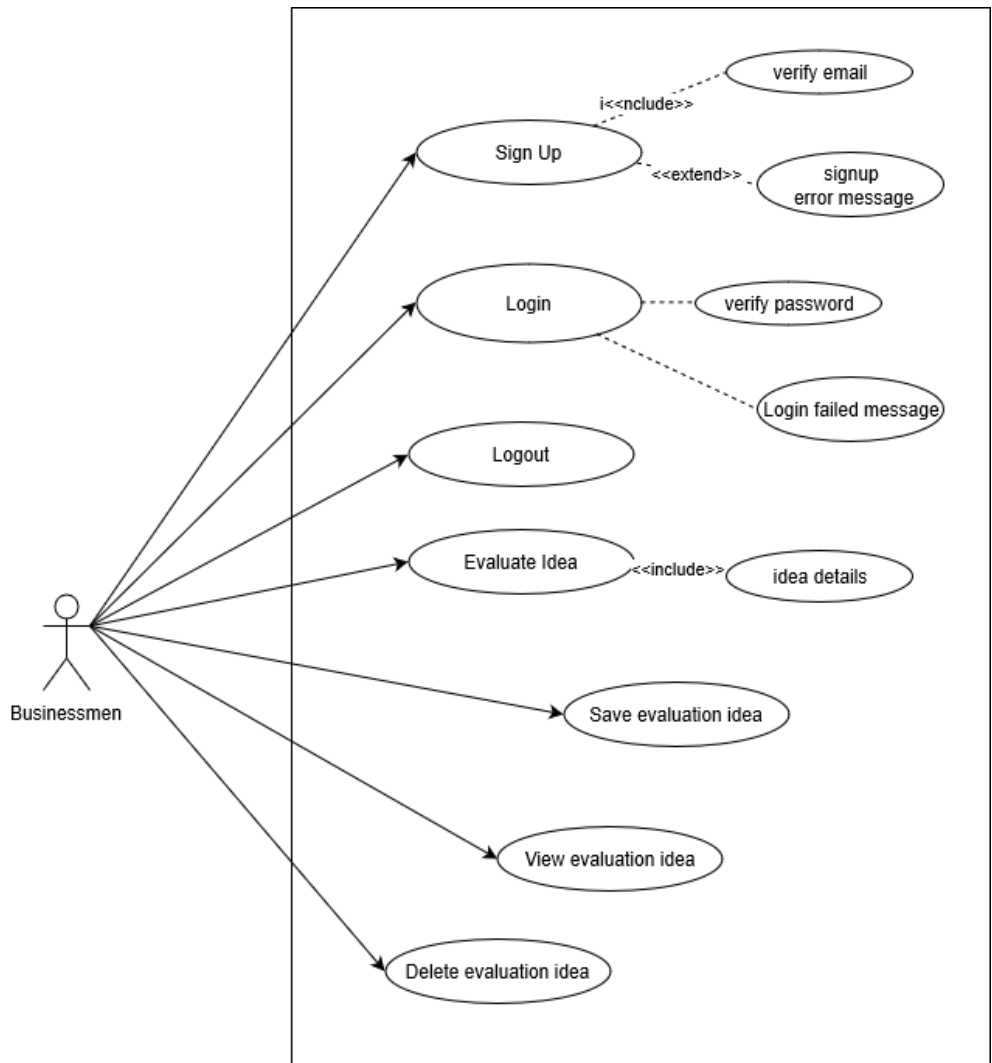


Figure 3.3: Use Case

3.2 Use case Description:

3.2.1 Sign up:

User have to fill up the signup form by providing their information. All information must match have to match with requirements.

Sign up details given in table 3.16

Table 3.16: Sign up

Use Case Name:	Sign up module
Scenario:	User have to sign up once for login every time.
Brief Description:	Without signup user can't login and access the main features of the system.
Actor:	Businessmen.
Precondition:	Must go into sign up page.
Post condition:	User must have to provide all necessary information in the sign-up form as required.
Main-Success Scenario	<ol style="list-style-type: none"> 1. Server must have to be active. 2. After completing the sign up user will get a confirmation message.
Scenario Extensions	<ol style="list-style-type: none"> 1. Have to complete all fields in the signup form. 2. Have to provide proper information otherwise signup can't be complete.

3.2.2. Login

User have to login to obtain all internal features. For login user have to provide user- name and password. Login details given in table 3.17

Table 3.17: Login

Use Case Name:	User have to login to access main features of the system.
Scenario:	If user want to evaluate idea, view an evaluate idea, delete an evaluate idea he /she have to login.
Brief Description:	Once a user login he/she can evaluate idea, view an evaluate idea, delete an evaluate idea. All this feature is accessible for the login users.
Actor:	Businessmen.
Precondition:	Must have to sign up.
Post condition:	User have provided right user name and password.
Main Success Scenario	<ol style="list-style-type: none"> 1. Server must have to be working. 2. User name and password must be matched. 3. After login user get confirmation message.

Scenario Extensions	<ol style="list-style-type: none"> 1. Have to complete all fields in the signup form. 2. Have to provide proper information otherwise signup can't be complete.
---------------------	---

3.2.3 Logout

User can logout after successfully login. Logout is only available for user who already logged in into the system. Logout details given in table 3.18

Table 3.18: Logout

Use Case Name:	User can logout after login.
Scenario:	If user want get out of the system, he/she can logout.
Brief Description:	After using the internal features of the system user can logout to secure his/her information.
Actor:	Businessmen.
Precondition:	Must have to logged in.
Post condition:	Logout should be confirmed.
Main Success Scenario	1. Get logout confirmation message.
Scenario Extensions	1. User have to sign up and login if login not confirmed log out cannot be done.

