

SUPERIOR UNIVERSITY LAHORE



Faculty of Computer Science & IT

Final Year Project PROJECT REPORT

[Online MarketPlace]

Project ID:[write ID here Issued by FYP Manager]

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Dedication

*We dedicated our dissertation to our beloved parents, who taught us that even
The largest task can be accomplished if it is done with sincerity and devotion and
Given us all of their resources for our study. We want to dedicate this to our
Teachers also who enlightened us with knowledge.*

Acknowledgements

We take this opportunity to express our gratitude to all those people who have been directly and indirectly with us during the completion of this Industrial Training. We pay a special thanks to our guide, Sir Ahmed Kahloon, who has given guidance and a light to us during this training. Their versatile knowledge about 'Time Machine' has eased us in the critical times during the span of this training. We acknowledge here our debt to those who contributed significantly to one or more steps. We take full responsibility for any remaining sins of omission and commission.

Executive Summary

The Online Shopping is a web based application intended for online retailers. The main objective of this application is to make it interactive and its ease of use. It would make searching, viewing and selection of a product easier. It contains a sophisticated search engine for users to search for products specific to their needs. The search engine provides an easy and convenient way to search for products where a user can Search for a product interactively and the search engine would refine the products available based on the user's input. The user can then view the complete specification of each product. They can also view the product reviews and also write their own reviews. The application also provides a drag and drop feature so that a user can add a product to the shopping cart by dragging the item in to the shopping cart. The main emphasis lies in providing a user-friendly search engine for effectively showing the desired results and its drag and drop behavior.

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Chapter 1

Introduction

Chapter 1: Introduction

An e-commerce website now an integral part of many businesses is used primarily to boost sales revenue, to attract new customers and to survive in today's competitive business environment. Also, it has benefitted the customers as they now have easy access to a wide range of goods and services at anytime and anywhere in the world. Well-known examples of e-commerce companies are Ali Baba, Amazon and eBay. We are presenting the e-commerce solution that an individual seller to a famous brand seller can add their products on this website and sale to worldwide customers.

1.1. Background

As soon as the web became a mass media, the development of web shop systems have place. It is the result of the launch of Mosaic Browser in 1993 and Netscape in 1994. This has created an environment where web shops are possible. The Internet therefore served as a critical infrastructure development that contributed to the rapid spread of e-commerce, a subset of e-business that describes all computer-aided business transactions. In 1998, a total of 11 e-business models were observed, one of which was the e-shop business model for B2B (business-to-consumer) business, also known as the "online shop". The two terms "online shop" and "electronic" or "e-shop" are used interchangeably. The term "online shopping" was invented in 1984. Today the term mainly refers to business-to-consumer transactions. A software system is required to enable "online shopping". In the context of "online shopping" and the B2B business model, Internet-based "online shops" have evolved since they became widely available to the end user.

1.2. Motivations and Challenges

I was inspired to design this shopping cart app because I like online shopping instant wasting more time in physical markets. In addition, using available stores to sell products, it is possible to create one's own customized shopping-cart app from scratch, because custom-designed platforms are expensive. Also, I value recent learning about JavaScript programming languages, as well as how powerful and dynamic they are when it comes to web designing and applications. In addition to helping computer-science students understand the concepts of web-application design, it is easy to incorporate the idea of using programming techniques from available visuals to understand how a piece of code looks in the user interface. The languages used to create this app are JavaScript, HTML because I found them to be very useful when working on the technologies at Thomson Reuters in my office.

1.3. Goals and Objectives

The goal of shopping systems is to increase the customer choice point, reduce the time used in shopping, and the ability to purchase the product. To develop an easy way to use a web-based

interface where users can search for product viewing. Details of the product and order without going to market. Search product can be done by product category, manufacturer and latest product, it can be a convenient way for the customer to see the purchase. The customer can add the product to the cart for purchase, remove the product from the cart before selecting the final offering. A customer can view a complete description of the product with different images and the customer reviews the product. This reduces the customer's shopping time, increasing the location of the choice.

1.4. Literature Review/Existing Solutions

As per our knowledge, there has little research at online shopping cart desertion in the marketing literature. In the offline shopping, the role of purchase intention and purchase motivation in consumer search and shopping usage experience and conversion has been widely studied. However, compulsive shopping and impulse acquisition (O'Guin and Faber 1989) are largely unexplored or explicitly designed for experiential and goal-directed shopping behavior.

1.5. Gap Analysis

The literature review of the shopping cart is to online shopping by help of software. All data is store for long time on the database with the help of the software.

The online shopping system is making the efficiency of the work, now developer can create perfect method in minutes. Online shopping system is best option for all.

1.6. Proposed Solution

In today's business world, having an e-business store is inevitable for any small, medium or large company. The following are some of the reasons why a business has an online presence.

1. Removing the obstacle caused by physical limitations.
2. Reach out to more shoppers to increase revenue.
3. Make products available to consumers 24/7 worldwide.
4. Allowing shoppers to purchase with a few mouse clicks at their own convenience.
5. Reduce operating costs of running a business.
6. Providing good customer relationships.

1.7. Project Plan

This system will be user friendly system. This system is used for create some different designs. If you have well planning about the software so developer will make good designs. You should need to your project early before starting any working. The main or important step in the project to plan clearly and correctly to avoid any mistake.

1.7.1. Work Breakdown Structure

1. Schedule structure: It creates the online shopping cart in the world of shopping platform.

2. Login system: It is used to manage the log-in system.
3. Customer system: It is store or manages the detail and information of the customer.
4. User system: It is used to manage the user information and detail.
5. It will be divided into the following phases or you can say modules.

WBS Deliverable	Activity to Complete the Deliverable	Duration (# of Days)
Project Plan	<ul style="list-style-type: none"> • Research on • Requirements • Problem Statement 	5
Software Requirement Specification Document	<ul style="list-style-type: none"> • Requirement Elicitation • Requirements Analysis 	15
Architecture Diagram	<ul style="list-style-type: none"> • Architecture Design 	1
Use Case Diagram	<ul style="list-style-type: none"> • UML Design 	3
Fully Dress Use Case	<ul style="list-style-type: none"> • UML Design 	3
Domain Model	<ul style="list-style-type: none"> • UML Design 	1
Class Diagram	<ul style="list-style-type: none"> • UML Design 	1
Operation	<ul style="list-style-type: none"> • UML Design 	2
Sequence Diagram	<ul style="list-style-type: none"> • UML Design 	3
Activity Diagram	<ul style="list-style-type: none"> • UML Design 	2
State Machine Diagram	<ul style="list-style-type: none"> • UML Design 	2
Entity Relationship Diagram	<ul style="list-style-type: none"> • Database Design 	3
Software Design Document	<ul style="list-style-type: none"> • Architecture Design • UML Design 	5
Interface	<ul style="list-style-type: none"> • User Interface Design(Web) 	5
Interface	<ul style="list-style-type: none"> • User Interface Design (app) 	5
E commerce	<ul style="list-style-type: none"> • Implementation • Testing • Deployment 	150

Table 1.1-Workbreak Down structure

1.1.1 Roles & Responsibility Matrix

<p><i>Aneeb Muzafar</i> Use case model Use case diagram Use cases Coding Documentations</p>	<p><i>Fareeha Iqbal</i> Introduction Project Plan Coding Documentation</p>	<p><i>Rubina Kausar</i> Specifications Requirements Coding Documentation</p>	<p><i>Umair Azhar</i> Achivments and improvments Coding Documentation</p>	<p><i>Mansoor Sabir</i> Specifications Coding Marketing material Documentation</p>
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Table 1.2-Roles and Responsibilities

1.1.2 Gantt Chart

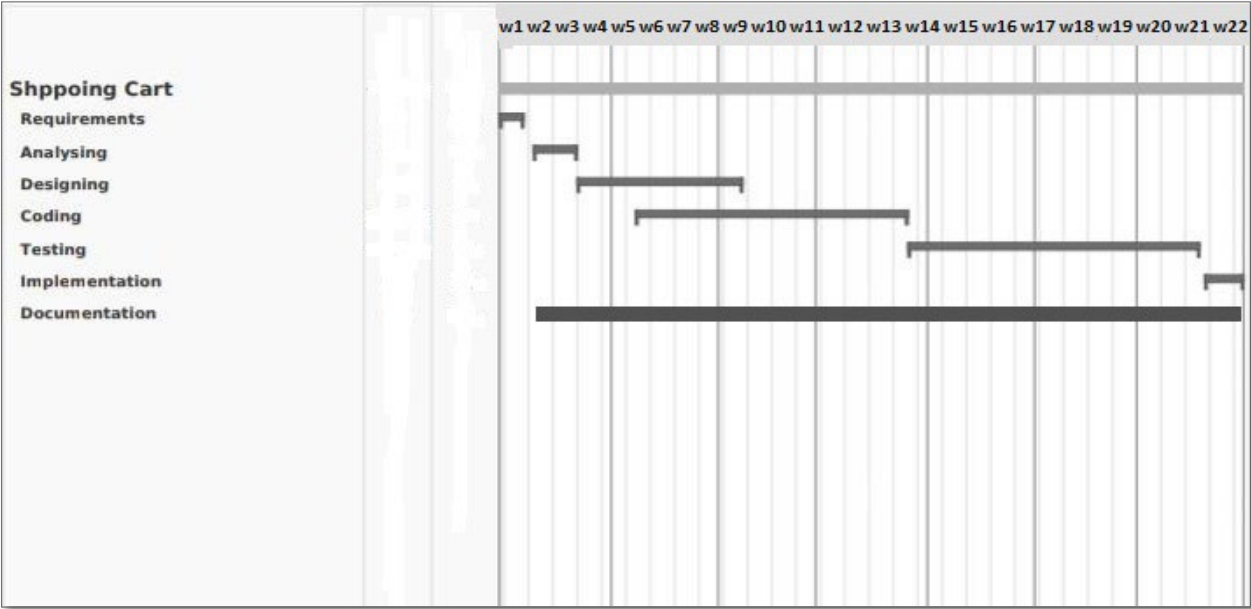


Figure 1-Gantt Chart

1.8 Report Outline

Task1

Data Collection about software.

Task2

Implementation

Login user/Registration

Add Item into cart for purchase .

Task3

Online Shopping

Task 4

Will complete Website.

Chapter 2

Software Requirement Specifications

Chapter 2: Software Requirement Specifications

2.1. Introduction

Before the advent of e-commerce and the internet, consumers had to visit the traditional brick and mortar stores to purchase goods or services, and the sellers had to find a space where they could sell their products, but due to the arrival of e-commerce and the internet some decades ago shoppers do not have to visit these stores to make a purchase, neither do the sellers have to find a place to locate their stores. In fact, buying and selling without any form of e-commerce is unthinkable, complicated and cumbersome to many these days.

E-commerce, which is now an integral part of many businesses, is used primarily to boost sales revenue, to attract new customers and to survive in today's competitive business environment. Also, it has benefitted the customers as they now have easy access to a wide range of goods and services at anytime and anywhere in the world.

2.1.1. Purpose

Defining and describing the functions and specifications of the Book E-Commerce System (BECS) is the primary goal of this Software Requirements Specification (SRS). This Software Requirements Specification illustrates, in clear terms, the system's primary uses and required functionality as specified by our customer. The intended audience of this document is our primary Book E-Commerce System.

2.1.2. Document Conventions

Basically, e-shopping is a new concept and many projects have already been made and is emerging in new eras and covers many techniques. In our project E-shopping with affiliation program, the product in our site can be advertised to the other sites and the affiliated account holder can earn money. The strategy can be PPC (Pay Per Click) means the affiliated account holder can earn money as per the clicks in our product.

2.1.3. Intended Audience and Reading Suggestions

As an organization we are focused on developing overall procedural standards for every business function of the company wherein involving all our people and customers to provide effective and quality software development services.

Guided under ISO quality system our comprehensive evaluation & monitoring system addresses several important issues and helps our customers in the following ways:

To develop international quality management and quality assurance standards. Documentation of quality management systems software development process and methodologies. Effective delivery and exchange of IT services with focus on total customer satisfaction.

2.1.4. Product Scope

- Increasing the value of the content with accessibility, reusability, and durability.

- We will develop the necessary skills to get our business upon the Web and available to a worldwide audience.
- We'll understand the concepts, and we'll have the knowledge.
- Affiliation program helps to generate many visitors and is one of the best marketing strategies

2.1.5. References

- IEEE 830-1998 standard for writing SRS document.
- Fundamentals of Software Engineering, 2 nd ed. by Rajib Mall
- www.w3schools.com
- www.webdevelopernotes.com
- www.dotnetfunda.com

2.2. Overall Description

2.2.1. Product Perspective

The Online Shopping Mall will provide easy access to consumers to products from different vendors without having to walk into the particular stores. It will also help vendors by reaching out to more and more customers through internet. It will be a win-win situation for all. The software will be designed to be easy to use with very good and intuitive CHI (Computer Human Interface) and reliability. It will be available to customers and vendors round the clock. The support will be added for every Operating System (Windows / UNIX / Mac). On-line shopping malls have become an essential link between products and customers. In our project, we will be developing an online shopping system for all of our stakeholders.

2.2.2. Product Functions

User: Administrator

Functions: The Administrator is the super user and has complete control over all the activities that can be performed. The application notifies the administrator of all shop creation requests, and the administrator can then approve or reject them. The administrator also manages the list of available product categories. The administrator can also view and delete entries in the guestbook.

User: Seller

Functions: Any user can submit a shop creation request through the application. When the request is approved by the Administrator, the requester is notified, and from there on is given the role of Seller. The Seller is responsible for setting up the shop and maintaining it. The job involves managing the sub-categories of the items in the store. Also, the shop owner can add or remove items from his store. The Seller can view different reports that give details of the sales and orders specific to his store. The Seller can also decide to close shop and remove it from the website.

User: Customer/Guests

Functions: A Customer can browse through the shops and choose products to place in a virtual shopping cart. The shopping cart details can be viewed and items can be removed from the cart. To proceed with the purchase, the customer is prompted to login. Also, the customer can modify personal profile information (such as phone number and shipping address) stored by the application. The customer can also view the status of any previous orders, and cancel any order that has not been shipped yet.

2.2.3. User Classes and Characteristics

The system will be implemented for following users:

- For Customers/Visitors A customer will be able to purchase items through the shopping mall. She will also be able to see her purchase history. A secure session would be maintained and a user name and password would be allocated for every customer. Customers won't be able to make changes to the system. She will only be able to browse through the items using search function and checkout them.
- For Administrators An administrator has more privileges than regular user. Main functions of an administrator will be the management of customers and vendors. Administrators can view, modify and delete the personal information and passwords of members if necessary. They would also be able to search information about members and vendors. Administrators will also be able to view the invoice list of placed orders, orders that have shipped, and disqualified orders.

2.2.4. Operating Environment

The OFS is a website that shall operate in all famous browsers, for a model we are taking Microsoft Internet Explorer versions 7.0, 8.0 and 9.0.

2.2.5. Design and Implementation Constraints

In order to create good software, design constraints and other contingencies need to be addressed. In this section we will enumerate any and all considerations that must be made when creating this project.

- Must be coded efficiently enough to run well on provided server hardware
- Client-side code and/or web pages must be able to run efficiently on low end hardware
- The database will be created and maintained in a way that makes it of reasonable an manageable size.

2.2.6 Specific Requirements

Functional Requirements

a. Administrator:

1. **Database Management:** Control the database and keep track of all records of customers and employee details.
2. **Contact and Giving Permission to Vendors:** Contact with the vendors and give permission to sell their product under the site after testing the product's quality.
3. **View all details:** View the details of all employees and control the whole site.
4. **Advertising the Site:** Responsible for making advertisements for the site.
5. **Login:** Customers must have a valid login id to enter into the site.
6. **Registration:** New users can sign up by creating new ID.
7. **Login:** Customers must have a valid login id to enter into the site.

8. **View and edit Own Details:** Can view/edit his personal details, payment details, and details about services provided.
9. **Choosing and comparing products:** Can view all available products and can compare them and make a choice for purchasing products.
10. **Purchasing:** Can purchase any product through valid credit card.
11. **Giving Feedback to Customer Care:** Can give feedback to the 24X7 Customer Care Service center about their impression for the site and services.
12. **Logout:** Customer must logout of the site after purchasing products.
13. **Visiting the Site:** Can only visit the site without registration.
14. **Taking Permission from Administrator:** Vendors must take permission from the Administrator for selling their products under the site. Administrator will test product's quality according to its market price to permit vendor for selling purpose.
15. **Consulting with Administrator:** Can consult with the Administrator regarding product's quality and advertisements.
16. **Advertising Vendor's Own Products:** Responsible for making advertisements of his products, but the site will not be responsible for any kind of advertisements about products.
17. **Getting Feedback from the Customers:** Responsible for receiving complaints, queries and feedback from the customers.
18. **Providing Solutions to Customers:** Provide feasible solutions to the customers on their complaints and queries.

2.3.2. Hardware Interfaces

The hardware interface will be are follows:

Processor: Intel Pentium® B959@2.10GHZ

RAM: 2.00GB

NIC: for each party

Software required working of product is: XAAMP SERVER

Operating system: window7, or later window which support networking.

PHP tool kit is used.

2.3.3. Software Interfaces

2.3.4. Communications Interfaces

The application will be accessed over the Internet the two parties should be connected through either by LAN or WAN for communication. All features will accessible through the web site.

2.4. System Features

1-HTML:

Web based language. It is scripting language. It is a **Web Technology**.

2-CSS:

Part of HTML language used for styling web pages. It is a **Web Technology**.

3-Php Language:

Used within HTML language for back end scripting and for database connectivity. It is a **Web Technology**.

4-Notepad++:

Open Source HTML and PHP code viewer. It is a **Web Based Tool**.

5-Php Storm:

Power Full and easy tool to write and edit code of HTML and PHP Language. It is a **Web Based Tool**.

6-Xampp Server:

Used For Database Storage and For Database Connectivity. It is a **Database Tool**.

These are the features of the system that are really important to write there in such a way a that if developer start its work from first requirement to the last it will not face any problem of like this requirement should in first now I have to change all the code to fulfill that requirements such problems will cause a great time lose.

2.5. Other Nonfunctional Requirements

2.5.1. Performance Requirements

- The system shall accommodate high number of items and users without any fault.
- Responses to view information shall take no longer than 5 seconds to appear on the screen.

2.5.2 Safety Requirements

- System use shall not cause any harm to human users.

2.5.3 Security Requirements

- System will use secured database
- Normal users can just read information but they cannot edit or modify anything except their personal and some other information.
- System will have different types of users and every user has access constraints.

Chapter 3

Use Case Analysis

Chapter 3: System Analysis

Requirements analysis is one of the major tasks in software engineering, which is vital to the success of a software development project. It involves the determination of the requirements or functions of a software project. The main task to perform before analyzing requirements is requirements elicitation. Requirements elicitation is the gathering of the requirements or needs of a software system from the client and other stakeholders involved in the software project. Three requirements elicitation techniques are Initiating the Process, Facilitated Application Specification Techniques (FAST), and Quality Function Deployment (QFD).

Modeling involves the designing of software systems before coding takes place. Modeling plays an important role in any software development project. It guarantees the completeness and correctness of a software system and the fulfillment of end-users' expectations. In addition, modeling serves as the only reference point to cross-check requirements before coding.

3.1. Use Case Model

Number	1	
Name	Registration	
Summary	This use case is about Register for the first time of a customer for purchasing the new products. The buyer and seller must be provide their name, password and other data to register on website .	
Priority	5	
Preconditions	A dialog box will appear with the detail which is related to the online Market Place.	
Postconditions	A new user account is successfully created.	
Primary Actor(s)	The persons who are purchasing and selling	
Secondary Actor(s)	All technical staff who maintain the software.	
Trigger	To register click the register button.	
Main Scenario	Step	Action
	1	User runs the system and access the registration page.
	2	System opened a new window and asks the user to enter his personal information e.g. id ,password etc.
	3	User selects a login option if it is registered.

	4	System asks name and password.
	5	User enters all required information and submits it.
	6	System validates the given information according to the criteria e.g.no text field is blank password should be atleast 8 character etc.
	7	The user then creates his/her profile.
	8	The system stored information and display welcome website.
Extensions	Step	Branching Action
		N/A
Open Issues		User may leave any field while entering information System displays an error message to correct the information.

Table Test Case 3.1

Number	2
Name	Login

Summary	This use case is about the user login procedure .The login also customer and admin but the procedure of login different of the both.	
Priority	5	
Preconditions	A dialog box will appear with the detail it might be a name, sure name and password etc.	
Postconditions	A new user login is successfully.	
Primary Actor(s)	The persons who are purchasing and selling	
Secondary Actor(s)	All technical staff who maintain the software.	
Trigger	To login click the login button.	
Main Scenario	Step	Action
	1	Administrator opts to add a new user account
	2	System asks for necessary information
	3	Administrator provides all the required information and opts to complete the operation.
	4	There is a problem in the data provided; some data needs to be corrected. Administrator checks the available information and corrects the error. Administrator continues from the step 3.
	5	System after confirmation adds the new account.
	6	System sends the account creation email to the administrator's email id and user's email address.
Extensions	Step	Branching Action
		N/A
Open Issues		Nothing

Table Test Case 3.2

Number	3	
Name	User's Login	
Summary	This use case is for login.	
Priority	5	
Preconditions	User must have correct name and password to login the system.	
Postconditions	User now had been enters the system and can do his/her next job.	
Primary Actor(s)	The persons who are purchasing and selling	
Secondary Actor(s)	All technical staff who maintain the software.	
Trigger	To login click the login button	
Main Scenario	Step	Action
	1	User runs the system.
	2	System asks login options.
	3	User selects a login option if it is registered.
	4	System asks name and password
	5	User enters name and password.
	6	System checks if name and password correct allow the user to access the system.
Extensions	Step	Branching Action
		N/A
Open Issues		User enter invalid name and password
		System displays an error message.

