



Daffodil
International
University

Content of Online Shopping System

Supervised by

Mr. Shohel Arman
Sr.Lecturer
Department of Software Engineering
Daffodil International University

Submitted by

Md.Rubel Miah
ID: 161-35-1590
Department of Software Engineering
Daffodil International University

DECLARATION

It hereby declares that this project has been done by me under the supervisor of Md. Shohel Arman, Senior Lecturer Department of Software Engineering, Daffodil International University. It is also declared that neither this thesis nor any part of this has been submitted elsewhere for award of any degree.

Md. Rubel Miah

Student ID: 161-35-1590

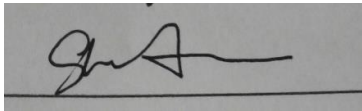
Batch: 19th

Department of Software Engineering

Faculty of Science & Information Technology

Daffodil International University

Certified by:



Md. Shohel Arman

Senior Lecturer

Department of Software Engineering

Faculty of Science & Information Technology

Daffodil International University

Contents

Chapter 1.....	2
Introduction	2
1.1 Project Overview.....	3
1.2 Project Purpose.....	3
1.2.1 Background	3
1.2.1 Benefits and Beneficiaries.....	3
1.2.3 Goals.....	3
1.3 Stakeholders	3
1.4 Propose System Model	4
1.4.1 V-Model	4
1.4.2 Block Diagram	4
1.5 Project Schedule	5
1.5.1 Gantt Chart.....	5
1.5.2 HR Planning for Development Phase	6
Chapter 2.....	7
Software Requirement Specification	7
2.1 Functional Requirements.....	7
Chapter 3.....	9
System analysis and design.....	9
3.1 Use Case.....	9
3.3 Activity Diagram.....	12
3.4 Data follow Diagram	15
Data follow diagram.....	15
Chapter 4.....	16
System Design Specification	16
4.1 Sequence Diagram	16
4.1.1 User Registration	16
4.1.2 User Login	17
4.1.3 user order product.....	17
4.1.4 Admin login	19
4.2 Class Diagram.....	19
	1

4.2.1 Database Design Diagram	20
Data base design	21
4.3.1 User Interface Technology	22
4.3.2 Implementation Tools & Platforms.....	22
Chapter 5: System Testing	23
5.1 Testing Features.....	23
5.1.1 Features to Be Tested	23
5.1.2 Features not to Be Tested.....	23
5.2 Testing Strategies.....	23
5.2.1 Test Approach	23
5.4 Test Cases.....	23
Chapter 6.....	25
Project Manual.....	25
Admin Login	25
Chapter 7.....	28
Project Summary.....	28
7.1 Limitations.....	28
7.2 Obstacle & Achievement	28
7.4 Conclusion.....	28

Chapter 1

Introduction

E-Commerce or Electronic Commerce means buying and selling of goods,or services over the internet. E-commerce is also known as electronic commerce or internet commerce. These services

provided online over the internet network. Transaction of money, funds, and data are also considered as E-commerce.

1.1 Project Overview

online shopping system (OSS) it is online based ecommerce site that the online shopping system examinee's or student ability power knowledge level. Other hands it's another name is called online quiz test. First of all, you do not know he is which category of student when you can easily have judged in the short time from this online examination system. For example, firstly he wrongs perform answer the question then he does not get mark then came to another question if he properly performs answer the question then he gets a mark came more question if he done then he gets good mark and more question after then if he wrongs perform the answer question do not get mark then similarly came question and this proses continue at the end of time the online examination system finish. The question is different type.

1.2 Project Purpose

The project is mainly an online shopping system. Product selling from all over the world is the main property of this system.

1.2.1 Background

My project is a content management system which has a large amount of content. Content is one of the most powerful properties to spread knowledge. We can get all the information by contents. There are some fundamental prerequisites of my project. Admin have to register to use admin panel.

1.2.1 Benefits and Beneficiaries

The website is designed for people of all professions. People are able to get latest product in section standing on the top. So this is going to be a very good opportunity for people. People who can get some benefit from the system are referred as beneficiaries. There are two types of beneficiaries of my website. These are direct and indirect beneficiaries are:

- admin
- customer

And indirect beneficiaries are:

- owner

1.2.3 Goals

Project goal mainly consists of three basic elements. These are performance, time and resource goal. My goal is to achieve all the fundamental functionality of a professional content management system.

1.3 Stakeholders

Key stakeholders of my project are:

- Admin
- Customer

1.4 Propose System Model

A software process model is simplified representation of a software process. Each model represents a process from specific perspectives.

1.4.1 V-Model

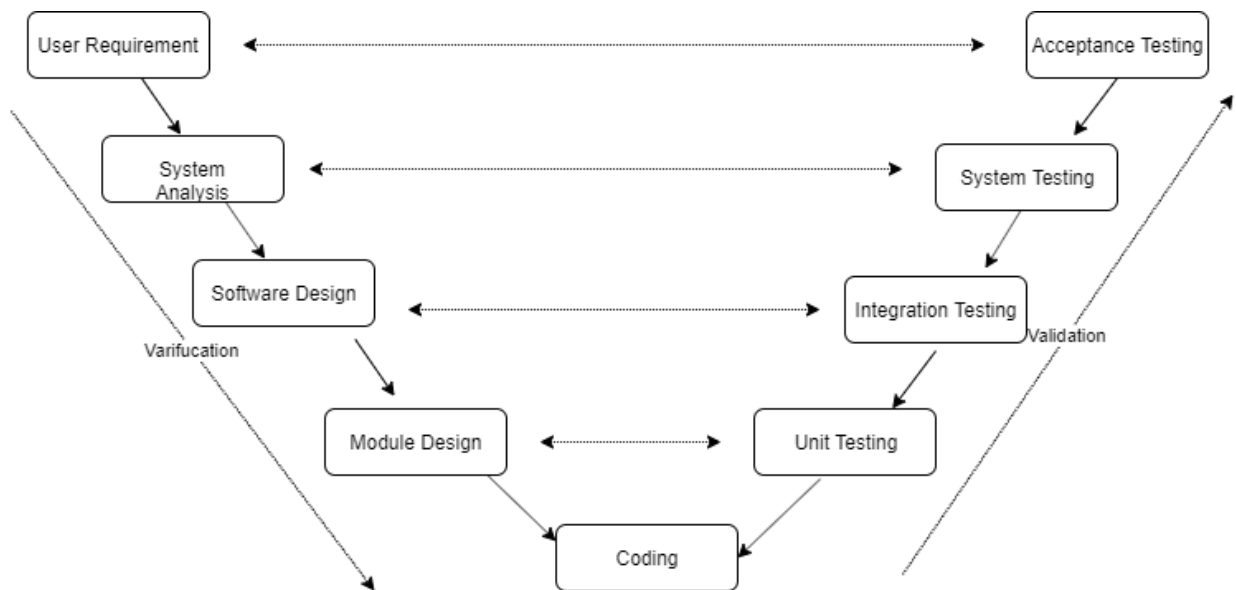
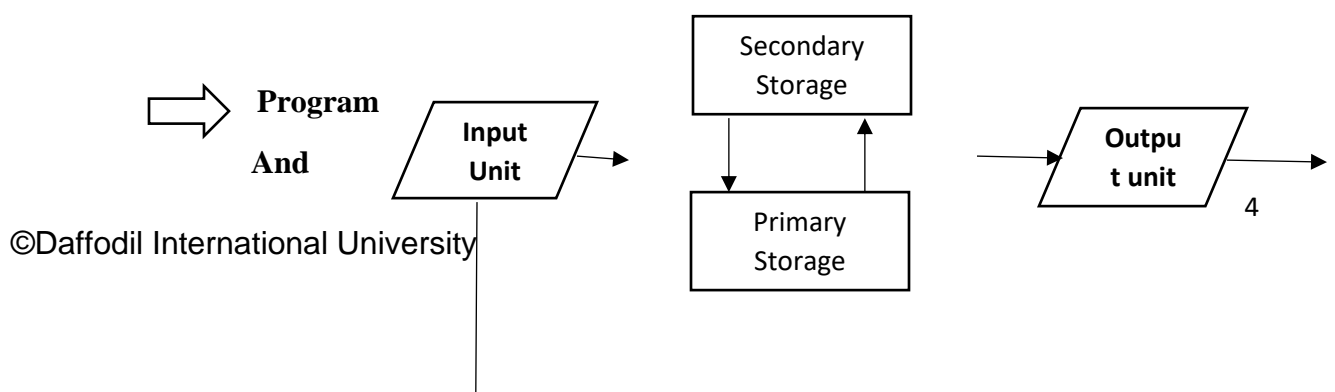


