

Rewebution system

Scope

- 3rd semester elective – e-commerce course
- 3rd semester systems development and programming project
 - A web project for Roskilde Grej Company
 - Built following Web Unified Process (Web UP)



The background of the slide is a collage of various images. In the top right corner, there is a close-up of a pink flower. On the left side, there is a vertical strip showing red berries on a green stem. At the bottom, there is a large, faint image of a white flower. The overall background has a light, airy feel with soft colors.

Project Report Focus

- User participation
- User interface design
- Client-Server architecture
- Web programming



Uncovered themes

- Blending UP and XP
 - Adding e-business analysis to UP
- 
- 



Achievements (implemented use cases)*

- Log in
- View Equipment List
- View Specific Equipment
- Put Equipment To Cart



*Payment is out of scope for this project

User Participation

Level of user participation:

- Consultative participation
- Representative participation
- Consensus participation



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Design comps

The comps supply the interaction to the designer with a structural style guideline, and the customer with how web pages look like, before web application will be finished. The problems we can find with the help of design comps might be from choosing inappropriate colors for web, wrong navigation between pages to even omitted system functionality.

ROSKILDE GREJ

[Log in](#)



[Equipment list](#)

[About us](#)

[Email Us](#)



ROSKILDE GREJ

Log off

Rental

First name

Family name

Cpr No

Rental period

Payment card number

Address (where bring
equipment



Confirm Rental

Cancel

Back to menu

User Interface

There are basically four ways to evaluate a user interface:

- Formally
- Automatically
- Empirically
- Heuristically



Heuristic evaluation :

We did heuristic evaluation in our project to identify possible flaws in design comps.

- ***Visibility of system status*** - the system always informs users about what is going on.
- ***Match between system and the real world*** – the system always speaks the users' language.
- ***User control and freedom***
- ***Consistency and standard;***

Web-application architectural patterns

- Thin Web Client
- Thick Web Client
- Web Delivery

Core components

- Browser
- HTTP
- Web server
- Application server
- HTML pages
- Server pages

Web Programming

- HTML
- Enterprise Java Beans (EJB)
- Servlets
- JSP pages
- RMI
- Sessions
- Database

Rewebution approach