Table Test Case 3.3

Number	4	
Name	Admin Login	
Summary	This use case is for login.	
Priority	5	
Preconditions	Admin must have correct name and password to login the system.	
Postconditions	User now had been enters the system and can do his/her next job.	
Primary Actor(s)	The persons who are purchasing and selling	
Secondary Actor(s)	All technical staff who maintain the software.	
Trigger	To login click the login button	
Main Scenario	Step	Action
	1	User runs the system.
	2	System asks login options.
	3	User selects a login option.
	4	System asks name and password.
	5	User enters name and password.
	6	System checks if name and password correct allow the user to access the system.
Extensions	Step	Branching Action
		N/A
Open Issues		User enter invalid name and password System displays an error message.

Table Test Case 3.4

Number	5	
Name	Add Item/Product	
Summary	The admin wants to add Item/Product.	
Priority	5	
Preconditions	Admin must have information about new item/product whose information he/she wants to enter into system.	
Postconditions	A message is shown that item/product is successfully added.	
Primary Actor(s)	The persons who are purchasing and selling	
Secondary Actor(s)	All technical staff who maintain the software.	
Trigger	Press the add item button	
Main Scenario	Step	Action
	1	User opens adding new product/item page.
	2	System opens this page and asked to enter necessary information
	3	User enters information of Product E.g. name, id, price, category etc.
	4	System opens this page and asked to enter necessary information.
Extensions	Step	Branching Action
		N/A
Open Issues		User may leave any field while entering information
		The system displays an error message please fill all field.

Table Test Case 3.5

Number	6	
Name	Delete Item/Product	
Summary	The admin wants to delete Item/Product	
Priority	4	
Preconditions	Admin must have information about new item/product whose information he/she wants to delete into system.	
Postconditions	A message is shown that item/product is successfully deleted.	
Primary Actor(s)	The persons who are purchasing and selling	
Secondary Actor(s)	All technical staff who maintain the software.	
Trigger	Press the delete item button	
Main Scenario	Step	Action
	1	User opens delete product/item page.
	2	System opens this page and displays the product.
	3	User select the product that he wants to be deleting and click delete button.
	4	System deletes this information in backend database.
Extensions	Step	Branching Action
		N/A
Open Issues		User may select the wrong product to be delete.
		System ask are you sure you want to delete the product.

Table Test Case 3.6

Number	7	
Name	View Database	
Summary	The admin view the database.	
Priority	5	
Preconditions	The administrator is able to connect the database controller when he or she first runs the application.	
Postconditions	The administrator is successfully able to view the database with the user's information as well as the product and checkout details.	
Primary Actor(s)	The persons who are purchasing and selling	
Secondary Actor(s)	All technical staff who maintain the software.	
Trigger		
Main Scenario	Step	Action
	1	User opens the application.
	2	System runs the application.
	3	User request to see the database.
	4	System connects to the database.
	5	User wants to see the user information
	6	System displays the user information.
Extensions	Step	Branching Action
		N/A
Open Issues		Nothing

Table Test Case 3.7

Number	8	
Name	View customer order	
Summary	The admin can view customer order.	
Priority	5	
Preconditions	The admin/user is logged and wants to see the customer order.	
Postconditions	The customer successfully sees the order.	
Primary Actor(s)	The persons who are purchasing and selling	
Secondary Actor(s)	All technical staff who maintain the software.	
Trigger	Press the order button	
Main Scenario	Step	Action
	1	The user runs the system and click customer order.
	2	The system opens the customer order window.
	3	The user approves the order of the customer that does not have any fake information.
	4	System successfully approves the order.
Extensions	Step	Branching Action
		N/A
Open Issues		Nothing

Table Test Case 3.8

Number	9	
Name	Place order status	
Summary	The customer can place order.	
Priority	4	
Preconditions	The user has logged into the system and has placed an order.	
Postconditions	The system displayed order status data to the user.	
Primary Actor(s)	The persons who are purchasing and selling	
Secondary Actor(s)	All technical staff who maintain the software.	
Trigger	Press the checkout button	
Main Scenario	Step	Action
	1	User runs the system and selects the “ Place Order” option
	2	The system displays the place order window.
	3	The user enters the Order Confirmation and submits the information.
	4	The system sends a request to write all required information.
	5	User enters all required information and submits it.
	6	The system displays the order status to the user.
Extensions	Step	Branching Action
		N/A
Open Issues		Nothing

Table Test Case 3.9

Number	10	
Name	Search Product Categories	
Summary	The customer can search product categories.	
Priority	3	
Preconditions	The user is logged in and the search screen is displayed.	
Postconditions	The user has completed the search.	
Primary Actor(s)	The persons who are purchasing and selling	
Secondary Actor(s)	All technical staff who maintain the software.	
Trigger	Press the category button	
Main Scenario	Step	Action
	1	User runs the system user accesses the page and searches the category of product.
	2	The system displays the list of products matching the criteria.
	3	The user searches all the detail about product.
	4	The system displays all the results that match all the values entered by the user.
	5	The user also has an option to search a product by subcategories.
	6	The system displays all the results in that category.
Extensions	Step	Branching Action
		N/A
Open Issues		User may search the product categories. The system display that item not found.

Table Test Case 3.10

Number	11	
Name	Browse Product	
Summary	The customer can Browse a Product via product categories.	
Priority	3	
Preconditions	The user is logged in.	
Postconditions	The user reaches the product he/she searched for.	
Primary Actor(s)	The persons who are purchasing and selling	
Secondary Actor(s)	All technical staff who maintain the software.	
Trigger	Press the product button	
Main Scenario	Step	Action
	1	User runs the system the user browse for a product from the homepage.
	2	The system displays the required result.
	3	The user clicks on the category of the product he/she wishes to see.
	4	The system then displays the list of all the sub-categories associated with that category.
	5	The user then continues to click on the sub-categories until he/she finds the product he/she wishes for.
	6	The system displays all the results in those categories.
Extensions	Step	Branching Action
		N/A
Open Issues		Nothing

Table Test Case 3.11

Number	12	
Name	View Cart	
Summary	The user can view the items in the Cart.	
Priority	4	
Preconditions	The user is logged in.	
Postconditions	The user views the shopping cart contents.	
Primary Actor(s)	The persons who are purchasing and selling	
Secondary Actor(s)	All technical staff who maintain the software.	
Trigger	Press the view cart button	
Main Scenario	Step	Action
	1	User runs the system the user access the shopping cart page.
	2	The system displays the required result.
	3	The user clicks on the “View Cart” button.
	4	The system then displays all the items in the cart.
Extensions	Step	Branching Action
		N/A
Open Issues		The user clicks on the “View Cart” button. The system shows a message saying that the cart is empty.

Table Test Case 3.12

Number	13	
Name	Add To Cart	
Summary	The user can add item to the shopping Cart.	
Priority	4	
Preconditions	The user is at the product detail page ready to add items to the cart.	
Postconditions	Items have been added to the user's shopping cart.	
Primary Actor(s)	The persons who are purchasing the products	
Secondary Actor(s)	All technical staff who maintain the software.	
Trigger	Press the add to cart button	
Main Scenario	Step	Action
	1	The user runs the system and chooses the product from product detail page.
	2	The system displays the required result.
	3	The user selects a product and clicks on the "Add to cart" button.
	4	The system adds the item to the cart.
		N/A
Open Issues		The user may not select the product and click add to cart. The system display that no item is added to cart.

Table Test Case 3.13

Number	14	
Name	Checkout	
Summary	With item in the cart the user completes its purchase.	
Priority	4	
Preconditions	The user is logged, has items in his/her shopping cart, and is ready to complete the purchase.	
Postconditions	The user has completed the purchase.	
Primary Actor(s)	The persons who are purchasing the products	
Secondary Actor(s)	All technical staff who maintain the software.	
Trigger	Press the checkout button	
Main Scenario	Step	Action
	1	The user runs the system and selects to checkout.
	2	The system updates the total accordingly.
	3	With items in the cart, the user completes the purchase.
	4	The system prompts for payment method, billing address & address to be shipped.
	5	The user is taken to a secure site to accept payment method. The system updates the total accordingly.
	6	The user submits the order. The order-processing system is notified of a successful order and the user completes the order.
Extensions	Step	Branching Action
		N/A
Open Issues		The user may enter invalid address for shipping.
		The system display that address is in valid.

Table Test Case 3.14

Number	15	
Name	logout	
Summary	Logout to the system and provide security to personal information.	
Priority	3	
Preconditions	User must be successfully Log In, Information of the User must be successfully entered	
Postconditions	User must Log out	
Primary Actor(s)	Registered User	
Secondary Actor(s)	All technical staff who maintain the software.	
Trigger	Press the logout button	
Main Scenario	Step	Action
	1	User runs the system.
	2	System asks login options.
	3	User selects a login option if it is registered.
	4	User verify that Logout button is working when user click on it.
	5	When the user can Log in if he want to Logout.
	6	Click Logout button
Extensions	Step	Branching Action
		N/A
Open Issues		Nothing

Table Test Case 3.15

Use case of Buyer And Seller

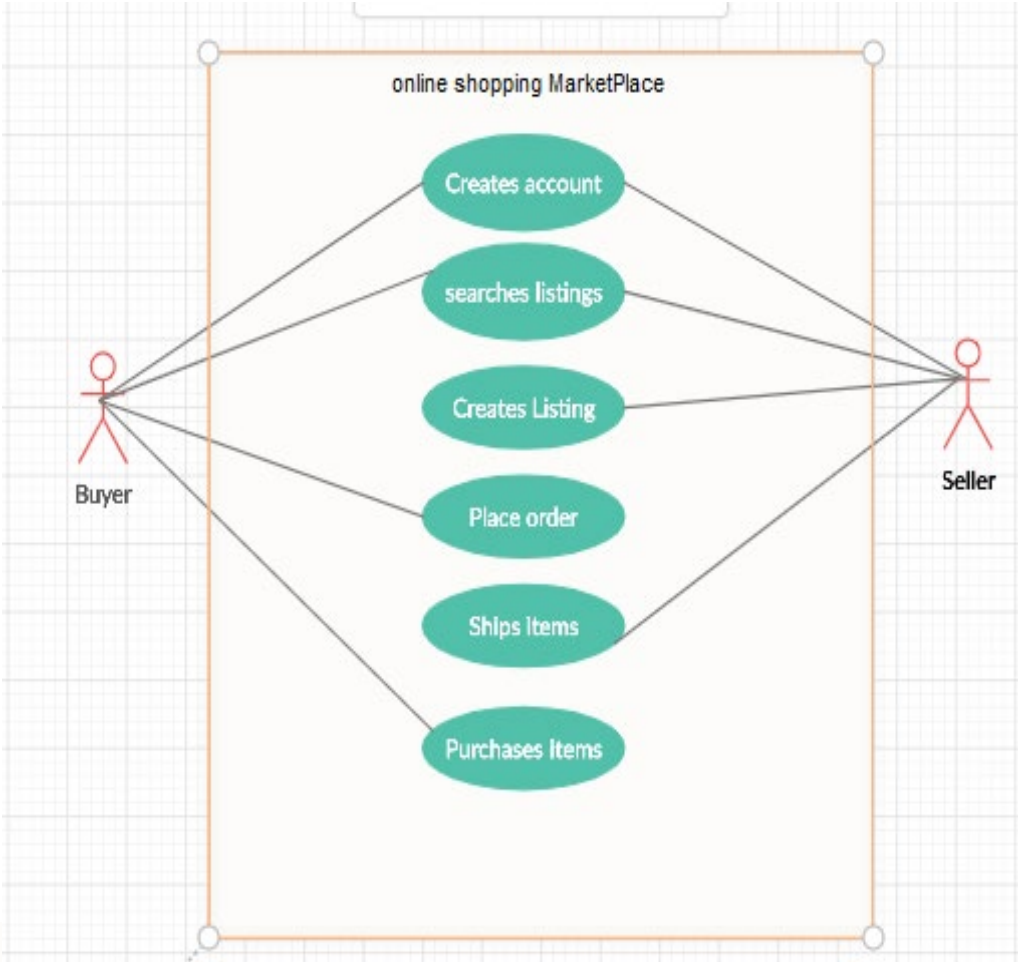


Figure 3.1

Use case of Admin

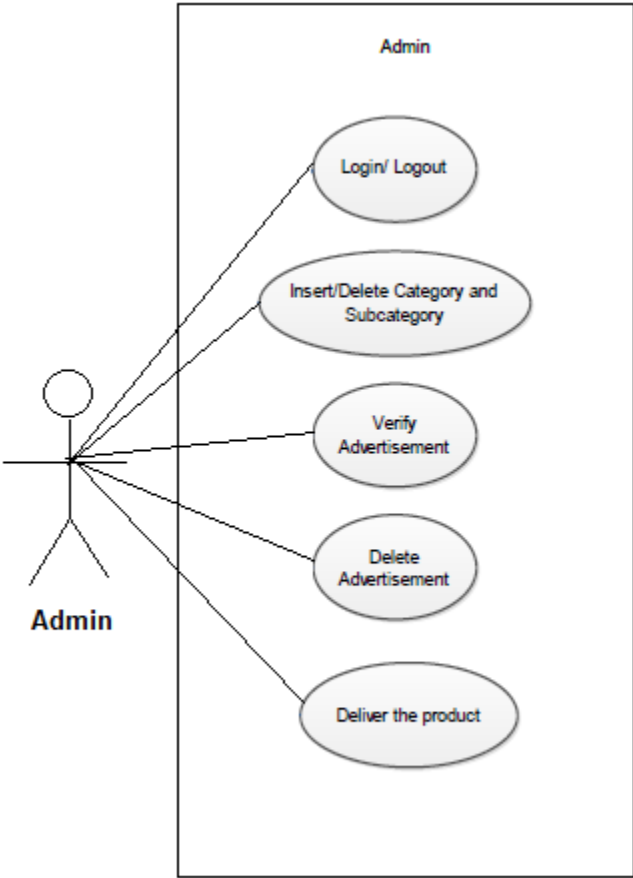


Figure 3.1.1

3.2. Use Case Descriptions

A utilization case is an accumulation of related achievement and disappointment situations that depict on-screen characters utilizing the framework to help an objective. A situation is a

particular succession of activities and associations amongst performing artists and the framework under discourse.

Chapter 4

System Design

Chapter 4: System Design

The online **Market Place** is an electronic application and utilizes server. The web program fills in as a UI for the framework. The web program speaks with the server utilizing HTTP as transport convention. Web program sends solicitations to the server and the server react to web in HTML organize, web program, at that point show the data to the client. WIFI or Ethernet is utilized and it needs a legitimate system. MySQL Database dwells on the server when client information is stored and handled.

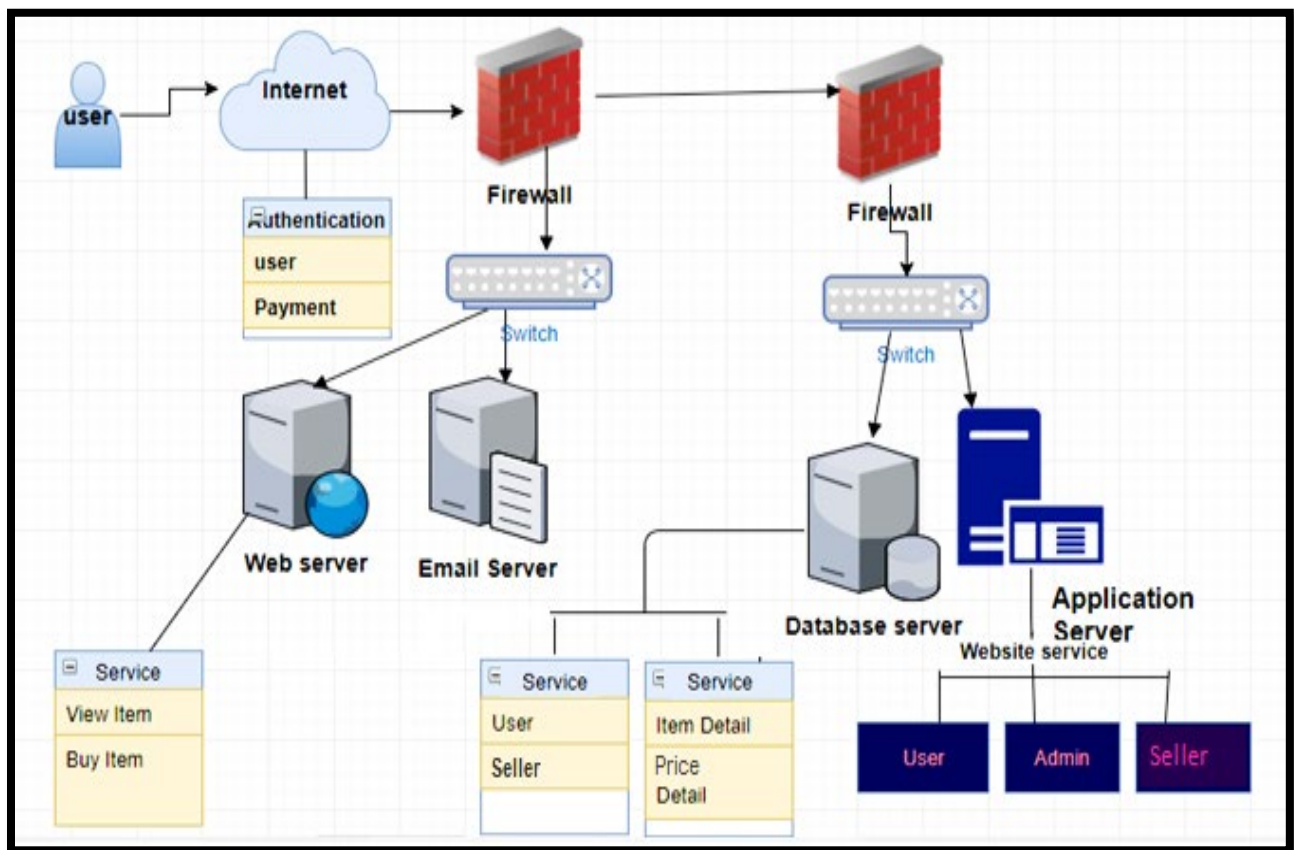


Figure 4.1 System Design

4.1. Architecture Diagram

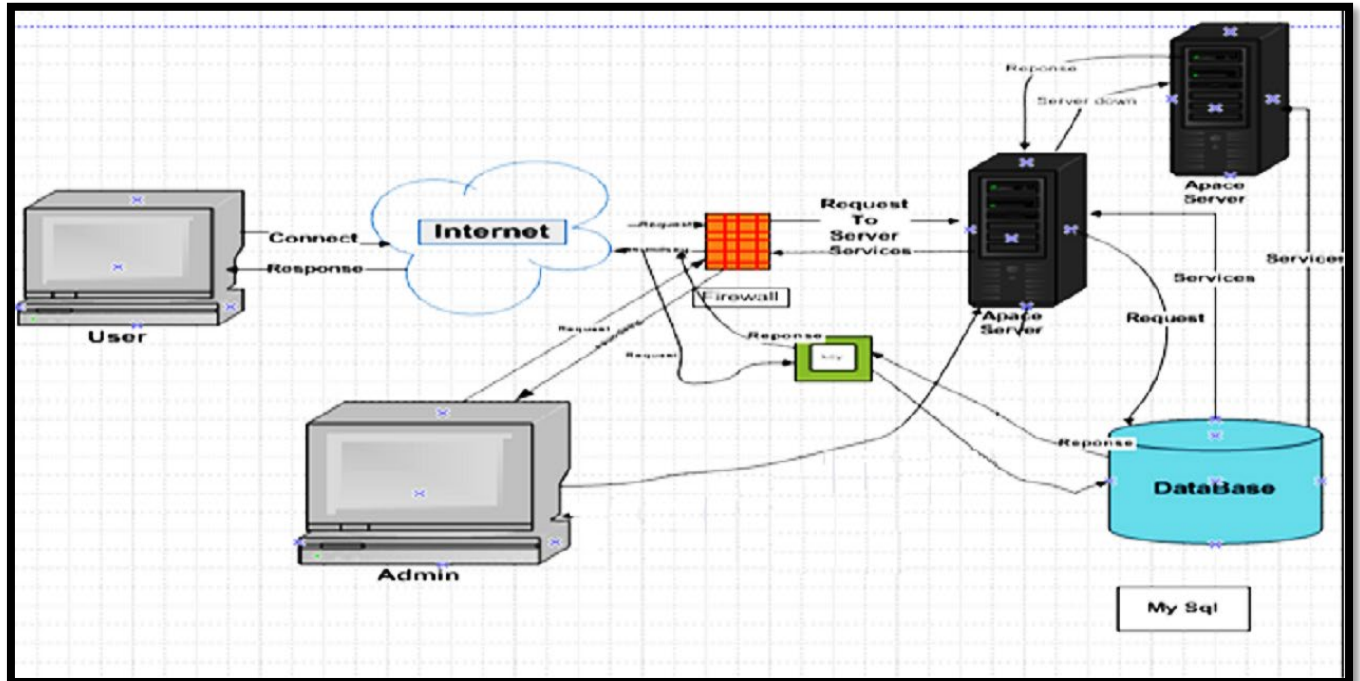


Figure 4.2 Architecture Diagram

4.2. Domain Model

A space express describes important abstract classes in an issue area. It is the most essential antiquity to make amid protest-situated study. A space display is generally utilized as a wellspring of motivation for planning programming objects.