3.2.4 Evaluate Idea

User can evaluate an idea after login once. Evaluate idea details given in table 3.19

Table 3.19: Evaluate Idea

Use Case Name:	User can evaluate idea after login.
Scenario:	If user want to evaluate an idea, he can do it.
Actor:	Businessmen.
Brief Description:	After login user can access this and by giving information to system as required user can evaluate his/her idea.
Precondition:	Must have to logged in.

Post condition:	Must fill all fields in the form.
Main Success Scenario	Get result of evaluation idea.
Scenario Extensions	If form is properly not filled up evaluate idea cannot be done.

3.2.5. Save evaluate idea

User can save evaluate idea after getting results. Save evaluate details given in table

3.20

Table 3.20: Save evaluate idea

Use Case Name:	User can save evaluate after getting results.
Scenario:	If user get result then he/she can save it.
Brief Description:	After login user can evaluate an idea and after completing evaluation user can save it.
Actor:	Businessmen
Precondition:	Must have to logged in and evaluate an idea.
Post condition:	Evaluate idea successfully saved.
Main Success Scenario	1. Get confirmation message.
Scenario Extensions	1. Without getting result from evaluate idea save evaluate idea cannot be done.

3.2.6. Delete post

User can delete evaluate idea. Delete evaluate ideas details given in table 3.21

Table 3.21: Delete post

Use Case Name:	User can delete evaluate idea that he evaluate before.
Scenario:	Whenever user don't need any evaluate idea, he can delete that post.
Brief Description:	After completing an evaluate idea if user think he/she don't need those data any more the he/she can delete that evaluate idea.

Actor:	Businessmen.
Precondition:	1. Have to log in and at least one evaluate idea should stay in view evaluate idea.
Post condition:	1. Evaluate idea successfully deleted.
Main Success Scenario	1. Never see the deleted post.
Scenario Extensions	1. If user don't create any post by own, he cannot delete post.

3.3 Activity Diagram (Signup)

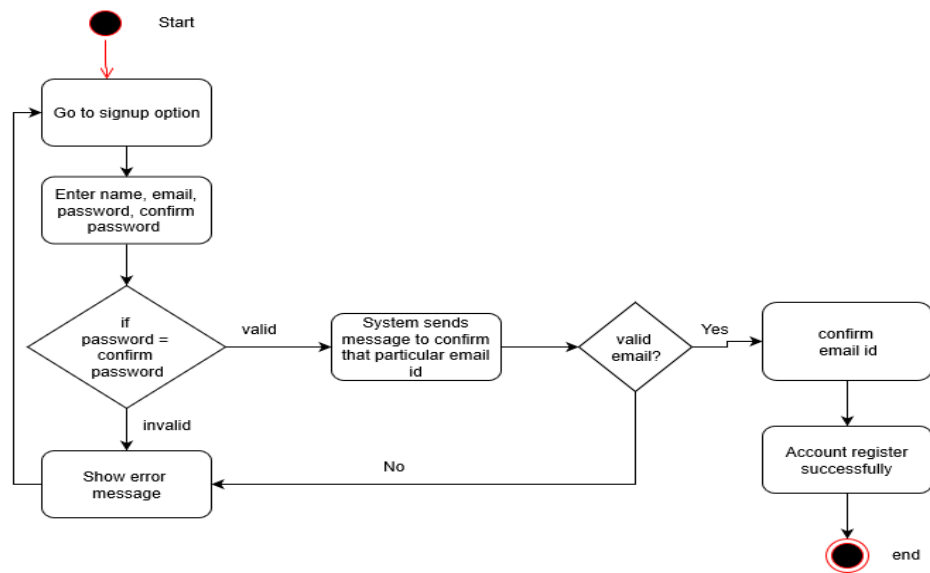


Figure 3.4: Activity Diagram (Signup)

3.3.1 Activity Diagram (Login)

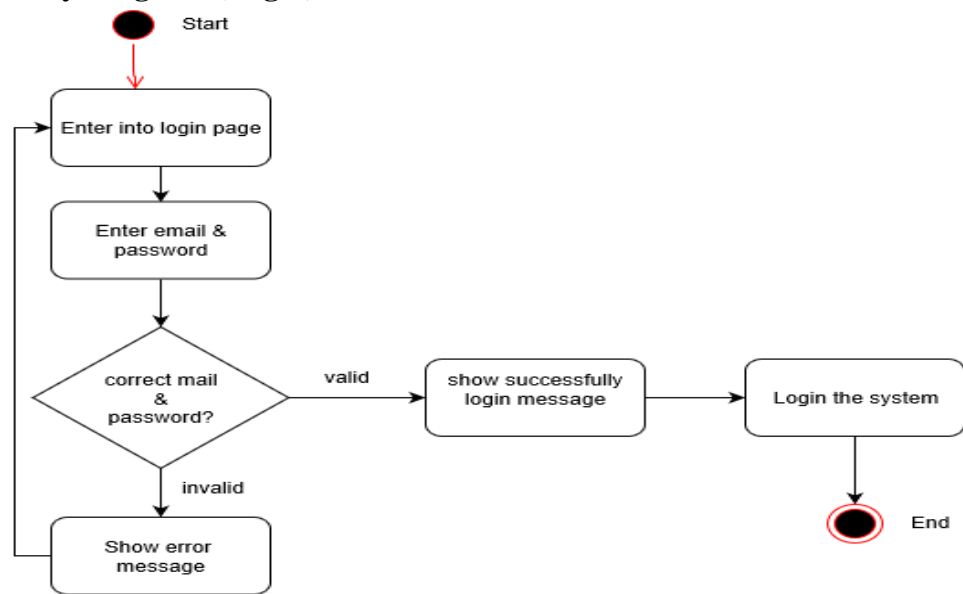


Figure 3.5: Activity Diagram (Login)

