Sip n Snack v 3.0

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Supervised By

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PROJECT REPORT



Version	V 3.0		NUMBER OF MEMBERS	3
TITLE	Sip n S	nack		
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1

APPROVAL CERTIFICATE

This project, entitled as "Sip n Snack" has been approved for the award of

Bachelors of Science in Computer Science

2

Capital University of Science and Technology, Islamabad

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DECLARATION

I/We, hereby, declare that "No portion of the work referred to, in this project has been submitted in support of an application for another degree or qualification of this or any other university/institute or other institution of learning". It is further declared that this undergraduate project, neither as a whole nor as a part there of has been copied out from any sources, wherever references have been provided.

3

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I would like to express my very great appreciation to Dr. Aamer Nadeem for his valuable and constructive suggestions during the planning and development of this project work.

His willingness to give his time so generously has been very much appreciated.

I would like to express my deepest appreciation to all those who provided us the possibility to complete this report. A special gratitude we give to our final year project coordinator, Mr. Ibrar, whose contribution in stimulating suggestions and encouragement, helped us to coordinate our project especially in writing this report.

We would also like to extend my thanks to the technicians and Lab assistants of the Labs of the Computer Science department for their help in offering us the resources in running the program.

Finally, we wish to thank our parents for their support and encouragement throughout our study.

DEDICATIONS

This project is dedicated to Dr. Aamer Nadeem, for his kindness and devotion, and for his endless support, his selflessness will always be remembered.

I would like to express my deepest appreciation to all those who provided us the possibility to complete this report. A special gratitude we give to our final year project coordinator, Mr. Ibrar, whose contribution in stimulating suggestions and encouragement, helped us to co-ordinate our project especially in writing this report.

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Contents

Chapter 1	18
Introduction	18
1.1. Purpose of the Project	18
1.2. Existing Examples / Solutions:	19
1.3. Business Scope	20
1.4. Useful Tools and Technologies:	21
1.5. Project Work Break Down	22
1.6. Project Timeline	23
Chapter 2	24
Requirement Specification and Analysis	24
2.1. Functional Requirements:	24
2.2. Non-Functional Requirements:	29
2.4. System Use Case Modeling	30
2.4.2. Use Case of Manager:	31
2.4.3. Use Case of Customer:	32
2.4.4. Use Case of Biker:	33
2.4.5. Use Case Description	34
2.5. System Sequence Diagram	104
SSD Login	104
SSD Logout	104
SSD Change Password	105
SSD Manage Profile	105
SSD Report Issue	106
For Admin:	107
For Manager:	109
For Customer:	120
For Biker:	125
2.6. Domain Model:	126
	6
Chapter 3	127
System Design	127

3.1. Layer Definition	127
3.2. Class Diagram	128
3.2.1. Controller Class:	129
3.2.2. DbHandler Class:	129
3.2.3. Manager Class:	129
3.2.4. Customer Class:	129
3.2.5. Admin Class:	129
3.2.6. Biker Class	129
3.2.7. Cart Class:	129
3.2.8. Items Class:	129
3.2.9. Feedback Class:	130
3.2.10. Issue Class:	130
3.2.11. Payment Class	130
3.2.12. Lineitem Class:	130
3.3. Sequence Diagrams:	131
SD Login	131
SD Manage Profile	132
SD Change Password:	133
SD Report Issue	134
Admin Module	135
Manager Module	138
Customer Module	159
Biker Module	168
3.4. Architecture Diagram	170
3.5. Database Schema	171
3.6. User Interface Design	175
Chapter 4	185
	7
Software Development	185
4.1. Coding Standards	185
4.1.1. Indentation	1 85
4.1.2. Declaration	185

4.1.3. Statement Standards:	185
4.1.4. Naming Conventions:	185
4.2. Developing Environment:	186
4.3. Software Description	186
Input (Manager)	186
XML	187
Java Snippet:	197
Description	207
Output:	208
Input (Bikers)	209
XML	209
Java Snippet:	220
Description	252
Output:	253
Chapter 5	254
Software Testing	254
5.1. Testing Methodology	254
5.2. Testing Environment:	255
5.3. Test Cases:	255
5.3.1. Test Case 1	256
5.3.2. Test Case 2	257
5.3.3. Test Case 3	258
5.3.4. Test Case 4	259
5.3.5. Test Case 5	260
5.3.6. Test Case 6	261
	8
5.3.7. Test Case 7	_
5.3.8. Test Case 8	
5.3.9. Test Case 9	
5.3.10. Test Case 10	
5.3.11. Test Case 11	
5.3.12. Test Case 12	