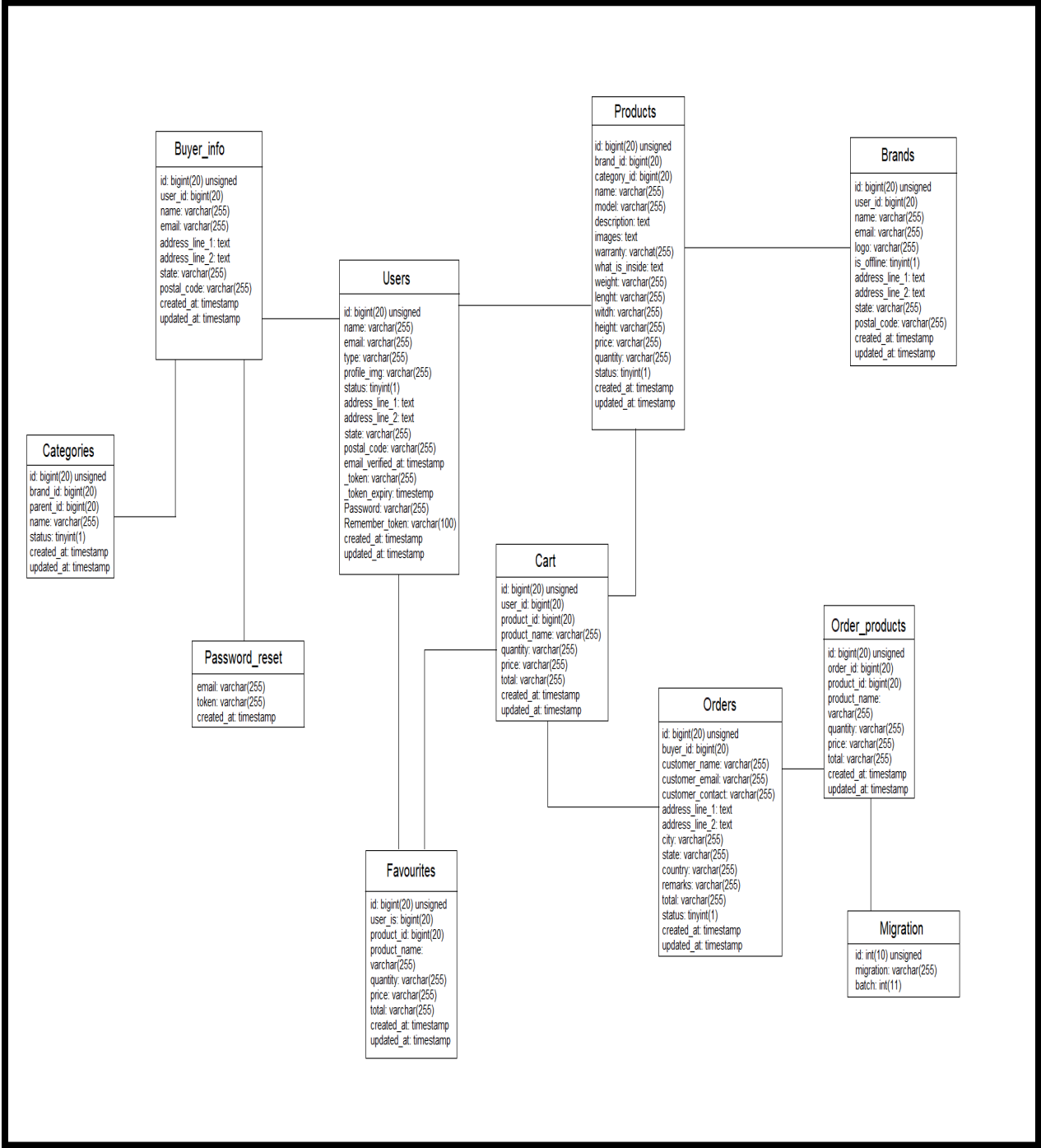


Figure 4.3 Domain Model

4.3. Entity Relationship Diagram with data dictionary

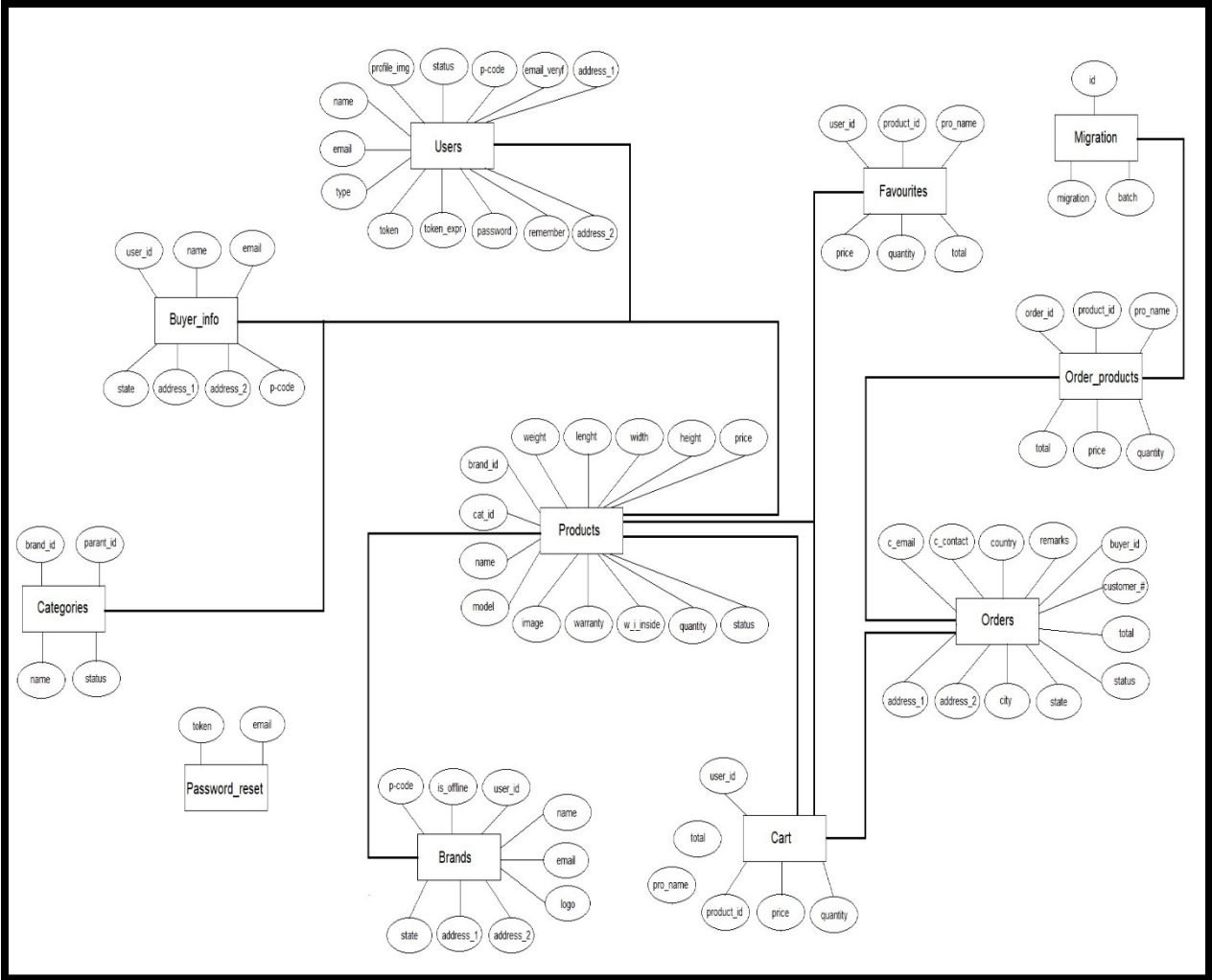


Figure 4.4 Entity Relational Base Diagram

4.4. Class Diagram

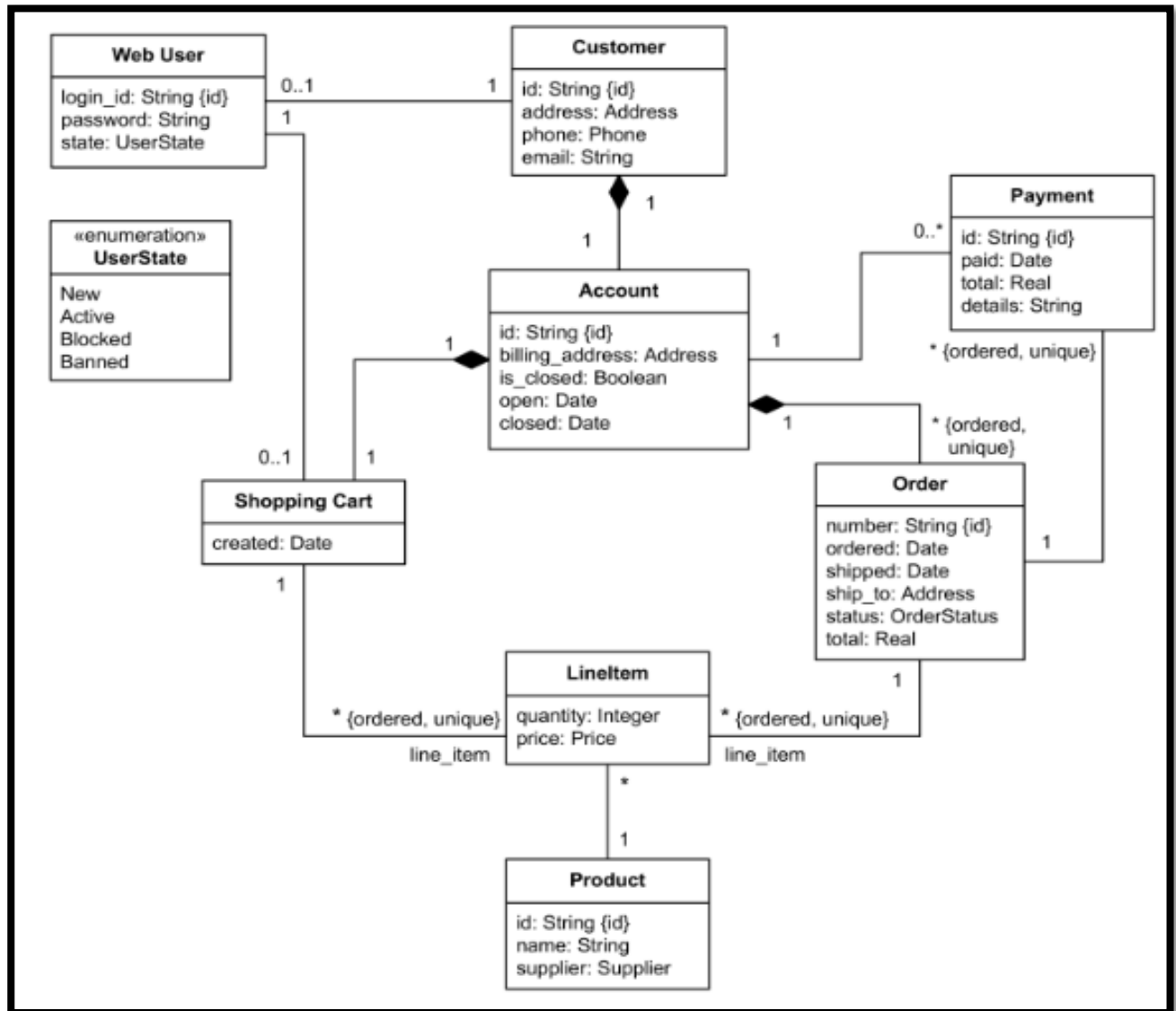


Figure 4.5 Class Diagram

4.5. Sequence / Collaboration Diagram

Admin Sequence Diagram

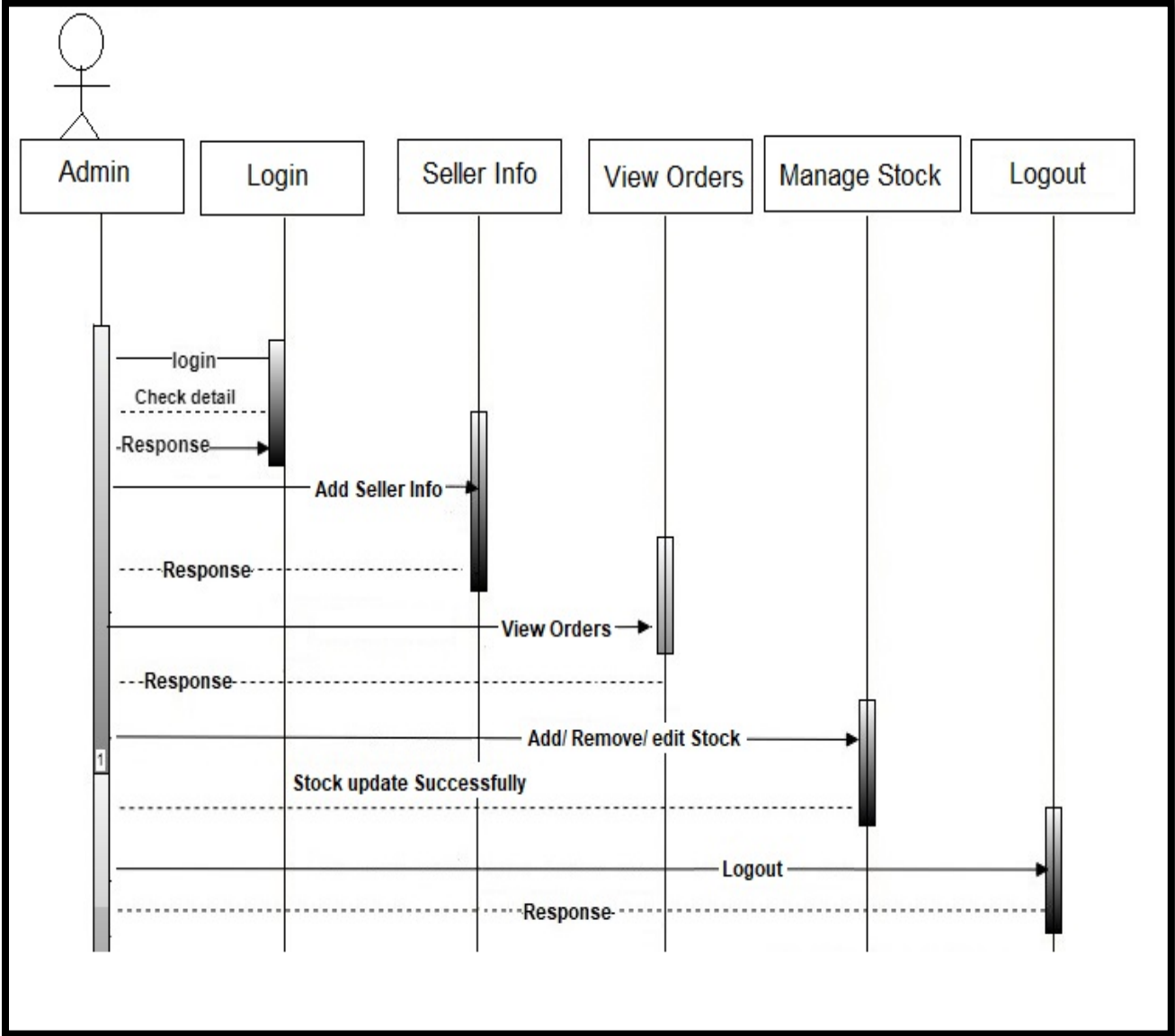


Figure 4.6 Sequence Diagram

User Sequence Diagram

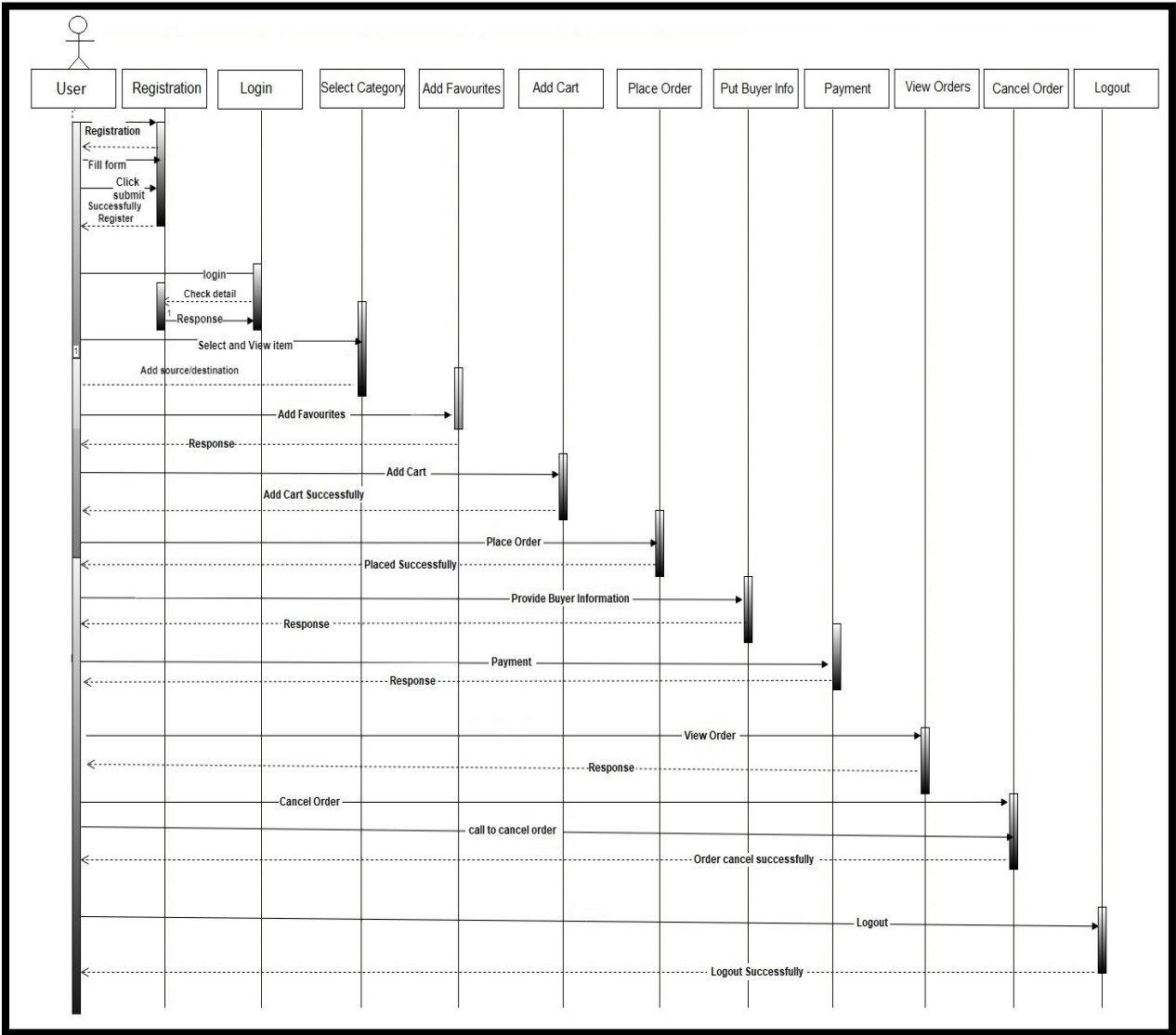


Figure 4.7 Sequence Diagram

4.6. Operation contracts

Operation Contract#1

Name: Register.

Responsibilities: To register the new user.

Cross References: Use case: Register.

Exceptions: None.

Preconditions: Register interface must be opened and user must enter valid information.

Post conditions: Welcome screen showed to the user.

4.6.2 Operation Contract#2

Name: Sign in.

Responsibilities: A user is logged in.

Cross References: Use Case: Sign In.

Exceptions: invalid user name or password.

Preconditions: user must have account.

Post conditions: Successfully signed in.

4.6.3 Operation Contract#3

Name: Sign out.

Responsibilities: user is logged out.

Cross References: Use Case: Sign_out.

Exceptions: None.

Preconditions: Must be logged in.

Post conditions: Log out successfully.

4.6.4 Operation Contract#4

Name: Select item

Responsibilities: User must login and select item.

Cross References: Use Case: Select item.

Exceptions: None.

Preconditions: Must be logged in.

Post conditions: Select item successfully.

4.6.5 Operation Contract#5

Name: View detail.

Responsibilities: User must View detail of the product.

Cross References: Use Case: View Detail.

Exceptions: None.

Preconditions: User must login.

Post conditions: View detail successfully.

Operation Contract#6

Name: Place order.

Responsibilities: User must Place order of the selected product.

Cross References: Use Case: Place order.

Exceptions: None.

Preconditions: User must login.

Post conditions: View place order successfully.

4.6.9 Operation Contract#7

Name: Cancel order.

Responsibilities: User must cancel order of the product, which he placed.

Cross References: Use Case: Cancel order.

Exceptions: None.

Preconditions: User must login.

Post conditions: Cancel order successfully.

4.6.10 Operation Contract#8

Name: View order.

Responsibilities: User must View order of the product, which he place.

Cross References: Use Case: View order.

Exceptions: None.

Preconditions: User must login.

Post conditions: View order successfully.

4.6.11 Operation Contract#9

Name: Add to cart.

Responsibilities: User must select the product and add it to the cart.

Cross References: Use Case: Add to cart.

Exceptions: None.

Preconditions: User must login.

Post conditions: Add to cart successfully.

4.6.9 Operation Contract#10

Name: Cost calculation.

Responsibilities: User must select the product cost display.

Cross References: Use Case: Cost calculation.

Exceptions: None.

Preconditions: User must login.

Post conditions: Cost calculation successfully.