3.3.2 Activity Diagram (Logout)

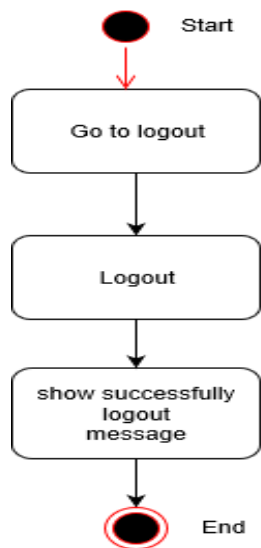


Figure 3.6: Activity Diagram (logout)

3.3.3 Activity Diagram (Evaluate idea, view evaluate idea, delete evaluate idea)

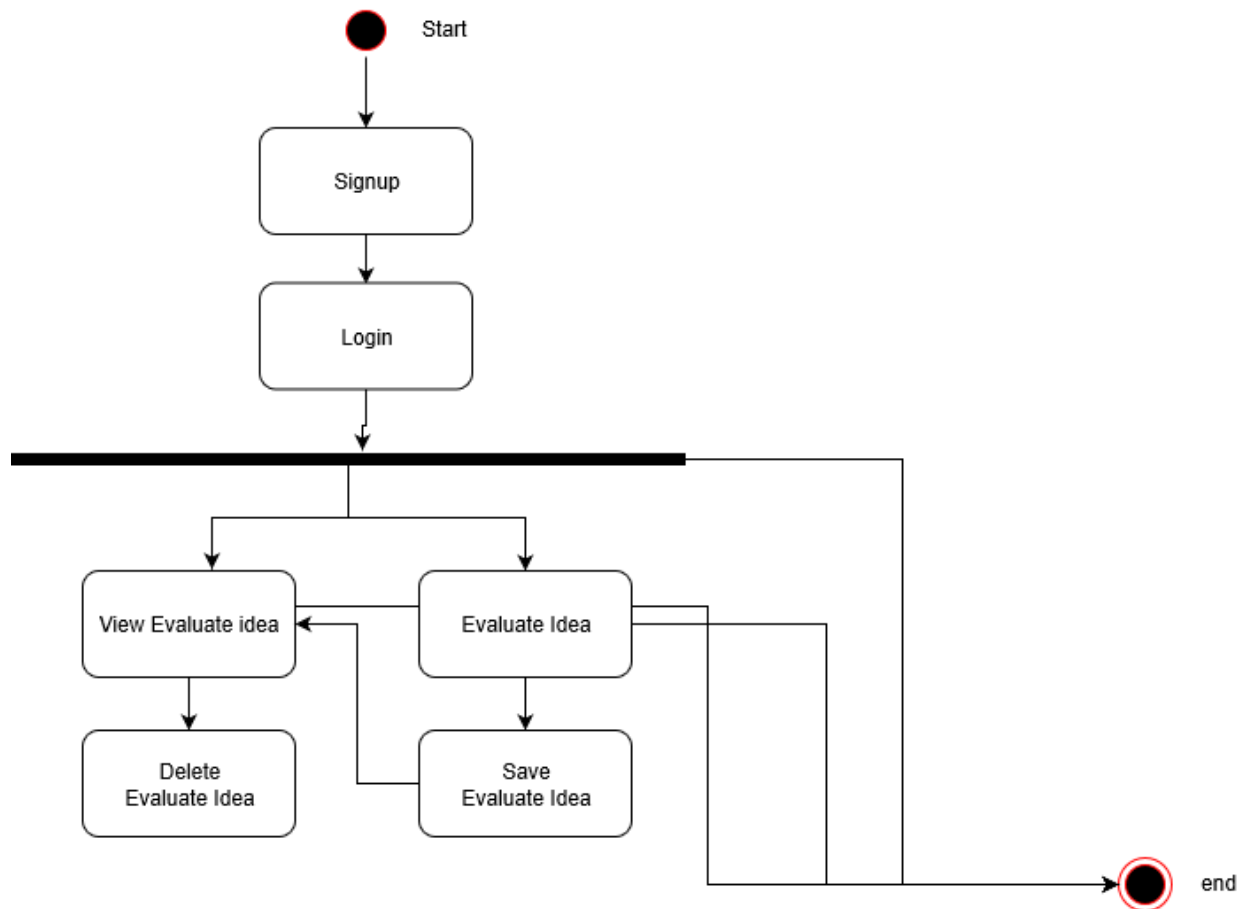


Figure 3.7: Activity Diagram (Evaluate idea, view evaluate idea, delete evaluate idea)

