

- PROJECT - Auctions

We want to develop a web application for auction management. The application must allow customers to sell items and to bid for buying them.

1. Sell articles

The users may submit items for sale. For each item, the seller must specify the name, the description, the starting price and one or more categories (used for search purposes). It also specifies the duration of the auction for the corresponding item and implicitly the end date for the auction (when no more bids are not possible on the article).

2. Bidding on items

Users can search for items by name or by browsing categories and sub-categories. For each item one can see the related information (name, description, starting price, auction end date) and the value of the highest bid.

If the user is interested in an item, it can participate in the auction. If at the end (date) of the auction, its proposal is the highest, then the buyer has won the auction and can order the item.

The users can also see all information related to ended auctions (winner, ordered, being delivered, ...).

3. Order items

A buyer can order the items it won: the buyer should first specify the items to put in the shopping cart, provide the information necessary for delivery. When all the information is provided, the customer can confirm the order (and thus the delivery requests).

4. Delivery

Deliveries require certain treatments (check weight constraints, dimensions, etc.) before being taken into account and they are processed by another simple application. To avoid waiting too long at the time of the order, the auction application must use an asynchronous mechanism to send delivery requests.

Delivery requests can be seen in the (console of the) delivery application and are validated regularly - the auction application is notified as soon as one of its requests has been taken into account (and updates consequently the state of the corresponding orders).