4.7. Activity Diagram

Activity diagram for Admin

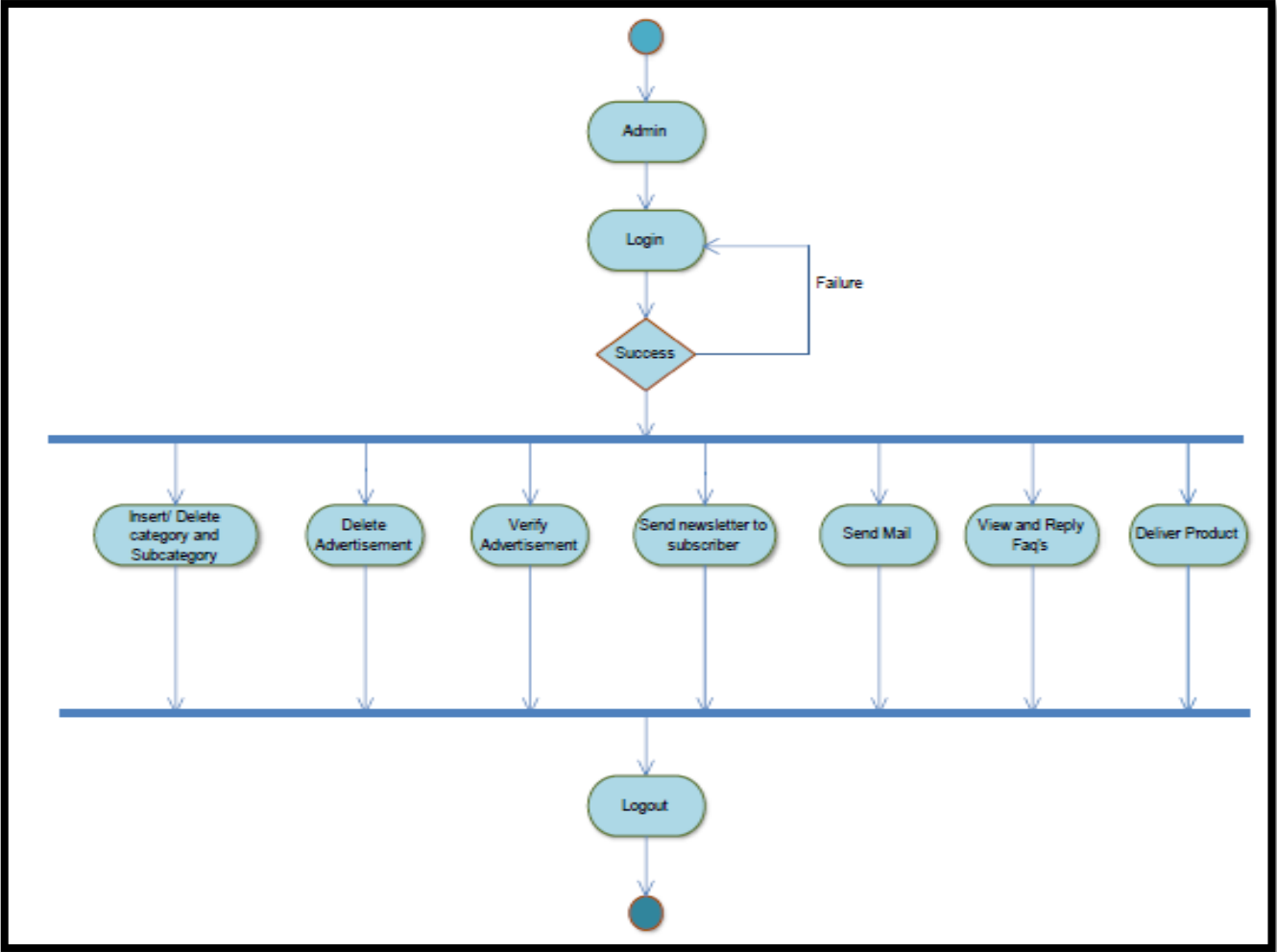


Figure 4.8 Activity Diagram

Activity diagram for User

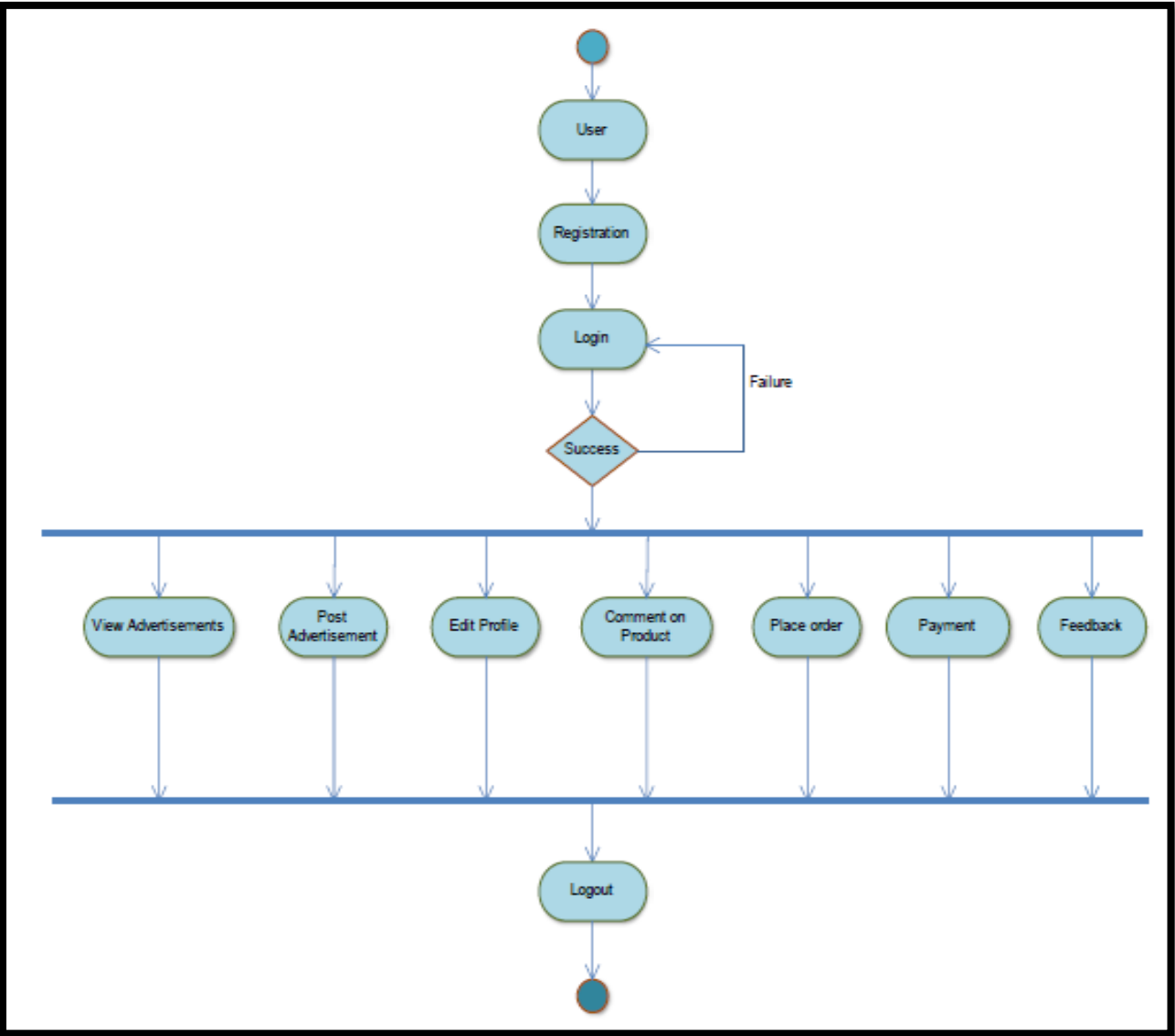


Figure 4.9 Activity Diagram

4.8. State Transition Diagram

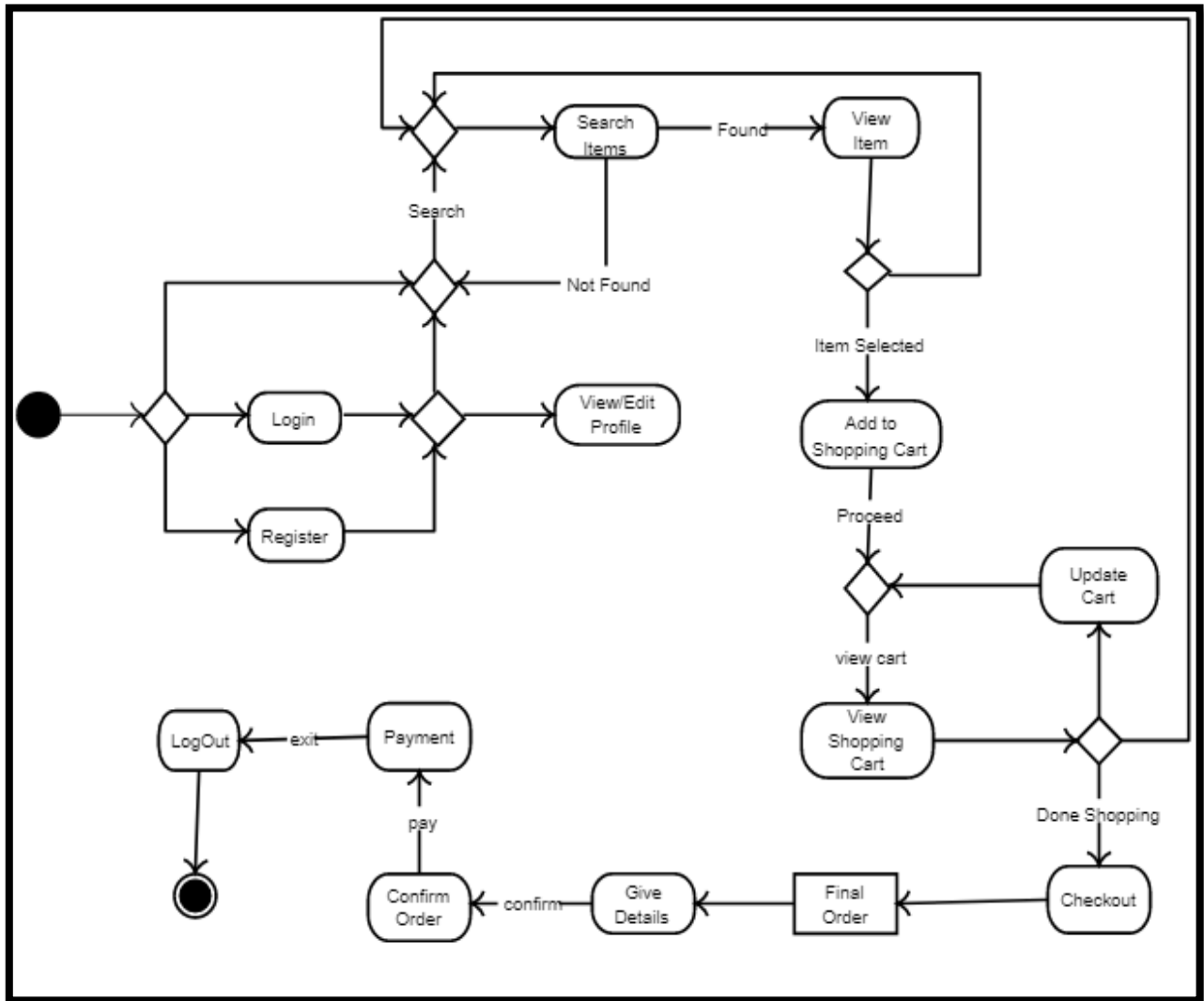


Figure 4.10 State Transition Diagram

4.9. Component Diagram

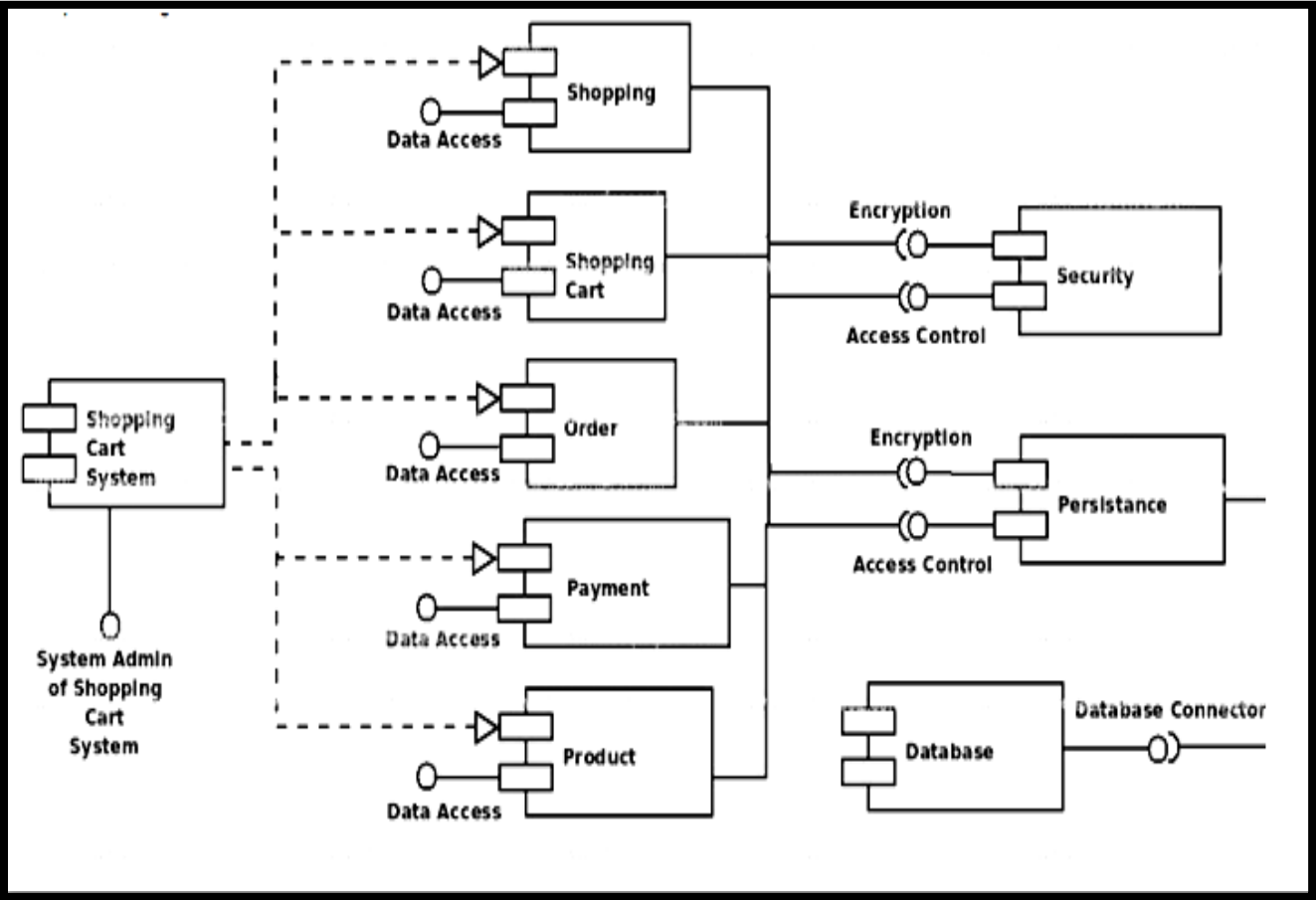


Figure 4.11 Component Diagram

4.10. Deployment Diagram

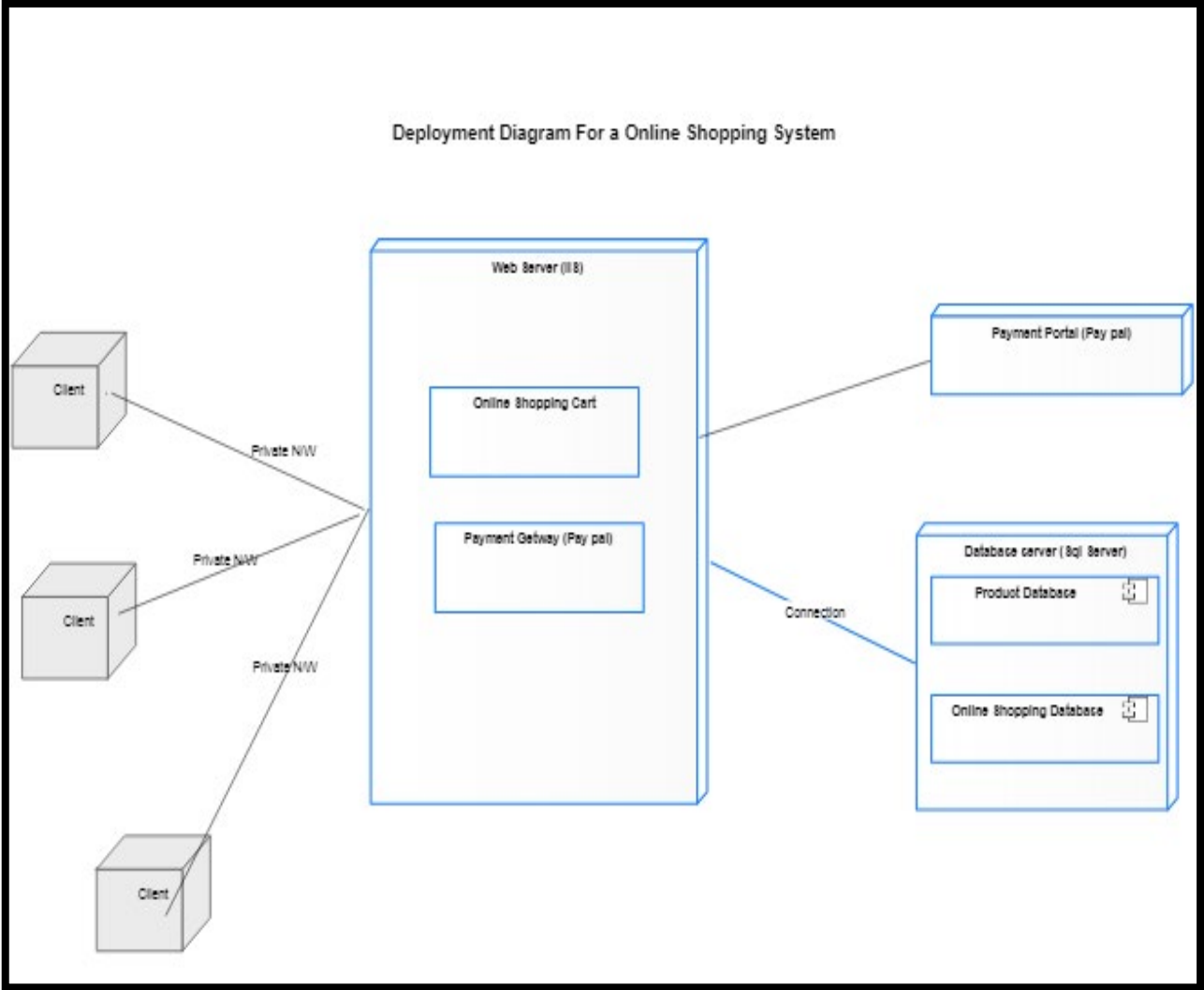


Figure 4.12 Deployment Diagram

4.11. Data Flow diagram [only if structured approach is used - Level 0 and 1]
DFD 0 Level

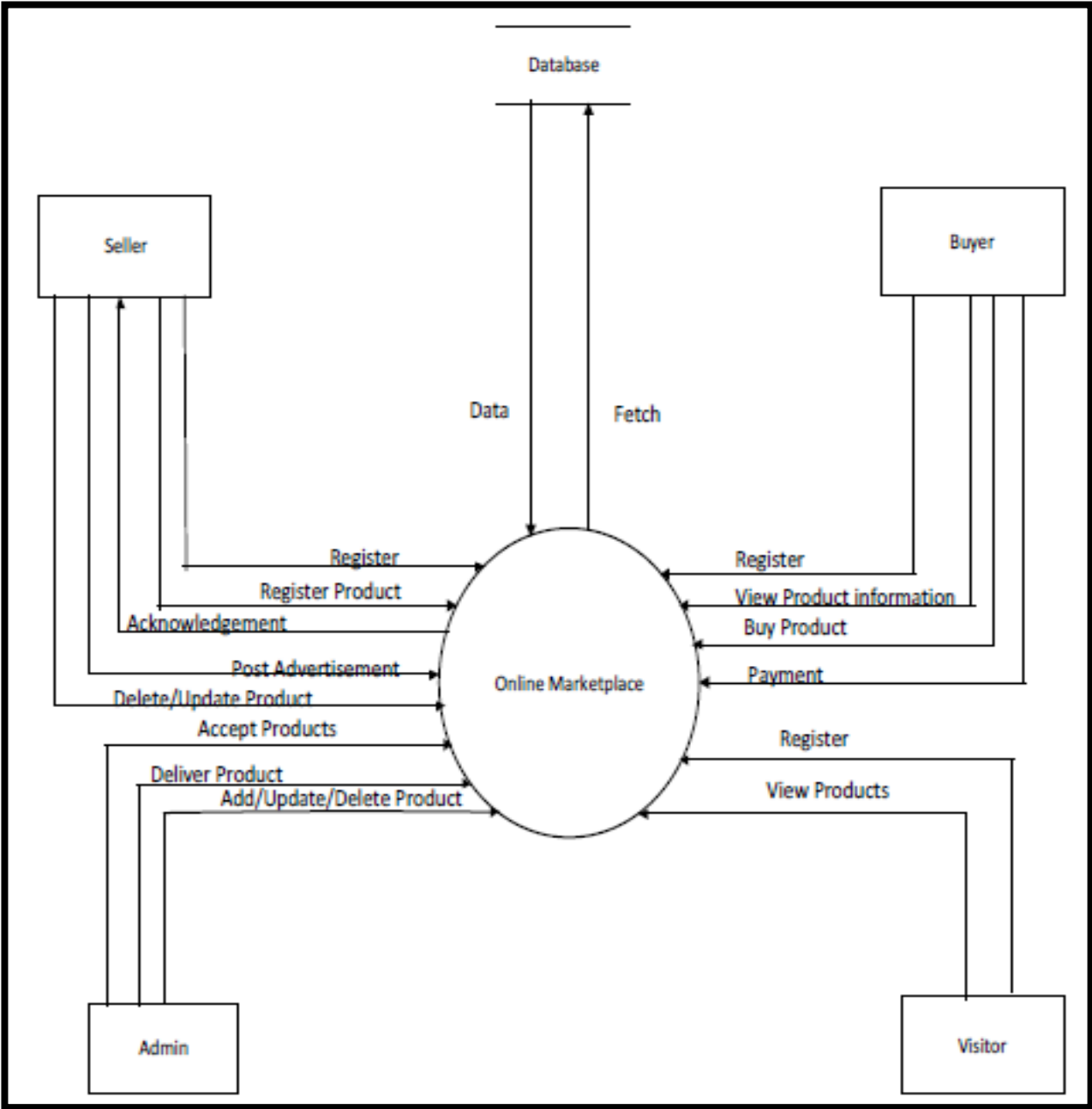


Figure 4.13 DFD(Login/Register)