Figure 1 V-Model

1.4.2 Block Diagram

Block diagram is representing the functionality relation of the system. Block diagram also represent relation between block in a system.



Testing

Finalization



Fig 1: Gantt Chart

1.5.2 HR Planning for Development Phase

- Project plan
- Analysis
- Requirement gathering
- Observation
- Implementation Analysis
- Design
- System design
- Database design & implementation
- System User Interface (UI)
- Development
- User
- Module
- Others
- Testing
- Test plan
- Test Case
- Test Execution

1.5.3 Release Plan

After complete the whole project successfully, I am releasing it first on my defense. From defense upgradation I will upgrade and release it for using. First I buy a domain suitable and related my system. Then I am going to release it on web.

Chapter 2

Software Requirement Specification

There are two types of requirements in my content management system. These are functional requirements and non-functional requirements.

2.1 Functional Requirements

Functional Requirement No.	Functional Requirement Descriptions
FR1	Customer can view the products
FR2	Customer can select the products
FR3	Customer can buying this kind of products
FR4	All of the selling products are showing into the sell table
FR5	Admin have to register first and then login using login credentials
FR6	Admin should be able to insert products
FR7	Admin should be able to controlling the all products

Table 1: Functional Requirements

2.2 Non-functional requirement

ID	Name	Description
NF001	Availability	All time available because of online
NF002	Reliability	It's reliable because only authorized admin can change or update information
NF003	Main ability	It's Maintainable
NF004	Security	It's secure from external & internal thread.
NF005	Usability	I am highly focusing on user friendly.

Table 2.1: Non-Functional Requirement

2.3 Performance Requirement

Server application not need any special hardware other than the minimum hardware require for running activity OS, PHP, MySQL database. I need some extra storage for storing shop owner and his utility documents.

2.4 Safety Requirement

In this system we are highly concern about the protection of data. All user and donor information are so much important for me. For this reason I store all data safe and secured place like a server.

2.4.1 Access Requirement

For This system admin must have to login the system application. Only Admin can manage and modify this system. User don't need to login to use this system.

2.4.2 Privacy Requirement

In this application all data are secure, because we know that all the user information is sensitive. That means we have to secure all the donors private data information. Only admin can know the information of users.

2.5 User Characteristics

In this system user mainly two types one is Admin side and another is User side. Admin side plays vital role in this system.

2.5.1 Admin

Admin mainly manage the product order and customers information. Add product or remove product request from the system. Manage user request need for product. Confirms user request is product is available. Add new customers (country, city, division, area) for users. Admin also view message from users. Admin plays important role in this system.

2.5.2 User

Users are mainly benefited with this system. Users can request for products. User can search for products searching near at his area to get the new collection. User can send message also.

2.6 Planning Meeting

At the prime stage of the project, I meet with supervisor for a planning meeting. First of all we discuss how to develop the application. What is my goal after complete the project. I am trying to make an application that can helps people. This project is highly made for republic of our country who managing e-commerce business is so much useful to us.