5.3.13.	Test	Case	13	2	268
5.3.14.	Test	Case	14	2	269
5.3.15.	Test	Case	15	2	270
5.3.16.	Test	Case	16	2	271
5.3.17.	Test	Case	17	2	272
5.3.18.	Test	Case	18	2	273
5.3.19.	Test	Case	19	2	274
5.3.20.	Test	Case	20	2	275
5.3.21.	Test	Case	21	2	276
5.3.22.	Test	Case	22	2	277
5.3.23.	Test	Case	23	2	278
5.3.24.	Test	Case	24	2	279
5.3.25.	Test	Case	25	2	280
5.3.26.	Test	Case	26	2	281
5.3.27.	Test	Case	27	2	282
5.3.28.	Test	Case	28	2	283
5.3.29.	Test	Case	29	2	284
5.3.30.	Test	Case	30	2	285
5.3.31.	Test	Case	31	2	286
5.3.32.	Test	Case	32	2	287
5.3.33.	Test	Case	33	2	288
5.3.34.	Test	Case	34	2	289
5.3.35.	Test	Case	35	2	290
					9
5.3.36.	Test	Case	36		291
5.3.37.	Test	Case	37	2	292
5.3.38.	Test	Case	38		293
5.3.39.	Test	Case	39	2	294
5.3.40.	Test	Case	40		295
5.3.42.	Test	Case	42		297

5.3.44. Test Case 44	. 299
5.3.45. Test Case 45	300
5.3.46. Test Case 46	. 301
5.3.47. Test Case 47	302
5.3.48. Test Case 48	. 303
Chapter 6	304
System Deployment	304
6.1. Installation / Deployment Process Description	304
6.1.1. Choose between apk OR aab	304
6.1.2. Create Keystore for App	305
6.1.3. Choose debug or release mode	306
6.1.4. Apk Generated Successfully	306
6.1.5. Files for app	. 307

List of Tables

Table 1: Existing Examples / Solutions	20
Table 2: Non-Functional Requirement	29
Table 3: Signup	36
Table 4: Login	38
Table 5: Add Item	40
Table 6: View Items	42
Table 7: Browse Items	43
Table 8: Update Item	46
Table 9: Delete Item	48
Table 10: Add Bikers	50
Table 11: View Bikers	52
Table 12: Update Biker	55
Table 13: Delete Biker	57
Table 14: Block Customer Account	
Table 15: Update Banners	61
Table 16: Add Managers	
Table 17: View Managers	65
Table 18: Add to Cart	
Table 19: Delete from Cart	
Table 20: Make Payment	73
Table 21: Place Order	
Table 22: Cancel Order	77
Table 23: View Order Status	79
Table 24: Submit a Feedback	
Table 25: Verify Email	
Table 26: Report Issue	
Table 27: Accept Order	85
Table 28: Generate Bill	87
Table 29: View Order Info	
Table 30: Assign Order to Biker	90
Table 31: Generate Reports	91
Table 32: View Submitted Feedbacks	92
Table 33: Add Expense	94
Table 34: View Expense	
Table 35: Generate Reports PDF	98
Table 36: Edit Profile	100
Table 37: Change Password	102

Table 38: Logout	103
Table 39: Test Case Signup Validation	256
Table 40: Test Case for Requires Field Validation	257
Table 41: Test Case for Invalid Field Validation	258
Table 42: Test Case Login Authorization	259
Table 43: Test Case Login Authorization (Failed)	260
Table 44: Add Items Validation	
Table 45: Add Items Validation (Invalid)	262
Table 46: Add Items Validation (Invalid)	263
Table 47: Delete Items	264
Table 48: Update Items Validation	265
Table 49: Update Items Validation (Invalid)	266
Table 50: Add Biker Validation (Invalid)	
Table 51: Add Biker Validation	268
Table 52: Delete Biker	
Table 53: Update Bikers Validation	270
Table 54: Update Biker Validation (Invalid)	271
Table 55: Block Customer	272
Table 56: Unblock Customer	273
Table 57: Update Banners	274
Table 58: Update Banners (failed)	275
Table 59: Add to Cart	276
Table 60: Add to Cart (failed)	277
Table 61: Delete from Cart	278
Table 62: Online Payment	279
Table 63: Online Payment (failed)	280
Table 64: Place Order	281
Table 65: Place Order (Failed)	282
Table 66: Cancel Order	283
Table 67: Submit Feedback	284
Table 68: Submit Feedback (failed)	285
Table 69: Change Password Validation	286
Table 70: Change Password Validation (failed)	287
Table 71: Manage Profile Validation	288
Table 72: Manage Profile Validation (failed)	289
Table 73: Accept Order	
Table 74: Generate Bill	291
Table 75: Generate Report	292