DFD Level 1 for Admin

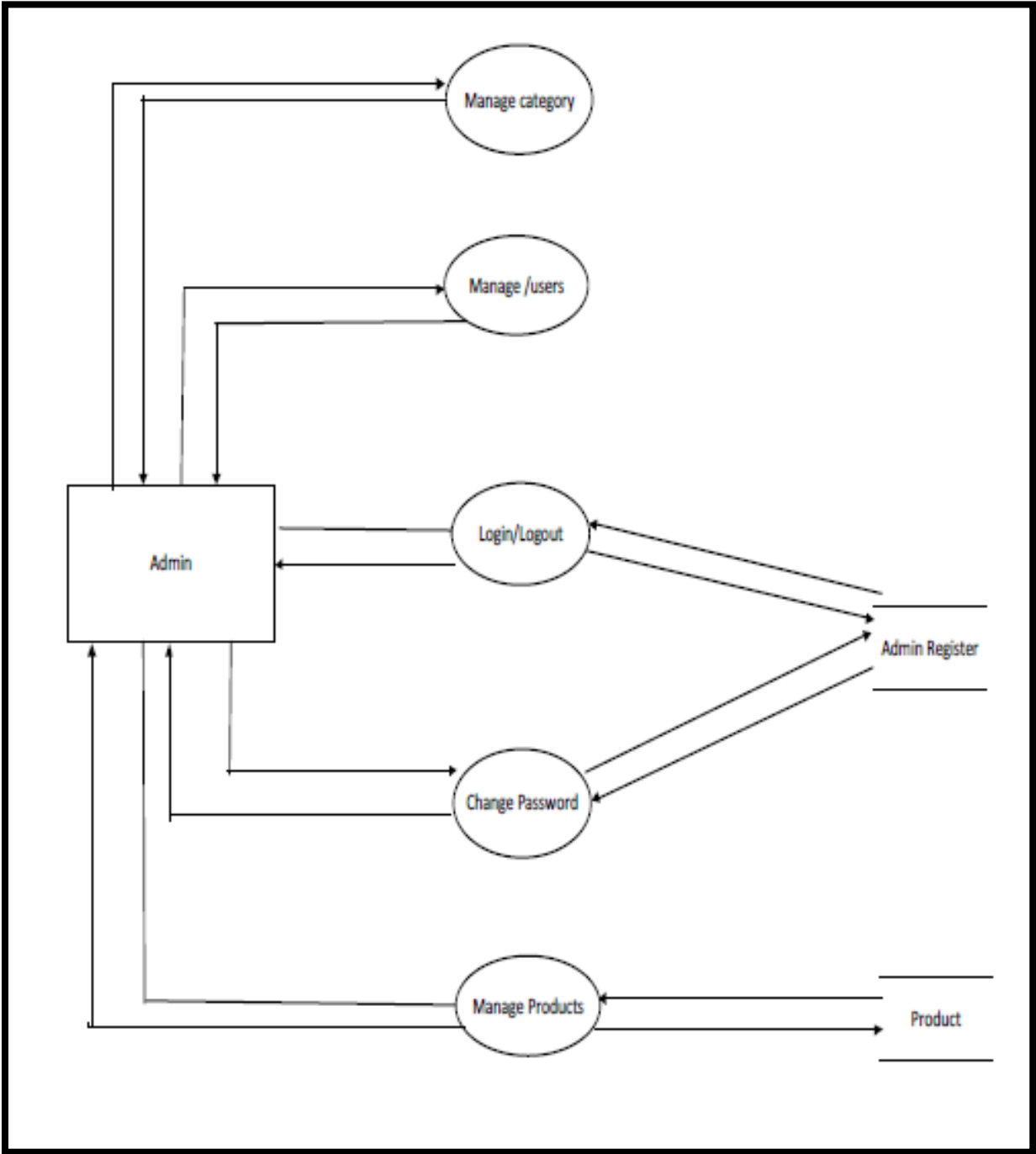


Figure 4.14 DFD

Chapter 5

Implementation

Chapter 5:

5.1. Implementation

Execution in programming advancement is the way toward understanding an application's necessities and plan. It principally includes planning the structure into coding so as to accomplish the determinations expressed for the application. This area will depict the key execution cycles and some code pieces of this internet business web application. This is an undertaking with the objective to develop a basic site where a buyer is given a shopping container application and further more to consider the advances used to develop such an application. This report will discuss all of the key advances to make and complete an electronic business site.

5.2. Important Flow Control

Buyer Side:

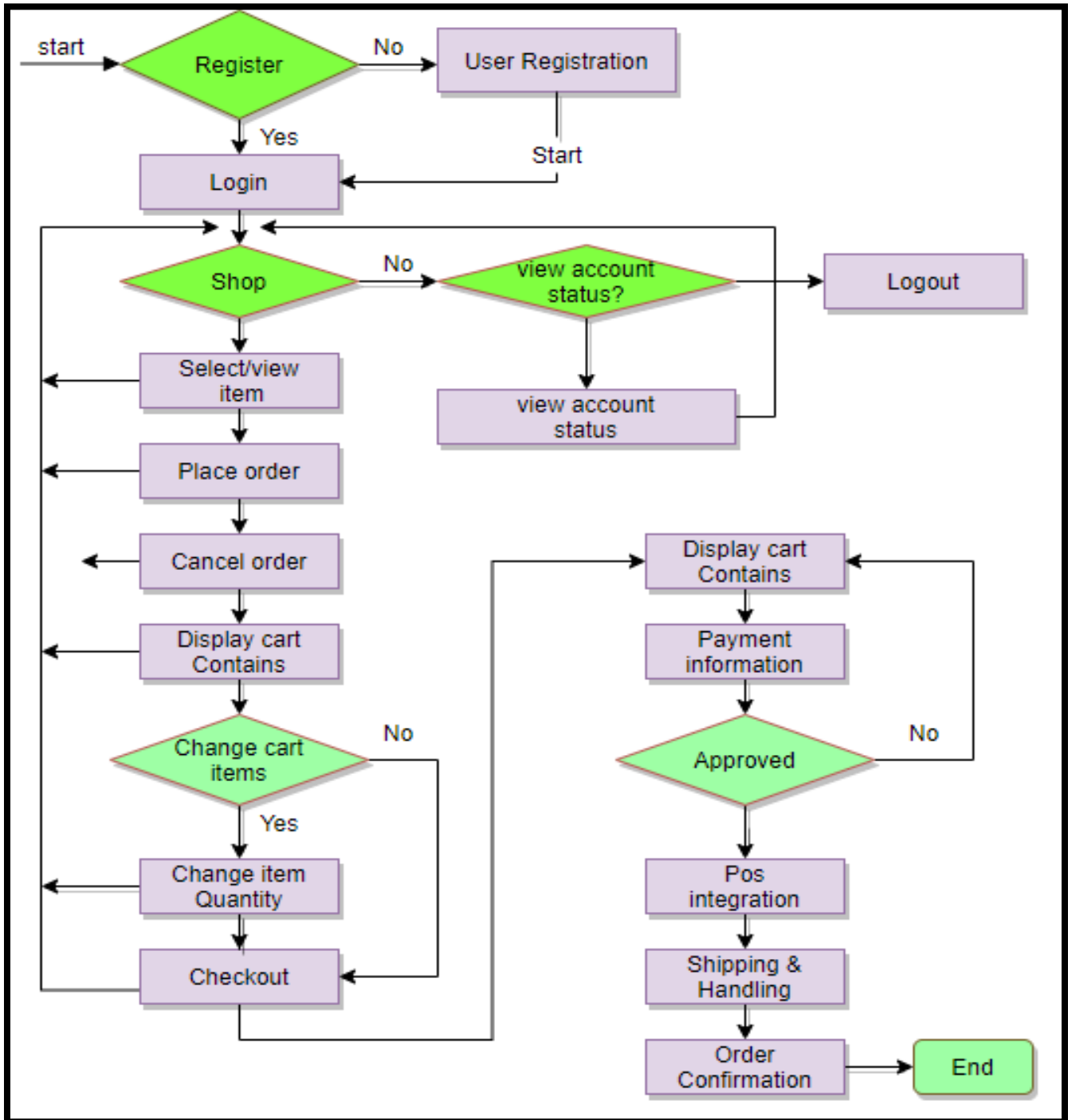
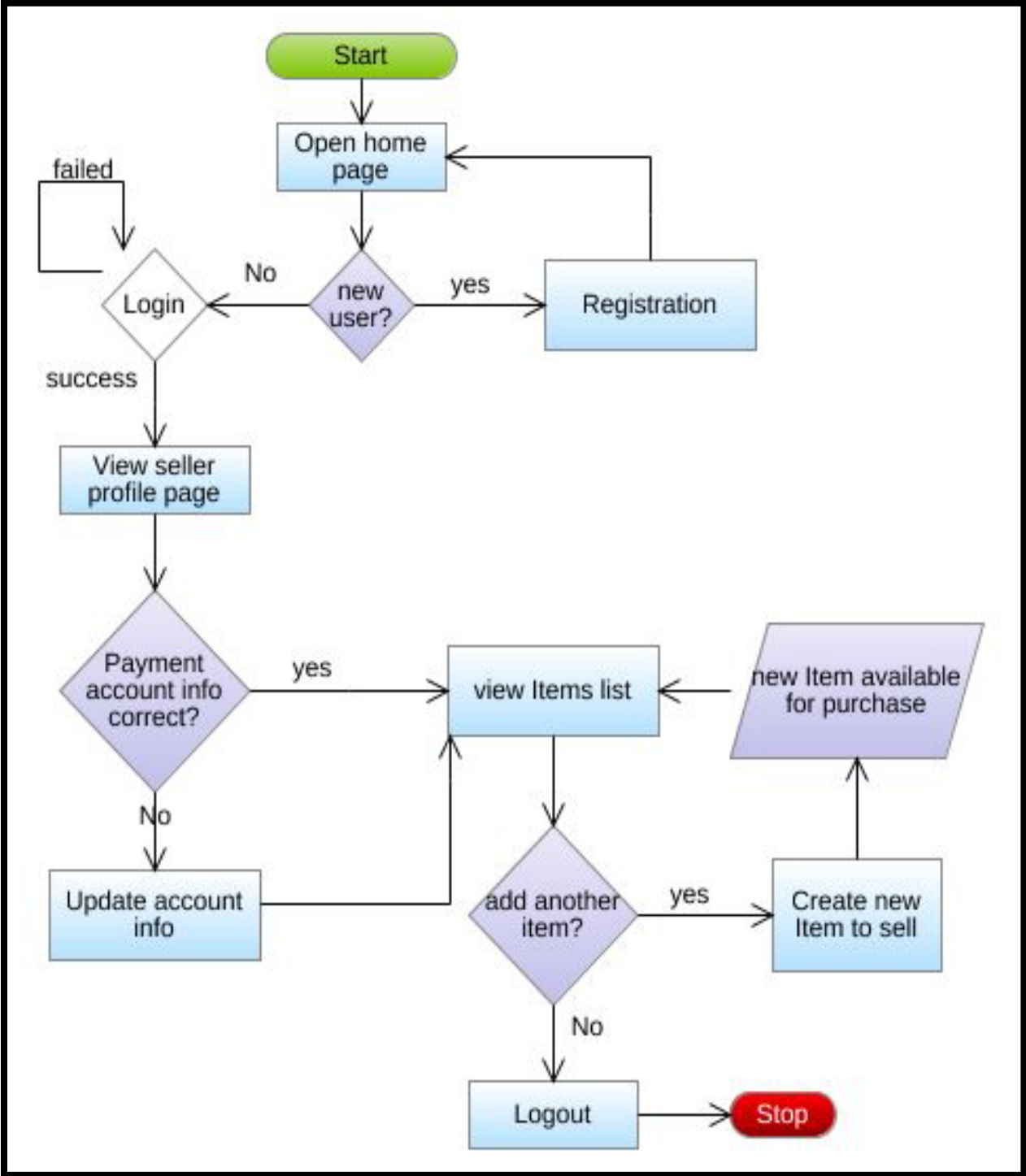


Figure 5.2 Flow Control

Seller Side:



5.3. Components, Libraries, Web Services and stubs

Components:

1. Properly Structured Website

Marketplace site is anything but difficult to utilize. On the off chance that a client needs to buy an item, they can without much of a stretch buy an item from our site. Our site has a straightforward structure, with the most significant pages available from the fundamental route menu. My site has numerous items, separate classifications.

2. Mobile Friendly Shopping Experience

Today, the universe of innovation is developing rapidly; an ever increasing number of individuals have been utilizing their cell phones to shop on the web. My Marketplace site is versatile amicable. This site versatile route is anything but difficult to utilize and Marketplace having inviting condition.

Web Services

- Consumers straightforwardly purchase merchandise or administrations from a vender continuously, without a go-between benefit
- 24-hr access
- Variety
- Ability to comparison shop
- The in home-privacy

5.4. Deployment Environment

Here we need a domain on which the Marketplace will exist and through the area a few people will get to the application. Also, smart phone users can download either structure Apple store or from Google play store through which they can undoubtedly get to the administration and can without much of a stretch buy online items. It required one executive who will be responsible for the endorsement and other oversight obligation.

5.5. Tools and Techniques

Applications and instruments that would be utilized during this venture planning are as per the following:

C#

It is a language, which is supported in the larval framework. It provides latest functionalities regarding desktop and mobile based application development.

Microsoft Word

Microsoft word is the word processor and would be utilized for documentation reason.

All through the entire task.

Microsoft Excel

Microsoft Excel spreadsheet and would be utilized for information examination all through the Entire undertaking.

Microsoft Project

Microsoft Project furnishes broad highlights on venture the board with a Unmistakable component of undertaking planning. Gantt diagrams, asset portions. This would be used as a venture the board apparatus all through the entire task.

Draw.io

Draw.io is a tool for modeling different diagrams which would be addressed during Analysis and design phases of the project.

Project Modeling

Objective Rose and Microsoft Visio are to be utilized to draw use cases with various Viewpoints as they uphold the language of Rational Unified Process (RUP). Use case Chart, Data Flow Diagram (DFD), space model and all other OOAD examination and Configuration charts are upheld.

Server

Server is required where entire information is put away.

5.6. Best Practices / Coding Standards

- No coding redundancy
- Function and classes are constantly remarked demonstrating anticipated info and yield.
- It improves readability and maintainability of the code and it reduces complexity also.
- It helps in code reuse and helps to detect error easily.
- It promotes sound programming practices and increases efficiency of the programmers.

Chapter 6

Testing and Evaluation

Chapter 6:

Testing and Evaluation

Software testing is performed primarily to detect software errors in the software application and no application requirements. It involves an investigative process and to ensure that the software product or application is its business Technical requirements are met. For testing purpose, this application run and run on the Apache server and access the web browser. Following strategies are required for testing:

- Use case testing
- Equivalence partitioning
- Boundary value analysis
- Data flow testing
- Unit testing
- Integration testing
- Performance testing
- Stress testing

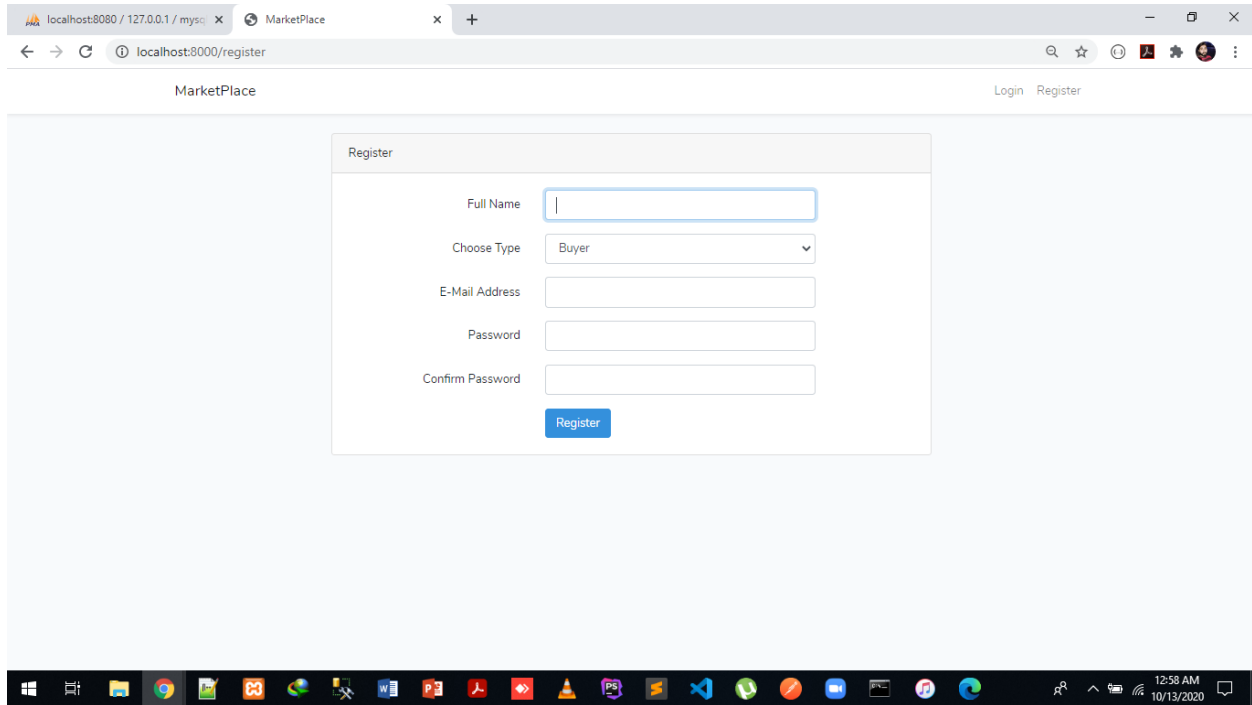
Use case testing

Using case testing is a functional black box testing technique that allows testers to identify test scenarios that exercise the entire system from start to finish on a transaction basis.

Register:

Main Success Scenario	Step	Description
A=Actor	1	A: Fill Form: username, password,
S=System	2	S: For username field: abc234@outlook.org For password field: 123123,
	3	Allow Account Access
Extension		Null

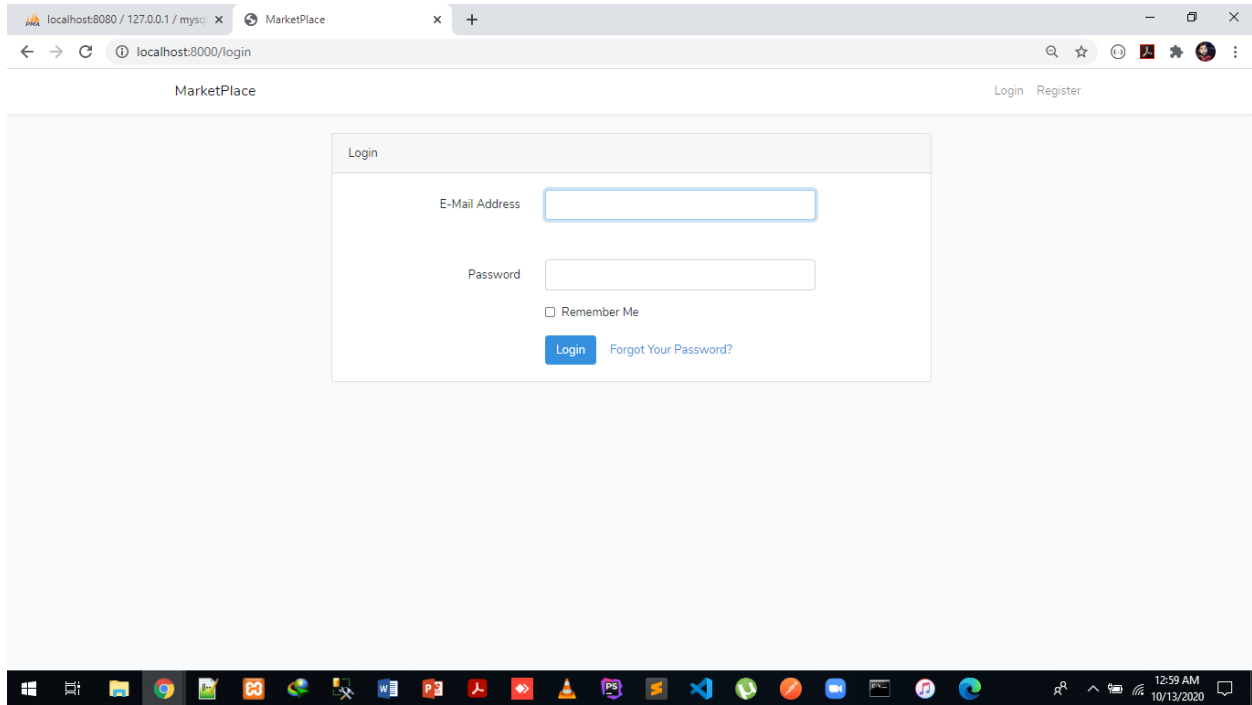
Table: 6.1



Login:

Main Success Scenario	Step	Description
A=Actor	1	A:Enter Email and password
S=System	2	S:Valid Password
	3	Allow Account Access
Extension	2a	S: Invalid Password Message Display on the Screen asks for Re-enter password.
	2b	Password not valid. Application close.