Chapter 3

System analysis and design

3.1 Use Case

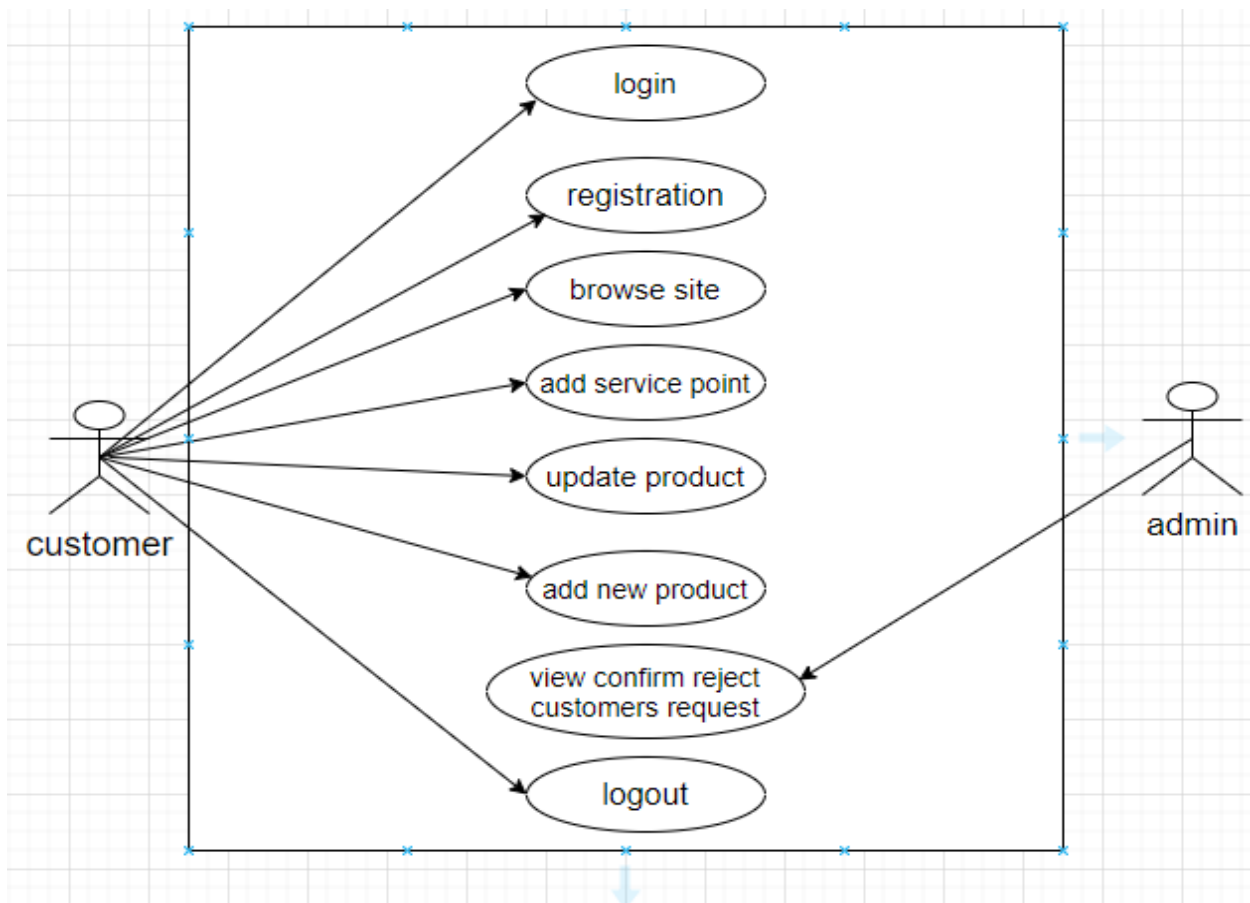


Figure 3 Use case

Description -

Account - Here User will log in to their account. If the user is new they will register. In case of log in given info will be checked with the server for confirmation. Upon verification, the user will log in or An error message will be shown.

View - Anyone can view the product details without creating an account. The system is hosted on the server.

3.2 Use Case Description

3.2.1 Use Case Description for Admin Login

User can see the post with valid user name and password.

Use Case Name	Admin Login
Scenario	Admin Login
Precondition	Admin must enter in the application
Condition	Admin successfully registered and view user details
Actors:	Admin
Description	Registered to the system. System validates and confirms it.
Main Success Scenario	The admin of the system must be authorized
Scenario Extensions	<ol style="list-style-type: none">1. Enter to the website2. Insert username and password3. Click Login Here

3.2.2 Maintain Profile

Table 3.2.2: Maintain Profile

User and Admin Can Maintain Profile

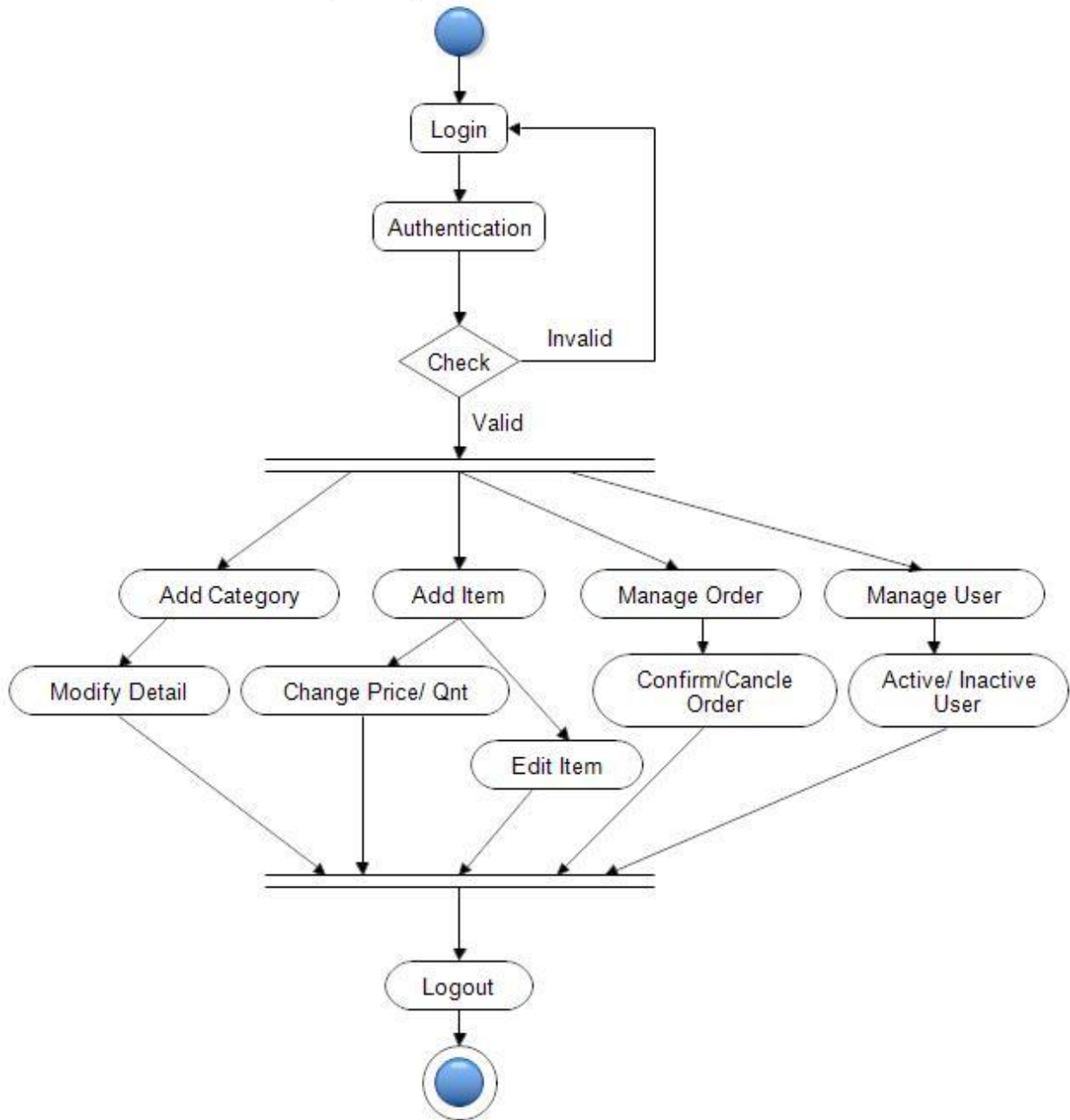
Use Case Name:	Maintain Profile
Scenario:	User and Admin can update profile
Description:	User and Admin can change and update their profile and Admin can access also user profile