CHAPTER 4

SYSTEM DESIGN SPECIFICATION

4.1 Sequence Diagram

4.1.1 Sequence diagram for user signup and login

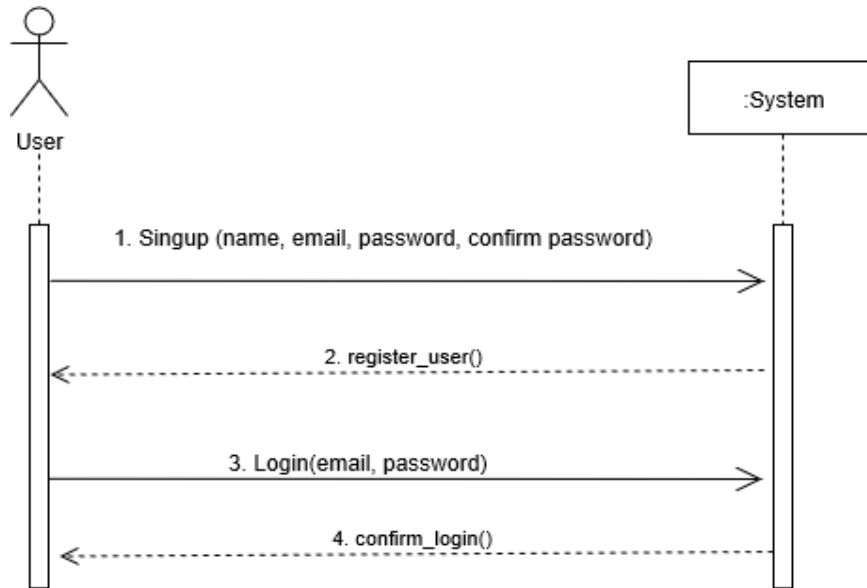


Figure 3.7: Sequence diagram for user signup and login (User)

4.1.2 Sequence Diagram for Evaluate Idea

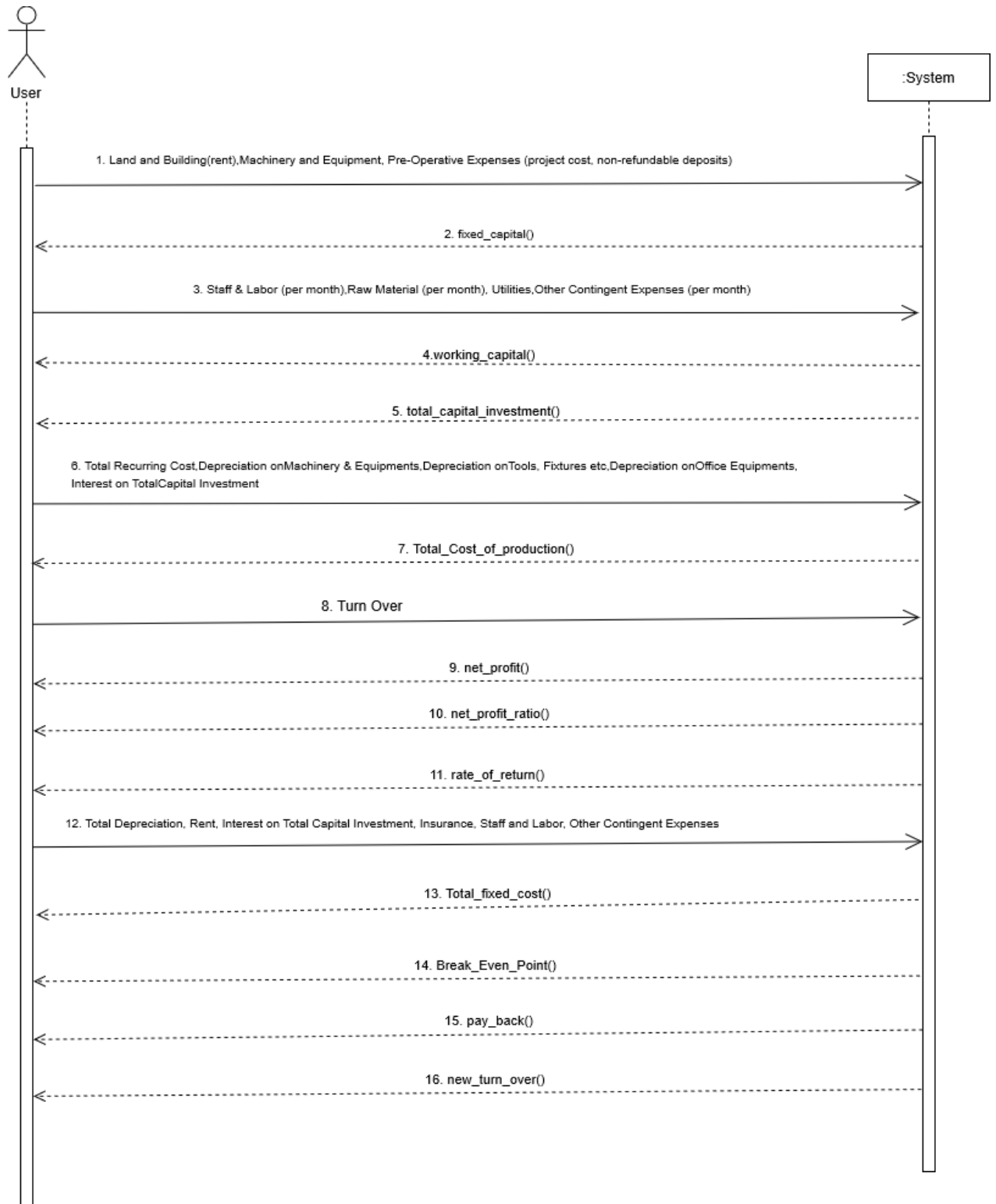


Figure 3.8: Sequence Diagram evaluate idea (User)

