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| Pizza Order Assistant |
| Course name |
| Mobile Software Development |
| The ID and the topic of the exercise |
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| Author(s) |
| Chernikov Georgii  Shubat Maksim |
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# Main Overview

This is documentation about android application. The goal of this application is to be able to record features and details of pizza or pizzas, in order to purchase it or them. Long story short, application is directed to simplify choice of product for customer, make it convenient.

Short Description of Architecture  
Application’s architecture includes three activities. First activity is a menu launcher with several options that allow to switch between all three activities or to terminate activity, respectively application itself. It is displayed as a set of buttons. Second activity has vital functionality represented. The goal of this activity is to receive information related to order (such as kind of pizza, dough, size and toppings). This functionality is shown by different means: alert dialog window with single choice, alert dialog window with multiple choice, dropdown menu and buttons. Third activity is a collection of orders, where customer can see all necessary information about an order.

# Requirement Specification

Functional requirements:

* Application shall allow to user to choose pizza between several options.
* Application shall allow to user to choose kind of dough.
* Application shall allow to user to choose the size of pizza.
* Application shall allow to user to choose additional toppings.

Non-functional requirements:

* Application shall allow to user to make more than one pizza.
* Application shall use alert dialog windows.
* Application shall use single and multi-optional tools.

# Modelling Part

Here are suggestions for application’s user interface design and UML diagram.

## UML Diagram