Table: 6.2



Logout:

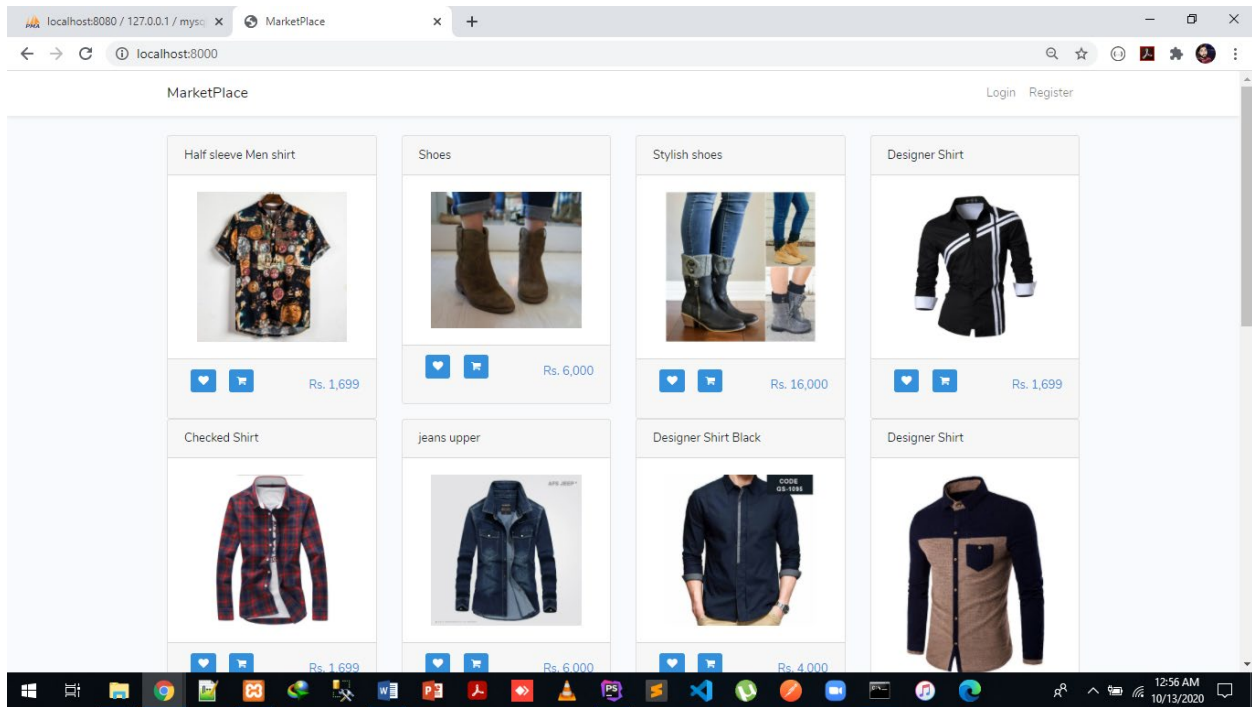
Main Success Scenario	Step	Description
A=Actor	1	A:Enter Logout
S=System	2	S: System Show Message to User logout
Extension	2a	S: User must login Message Display on the Screen

Table: 6.3

Select Item:

Main Success Scenario	Step	Description
A=Actor	1	A: Select item and add into cart
S=System	2	S: Selected Item add to cart
Extension	2a	S: User must login Message Display on the Screen User must login to select item.

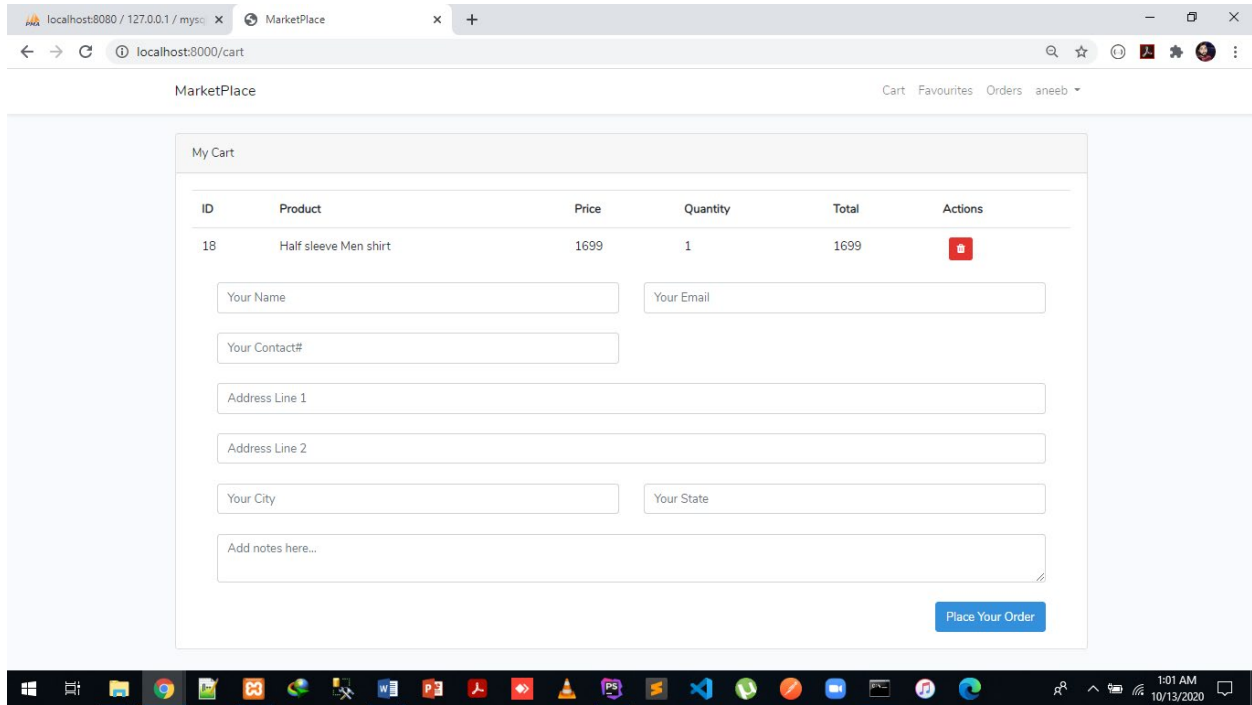
Table: 6.4



View Detail:

Main Success Scenario	Step	Description
A=Actor	1	A: View Detail of the product
S=System	2	S: System Show the detail of the product.
Extension	2a	S: User must login Message Display on the Screen User must login to View Detail.

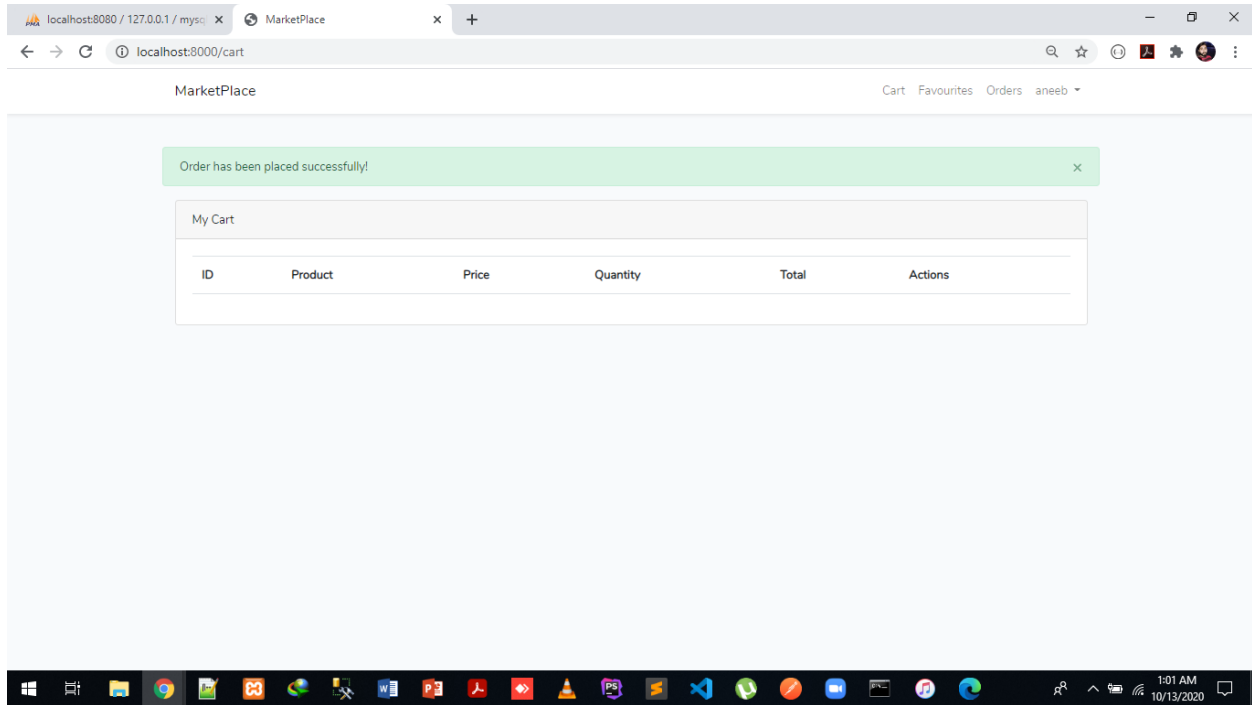
Table: 6.5



Place Order:

Main Success Scenario	Step	Description
A=Actor	1	A: User can select product and then place order.
S=System	2	S: System Show that product add into cart.
Extension	2a	S: User must login Message Display on the Screen User must login to place order.

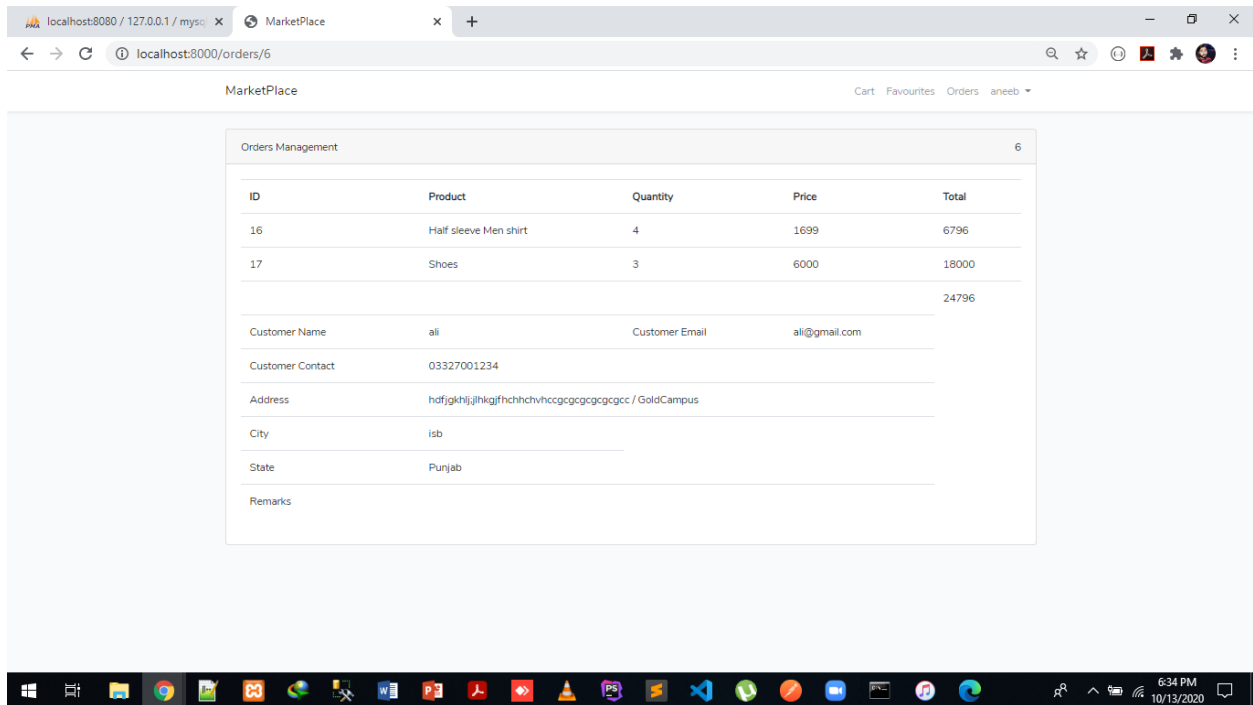
Table: 6.6



View Order:

Main Success Scenario	Step	Description
A=Actor	1	A: After placing the order user can view order.
S=System	2	S: System Show the order detail.
Extension	2a	S: User must login Message Display on the Screen User must login to view order.

Table: 6.7



Cancel order:

Main Success Scenario	Step	Description
A=Actor	1	A: After placing the order user can cancel the order.
S=System	2	S: System Show the message order cancel.
Extension	2a	S: User must login Message Display on the Screen User must login to cancel order.

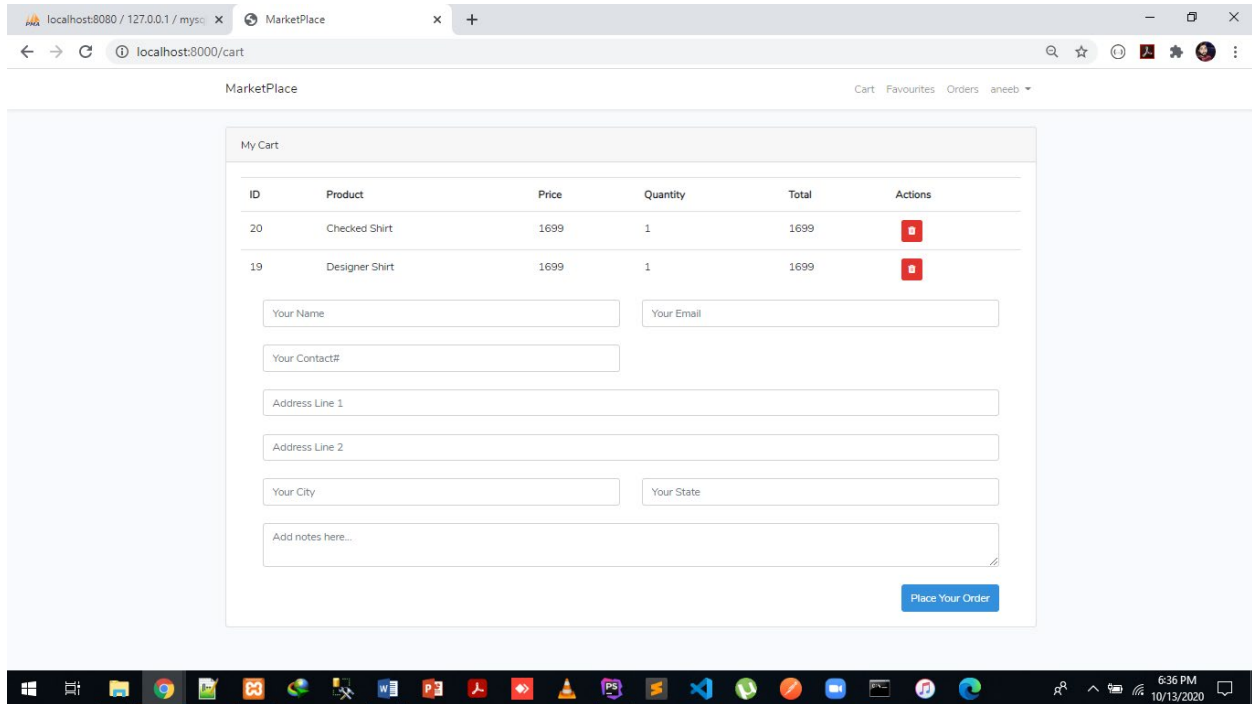
Table: 6.8

Add to Cart:

Main Success Scenario	Step	Description
A=Actor	1	A: User can add product into the cart.
S=System	2	S: System Show no of product added into the cart.
Extension	2a	S: User must login

		<p>Message Display on the Screen User must login to add product to cart.</p>
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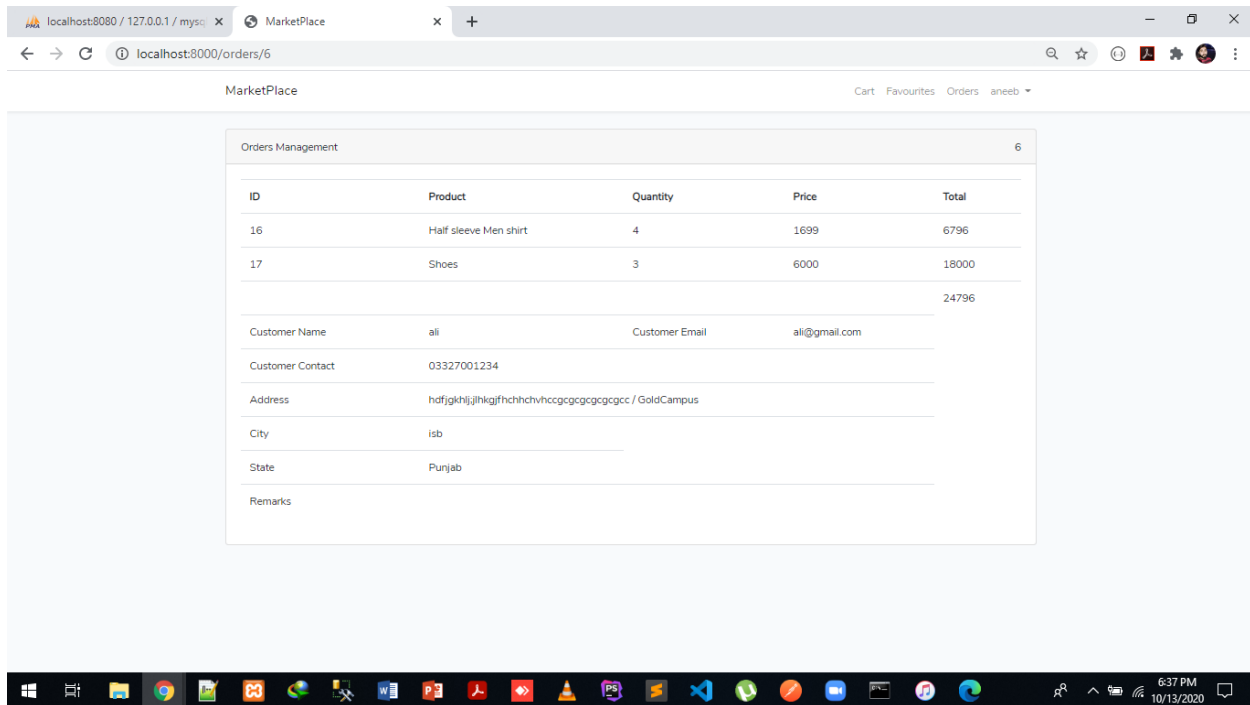
Table: 6.9



Cost Calculation:

Main Success Scenario	Step	Description
A=Actor	1	A: add product into the cart.
S=System	2	S: System Show total cost.
Extension	2a	<p>S: User must login</p> <p>Message Display on the Screen</p> <p>User must login for total cost.</p>

Table: 6.10



Select Payment Method:

Main Success Scenario	Step	Description
A=Actor	1	A: Add product into the cart then go to checkout and choose payment method.
S=System	2	S: System Show total cost and ask payment method.
Extension	2a	S: User must login Message Display on the Screen User must login to select payment method order.

Table: 6.11

Product Search:

Main Success Scenario	Step	Description
A=Actor	1	A: Search product detail.
S=System	2	S: System Show detail of the Product.