Actor:	User and Admin
Precondition:	User must have registered.
Condition:	User must have a profile

3.3 Activity Diagram

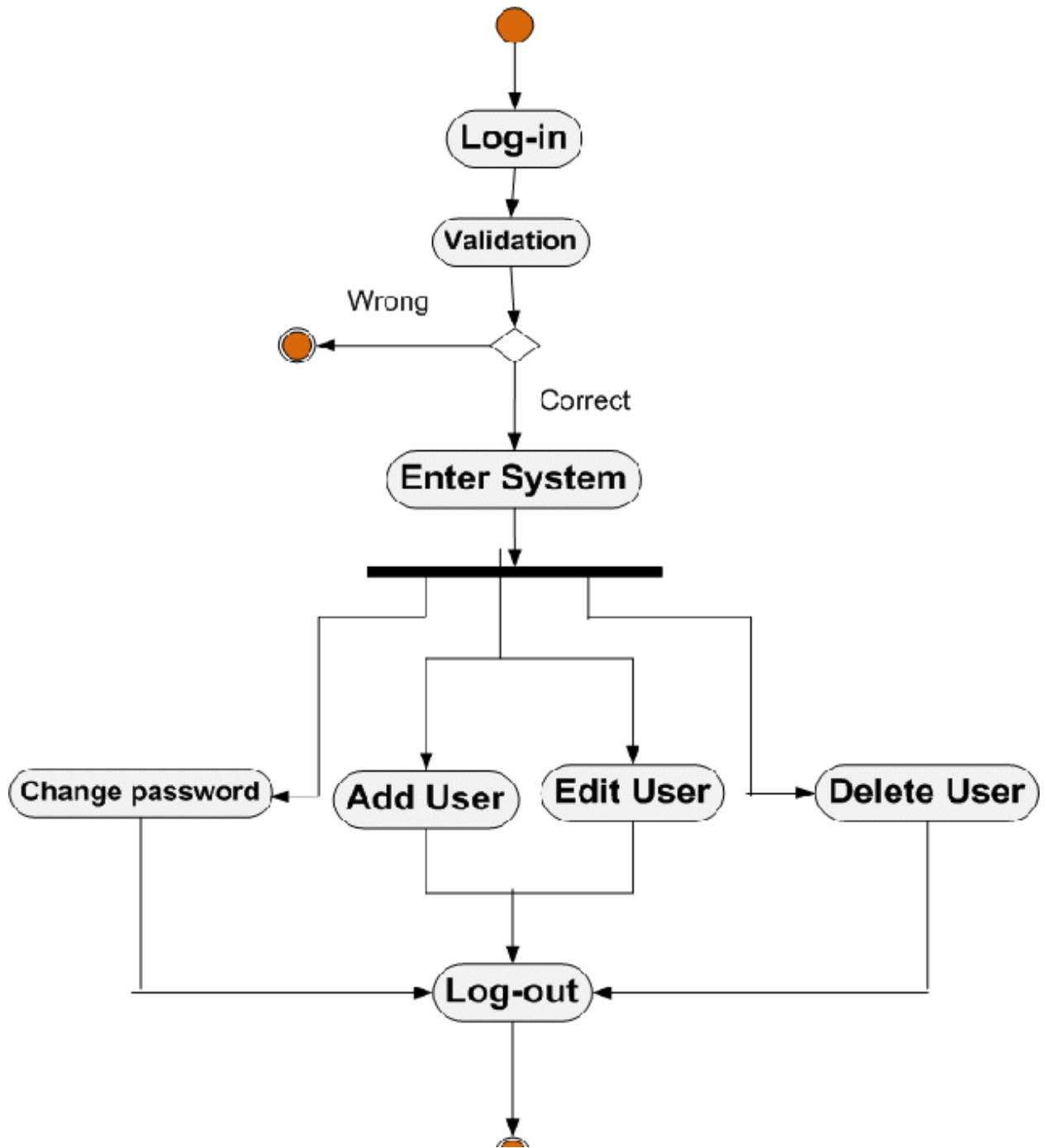
Activity diagrams are the process of representations all work flow of step by Step activity and action. Activity diagram is a flowchart for represent one activity to another activity. Its show all operation of this system.