Table 76: Add Manager Validation (Invalid)	. 293
Table 77: Add Manager Validation	. 294
Table 78: Delete Manager	. 295
Table 79: Update Manager Validation	. 296
Table 80: Update Manager Validation (Invalid)	. 297
Table 81: Add Expense Validation (Inavlid)	. 298
Table 82: Add Expense Validation	. 299
Table 83: Report Issue Validation (Invalid)	. 300
Table 84: Report Issue Validation	. 301
Table 85: Submit Feedback Validation (Valid)	. 302
Table 86: Submit Feedback (Invalid)	. 303

Table of Figures

Figure 1: Project Breakdown	22
Figure 2: Project Timeline	23
Figure 3: Use Case of Admin	30
Figure 4: Use Case of Manager	31
Figure 5: Use Case of Customer	32
Figure 6: Use Case of Biker	33
Figure 7: SSD Login	
Figure 8: SSD Logout	
Figure 9: SSD Change Password	105
Figure 10: SSD Manage Profile	105
Figure 11: SSD Report Issue	106
Figure 12: SSD Add Manager	107
Figure 13: SSD View Manager	107
Figure 14: SSD Delete Manager	
Figure 15: SSD Add item	109
Figure 16: SSD ViewItem	109
Figure 17: SSD Browse item	
Figure 18: SSD Delete Items	110
Figure 19: SSD Update Item	111
Figure 20: SSD Block Customer	111
Figure 21: SSD Unblock Customer	112
Figure 22: SSD Add Biker	112
Figure 23: SSD View Bikers	113
Figure 24: SSD Delete Biker	113
Figure 25: SSD Update Biker	114
Figure 26: SSD Accept Order	114
Figure 27: SSD Update Order Status	115
Figure 28: SSD Generate Bill	115
Figure 29: SSD Assign Order to Biker	116
Figure 30: SSD View FeedBack	116
Figure 31: SSD view Order Info	117
Figure 32: SSD Generate Reports	117
Figure 33: Add Expense	118
Figure 34: View Expense	118
Figure 35: Generate Reports PDF	119
Figure 36: SSD Signup	120
Figure 37: SSD Browse Items	120

Figure 38: SSD Checkout	121
Figure 39 SSD Add to Cart	121
Figure 40: SSD Delete from Cart	122
Figure 41: SSD Online Payment	122
Figure 42: SSD Cancel Order	123
Figure 43: SSD Submit Feedback	123
Figure 44: SSD Verify Email	124
Figure 45: SSD View Order Info	125
Figure 46: SSD Confirm Delivery	125
Figure 47: Domain Model	126
Figure 48: Class Diagram	128
Figure 49: SD Login	131
Figure 50: SD Manage Profile	132
Figure 51: SD Change Password	133
Figure 52: SD Report Issue	134
Figure 53: SD Add Manager	135
Figure 54: SD View Manger	136
Figure 55: SD Delete Manager	137
Figure 56: SD Add Item	138
Figure 57: SD View Item	139
Figure 58: SD Browse Item	140
Figure 59: SD Update Item	141
Figure 60: SD Delete Item	142
Figure 61: SD Block Customer Account	143
Figure 62: SD Unblock Customer Account	144
Figure 63: SD Add Biker	145
Figure 64: SD View Biker	146
Figure 65: SD Update Biker	147
Figure 66: SD Delete Biker	148
Figure 67: SD Update Banner	149
Figure 68: SD Accept Order	150
Figure 69: SD Generate Bill	151
Figure 70: SD Assign Order to Biker	
Figure 71: SD View Feedback	153
Figure 72: SD View Order Info	154
Figure 73: SD Generate Reports	
Figure 74: SD Generate Reports PDF	
Figure 75: SD Add Expense	157

Figure 76: SD View Expense	. 158
Figure 77: SD Signup	. 159
Figure 78: SD Browse Items	. 160
Figure 79: SD Place Order	. 161
Figure 80: SD Add to Cart	. 162
Figure 81: SD Delete from Cart	. 163
Figure 82: SD Online Payment	. 164
Figure 83: SD Cancel Order	. 165
Figure 84: SD Submit Feedback	. 166
Figure 85: SD Verify Email	. 167
Figure 86: SD View Order Ifno	. 168
Figure 87: SD Confirm Delivery	. 169
Figure 88: Architecture Diagram	. 170
Figure 89: Database Schema - I	
Figure 90: Database Schema – II	. 172
Figure 91: Database Schema - III	. 173
Figure 92: Database Schema – IV	. 174
Figure 93: Splash Screen	. 175
Figure 94: Login UI	. 176
Figure 95: Signup UI	. 176
Figure 96: Signup UI	. 176
Figure 97: Login UI	. 176
Figure 98: Navigation Drawer UI	. 177
Figure 99: Dashboard UI	. 177
Figure 100: About Dashboard	. 178
Figure 101: Customer View	. 178
Figure 102: Menu Items UI	. 179
Figure 103: Menu UI	. 179
Figure 104: Item Details	
Figure 105: Cart UI	. 180
Figure 106: Add Item UI	. 181
Figure 107: Profile UI	. 181
Figure 108: Biker Details	. 182
Figure 109: Add Expense	. 182
Figure 110: View Issues UI	. 183
Figure 111: Sales Report	. 183
Figure 112: Bikers View	. 184
Figure 113: Dashboard Screen	. 208

