

# **<<KOI SHOW MANAGEMENT SYSTEM>>**

## **Software Requirement Specification**



## RECORD OF CHANGES

Date	A* M, D	In charge	Change Description
11/Sepr	A	DungNT	Create software requirement document

\*A - Added M - Modified D - Deleted

## Table of Contents

I. Overview	4
1. Introduction	4
2. System Functions	5
3. Entity Relationship Diagram	6
II. Functional Requirements	7
1. <<Feature Name 1>>	7
a. <<Function Name 1>>	7
b. <<Function Name 2>>	7
2. <<Feature Name 2>>	7

## 1. Introduction

Moreover, administrative responsibilities, encompassing the management of programs and schedules, suffer from a dearth of user-friendly tools and guidance, potentially leading to operational inefficiencies. Compounding these challenges is the imperative need for effective tools to manage fresher academies and alleviate manual efforts.

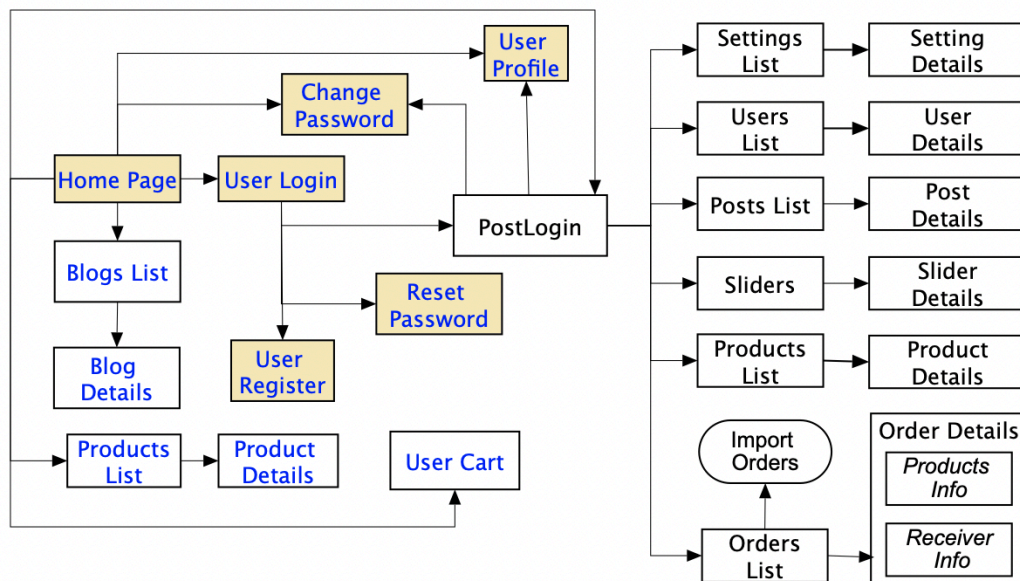
```
graph TD
    Patron[Patron]
    MenuManager[Menu Manager]
    CafeteriaStaff[Cafeteria Staff]
    MealDeliverer[Meal Deliverer]
    PayrollSystem[Payroll System]
    CafeteriaInventorySystem[Cafeteria Inventory System]
    CafeteriaOrderingSystem((Cafeteria Ordering System))

    Patron -- "meal order and meal changes" --> CafeteriaOrderingSystem
    Patron -- "menu" --> CafeteriaOrderingSystem
    Patron -- "payroll deduction registration" --> CafeteriaOrderingSystem
    Patron -- "meal order" --> CafeteriaStaff
    Patron -- "delivery request" --> CafeteriaStaff
    Patron -- "payment request" --> CafeteriaStaff
    Patron -- "meal status update" --> CafeteriaStaff
    Patron -- "delivery request" --> MealDeliverer
    Patron -- "delivery confirmation" --> MealDeliverer
    Patron -- "food item availability information" --> CafeteriaInventorySystem
    Patron -- "food item orders" --> CafeteriaInventorySystem
    Patron -- "payment request" --> PayrollSystem
    Patron -- "payroll deduction response" --> PayrollSystem
    Patron -- "payroll deduction registration request" --> PayrollSystem
    Patron -- "menu contents" --> MenuManager
    MenuManager --> CafeteriaOrderingSystem
    CafeteriaStaff --> CafeteriaOrderingSystem
    MealDeliverer --> CafeteriaOrderingSystem
    PayrollSystem --> CafeteriaOrderingSystem
    CafeteriaInventorySystem --> CafeteriaOrderingSystem
```

## 2. System Functions

### a. Screen Flow

[This part shows the system screens and the relationship among screens. You can draw the Screens Flow for the system in the form of diagram as below]



### b. Screen Details

[Provide the descriptions for the screens in the Screens Flow above]

#	Feature	Screen	Description
1	Order Meals	Create Order	<<Screen Brief description>>
2	Order Meals	Change Order	
3	..		

### c. User Authorization

[Provide the system roles authorization to the system features (down to screens, and event to the screen activities if applicable) in the table form as below – replace Role1, Role2,... with the specific system user role names]

Screen	Role1	Role2	Role3	Role4	Role X
<<Screen Name1>>	X			X	X
<<Screen Activity>>				X	X
<<Screen Name2>>	X			X	
Query All Data	X				
Query Own Data				X	
Query Managed Data				X	
Add New Data				X	X
Update All Data					X
Update Own Data					X
Update Managed Data					X
Delete Data					
...					