Activity Diagram for Admin Side

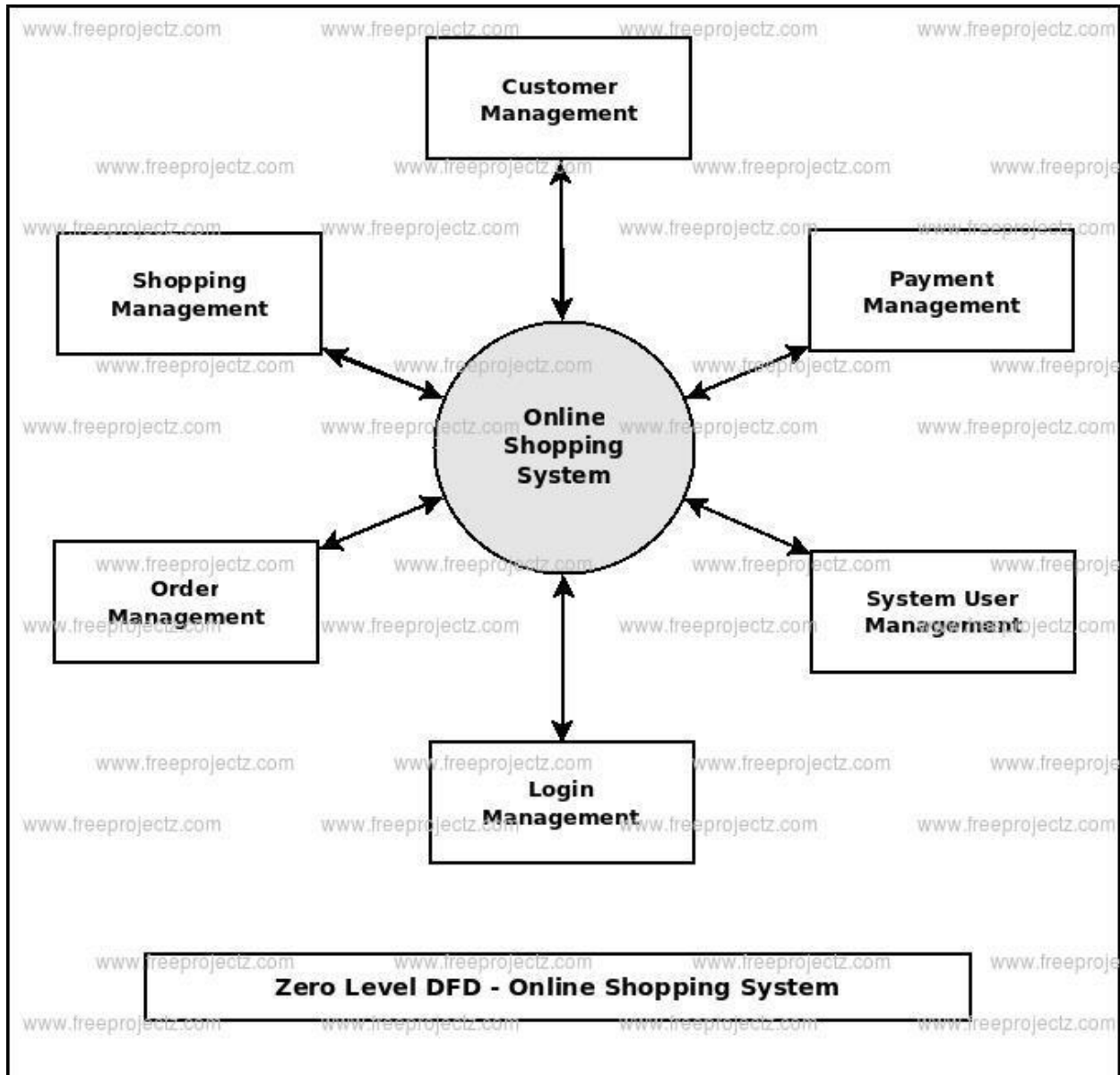


3.3.1 Activity Diagram for Admin Check

3.3.2 Activity Diagram for user-registration



3.4 Data follow Diagram



3.4.1 Data Follow Diagram

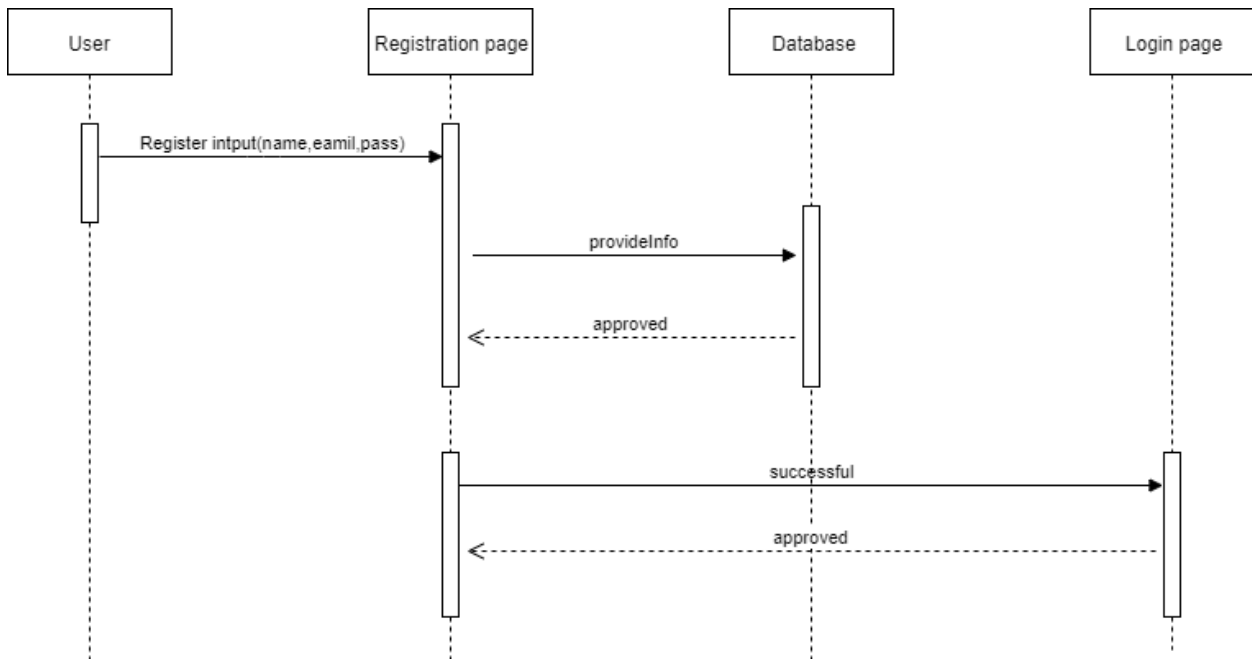
Chapter 4

System Design Specification

4.1 Sequence Diagram

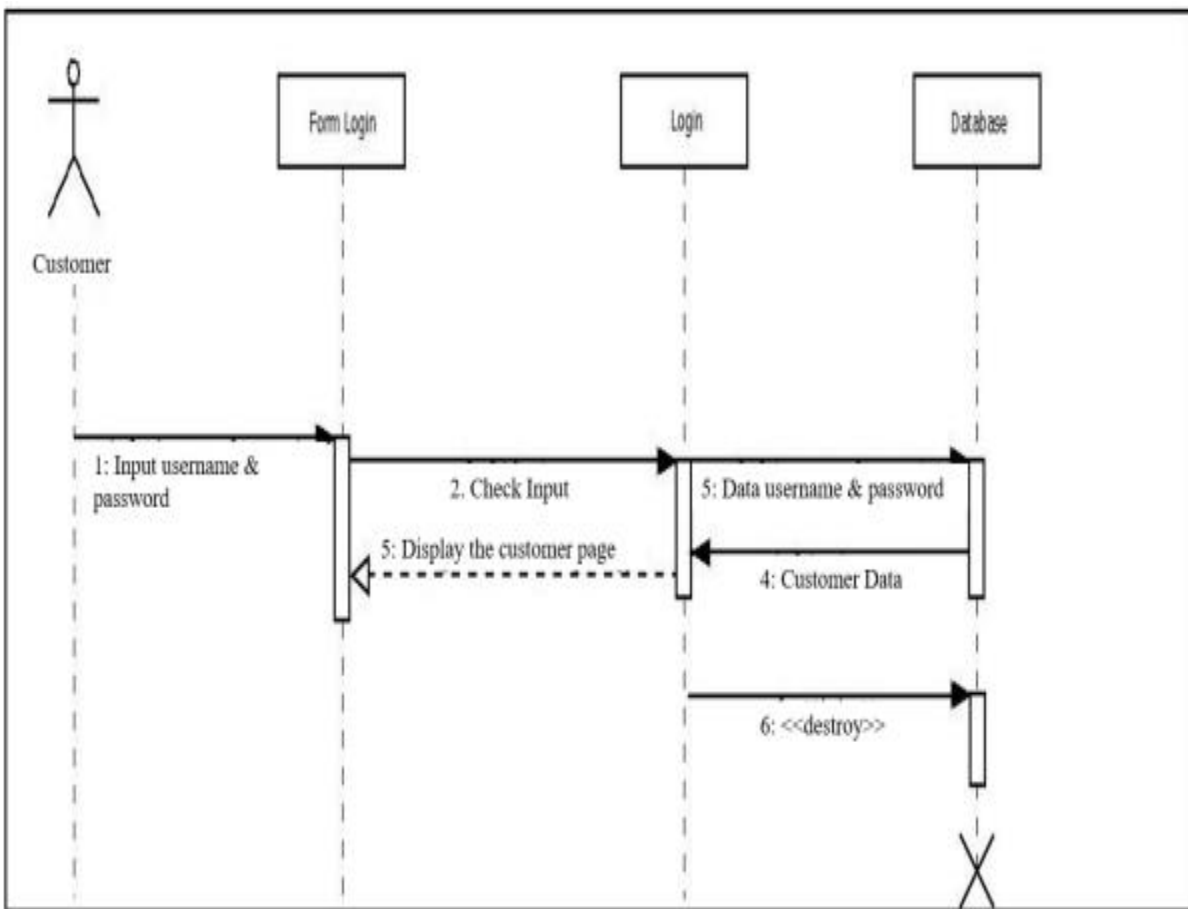
A sequence diagram shows object cooperation orchestrated in time arrangement. It work to serially work to process user and admin performance and follow to the item and classes associated this the online shopping system.