4.1.3 Sequence Diagram for user View all evaluate idea

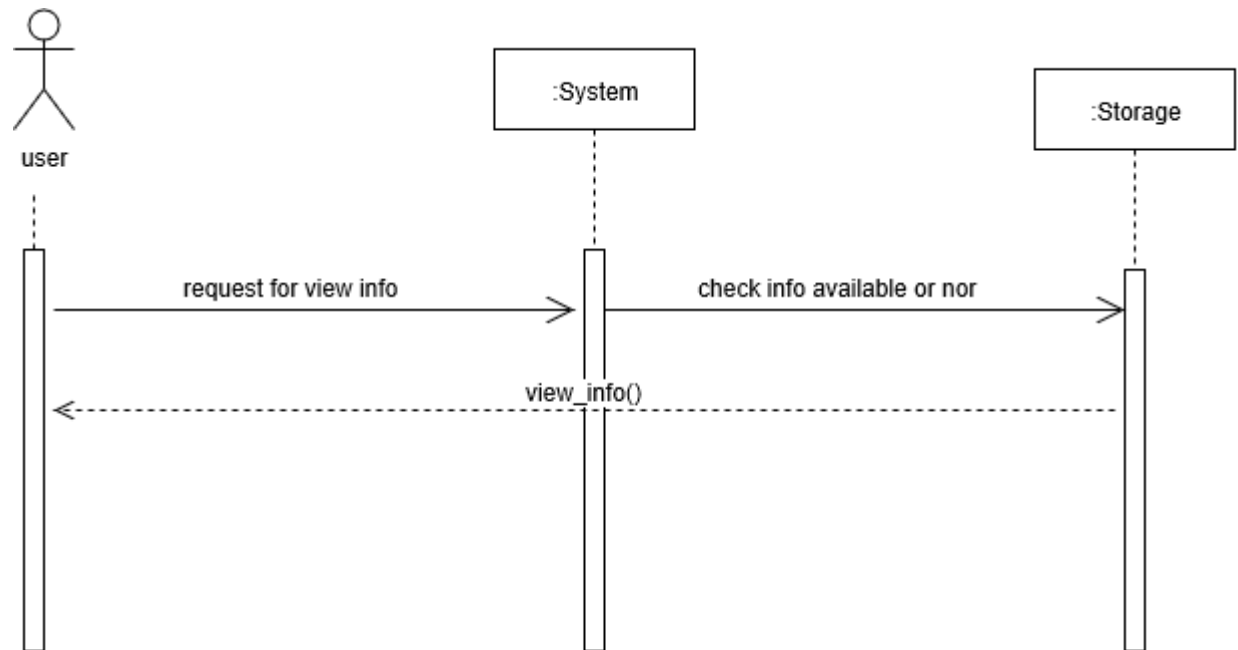


Figure 3.9: Sequence Diagram for View all evaluate idea

4.1.4 Sequence Diagram for User delete evaluate idea

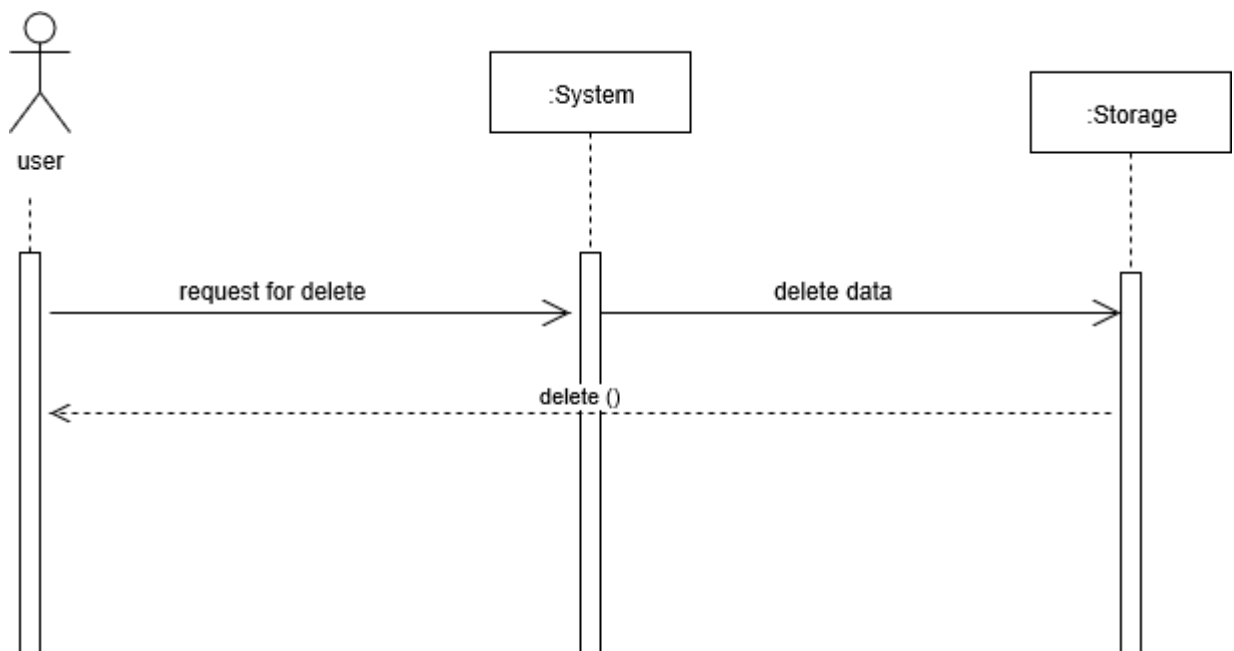


Figure 3.10: Sequence Diagram for User delete evaluate idea

4.1.5 Sequence Diagram for user logout

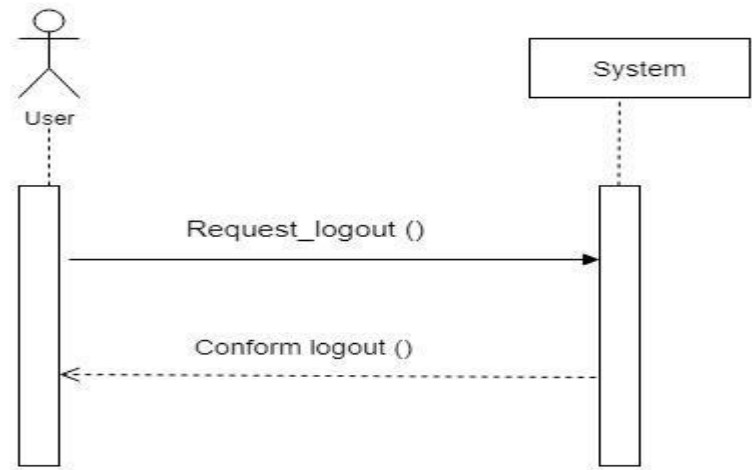


Figure 3.11: Sequence Diagram for logout (User)

4.2 Class Diagram

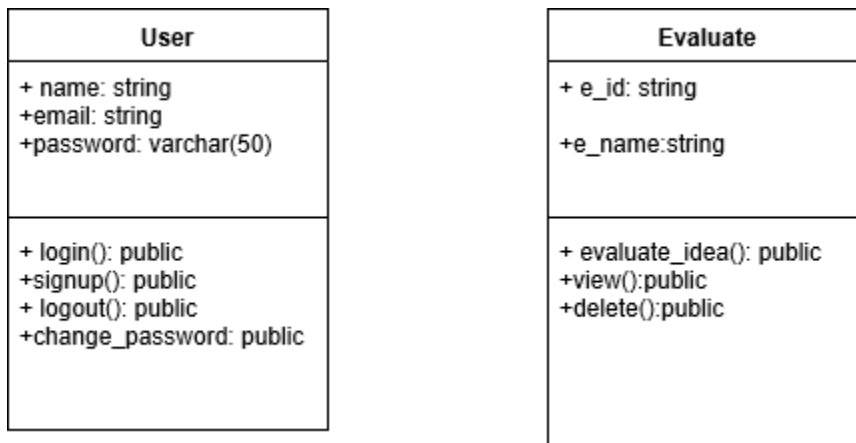


Figure 4.21: Class Diagram

4.3 Development Tools & Technology

4.3.1 User Interface Technology

User Interface Technology is given in table 4.32

Table: 4.32: User Interface Technology

4.5.1.1	Php Programming Language
4.5.1.2	HTML5, CSS3 and Twitter Bootstrap
4.5.1.3	Font Awesome

4.5.2 Implementation Tools & Platforms

Implementation Tools & Platforms is given in table in table 4.33

Table: 4.33: Implementation Tools & Platforms

4.5.2.1	Visual Studio Code v 1.27.2 and Phpstrome
4.5.2.2	MySQL
4.5.2.3	Wamp web server

CHAPTER 5 SYSTEM TESTING

5.1 Testing Features

5.1.1 Features to be tested

Features to be tested details are given in table 5.34

Table 5.34: Features to be tested

Featured ID	Featured Name	Description	Involved User
001	Login	Check login working or not	User
002	Evaluate idea	Check evaluate idea feature working or not	User
003	Save evaluation idea	Check user can save evaluation idea or not.	User
004	View evaluation idea	Check User can see all saved evaluation idea or not.	User
005	Delete evaluation idea	Check user can delete an evaluation idea or not.	User
006	Logout	Check user can log out or not	User

5.1.2 Features not to be tested

Features not to be tested details are shown in table 5.35

Table: 5.35: Features not to be tested

Featured Id	Featured Name	Description	Involved User
001	Accuracy	How perfectly the system loads data	System
002	Speed	How quick the system restore data from server	System
003	Security	How assure the system data is	System

5.2 TESTING STRATEGIES

5.2.1 Test Approach

Test strategy is the process and procedures of how the system should be tested the test date is identified by expected output for actual input. Test plan is a standard document produced in most software engineering projects. Low quality projects don't have test plans. Test plan is written after requirement analysis. System is tested with sample data to see how it handle input and output functions with extreme data

5.2.2 Pass/Fail Criteria

1. High reliability will pass the system.
2. If the system is 80% error free it will pass either will fail.
3. If the system retrieve data in less than 4 seconds it will pass.
4. If the validation work properly system will pass.
5. If the system retrieve 80% accurate data system will pass.

