
Software Requirements Specification

for

Coffee Shop Console

Prepared by Juvina

2021.11.23

Table of Contents

Table of Contents	i
1. Introduction	1
1.1 Purpose	1
1.2 Project Scope	1
1.3 References	1
2. Overall Description	2
2.1 Product Perspective	2
2.2 Product Features	2
2.3 User Characteristics	2
2.4 Operating Environment	2
3. System Features	3
3.1 Order and Priority	3
3.1.1 Stimulus/Response Sequences	3
3.2 Payment Method and Priority	3
3.2.1 Stimulus/Response Sequences	3
4. External Interface Requirements	4
4.1 Hardware Interfaces	4
4.2 Software Interfaces	4
5. Other Nonfunctional Requirements	5
5.1 Performance Requirements	5
6. Other Nonfunctional Requirements	6
6.1 Appendix A: Issues List	6

1. Introduction

1.1 Purpose

This document describes the software functional and specifications of the Coffee Shop Console, and serve as the final project of the Design Pattern class. The intended audience of this document is the DNUI Transfer Credit Program instructor Mr. Zheng Ren, and the other students attending the course that will require access to such documentation.

1.2 Project Scope

This system displays the customer coffee order, the cost, and system developer still needs to input the order and payment method manually from the system.

1.3 References

Head First Design Patterns, 1st Edition, Eric Freeman, Bert Bates, Kathy Sierra, Elisabeth Robson, O'Reilly Media

2. Overall Description

2.1 Product Perspective

The Coffee Shop Console enables developers to modify any coffee options and any type of payment to order the coffee. This system focused toward the developer who want to testing the basic shop system.

2.2 Product Features

- (1) The system has good compatibility and can be easily joined or switched to other systems.
- (2) The system has the basic functions of adding, deleting, and modifying order.
- (3) The system has the basic functions of modifying payment methods.
- (4) The system attaches attributes such as subject, number and type to each topic.

2.3 User Characteristics

- (1) System administrators should be familiar with the terms like order system.

2.4 Operating Environment

Software Environment

The operating software environment of the system is as follows.

Environment item: environment parameter

Operating system: any operating system with Java virtual machine

Development tool: Eclipse

3. System Features

3.1 Order and Priority

When the customer orders something, the user would be able to see the details of the order.

Priority: high.

3.1.1 Stimulus/Response Sequences

1. The user is able to modify orders in case the customer wants to delete or add something.
2. The system displays the modified order.

3.2 Payment method and Priority

When the customer has paid, the user would be able to see the details of the payment.

Priority: high.

3.2.1 Stimulus/Response Sequences

1. The user is able to modify the payment method in case the customer wants to switch payment method.
2. The system displays the modified payment.

4. External Interface Requirements

4.1 Hardware Interfaces

Processor: Dual Core

RAM: 2 GB

Hard Disk: 320 GB

NIC: For each party

4.2 Software Interfaces

Operating system: Any operating system with a Java virtual machine is available

Database: MySQL

Development tool: MyEclipse

JSP Server: Tomcat

5. Other Nonfunctional Requirements

5.1 Performance Requirements

When the system developer runs the console, the program responds in time, and the response time shall be within 3 seconds. The system shall be able to monitor various abnormal conditions, such as communication interruption with equipment, inability to connect to the database server, etc., to avoid long-time waiting or even no response.

6. Other Requirements

6.1 Appendix A: Issues List

- 1) The interfaces and database haven't been built yet.
- 2) The system is finished half-built because of the lack of time.
- 3) There is no data information for the system features.
- 4) There is no further data for External Interface Requirements.