SOFTWARE ARCHITECTURE ABOUT RESTAURANT MANAGEMENT APPLICATION

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The following document pertains or describes the architecture of a mobile application **FLCKZ,** which works as a management system for restaurants . The application gives you access to restaurant menus, bookings,table availabilty , locations and restaurant specialties or information.

The system works on all mobile phone applications and is accessed via app stores on your mobile device. It is a sub system in the android operating system

**List of references for the Achitectural Design**

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**Achitectural Goals and constraints**

The goal or what we plan to achieve from the architecture is too show how our application will work and too form a blueprint too make it easier for use too integrate what our app does.

The following diagram helps with show goals we aim to achieve with the architectural design. Which is too show blueprints of our app and its functionalities

Changed model

Change your state

Changes view

Display(Android phone)

View(User interface)

Model(app)

DialPad or Qwerty pad(Controllerrr)rr)

Figure 1: **Model-view-controlller**

**Constraints in the Architecture**

We have to consider the fact that the architecture has no details of the code it just highlights how the app is structured

We also have no idea of the run time of the project.

Have no certainity if the architectures will remain the same or are subject to change.

**LOGICAL ARCHITECTURE**

User-Interface(android OS)

LOGIN

menu

Restaurant Bio

Table Avaialbilty

Bookings

HomePage

Location

**Explaination of Architecture**

Basically a user accesses his phone and goes to the app but before he can do anything he has to login first. The app produces the users location after he logs in. Application accepts his login details he can access the homepage. Which will give the user access to the restaurants bio,menu and bookings(table reservations) which is associated with table availability.

**Process Architecture**

**Development Architecture(Layered Approach)**

|  |  |
| --- | --- |
| **Menu And Bookings** | **Menu Class** (getMenu,SetMenu)**-**methods  **Bookings(**GetBooking,setBooking**)** |
| **LOGIN SERVICE** | **mySql Database**  **LoginClass**  **PHP Command** |
| **LOCATION SERVICES** | **Lcation class(**getLocation**)**  **Android GPS SERVICE** |
| **FLCKS APP** | **Activites,layouts,Manifests,main class** |
| **Android Operation System,phone** | **Time,Backround services,GUI,API,Qwerty pad,GPS** |

**Explaination Development Architecture**

Here we deal with how to implement the software from above diagram we see a change of states going from software to the hardware this architecture will help us programmers(designers) know how we need to structure and implement the software code.

**Physical view**

CPU PROCESSOR

Android OS

FLCKZ APP

LOCATION(ba

ACTIVITIES

**Scenarios**

The first Scenario we considered is what will happen when a user tries to order a meal.

KND:USer

1. Switch Phone On

KND: Phone

4.press Phone

2.Access Android OS

Android Qwerty PAD

3. Press phone

5.orders a meal

FLCKZ APP(takes orders)

**Explaination of Scenario**

1. The user switches on his phone which is done by pressing the power button.

2. This gives the user access to the android os. This will serve as a view for the user.

3.The user presses(the phone this will give him access to menus etc..).

4. He can only do this by the qwerty pad.

5.When the student orders a meal it means he has gained access to the app..(he can now order a meal).

**Size and Performance**

We have not yet done a particular analysis on the design of the software so we not yet sure how the software will perform and the size required to build it.

**Quality of Software**

We can also not guarantee the quality of the software that we are using. But hopeful the building of the Software architecture will help us come to a solution very soon.

**10 .Appendices**