TextChange

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Brochure

Whats the Problem?

Textbooks are expensive and every year we are told to purchase them for several classes. What do we do with textbooks after the year is over? NOTHING! Typically the are never used again and sit in the dust for who knows how long.

The Solution?

TEXTCHANGE is the solution. Textchange will be an application that allows students to exchange textbooks with another for their desired classes. If no textbook is desired in return, the student may auction the textbook to their peers. This application will be intended to provide students a location to find a use for their unused textbooks either as an exhange or for sale.
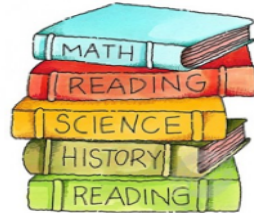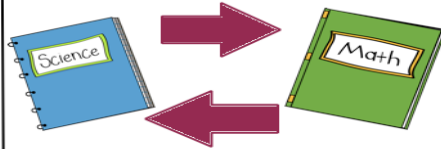
MATH
Science
History
Reading

TEXTCHANGE

Science → Math

MATH
READING
SCIENCE
HISTORY
READING

Features

– Textbook Sales

– Textbook Exchanges

– Price comparison with other websites

– The ability to search for course or professor required textbooks from previous years

– Wishlist for what textbooks are desired

– Exhanges and sales of other items other than textbooks

– Course assistance from other students who are taking the class

Created by Paint X

Problem statement

Expensive textbooks are bought every semester but after the semester there is typically no use for them.

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Solution?

An application that allows people to sell their textbooks to others who need them or trade their textbook for one that they need.
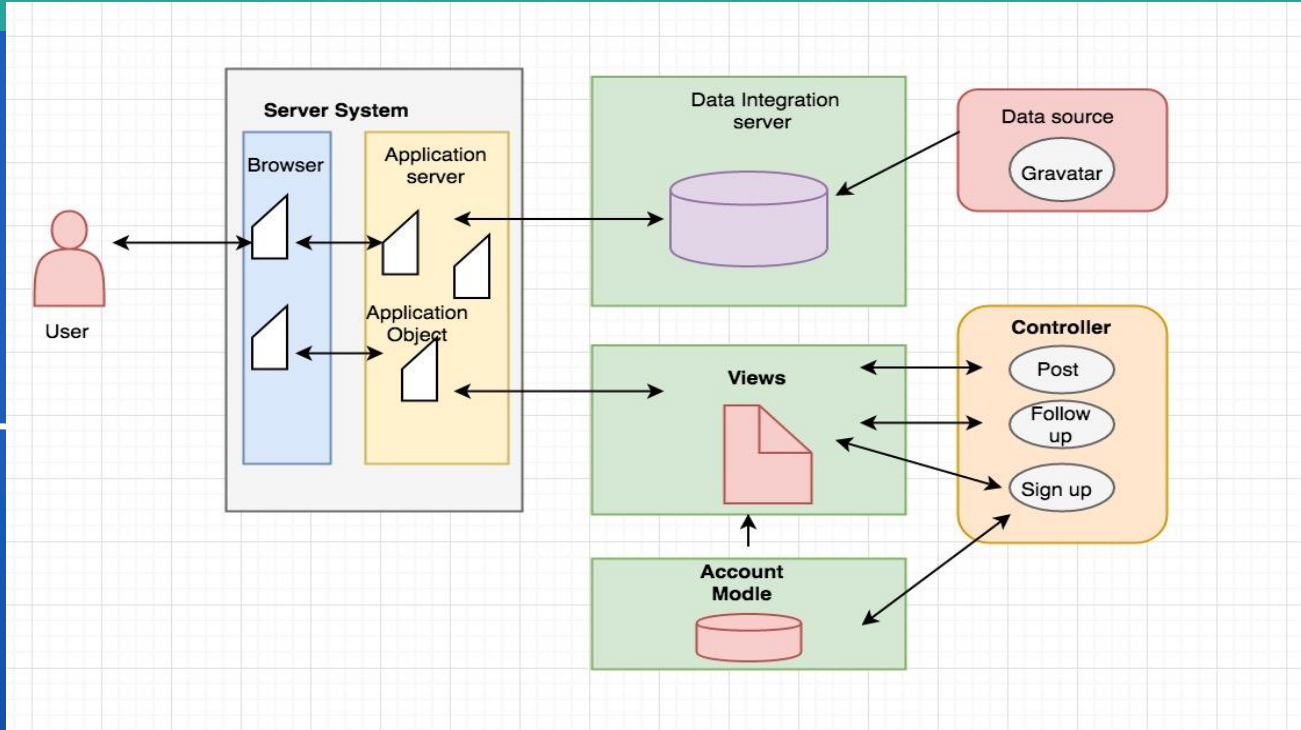
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Product Objectives

Design an application that allows users to exchange/sell textbooks they do not use anymore or purchase one they need for a cheaper price

- Searching of users who need/want a specific textbook
- Help users find a use for their undesired textbooks
- Assisting user in fidning a textbook that they need
- View conditions of the book and how popular a book is

Features

- The ability to search for textbooks that you need
- The ability to search for users that are looking for a textbook that you are selling
- The function to offer trades of your textbook for another textbook

Architectural Design

Use Case: Signing up

- <u>Name</u>: Sign up User
- <u>Goal:</u> People can sign up to be a user and has a ability to access more functions in the application
- <u>Summary:</u> User need to set up their profile by filling in basic information and they have the ability to either post a listing or search for a textbook that they want to buy
- <u>Actors</u>: All the users

Use Case: Signing up

- Pre-condition
  - The application is running on a server.
  - User has valid email address and personal name
  - User need to confirm the password to be exactly same

- Trigger
  - The user selects the "sign up now" option on the home page

Use Case: Signing up

1. Primary Sequence
   a. The application displays the require information, name, email and password
   b. The user need to input name and email in the corresponding space
   c. The user need to enter password and confirm it is same
   d. The application save the user's information and show the message "welcome to TextChange page"

Use Case: Signing up

Primary Postconditions
    a.   The user create a account successful and going to users page
    b.   User need to enter valid information
Alternate Sequences
        a.   Trigger: The user left the require information as blank or invalid.
        b.   Action:
                The application display a message "Name can't be blank,
                Email can't be blank
                Password can't be blank
                User need to enter valid information

Use Case: Signing up

Nonfunctional Requirements

The application displays welcome message to the user who successfully signed up

The application displays users information logo in pictures

Glossary

User- People who wants to use the application to share his/her text book with others

TextChange- The name for the application

User page- it is the section in the application that shows users informations