4.1.1 User Registration



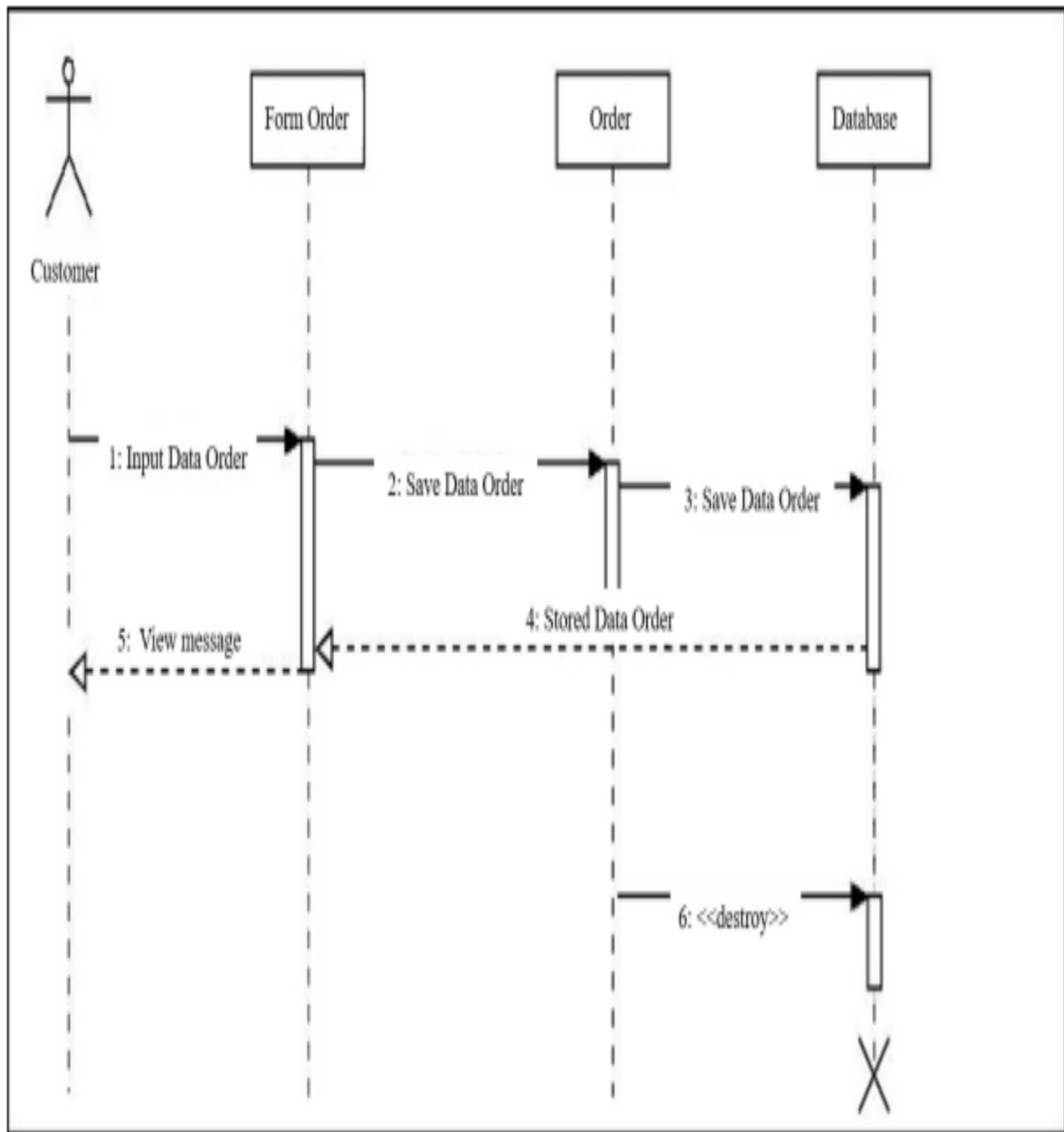
4.4.1 User Registration

4.1.2 User Login



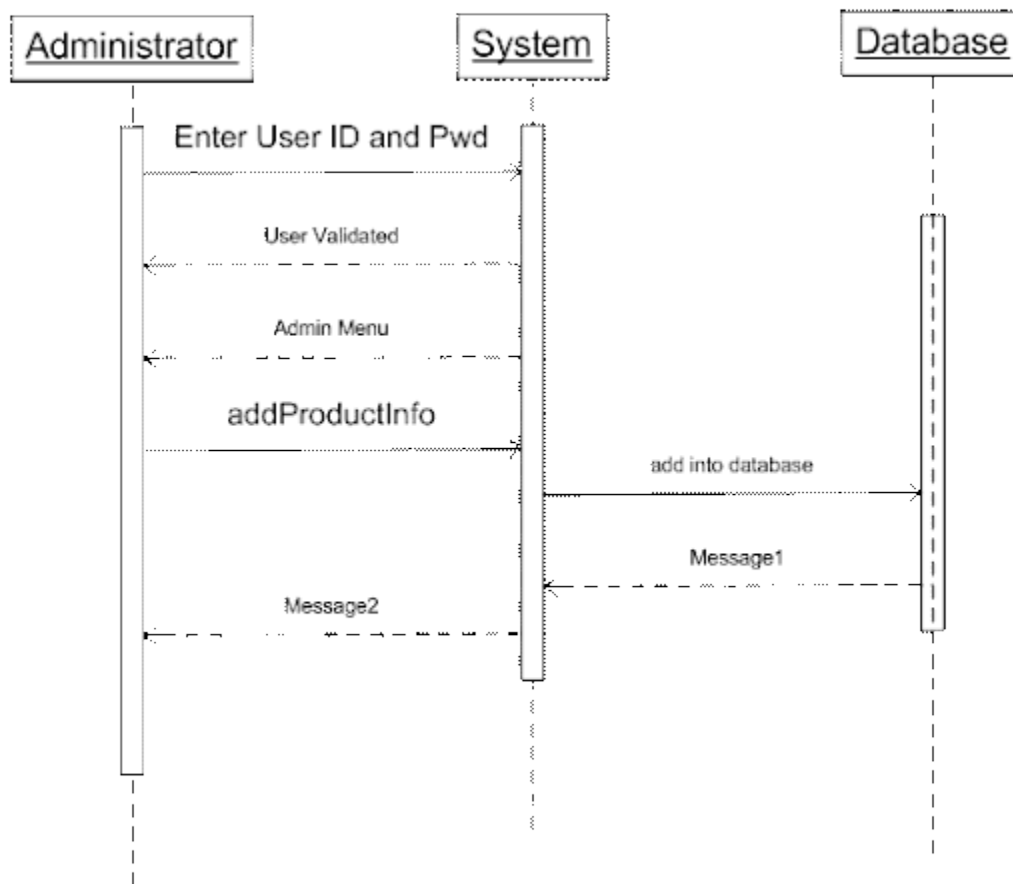
4.1.2 User Login

4.1.3 user order product



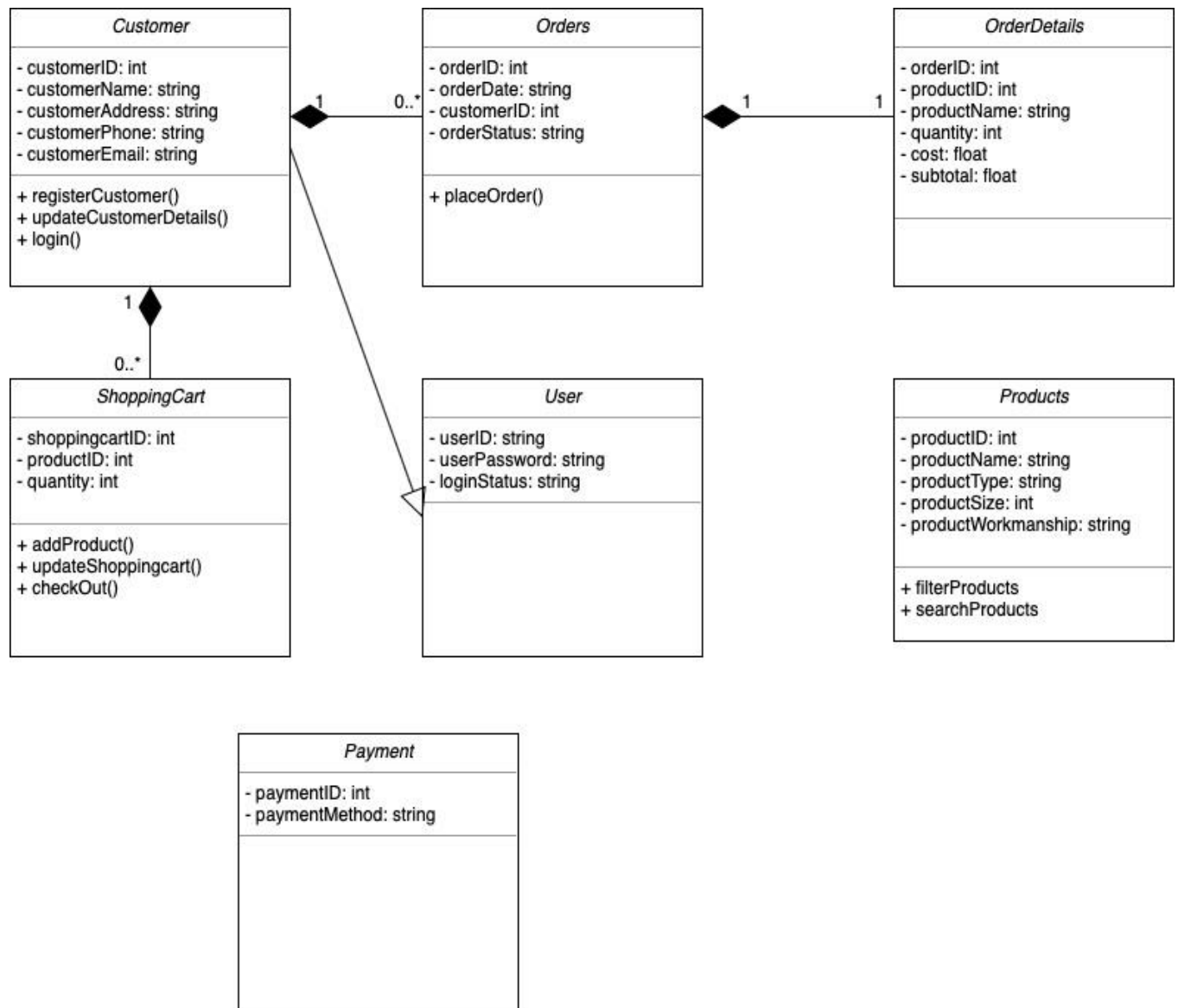
4.1.3 user order product

4.1.4 Admin login



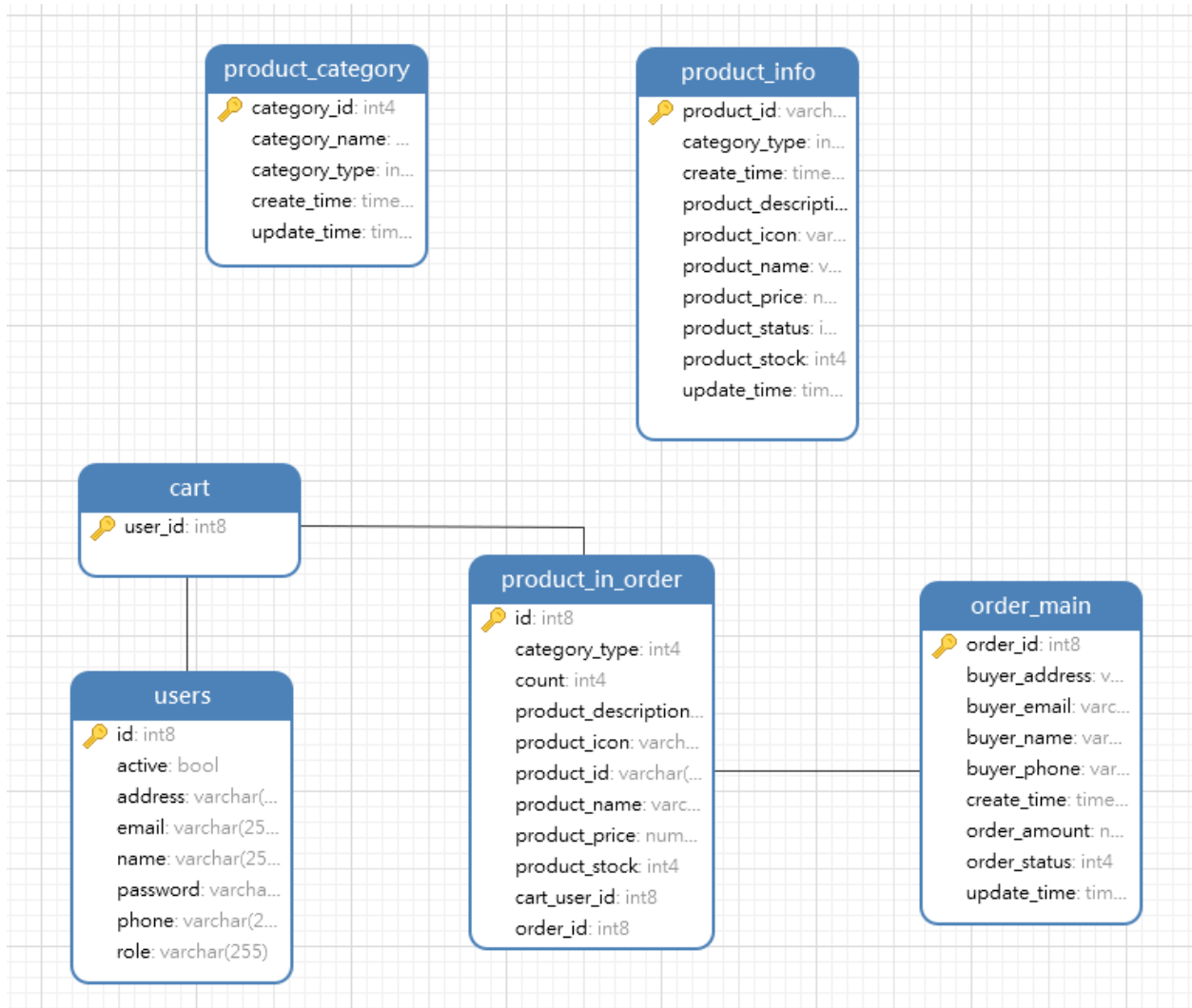
4.1.4 admin login

4.2 Class Diagram



4.2 Class Diagram

4.2.1 Database Design Diagram



4.2.1 Database diagram

4.3 Development Tool and Technology

4.3.1 User Interface Technology

4.3.1.1 HTML

Html is used as a markup language to design this content management system.

4.3.1.2 SASS

Sass is used as a style sheet to design this content management system.

4.3.1.3 Font Awesome

Font awesome is also used in my content management system.

4.3.2 Implementation Tools & Platforms

4.3.2.1 PHP 7

I have used the latest version of PHP as a backend programming language to develop my content management system.

4.3.2.2 MySQL 8.0

I have used the latest version of MySQL as a database management system to develop my content management system.

4.3.2.3 JavaScript 9

I have used the latest version of JavaScript as a scripting language to develop my content management system.

4.3.2.4 XAMPP 7.3.11

I have used the latest version of XAMPP as a local web server to develop my content management system.

Chapter 5: System Testing

5.1 Testing Features

