Introduction

Executive Summary

The main aim of this project is to build an Android application that helps the users to find a Restaurant in a specified location and according to the specified tastes. The main features provided by the Your Restaurant application are as follows:

- Basic Search where the user can search for a particular restaurant based on any keyword and Advanced Search where the user can specify the category, rating and the distance range for the restaurants.
- Google Maps that shows the top 5 restaurants in the city of the current location and the routes to a particular restaurant.
- The users can write a review, see the reviews and invite a friend/colleague to meet at a particular restaurant.
- Google Calendar where the user can mark an event.

Document Overview

Software Requirements Specification document is designed to document and describe the agreement between the customer and the developer regarding the specification of the software product requested. Its primary purpose is to provide a clear and descriptive “statement of user requirements” that can be used as a reference in further development of the software system. This document is broken into a number of sections used to logically separate the software requirements into easily referenced parts. This SRS document aims to describe the Functionality, External Interfaces, Attributes and Design

Constraints imposed on Implementation of the software system described throughout the rest of the document. Throughout the description of the software system, the languages and terminology used should unambiguous and consistent throughout the document.

This SRS document describes the software requirements specifications for Your Restaurant which is an Android application that helps the users to find a Restaurant in a specified location and according to the specified tastes. This document includes a description of the software and its subsystems.

Abbreviations and Terminologies

Activity	A screen or menu within an app that can be called on specifically. Use an app like Tasker or Activity Launcher to open an activity directly.
UI	**User interface** (UI) design is the process of making interfaces in software or computerized devices with a focus on looks or style. Designers aim to create designs users will find easy to use and pleasurable. UI design typically refers to graphical user interfaces but also includes others, such as voice-controlled ones.
ADB	Short for **Android Debug Bridge** Software that bridges the gap between your Android device and a computer, allowing you to send high-level commands to your phone or tablet over a USB data cable.
API	Short for **Application Programming Interface.** APIs are functions that developers can call on to access specific features by calling upon programs, code, and services that others have written.
Android	*The world's most popular operating system for any platform, even eclipsing Windows in market share. An open-source platform that is currently developed by Google, but was originally derived from Linux as a touch-oriented fork of the popular desktop operating system.*
AOSP	Short for **Android Open Source Project** The base of Android as a whole, which is used by manufacturers and independent developers to create the firmware an Android device runs on. Used colloquially to refer to an unmodified version of Android in some cases

APK	Short for **Android application package** The extension used in Android app installation files (e.g., app.apk). Similar in nature to an EXE file on Windows.
App	Short for **application** A software program, generally developed for a mobile platform, that can be used to perform any number of tasks.
CDMA	Short for **code division multiple access** A mobile voice and data communications standard used by cellular *carriers* such as Sprint and Verizon. A competing standard to *GSM*.
Material Design	In Android Lollipop, Google introduced a fresh new look and feel for Android, which the company called Material Design. Material Design puts an emphasis on depth, bold graphical elements, and fluid motion to help you get a sense of place.
SDK	SDK stands for **Software Development Kit**, which is a programming package that enables developers to create apps for a particular software platform or framework.

Backend	Backend development is typically talked about in terms of databases, which provide a way for developers to link to cloud-based storage.These backend databases are most commonly used for push notifications, data storage, file storage, messaging queues, monitoring and configuration, and social integration.
JSON	JSON stands for **JavaScript Object Notation**. It is a lightweight datainterchange format that is easy for humans to read and write and for machines to parse and generate.
Fork	To fork means to splitsource code into different development directions (referred to as branches).Forking leads to the development of different versions of a program. The central place where said data is stored and maintained is called a repository
Push Notification	A push notification is a short message that developers can send to app users even when said users don't have their mobile applications open. The messages are displayed on the home screen of the device (even when locked).

UDID	UDID is the **Unique Device Identifier**, a one-and-only alphanumeric that identifies a specific mobile device. Typically it's assigned by the mobile device manufacturer You might need this info if you want to find out the list of mobile devices that have downloaded your app. Based on the details, you can then target them and decide which OS you want to focus on most.
Waterfall Software Development	The waterfall model is a classical model used in system development life cycle to create a system with a linear and sequential approach. It is termed as waterfall because the model develops systematically from one phase to another in a downward fashion. This model is divided into different phases and the output of one phase is used as the input of the next phase. Every phase has to be completed before the next phase starts and there is no overlapping of the phases.
Agile Software Development	Agile development, as opposed to waterfall, focuses on building software iteratively, according to principles of the *Agile Manifesto* [which is illustrated above].“The project is divided into small modules (the smaller, the better) and delivered in weekly or monthly sprints [more on sprints below].
Sprints	As mentioned above, the team will work in sprints, forecasting to complete a set of user stories during a fixed time period. Sprints can be one, two, or four weeks long.
Epic	As the term implies, an epic is a relatively big body of work created during the agile development process.
Versions	Epics are almost always delivered over a set of sprints. As a team learns more about an epic through development and customer feedback, user stories will be added or removed to create the final product of the process.

References

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