5.2.3 Suspension and resumption Suspension:

1. Unavailability loading data from server.
2. System Crush.
3. Invalid data.

Resumption:

1. System taking too much time to load data.
2. Failure in data validation.

5.2.4 Testing Schedule

Testing Schedule is given in table 5.36

Table: 5.36: Testing Schedule

Id	Task name	Duration	Start	Finish
01	Testing planning	1 days	15-mar 2019	16- march 2019
02	Test plan and QA schedule preparation	1 days	16- march 2019	17- march 2019
03	Test point preparation	2 days	18- march 2019	20- march 2019
04	Testing and Bug reporting	3 days	20- march 2019	22- march 2019

5.2.5 Requirement Traceability Matrix

Requirements:

1. Signup
2. Login
3. Evaluate idea
4. Save evaluate idea
5. View evaluate idea
6. Delete evaluate idea
7. Logout

Test cases:

1. Signup module
2. Login module
3. Evaluate idea module
4. Save evaluate idea module
5. View evaluate module
6. Delete evaluate module
7. Logout module

Traceability Matrix

Table 5.37: Traceability Matrix

BR#	Functionality	Requirement Description	Use case reference	Test case reference	Comments
BR-1	Functional	Signup	Use case 3.2.1	Test case 5.4.1	
BR-2	Functional	Login	3.2.2	5.4.2	
BR-3	Functional	Logout	3.2.3	N/A	
BR-4	Functional	Evaluate idea	3.2.4	N/A	
BR-5	Non-Functional	Save Evaluate idea	N/A	N/A	
BR-6	Non-Functional	View Evaluate idea	3.2.5	5.4.3	
BR-7	Non-Functional	Delete Evaluate idea	3.2.6	N/A	

5.3 Testing Environment (Hardware/Software Requirements)

Software: phpstorm

Hardware: Computer

5.4 Test Cases

5.4.1 Sign up module

Sign up module are given in table 5.38.

Table 5.38: Sign up module

Id	ACTION	Input	Expected Result	Actual Result	Pass/Fail	Code module
1.	Sign up	Name: Email: nz@gmail.com Password: 1234	Show an error message name field required	Showing an error message name field required	Pass	Models
2.	Sign up	Name: Nazib Email: nz@gmail.com Password: 1234	Show an error message password must be at least 6 characters long.	Showing an error message password must be at least 6 characters long.	Pass	Models
3.	Sign up	Name: Nazib Email: Password: 123456	Show an error message email field required	Showing an error message email field required	Pass	Models

4.	Sign up	Name: Nazib Email: nz@mail.com Password: 123456	Signup Successful	Showing success message	Pass	Models
----	---------	---	----------------------	-------------------------------	------	--------

5.4.2 Login Module

Table 5.39: Login Module

Id	ACTION	Input	Expected Result	Actual Result	Pass/Fail	Code module
1	Login	Email: nz@mail.com Password: bncc420	Show error message password don't match	Showing error message password don't match	Pass	Models
2.	Login	Email: nz@mail.com Password: 123456	Login successful	Showing success message	Pass	Models

5.4.3 View Evaluate idea module

Table 5.40: view evaluate idea module

Id	ACTION	Input	Expected Result	Actual Result	Pass/Fail	Code module
1.	View evaluate idea	Click to view evaluate idea	Show all saved evaluate idea	Showing all saved evaluate idea	Pass	Views

CHAPTER 6 USER MANUAL SCREENSHOT

6.1 User manual for user:

Figure 6.22: User Homepage

6.1.1 User Signup

Before login into the system user must have to sign up. To sign up user have to go to sign up page.

