Pizza Ordering System

1. **Introduction:**

Our program is an ordering system. Meals and supplements’ info’s will be shown and they will be sold.

* 1. **Problem Statement:**

In these days there are so many applications for the food ordering system and thanks for the internet the customers can find whatever they want. But this situation has a problem: The creativity will not be so effective in menu system.

* 1. **Purpose of the System:**

Customers choose their own pizza menu in the pizza ordering system. Customers have the option of creating their own menus if they do not want to choose from an existing menu.

* 1. **The Objectives:**
  + Create a user-friendly interface
  + Support creativity for customer
  + Support material variety

**1.4.** **Project Details and Technology**

|  |  |
| --- | --- |
| **Project Name** | Pizza Ordering System |
| **Abstract** | Pizza Ordering System is a different type of selling system for pizza restaurants. |
| **Language** | Java |
| **Database** | MySQL |

1. **REQUIREMENT ANALYSIS**

**Functional Requirements:**

With our supplies, the consumer can create their own menu.

If they don't want to create, they can choose from a variety of options that we have prepared for them.

**Nonfunctional Requirements:**

The system must support different kinds of menus, a lot of ingredients, and multiple thicknesses of pizza dough.

1. **SYSTEM DESIGN**

|  |  |
| --- | --- |
| Customer | Use menu or create pizza |
| Admin | Can manage menu or pizza ingredients |

* 1. **Identifying Functions and Features**
* Update Items to Ingredients

When the stock of ingredients run out in system the admin can update the status easily.

* Sell Pizza

When the customer’s jobs done, they can send their order easily.

* Information Bill

When customers order finish, they can see their orders price easily.

**3.2 Identifying Scenarios**

User Scenario:

1. User logs into the system
2. User looks at the menus, if they want to choose a menu they will choose it, if not they will create their own menu.
3. If the user chooses menu button, he will have 3 existing menus will show up.
4. If they choose the create menu option, they will be presented with a screen with ingredients, bread thickness, sauce, extras, and drinks.
5. Menu information will go to Payment
6. The user should check the menu information for the last time and make that decision if they want to cancel

**Admin Scenario:**

1. Admin logs into the system
2. Admin can adjust the products in the shop
3. Confirms the user’s order
   1. **User Interface**

**Welcome page:**

**Graphical user interface, text, application

Description automatically generated**

**Taking information of the customer:**

**Graphical user interface

Description automatically generated**

**Customizing part:**

**Graphical user interface

Description automatically generated**

* 1. **. Use Case Diagram**

Diagram

Description automatically generated

**3.5. Class Diagram**

**Diagram

Description automatically generated**

**3.6. Sequence Diagram**

**Diagram, box and whisker chart

Description automatically generated with medium confidence**

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