Figure 1	14: Output Navigation Drawer	208
_	15: Bikers View UI	
Figure 1	16: Select Apk or Aab	304
Figure 1	17: Create Keystore	305
Figure 1	18: Mode of Apk	306
Figure 1	19: Apk Generated Successfully	306
Figure 1	20: Files for App	307

Chapter 1 Introduction

This project is basically an application that uses Android Application Development methods. The system is meant to be built for only single specific café and the café name is

'Sip n Snack'. Their existing system for food delivery is totally a manual process. The customers actually contact the café boy via internet and ask them for their order. So that the café manager said us to make an app to automate their system of food delivery. Our application features are:

- The Customers has to register themselves on our app first.
- · After registering and logging in, the customers can order their food from café.
- Getting Feedback of both food quality and delivery service.
- Recommendation Engine that recommends different food products to customers on the basis of rating/stars given by other customers. It also helps out the café to check which product is likely ordered by many customers. It works on the data that is being gathered from previous customers experience so that the app recommends the food that maybe of their choice to new customers.
- Sentiment Analysis (on feedbacks given by customers) that can analyze the feedback that whether the feedback given is critical or normal or good. This method help the café to improve their food quality and delivery services more and more. Live Location, through which the customer can track their order live on map.
- Online payment gateway, that provides another option to the customer for bill payment purpose.

The project is developed on Android Application platform and is supported by a firebase database to store specific details.

1.1. Purpose of the Project:

We choose this project because all of us know that due to alarming conditions in world, many businesses even the physical businesses were going to online businesses. Food business is already popular in today's world and everyone wants that they can enjoy quality food from different cafes/restaurants without going there. Some people like only specific cafes/restaurants but due to current situations, no one wants that they can visit the café physically. We choose this project to provide such facility that everyone who wants to order from café can order online easily using their mobile phone.

- The application design will be user friendly.
- The GUI of application enable the laymen to use its all functions.

1.2. Existing Examples / Solutions:

There are many other applications that are providing such kind of functionalities and are successfully running in a market. We have selected some similar apps on the basis of most trending applications category and having at least 1 million downloads in the market. Some of these apps are:



"Foodpanda" is well rated app trending now a days and have a great reputation in a market. They manage different types of restaurant on a single plat-form and provide services to their customers.



"Cheetay" is another app that is growing from previous few days to due to current situation in the country. These are providing some other great services along with the food delivery system. We have tried all these apps and noticed many functions that were useful in food delivery apps and these functions weren't present in these apps. The brief comparison between these apps and our proposed system is as follow:

Sr No.	Characteristics	Foodpanda	Cheetay	Sip n Snack (Proposed System)
1.	Live Location	✓		✓
2.	Online Payment			✓
3.	Feedback	✓	✓	✓
4.	Reports	✓		✓
5.	Manage Expenses			✓

Table 1: Existing Examples / Solutions

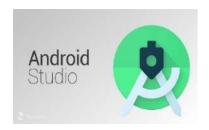
1.3. Business Scope:

The online food delivery system business is growing day by day. A good developed app with easy to use GUI can facilitate the business. Our project targets the café that provides the quality food in the town. The Business scope of our project is very wide because the online systems are now a days like a top trend in society. For advanced techniques, we must need to build an algorithm to customize the user option to choose a suitable food for them. We must use some analysis on the basis of feedback so it can help the other customers to order in a suitable way.

The proposed system (Sip n Snack) had a great impact in future on people of society. Because it provides the great functionality to let the people order the food of their choice on their door-step. This app will also help the managers of café to grow their business on large scale. It provides the additional ways to sell their products and reach more customers.

1.4. Useful Tools and Technologies:

Some of the useful tools to develop our application are:



"Android Studio" is an intelligent IDE to build and develop the beautiful android applications. It is portable tool to build android apps.



"Java" is a programming language which is used in Android App Development. Java has huge open source support, with many libraries and tools available to make developers life easier. Java allows them to create sandbox applications, and create a better security model so that one bad App can't take down your entire OS.



"Firebase Database" is a cloud based database used to manage different operations performed on data. We can use Firebase as database for our application.

1.5. Project Work Break Down:

A work-breakdown structure in project management and systems engineering is a deliverable- oriented breakdown of a project into smaller components. A work breakdown structure is a key project deliverable that organizes the team's work into a manageable section.