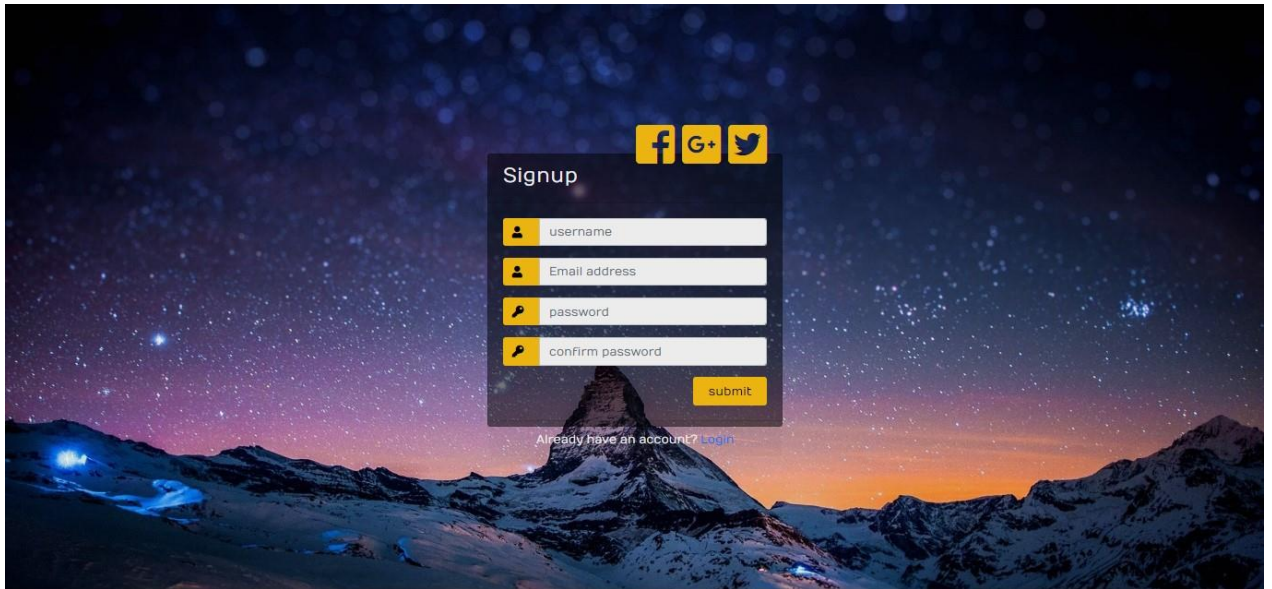


Figure 6.23: User Signup

6.1.2 User login

After sign up user can login into the system with the username and password

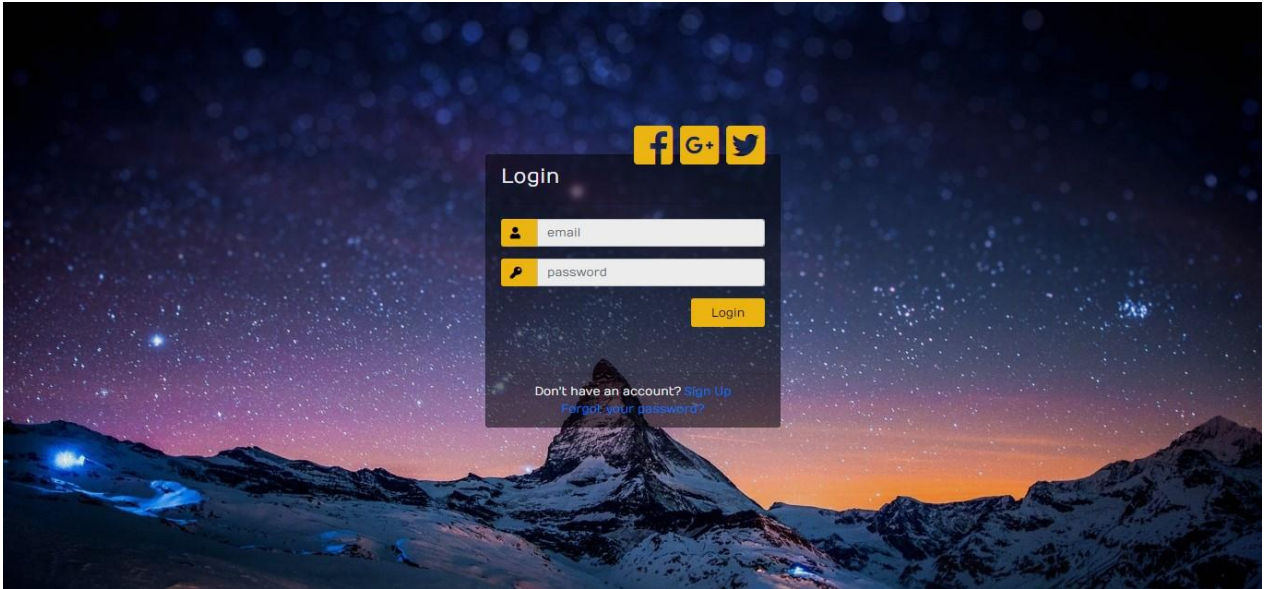


Figure 6.24: User Login

6.1.3 Evaluate Idea for user

User can evaluate his/her business idea. To get output of evaluate idea user have to fill the form.

 The form is titled "Evaluate Idea for user" and is divided into three main sections:

- FINANCIAL ASPECTS:** Contains input fields for "Land and Building (rent)", "Machinery & Equipment", "Pre-Operative expenses", "staff & labour", "Raw material", "Utilities", and "Other contingent expenses".
- FINANCIAL ANALYSIS:**
 - Cost of Production (per annum):** Includes fields for "total recurring cost", "Depreciation on machinery & equipments", "Depreciation on tools, fixtures", "Depreciation on office equipments", and "Interest on total capital investment".
 - Turn Over (per annum):** Includes fields for "sales amount" and "products amount".
- BREAK EVEN ANALYSIS:**
 - Fixed Cost (per annum):** Includes fields for "total depreciation", "rent", "Interest on total capital investment", "insurance", "staff & labor", and "other expenses".

 A "Result" button is located at the bottom right of the form. The background of the form is a modern glass skyscraper under a blue sky with clouds.

Figure 6.25: Evaluate idea for user

CHAPTER 7 PROJECT SUMMERY

7.1 GitHub link:

7.2 Limitations

1. System is not 100% error free.
2. System is not 100% bug free.
3. System is not 100% secure.

7.3 Obstacles & Achievements

Obstacles & Achievements are given in table 6.42

Table: 6.42: Obstacles & Achievements

Obstacles	Achievements
1. Form validation	1. Every field is validated.
2. Reduce response time.	2. Response time is within 3 seconds.
3. Matching user data with database when login.	3. User data matched when login.

7.4 Conclusion

Considering so many difficulties throughout the entire development process the web application and the system is ready to be used by the user with high accuracy and efficiency.

The system will be very easy to use and maintain as the documentation and user manual is available for every user. There will be surely room for enhancement during development.

The web application and the system is better, more effective and faster than the existing all other existing system. The system is rich with information and available for everyone. The system will support all type of screen.

This system is not developed for small purpose it has a long plan. Not just in our country we want to make our system available for every country in the world. We want to help

people by providing information about their lost and found things and make a communication between owner and finder.

7.5 Future Scope

Business-prediction application will help to judge any business idea. A community will be buildup through our application which will help us to growth our entrepreneurs.

APPENDIX

A

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Non-Functional requirements

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References

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