Extension	2a	S: User must login Message Display on the Screen User must login to check the detail of the product.
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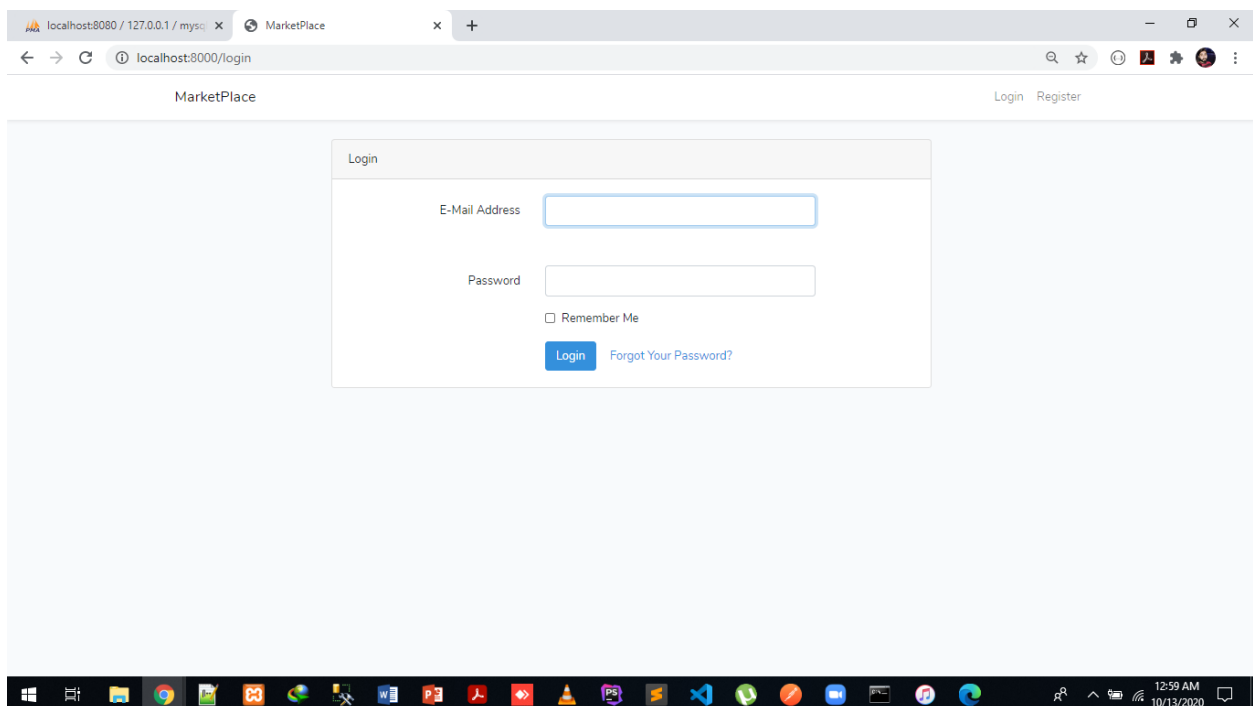
Table: 6.12

Use case description Admin Side

Login:

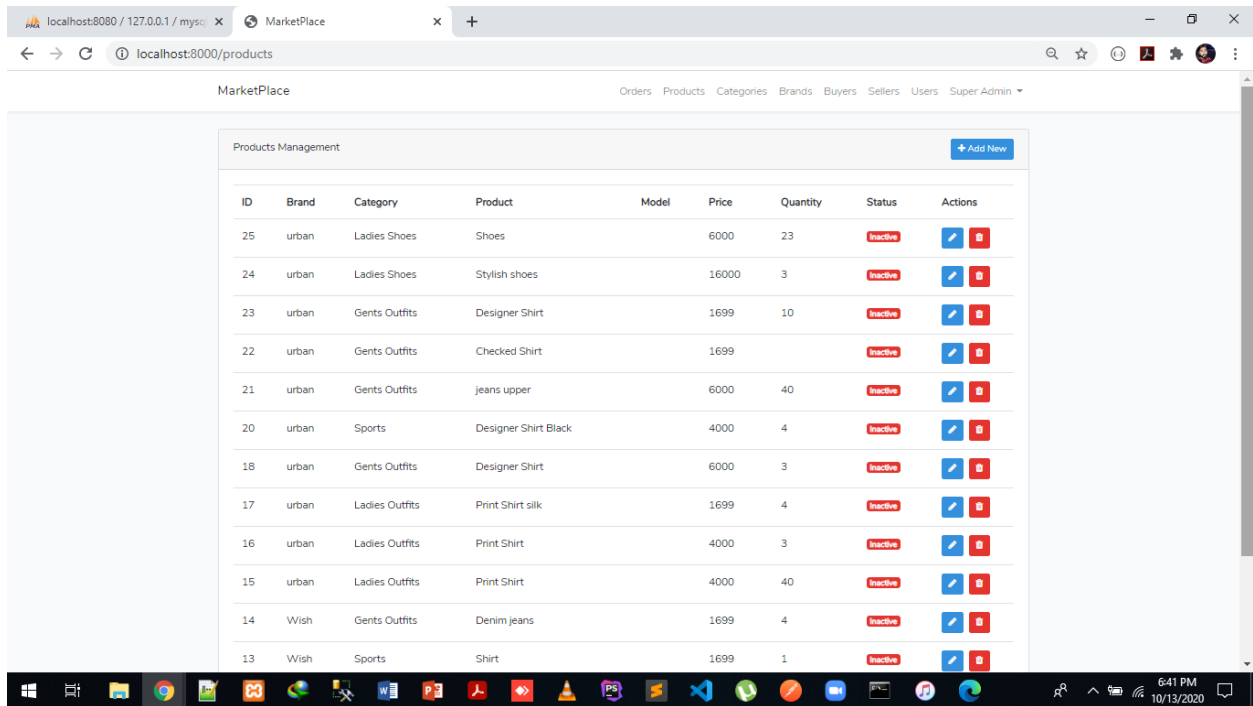
Main Success Scenario	Step	Description
A=Actor	1	A:Enter Email and password
S=System	2	S: Vail Password
	3	Allow Account Access
Extension	2a	S: Invalid Password Message Display on the Screen asks credentials are invalid.

Table: 6.13



Add Item:

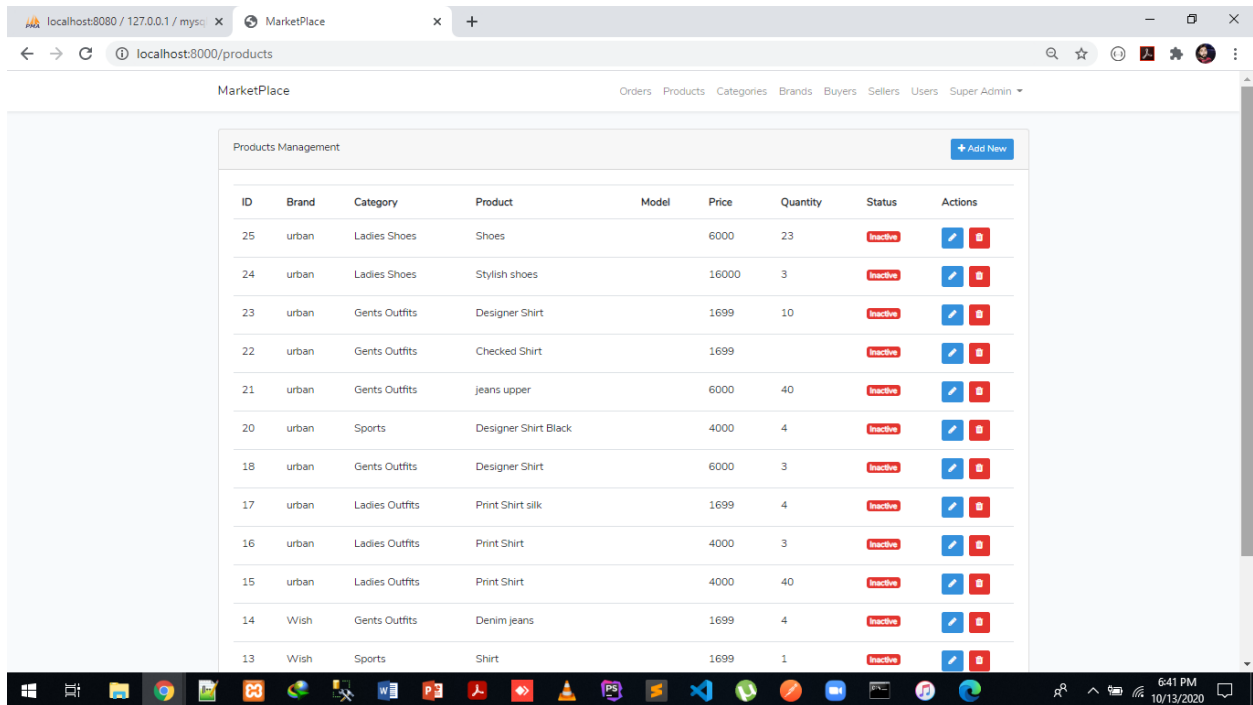
Main Success Scenario	Step	Description
Ad=Admin	1	Ad: Admin login to add product.
S=System	2	S: System Show item added.
Extension	2a	S: Admin must login Message Display on the Screen Admin must login to add item.

Table: 6.14**Delete item:**

Main Success Scenario	Step	Description
Ad=Admin	1	Ad: Admin login to Delete item.

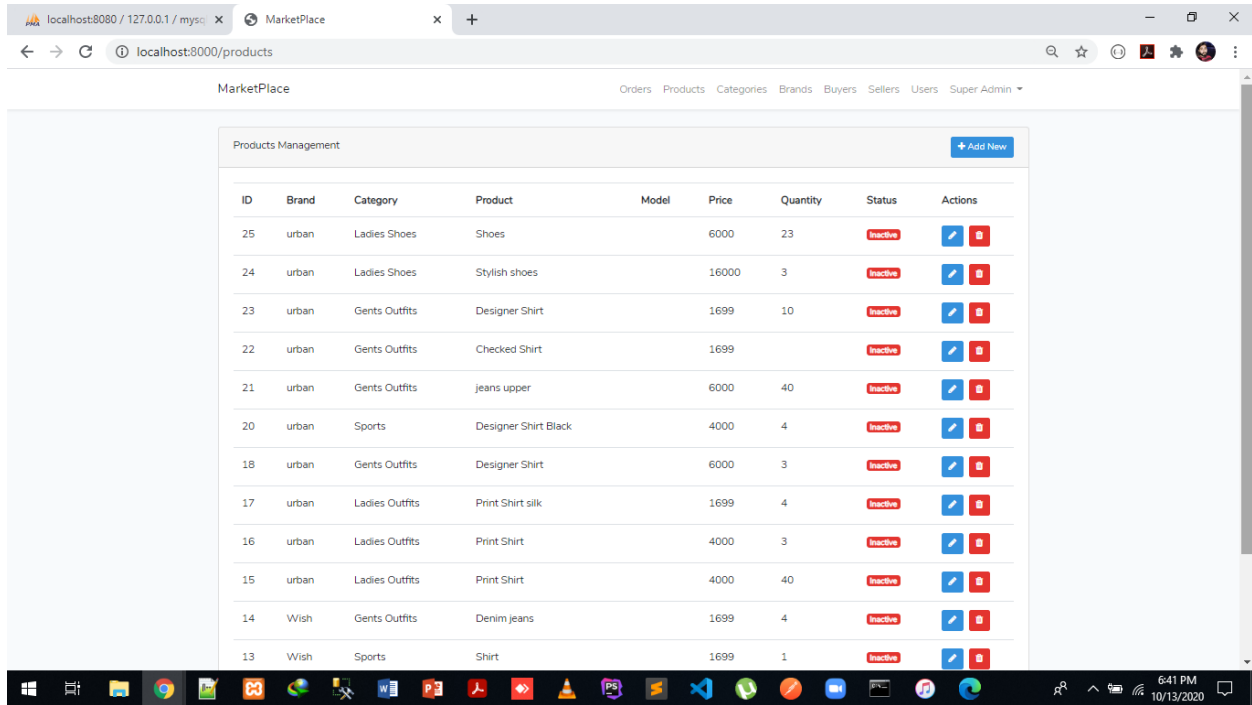
S=System	2	S: System Show product deleted.
Extension	2a	S: Admin must login Message Display on the Screen Admin must login to delete item.

Table: 6.15

**Edit item:**

Main Success Scenario	Step	Description
Ad=Admin	1	Ad: Admin login to Edit item.
S=System	2	S: System Show product edit.
Extension	2a	S: Admin must login Message Display on the Screen Admin must login to edit item.

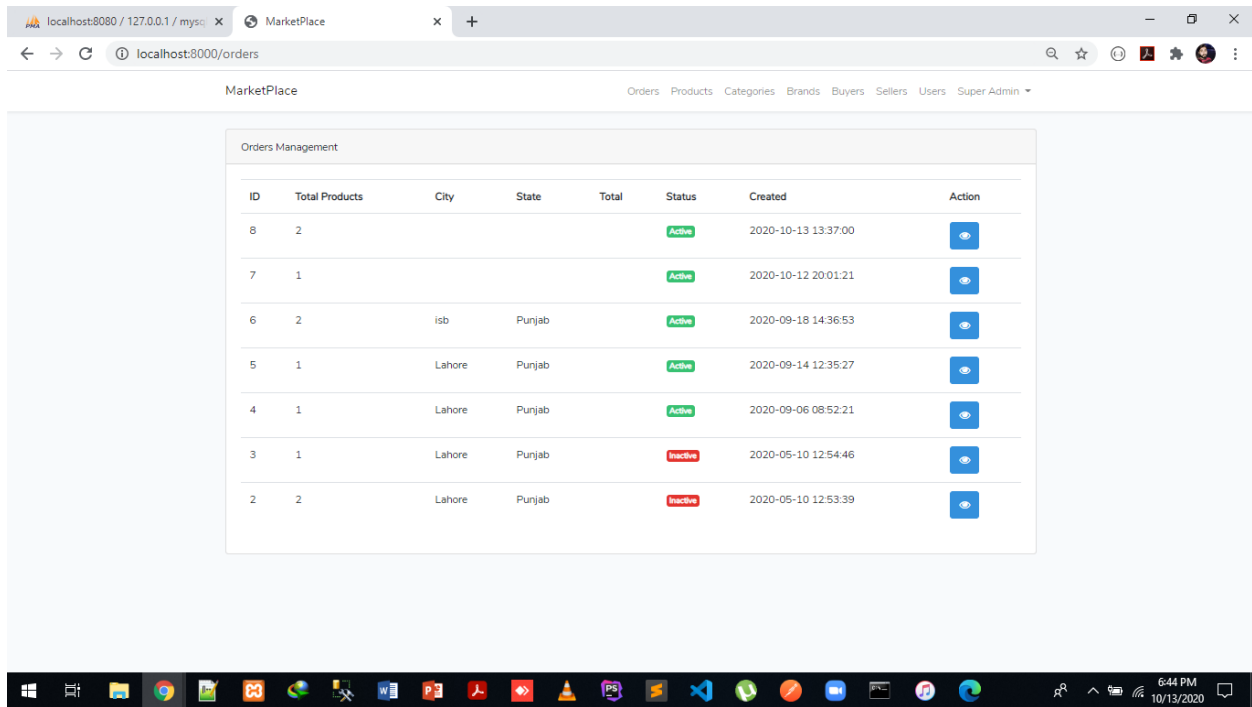
Table: 6.16



View order:

Main Success Scenario	Step	Description
Ad=Admin	1	Ad: Admin login to view order.
S=System	2	S: System Show order detail.
Extension	2a	S: Admin must login System Show the order detail of the item

Table: 6.17

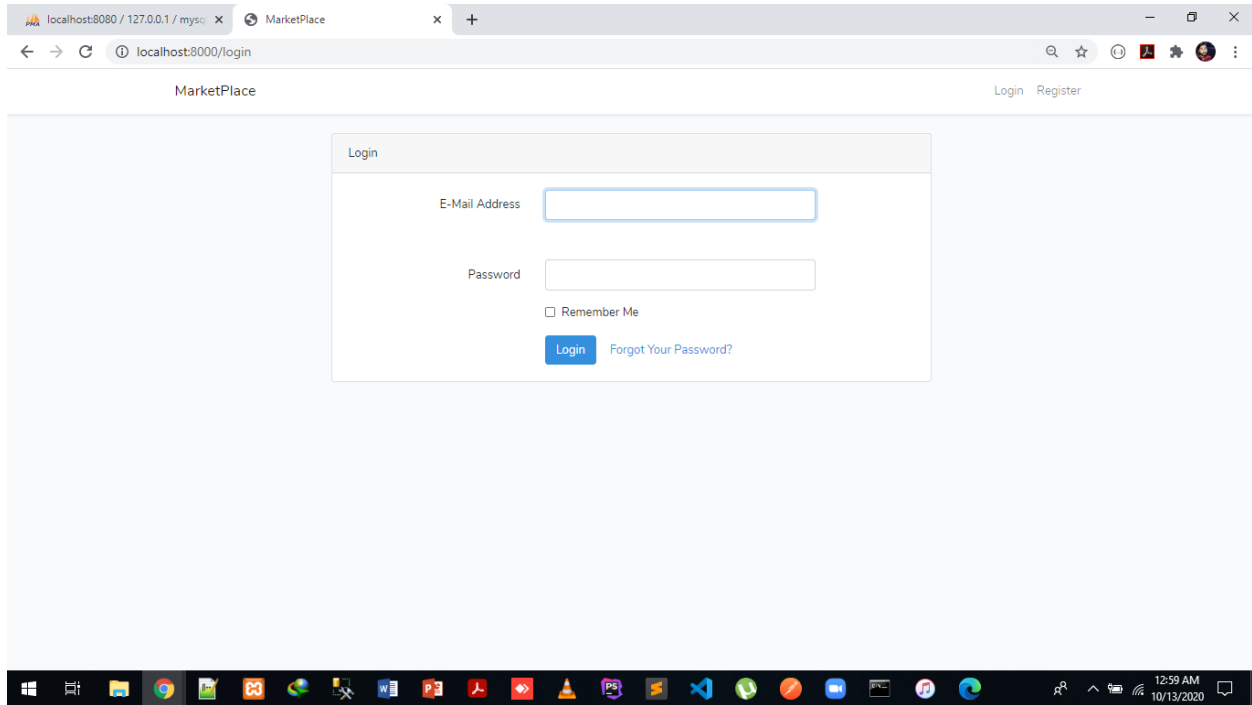


Use case description Seller Side

Login:

Main Success Scenario	Step	Description
A=Actor	1	A:Enter Email and password
S=System	2	S: Vail Password
	3	Allow Account Access
Extension	2a	S: Invalid Password Message Display on the Screen asks credentials are invalid.

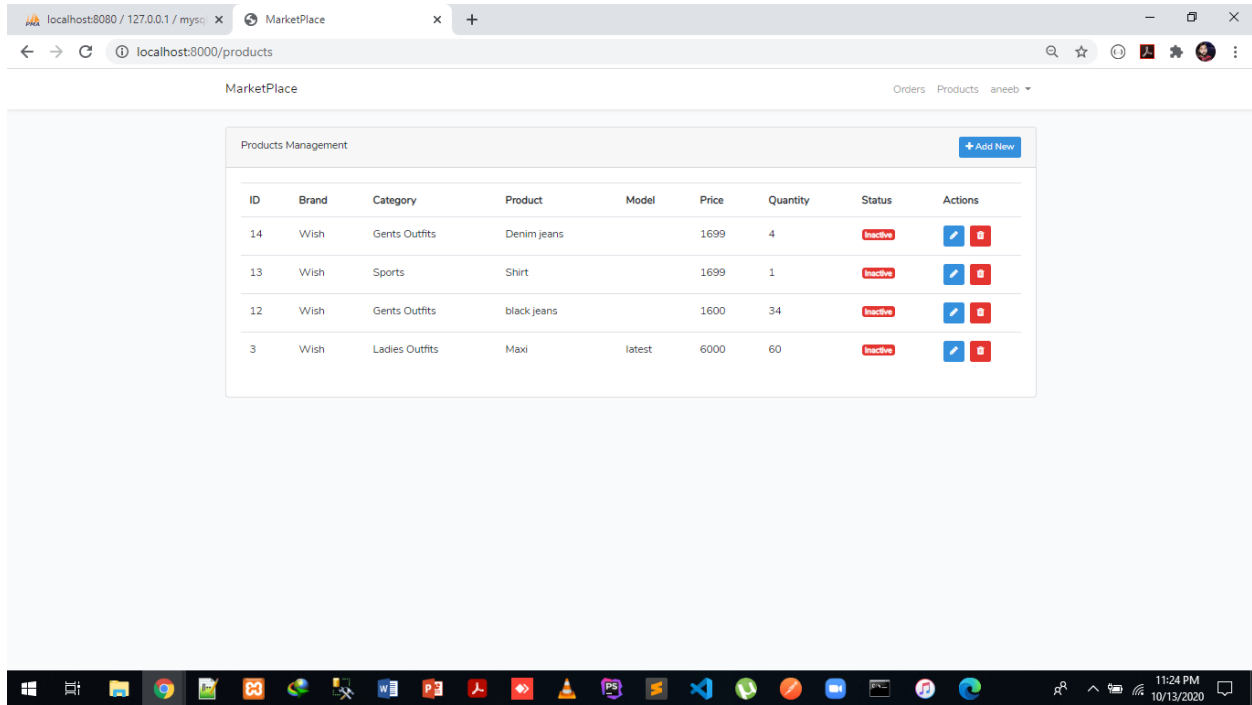
Table: 6.18



Add Item:

Main Success Scenario	Step	Description
Ad=Admin	1	Ad: Admin login to add product.
S=System	2	S: System Show item added.
Extension	2a	S: Admin must login Message Display on the Screen Admin must login to add item.

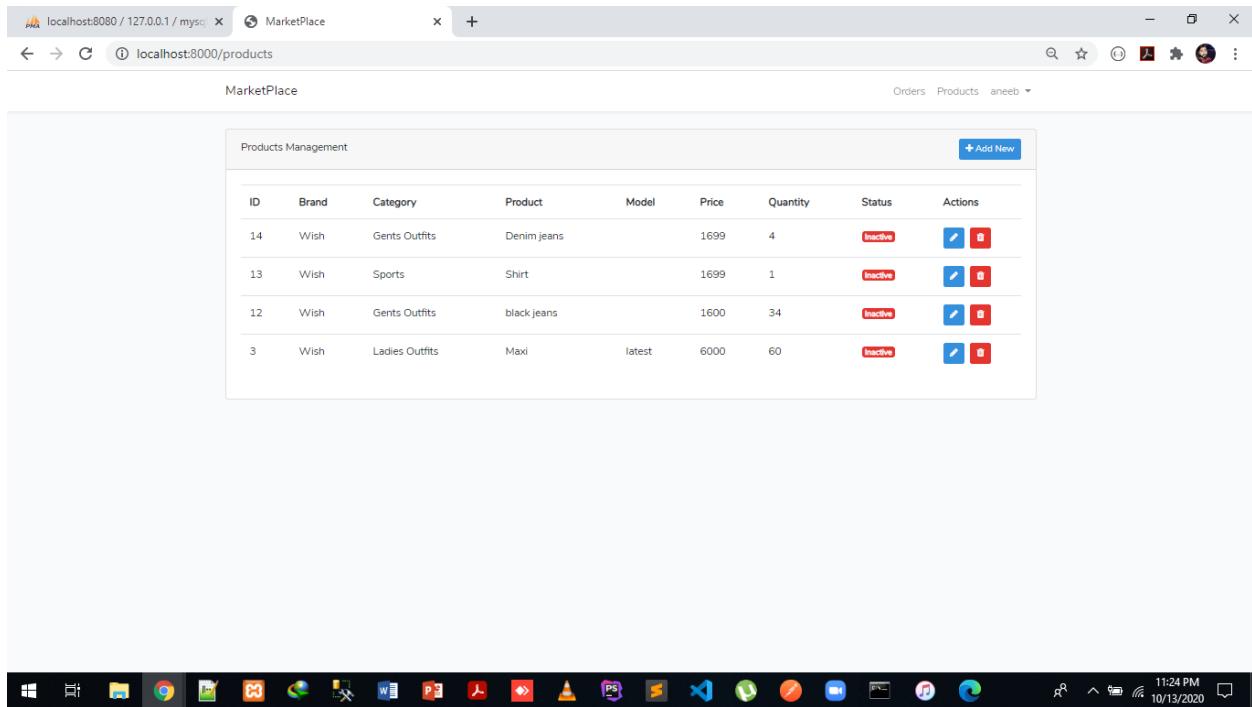
Table: 6.19



Delete item:

Main Success Scenario	Step	Description
Ad=Admin	1	Ad: Admin login to Delete item.
S=System	2	S: System Show product deleted.
Extension	2a	S: Admin must login Message Display on the Screen Admin must login to delete item.