5.1.1 Features to Be Tested

- Registration
- Login
- Adding a Category
- Searching news

5.1.2 Features not to Be Tested

- admin
- login
- insert products
- sell product

5.2 Testing Strategies

5.2.1 Test Approach

I use White Box Testing method to test the feature of my content management System.

5.4 Test Cases

Admin Login

Test Case ID	Test Scenario	Test Steps	Test Data	Expected Results	Actual Results	Pass/Fail
TL01	Check login with valid data	1. Enter Email. 2. Enter password. 3. Click login.	Email=rubel@outlook.com. Password=123456.	Admin should login	As expected	Pass
TL02	Check login with invalid data.	1. Enter Email. 2. Enter password. 3. Click login.	Email=rubel77@gmail.com. Password=abcd1234	Admin should not login	As expected	Pass

Table 2: Test Case for Admin Login

Add Category

Test Case ID	Test Scenario	Test Steps	Test Data	Expected Results	Actual Results	Pass/Fail
TAC01	Adding a category with non-empty data.	1. Type a category name. 2. Click add category button.	Category name=product.	Category should be added.	As expected.	Pass
TAC02	Adding a category with empty data.	1. Input field is left empty. 2. Click add category.	Category name=	Category should not be added.	Not expected.	Fail

Table 3: Test Case for Adding a Category

Chapter 6

Project Manual

Admin Login



Admin Login

Enter Username	<input type="text" value="Enter Username"/>
Enter Password	<input type="password" value="Enter Password"/>
