Deals All Around

Submitted by:

Asad Ullah Riaz

01-134141-016

Ibraheem Bukhari

01-134141-050

Bachelor of Science in Computer Science

Supervised by:

Dr.Kashif Naseer Qureshi

Department of Computer Science.

Bahria University, Islamabad.

December 2017

Abstract

The world has progressed with various new and integrated technologies especially in the field of computer science. With new advancement, smart phones applications also gained popularity to provide services to the user anytime and anywhere. Various types of android phone applications have designed to facilitate the users. [3]

Recently, the most of the users are looking for smart application to save their time with convenience and comfort. In this context, we are designing an application for the android users so they can see different deals and discounts information about food and garments etc. from any place without going to specific store or restaurant and decide accordingly.

In proposed application, first users can see the deals information on their mobile phones and they will be going to the market in order to purchase or buy their desire item. This application is based on GPS (Global Positioning System) for tracking the user location, and check the nearby brands outlet within range of 2-km. In addition, if the specific store or restaurant is fall in that specified area then application will send the notification to the customer.

Table of Contents

ABSTRACT III
ACKNOWLEDGMENTS IV
CHAPTER 1 10
1. INTRODUCTION 10
1.1 PROJECT BACKGROUND 10
1.2 PROBLEM DESCRIPTION 10
1.3 PROJECT OBJECTIVES 11
1.4 PROJECT SCOPE 11
CHAPTER 2 12
LITERATURE REVIEW 12
1. LITERATURE REVIEW 12
3.1 PROPOSED SYSTEM 14
a) Functional Requirement 1 (Brand Owner Registration): 14
Brand Owner should be able to sign up through email. 14
b) Functional Requirement 2 (Brand Owner Login (Seller)): 14
c) Functional Requirement 3 (Add/Delete/Update Deals): 14
d) Functional Requirement 4 (Add Deals to Databases): 14
e) Functional Requirement 5 (Download Application): 14
f) Functional Requirement 6(Logout): 14
3.2.1 SUBSYSTEM FUNCTIONAL REQUIREMENT 14
A) LOGIN PROCESSING 14
b) Validation Check 15
c) Uploading of images and deals 15
3.3 NON FUNCTIONAL REQUIREMENT 15
A) PERFORMANCE 15
b) Accuracy 15
c) Maintainability 15
d) Portability 15
e) Availability 15
f) Flexibility 15
g) Usability 15
CHAPTER 4 25
SYSTEM DESIGN 25
4.1 SYSTEM ARCHITECTURE 25
THE MODULES OF OUR PROPOSED SYSTEM ARE: 25
4.1.1 System Architecture Diagram 25
4.2 DESIGN METHODOLOGY 26
4.3 FLOW CHARTS: (BRAND OWNER SIDE) 27
(CUSTOMER SIDE) 28
4.4 ACTIVITY DIAGRAM 29
4.5 SEQUENCE DIAGRAM 30
4.5.1 ADD DEALS SEQUENCE DIAGRAM 31
4.5.2 UPDATE DEALS SEQUENCE DIAGRAM: 32
4.5.3 DELETE DEALS SEQUENCE DIAGRAM: 33
CHAPTER 5 34
SYSTEM IMPLEMENTATION 34
5.1 SYSTEM ARCHITECTURE 34
5.1.2 Tools and Technology Used 34
5.1.3 Development Environment / Languages Used 34
2. Web & Android Application 35

3. Application Access Security 35
CHAPTER 6 36
SYSTEM TESTING AND EVALUATION 36
6.1 OBJECTIVE OF TESTING 36
6.2 TESTING 36
6.2.1 Usability Testing 36
6.2.2 Compatibility Testing: 36
6.2.3 Project Running Testing: 36
6.2.4 Load Testing: 37
6.2.5 Security Testing: 37
6.2.6 Installation Testing: 37
CHAPTER 7 41
CONCLUSIONS 41
7.1 CONCLUSION: 41
7.2 FUTURE ENHANCEMENTS: 41
REFERENCES 42

List of Figures

FIGURE 3.1: USE CASE OF SYSTEM 14
FIGURE 3.2: REGISTRATION SPECIFICATION 14
FIGURE 3.3: LOGIN SPECIFICATION 16
FIGURE 3.4: ADD DEALS SPECIFICATION 17
FIGURE 3.5: UPDATE DEALS SPECIFICATION 18
FIGURE 3.6: DELETE DEALS SPECIFICATION 19
FIGURE 3.7: LOGOUT SPECIFICATION 20
FIGURE 3.8: SEE DEALS SPECIFICATION 21
FIGURE 3.9: SUBSCRIBE FAVOURITE BRANDS SPECIFICATION 22
FIGURE 4.1: SYSTEM ARCHITECTURE DIAGRAM 23
FIGURE 4.2: WATER FALL MODEL 24
FIGURE 4.3: FLOWCHART OF SYSTEM (BRAND OWNER SIDE 25
FIGURE 4.4: FLOWCHART OF SYSTEM (CUSTOMER/USER SIDE) 26
FIGURE 4.5: ACTIVITY DIAGRAM 27
FIGURE 4.6: SEQUENCE DIAGRAM (BRAND OWNER LOGIN 27
FIGURE 4.7: SEQUENCE DIAGRAM (ADD DEALS) 28
FIGURE 4.8: SEQUENCE DIAGRAM (UPDATE DEALS) 29
FIGURE 4.9: SEQUENCE DIAGRAM (DELETE DEALS) 30

List of Tables

TABLE 3.1: SIGNUP SPECIFICATION 15
TABLE 3.2: LOGIN SPECIFICATION 16
TABLE 3.3: ADD DEALS SPECIFICATION 17
TABLE 3.4: UPDATE DEALS SPECIFICATION 18
TABLE 3.5: DELETE DEALS SPECIFICATION 19
TABLE 3.6: LOGOUT SPECIFICATION 20
TABLE 3.7: SEE DEALS SPECIFICATION 21
TABLE 3.8: SUBSCIRBE FAVOURITE BRANDS SPECIFICATION 22
TABLE 6.1: TEST CASE FOR APPLICATION STARTUP 35
TABLE 6.2: TEST CASE FOR LOGIN(WEBSITE) 36
TABLE 6.3: TEST CASE FOR ADD DEALS(WEBSITE) 37
TABLE 6.4: TEST CASE FOR DELETE DEALS(WEBSITE) 38

Acronyms and Abbreviations

OOP	Object Oriented Programming
ASP	Active Server Pages
API	Application Programming Interface
SQL	Structured Query Language
CRUD	Create, Read, Update, Delete
IP	Internet Protocol