In which:

- Role1: <<role1 description>>
- Role2: <<role2 description>>
- ...

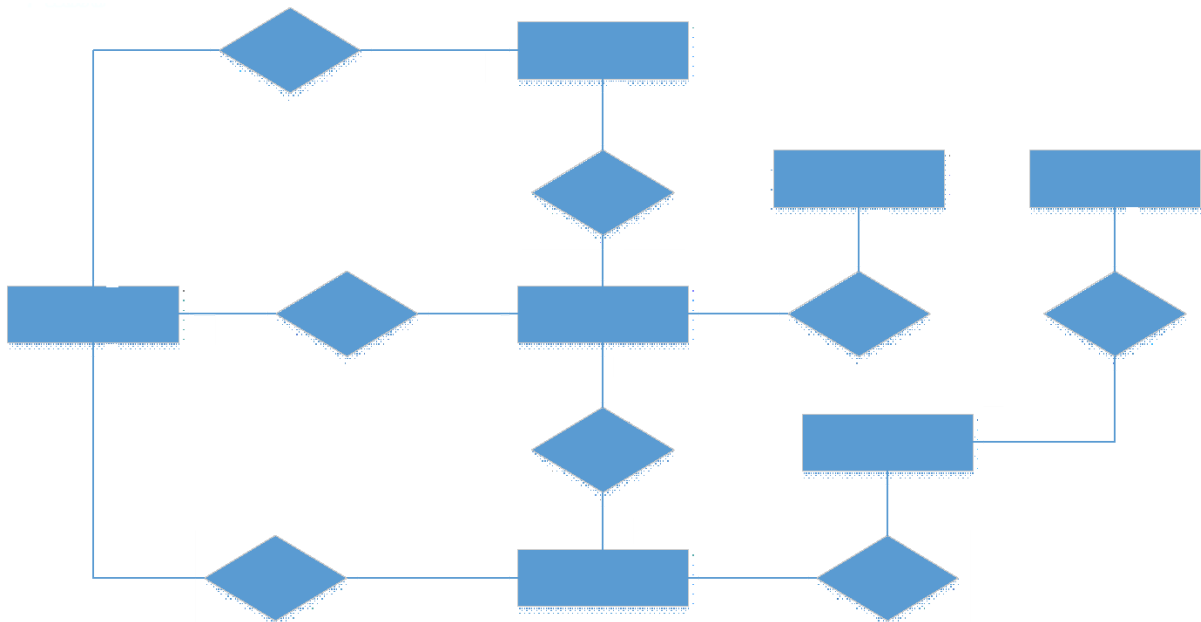
#### d. Non-Screen Functions

*[Provide the descriptions for the non-screen system functions, i.e batch/cron job, service, API, etc.]*

#	Feature	System Function	Description
1	<<Feature Name>>	<<Function Name1>>	<<Function Name1 Description>>
2	...		

### 3. Entity Relationship Diagram

*[Provide the entity relationship diagram and the entity descriptions in the table format as below]*



#### Entities Description

#	Entity	Description
1	User	
2	Meal	
3	Meal Subscription	
4	...	

## II. Functional Requirements

### 1. <<Feature Name 1>>

#### a. <<Function Name 1>>

[A function can be a screen or a non-screen function (listed in the part I.2.d above). In this part, you need to provide the details on the related function, focus on mentioning below information

- *Function trigger: how this function is triggered (navigation path, a timing frequency, etc.)*
- *Function description: actors/roles, purpose, interface, data processing, etc.*
- *Screen layout: mockup prototype of the screen, sample below is for Manage Products screen*

LOGO HERE

Screen Header

**Manage Products**

All Categories

[Add new](#)

Id	Product	Code	Category	Price	Action
25	Coca Cola	DR03	Drink	20.000 VNĐ	<a href="#">Edit</a> <a href="#">Delete</a>
31	Chicken	FD156	Food	135.000 VNĐ	<a href="#">Edit</a> <a href="#">Delete</a>
38	Meatball Soup	FD134	Food	249.000 VNĐ	<a href="#">Edit</a> <a href="#">Delete</a>
39	Pasta & Meat ball	FD146	Food	199.000 VNĐ	<a href="#">Edit</a> <a href="#">Delete</a>
45	Coca Cola	DR03	Drink	20.000 VNĐ	<a href="#">Edit</a> <a href="#">Delete</a>
51	Chicken	FD156	Food	135.000 VNĐ	<a href="#">Edit</a> <a href="#">Delete</a>
58	Meatball Soup	FD134	Food	249.000 VNĐ	<a href="#">Edit</a> <a href="#">Delete</a>
59	Pasta & Meat ball	FD146	Food	199.000 VNĐ	<a href="#">Edit</a> <a href="#">Delete</a>
62	Meatball Soup	FD134	Food	249.000 VNĐ	<a href="#">Edit</a> <a href="#">Delete</a>
63	Pasta & Meat ball	FD146	Food	199.000 VNĐ	<a href="#">Edit</a> <a href="#">Delete</a>

1 2 3 4 5

- *Function Details: provide explanation for the data, validation, business logics, functionalities (for both normal cases and abnormal cases), etc. of the function so that the reader can image how it work.*

]

#### b. <<Function Name 2>>

...

### 2. <<Feature Name 2>>

...