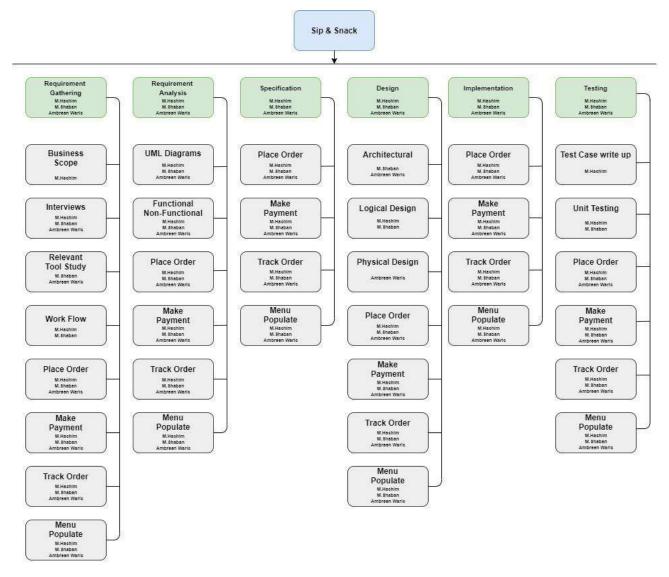


Figure 1: Project Breakdown

1.6. Project Timeline:

The Project timeline is shown in figure as follow:



Figure 2: Project Timeline

Chapter 2

Requirement Specification and Analysis

Requirements Analysis is the method of determining consumer requirements for an application to be designed or updated. It includes all the tasks that are carried out to identify the demands of the different stakeholders. For this purpose, requirements analysis involves evaluating, recording, validating and handling software or system requirements. High quality standards are recorded, implementable, measurable, testable, and traceable, help to find business opportunities and are defined in order to facilitate the system design. In Chapter 2 we will enlist the functional and non-functional requirements and model functional requirements in the form of use case model.

2.1. Functional Requirements:

A functional requirement defines a function of a system or its component. A main functions that are going to be implemented in our system is that the customer should be able to view menu and place their order accordingly. Moreover, manager have to perform different functionalities to complete the system process.

Sr No.	Functional Requirements	Туре	Status
1.	Customer should be able to Sign up into the system.	Core	Implemented
2.	Customer should be able to Login into the system.	Core	Implemented
3.	Customer should be able to edit their profile.	Core	Implemented
4.	Customer should be able to edit their password.	Core	Implemented
5.	Customer should be able to view all categories of menu.	Intermediate	Implemented
6.	Customer should be able to search across the items.	Core	Implemented
7.	Customer should be able to order food of their choice.	Core	Implemented
8.	Customer should be able to view all items from menu.	Core	Implemented
9.	Customer should be able to select any item from category.	Core	Implemented
10.	Customer should be able to select appropriate quantity of items.	Core	Implemented
11.	Customer should be able to add item to cart.	Core	Implemented
12.	Customer should be able to delete item from cart.	Core	Implemented
13.	Customer should be able to choose between online payments or cash on delivery.	Core	Implemented
14.	Customer should be able to change their information like address or phone number at the time of placing order.	Core	Implemented
15.	Customer should be able to upload image of receipt of payment in case of online payments.	Core	Implemented
16.	Customer should be able to place order.	Core	Implemented

17.	Customer should be able to give feedback for the food after order is delivered.	Core	Implemented
18.	Customer should be able to give feedback for the Biker after order is delivered.	Core	Implemented
19.	Customer should be able to give stars on delivery service.	Core	Implemented
20.	Customer should be able to give stars on food after order is being delivered.		
21.	Customer should be able to cancel the order.	Core	Implemented
22.	Customer should be able to see the status of order after confirmation.	Intermediate	Implemented
23.	Customer should be able to view popular items by the system.	Core	Implemented
24.	Customer can track the order live once the order is prepared.	Core	Implemented
25.	Customer should be able to report any issue in the system.	Intermediate	Implemeneted
26.	Customer should be able to logout from his/her account.	Core	Implemented
27.	Admin should be able to Login into the system.	Core	Implemented
28.	Admin should be able to Add manager account.	Core	Implemented
29.	Admin should be able to View manager account.	Core	Implemented
30.	Admin should be able to Delete manager account.	Core	Implemented
31.	Admin should be able to Update manager account.	Core	Implemented
		ı	