<input type="button" value="Login"/>	



Admin Home

Product

[Insert Product](#)

[Product List](#)

My Project Hd

Product Insert

Name	<input type="text" value="787"/>
Cat	<input type="text" value="laptop"/>
Brand	<input type="text" value="can"/>
img	<input type="button" value="Choose File"/> c1.jpg
Price	<input type="text" value="122"/>
<input type="button" value="save"/>	

Customer view products







Home About Us Contact Us Help

Brands

- Dell
- Hp
- Samsung
- Canon

Category

- Laptop
- Mobile
- Camara
- Tv

 can a Buy Now	 can b Buy Now	 can c Buy Now
 can d Buy Now	 can e Buy Now	 can f Buy Now

A
G

Chapter 7

Project Summary

7.1 Limitations

- This system has only few functionalities for network.
- Sometimes the system needs high speed data connection.

7.2 Obstacle & Achievement

Obstacle

- Learning new technology & environment
- Limitation Time
- Learnt new technology
- Successfully build a project for productive level

7.4 Conclusion

In our country in any institution/exam can easily use it for online shopping system. That's why within a short time in test with result possible in this online shopping system.

References

<https://w3schools.com>

1. Module Diagram

<https://www.draw.io>

2. Coding Source

3. Youtube.com

3. Google.com

5. System Sequence Diagram

<https://stackoverflow.com>

6. Documents

<https://docs.google.com>