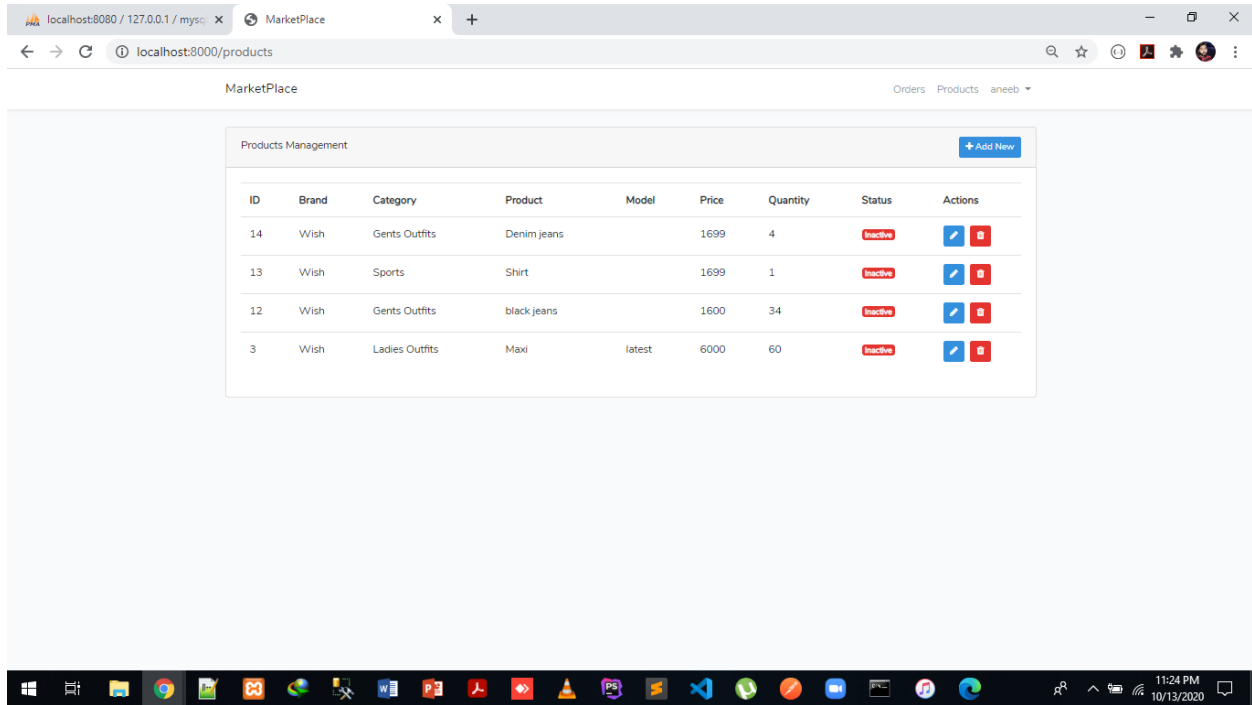
Table: 6.20



Edit item:

Main Success Scenario	Step	Description
Ad=Admin	1	Ad: Admin login to Edit item.
S=System	2	S: System Show product edit.
Extension	2a	S: Admin must login Message Display on the Screen Admin must login to edit item.

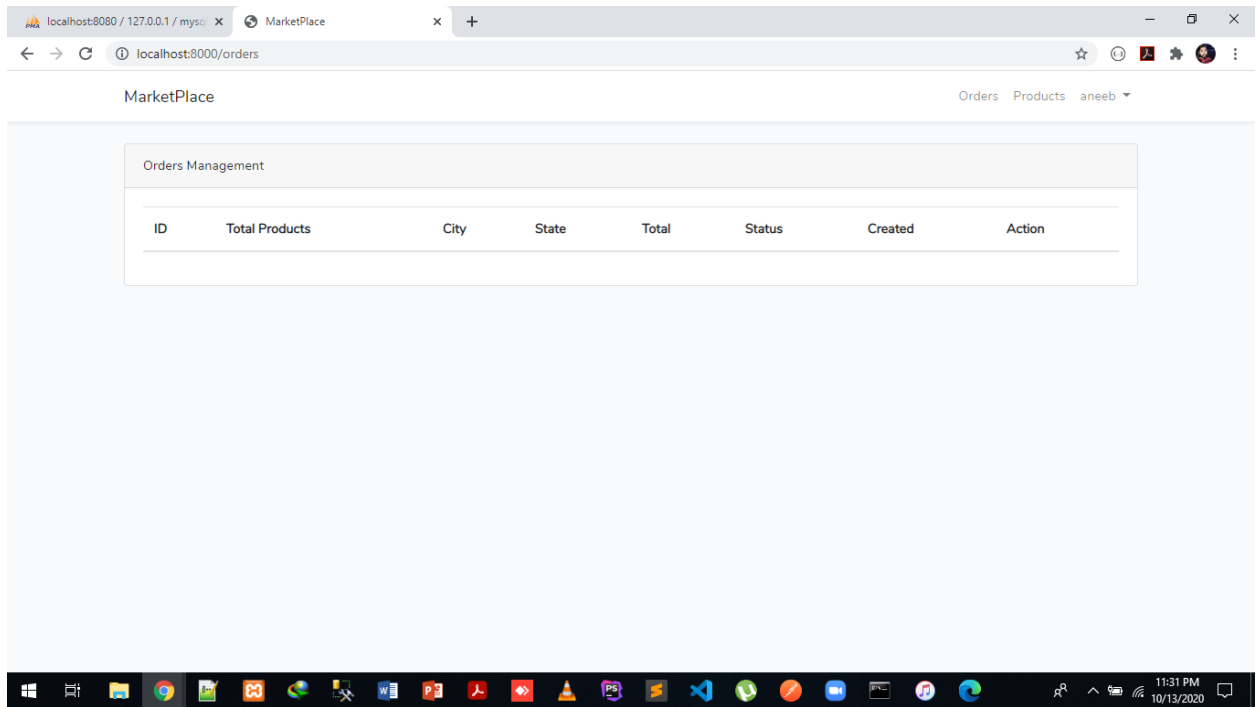
Table: 6.21



View order:

Main Success Scenario	Step	Description
Ad=Admin	1	Ad: Admin login to view order.
S=System	2	S: System Show order detail.
Extension	2a	S: Admin must login System Show the order detail of the item

Table: 6.22



6.2 Equivalence partitioning

Equivalence Partitioning or Equivalence Class Partitioning is a black box testing technique that can be applied to all levels of software testing such as unit, integration, system. In this method, the input data units are subdivided into equal partitions, which can be used to generate test cases, which reduces the time required for the test due to the small number of cases.

Registration

Input	Invalid Equivalence class Partitioning	Valid Equivalence class Partitioning
Username	Less than 3 not allow	Between 3 to 50 Greater than 50 not allowed
Password	Less than 8 not allow	Between 8 to 20 Greater than 20 not allowed
Email	Admin123 Format is not allow	Admin123@outlook.com Admin123@gmail.com
Contact	It must be in Number	Not in alphabet Form

	3456799	Abc12345
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Table: 6.23

Login

Input	Invalid Equivalence class Partitioning	Valid Equivalence class Partitioning
Email	Admin123 Format is not allow	Admin123@outlook.com Admin123@gmail.com
Password	Less than 8 not allow	Between 8 to 20 Greater than 20 not allowed

Table: 6.24

6.3 Boundary value analysis

Boundary testing is the process of testing the extreme ends or boundaries between divisions of input values.

- Username

Invalid (min-1)	Valid (min, +max, -min ,max)	Invalid (max+1)
3	3 to 50	50

- Password

Invalid (min-1)	Valid (min,+max,-min,max)	Invalid (max+1)
8	8 to 25	25

Table: 6.25

6.4 Data flow testing

Data flow testing is a specific strategy of software testing that focuses on data variables and their values. It uses the control flow graph. When it comes to classification the data flow test can be considered as a type of white box test and structured test. It checks at the points where data is received by variables and its utility points. This is done to cover the Path Testing and Branch Testing Gap.

Login:

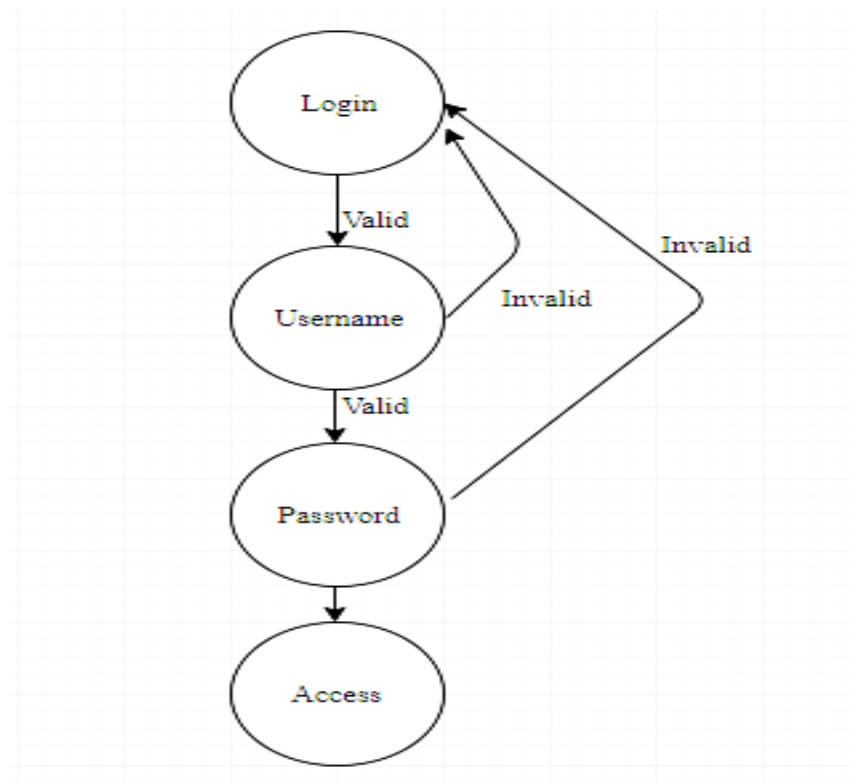


Figure: 6.4.1

Register

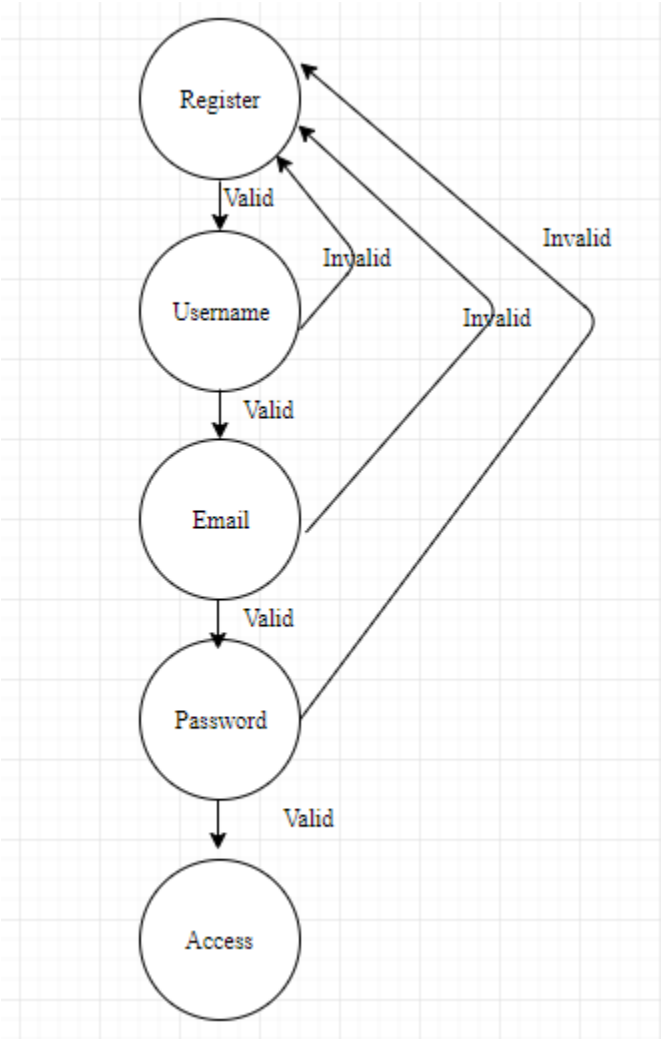


Figure: 6.4.2

Unit testing

TEST CASES FOR UNIT TESTING OF MODULES

Test Case No	Test item	Input Specifications	Output Specifications	Pass / Fail
1	Login	User Name, Password	, Welcome Message	Pass
2	Registration	Id, Password, User Name, contact Address Email	Validation Error Successful	Pass
3	Add item	theme Id download Name	A new download is added	Pass

Table: 6.26

BLACK BOX TESTING

TEST CASES FOR BLACK BOX TESTING OF DOCUMENTATION / TEXT

Test Case No	Test item	Input Specifications	Output Specifications	Pass / Fail
1	Syntax Grammatical Correctness Of the Content	Text written on each page of the system	Grammatically correct content or	Pass
2	Semantics	Text written on each page of the system	Semantics correctness or Bugs / errors in text	Pass
3	Validity of contact information	Correct / incorrect information		Pass

Table: 6.27

TEST CASES FOR BLACK BOX TESTING OF GRAPHICS

Test Case No	Test item	Input Specifications	Output Specifications	Pass / Fail
1	Load & Display	All graphics on each page	Displayed properly/bugs, errors or delay in loading	Pass
2	Balance	All graphics on each page	All images placed properly/ bugs errors	Pass

*Table: 6.28***USABILITY TESTING****TEST CASES**

Test Case No	Feature to be Tested	Expected Result	Actual Result	Pass / Fail
1	Aesthetic Appropria tenses	All graphics must present a consistent and good design	Ok	Pass
2	Scrolling text, marquees and constantly running	Moving images and text should not be used increasingly	-do-	Pass
3	Outdated information	Content provided must be up to date	-do-	Pass
4	Overly long download time	Pages must load instantaneously and properly	-do-	Pass

Integration testing

Integration testing is the method for testing the interfaces of programming segments. Every product segments in unit tried, and all the parts are coordinated to perform together. The tests are directed to guarantee that the parts are working appropriately in the wake of interfacing.

All modules are coordinated by a gradual methodology, and incorporation testing of the framework is proceeded as follows:

- Integrate login module and test that the product is appropriately associated with the information base.
- Integrate all modules and test by embeddings refreshing, and erasing records.

SYSTEM TESTING

System testing includes the arrangement of tests that guarantees that the whole framework performs as indicated by determinations.

SECURITY TESTING

Security testing is assurance trying that test security techniques in the framework to stay away from invalid interruptions. A few security checks have been remembered for the framework. The framework requires a logon ID and secret key to start. For permitting just verified clients to sign on.

Performance testing

Performance testing utilizes models to watch that the framework capacities as indicated by the determinations. The exhibition of the Inventory and rent the board framework is tried at all degrees of testing. All unit modules have been tried effectively. The mix of these unit modules produces reports in the necessary configuration.

6.8 Stress testing

A system assessed under ordinary conditions in all past testing strategies, and no conditions where framework can fall flat are tried. Stress testing assesses the framework under strange conditions. The framework is tried for different expenses and number to check precision and to guarantee that the framework performs precisely under completely input conditions.

PROJECT TESTING REPORT

The system MarketPlace has experienced all phases of discovery testing and white box testing. In the assessment stage the framework is surveyed to see whether the targets of the framework are refined appropriately or not. A main consideration during framework assessment is to assess the framework with the viewpoint of the client since he/she is in the end being the person who use it. Following records have been set up during test detailing:

- Unit Testing Test Cases
- Black Box Testing Test Cases
- Usability Testing Test Cases
- Compatibility Testing Test Cases

Chapter 7

Summary, Conclusion and Future Enhancements

Chapter 7: Summary, Conclusion & Future Enhancements

Project Summary

E-commerce or electronic commerce means buying and selling goods, products or services over the Internet. E-commerce is also known as electronic commerce or internet commerce. These services are provided online through the Internet network. Money, funds and data transactions are also considered e-commerce. These business transactions can be done in four ways namely Business to Business (B2B), Business to Customer (B2C), Customer to Customer (C2C) and Customer to Business (C2B). The standard definition of e-commerce is a commercial transaction that takes place over the Internet. Online stores such as Amazon, Flipkart, Shopify, Myntra, eBay, Quicker, and Olks are examples of e-commerce websites.

7.2. Achievements and Improvements

E-commerce grew rapidly in the first half as the market level expanded and the number of online users increased rapidly. According to initial estimates by research firms, E-commerce trade volume reached 5.66 trillion Yuan in the first half of the year, up 30.1% year-on-year. The online retail market reached 1.1 trillion Yuan, up 33.4% year-on-year and 7.9% year-over-year in the second half of 2013, accounting for 8.4% of total retail sales of consumer goods in the first half. E-commerce driven by new technology and model innovations has penetrated into all sectors of the national economy through various channels and has become an important social and economic model and transmission route, playing an even more important role for the national economy and social development.

7.3. Critical Review

Companies around the world rely heavily on electronic commerce systems. Each e-commerce system participates in a variety of activities, where they in turn play a major role. However, the resistance and negligence of companies to implement e-commerce affects such leverage. The principles of this study are primarily to identify common key enablers for the successful implementation of ecommerce systems. From the literature, IT Infrastructure, Enterprise Integration, Compatibility, Security, Convenient Website, IT Agility, Omni-Channel and Innovation Adoption are all enabled requirements. The results of this study will be examined in future research.

7.4. Lessons Learnt

Stay aware of patterns and advancements in online retail industry: Subscribe to industry diaries and online dialog gatherings, watch out for the opposition and receive new innovation.

Create quality substance and keep it crisp: Leverage existing substance and repurpose old promotions for the Web, create and ensure your image.

Improve client benefit: build up a decent client relationship administration. In spite of the fact that buyers may interface with a machine, remind them at each progression that there's a human on the opposite end. Focus on advancing the organization: Focus your consideration on advancing the organization, getting its name out there to grow a piece of the overall industry.

7.5. Future Scope of Project

The Project made here is simply to guarantee that this item could be substantial in today genuine testing world. Here every one of the offices is made and tried. As of now, the framework works for a predetermined number of directors to work. In not so distant future it will be reached out for some sorts of protection strategies with the goal that proficiency can be made strides.

Scheduling Table Fyp1

Meeting with Supervisor

SR.NO	DATE	DISCUSSION	SIGNATURE
1	21-12-19	Document template discussion	
2	29-12-19	Requirement gathering discussion	
3	5-01-20	Improvement of requirement gathering	
4	8-01-20	Discussion of Design	
5	17-01-20	Improvement of design	
6	30-01-20	Discussion of project plan	
7	08-02-20	Use case build	
8	21-02-20	Improvement of use case	
9	28-02-20	Diagram Build	
10	06-03-20	Discussion of WBS	
11	14-03-20	Improvement of WBS	
12	19—03-20	Test Case build	
13	22-03-20	Improvement of Test case Build	
14	26-03-20	Final Document discussion	

Figure 7.5.1 Scheduling

Scheduling Table Fyp2

Meeting with Supervisor

SR.NO	DATE	DISCUSSION	SIGNATURE
1	30-03-20	Testing & Evolution	
2	25-03-20	Deriving Case	
3	30-03-20	Unit Testing Intersection Testing System Testing	
4	8-04-20	Security Testing Performance Testing Stress Testing	
5	17-04-20	Unit Testing Module	
6	30-04-20	Black box Testing Doc/Text Black box Testing Hypertext	
7	08-05-20	Black box Testing Graphic /Form	
8	13-05-20	Usability Testing Capability Testing	
9	25-05-20	Use case Testing	
10	06-06-20	Boundary Value analysis Project summery	
11	15-07-20	Lesson Learnt	
12	17—08-20	Future Scope Project	
14	1-09-20	Final Document discussion	

Figure 7.5.2 Scheduling

Reference and Bibliography

For references, here are the few references from where I have collected information and code understandings

1. <https://www.aliexpress.com/>
2. <https://www.w3schools.com/bootstrap/>
3. https://www.w3schools.com/bootstrap/bootstrap_tables.asp
4. <https://laravel.com/docs/5.8/installation>
5. <https://laravel.com/docs/5.8/eloquent>
6. <https://laravel.com/docs/5.8/authentication#introduction>