32.	Admin should be able to logout from his/her account.	Core	Implemented
33.	Manager should be able to Login into the system.	Core	Implemented
34.	Manager should be able to edit their profile.	Core	Implemented
35.	Manager should be able to edit their password.	Core	Implemented
36.	Manager should be able to block customer account.	Core	Implemented
37.	Manager should be able to unblock customer account.	Core	Implemented
38.	Manager should be able to upload popular item banners.	Core	Implemented
39.	Manager should receive notifications every time a new order arrives.	Optional	Implemented
40.	Manager should be able to confirm the order given by the customer.	Core	Implemented
41.	Manager should be able to accept or reject the order given by the customer.	Core	Implemented
42.	Manager should be able to manage and view food items.	Core	Implemented
43.	Manager should be able to view both completed and pending orders.	Core	Implemented
44.	Manager should be able to change the status once the food is prepared.	Core	Implemented
45.	Manager should be able to generate bill through Bluetooth printer attached.	Core	Implemented
46.	Manager should be able to create account of biker.	Core	Implemented
47.	Manager should be able to view and manage bikers.	Core	Implemented

48.	Manager should be able to assign biker to specific order.	Core	Implemented
49.	Manager should be able to add expense.	Core	Implemented
50.	Manager should be able to view expenses recorded on specific date.	Core	Implemented
51.	Manager should be able to view daily reports.	Core	Implemented
52.	Manager should be able to view monthly reports.	Core	Implemented
53.	Manager should be able to view yearly reports.	Core	Implemented
54.	Manager should be able to generate Pdf of reports.	Core	Implemented
55.	Manager should be able to see reports that were reported by bikers and customers.		Implemented
56.	Manager should be able to see feedbacks given upon orders.	Core	Implemented
57.	Biker should have necessary information about order.	Core	Implemented
58.	Biker should be able to contact the customer.	Intermediate	Implemented
59.	Biker should be able to confirm delivery once they deliver the food to customer.	Core	Implemented
60.	Biker should be able to report any issue to the system.	Core	Implemented
61.	User should be able to edit their password.	Core	Implemented
62.	User should be able to edit their profile.	Core	Implemented
63.	Biker should be able to logout from the system.	Core	Implemented
64.	Manager should be able to logot from his/her account.	Core	Implemented

2.2. Non-Functional Requirements:

A non-functional requirement is a requirement that specifies criteria that can be used to judge the operation of a system, rather than specific behaviors. They are contrasted with functional requirements that define specific behavior or functions.

S. No.	Non-Functional Requirements	Category
1.	The system should verify the information of person correctly while login to the system.	Security
2.	Only manager should be able to create delivery boys account.	Security
3.	The system should keep and retrieve record correctly.	Reliability
4.	The system's interface should contain the bright icons so that user can easily understand and choose the desired option.	Usability
5.	The system is adaptable even if additional plugins or modules are added at a later point.	Supportability
6.	All the functions of the system must be available to the user every time the system is turned on.	Accessibility
7.	The load on system depends upon the average users of system.	Performance
8.	The system should be error and crash free.	Reliability

Table 2: Non-Functional Requirement

2.4. System Use Case Modeling:

A use case is a list of actions or event steps, typically defining the interactions between a role (known in the Unified Modeling Language as an actor) and a system, to achieve a goal. The actor can be a human or other external system.

2.4.1. Use Case of Admin:

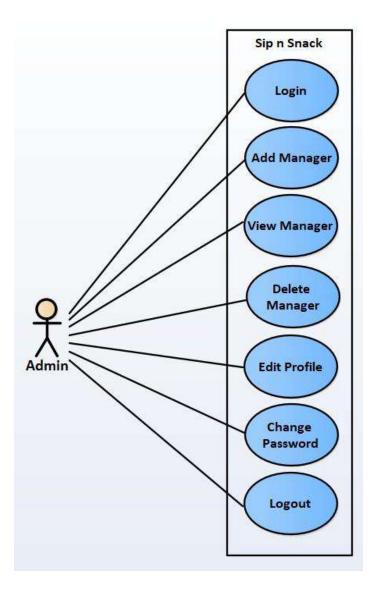


Figure 3: Use Case of Admin

2.4.2. Use Case of Manager:

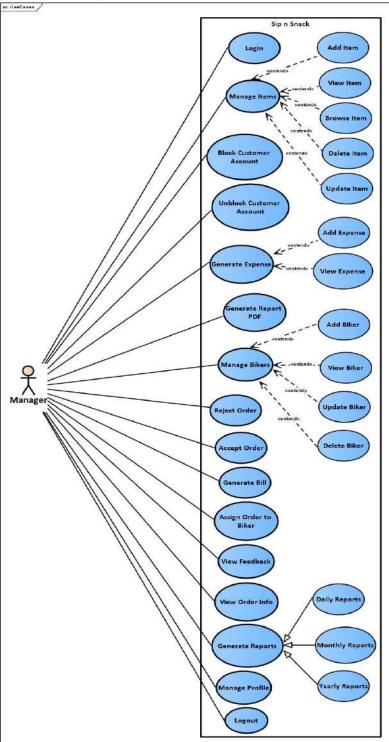


Figure 4: Use Case of Manager

2.4.3. Use Case of Customer:

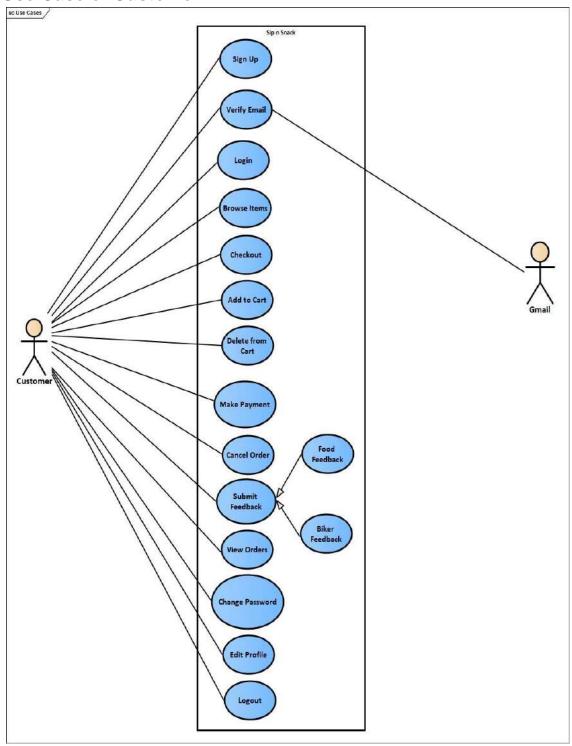


Figure 5: Use Case of Customer

2.4.4. Use Case of Biker:

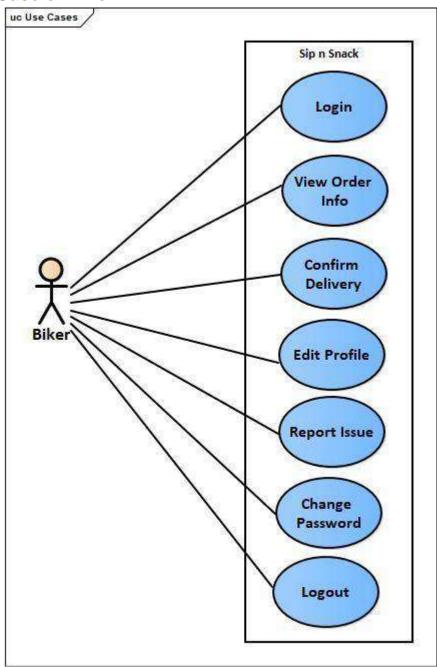


Figure 6: Use Case of Biker

2.4.5. Use Case Description: Manager Module.

Use Case ID:	Uc1			
Use Case Name:	Signup			
Created By:	Muhammad Shaban	Last Up	dated By:	Muhammad Shaban
Date Created:	25 / 05 / 2021	Last Re	vision	28 / 11 / 2021
Actors:	Customer			
Description:	The customer can sign up by the first time he/she uses the system by providing a name, password, address, email and mobile number.			
Trigger:	Signup button			
Preconditions:	The system must be available			
Post conditions:	Customer will be signed up and able to use the system.			
Normal Flow:	Actor System		stem	
	Customer clicks sign to request for sign		2. The sys	stem provides User o form.
	3. Customer fills in f providing name, paddress, email and number.	assword,	_	registers the actor and greeting message.
			1	redirects the actor to ner view.
Alternative Flows:	*a. Customer cance	ls the sign	up form.	

- 3a. Customer leaves the name field empty.
 - 1. System will generate error message on name textfield.
 - 2. All the fields' data remain same and dismiss the operation.
- 3b. Customer leaves the username field empty.
 - System will generate error message on username textfield.
 - 2. All the fields' data remain same and dismiss the operation.
- 3c. Customer leaves the phone no field empty.
 - 1. System will generate error message on phone no textfield.
 - 2. All the fields' data remain same and dismiss the operation.
- 3d. Customer leaves the password field empty.
 - 1. System will generate error message on password textfield.
 - 2. All the fields' data remain same and dismiss the operation.
- 3e. Customer leaves the address field empty.
 - 1. System will generate error message on address textfield.
 - 2. All the fields' data remain same and dismiss the operation.
- 3f. Customer enters different passwords in password & re-enter password field.
 - 1. System will generate error message on address textfield.
 - 2. All the fields' data remain same and dismiss the operation.
- 3g. Customer uses the username that already registered into the system.
 - 1. System will generate error message.
 - 2. All the fields' data remain same and dismiss the operation.
- 3h. Customer enters password with length less then 6.
 - 1. System will generate error message on password textfield.
 - 2. All the fields' data remain same and dismiss the operation.

Exceptions:	4a. The database is not responding. 1. Display Error message, Customer provided info remains same in fields.
	*a. The system is not responding. 1. Show Exception message to the actor.

Table 3: Signup

Login:

Use Case ID:	Uc2				
Use Case Name:	Login				
Created By:	Muhammad Shaban	Last Updated By: Muhammad Shaban		Last Updated By:	
Date Created:	22 / 05 / 2021	Last Rev	Last Revision 29 / 10 / 2 Date:		
Actors:	Customer, Manage	er, Biker, A	dmin		
Description:	The actor can login for the first time he/she uses the application by providing username and password and clicking on login button. Actors for this use case are being customer, manager and biker.			clicking on login button.	
Trigger:	Login button				
Preconditions:	Actor must be already registered in system.				
Post conditions:	Actor would be able home page on screen	J	nto system	and system will load the	
Normal Flow:	Actor		Sy	stem	
	Actor clicks login request for login or			vstem provides login form opts actor for username &	
	Actor fills in the providing userna password.	-		n will verify the actor and ne system.	
			main pa information opens the	m redirects the actor to ge and save the actor on so that when the actor e app next time, they cant provide credentials again	
Alternative Flows:	*a. Actor cancels t	he login fo	rm.		

	3a. Actor leaves the username field empty.1. System will generate error message on username textfield.2. All the fields' data remain same and dismiss the operation.
	3b. Actor leaves the password field empty.1. System will generate error message on password textfield.2. All the fields' data remain same and dismiss the operation.
	3c. Provided credentials are not correct.1. System will show error message of invalid credentials.2. All the fields' data remain same and dismiss the operation.
Exceptions:	4a. The database is not responding. 1. Display Error message, actor provided info remains same in fields. *a. The system is not responding.
	Show Exception message to the actor.

Table 4: Login

Add Items

Use Case ID:	Uc3			
Use Case Name:	Add Items			
Created By:	Muhammad Hashim	Last Upo	dated By:	Muhammad Shaban
Date Created:	25 / 05 / 2021	25 / 05 / 2021		24 / 07 / 2021
Actors:	Manager			
Description:	The Manager will a like Id, Name, Price			riding the details of item d Description.
Trigger:	Add Items Button			
Preconditions:	Manager is identifi	ed and au	thenticated	
Post conditions:	Manager should be able to add item to the system successfully.			
Normal Flow:	Actor System			stem
	Manager would items button fo dashboard.		activity	system provides the which contains three is add items, view items se items.
	3. Manager clicks the add temperature item button. 4. The form the		form that	rstem will display the prompts the manager to ails of items.
	the specific category of item database		m will add the item in and display the item in and display the item in an architecture.	
Alternative Flows:	*a. Actor cancels t	he add iter	m form.	

	3a. Manager leaves the id field empty.1. System will generate error message on Item Id textfield.2. Provided info remains same.		
	3b. Manager leaves the name field empty.1. System will generate error message on Item name textfield.2. Provided info remains same.		
	 3c. Manager leaves the price field empty. 1. System will generate error message on Item price textfield. 2. Provided info remains same. 		
	 3d. Manager leaves the description field empty. 1. System will generate error message on Item description textfield. 2. Provided info remains same. 		
	3e. Manager is entering the id or name of existing item. 1. System will generate error message showing that item already exists.		
Exceptions:	6a. The database is not responding.1. Display Error message, actor provided info remains same in fields.		

Table 5: Add Item

View Items:

Use Case ID:	Uc4			
Use Case Name:	View Items			
Created By:	Muhammad Hashim	Last Upo	dated By:	Muhammad Shaban
Date Created:	25 / 05 / 2021	Last Rev	/ision	19 / 07 / 2021
Actors:	Manager			
Description:	The Manager will should be able to s			g with their details and em.
Trigger:	View Items Button			
Preconditions:	Manager should be logged in. There must exist some food items in system.			
Post conditions:	Manager can view and search different types of food item.			
	Actor System			
Normal Flow:	Actor		Sy	stem
Normal Flow:	Actor 1. Manager would items button fo dashboard.		2. The activity	system provides the which contains three is add items, view items
Normal Flow:	Manager would items button fo	rm their	2. The activity buttons a and brow 4. The sy	system provides the which contains three is add items, view items
Normal Flow:	Manager would items button fo dashboard. Manager clicks	the view	2. The activity buttons a and brow 4. The sy existing i details. 6. Syster	system provides the which contains three is add items, view items is eitems.
Normal Flow: Alternative Flows:	1. Manager would items button for dashboard. 3. Manager clicks item button. 5. Manager can views search along the formal search along the search along the formal search along the formal search along the formal search along the search al	the view we and the od items.	2. The activity buttons a and brow 4. The sy existing i details. 6. System matching	system provides the which contains three is add items, view items is eitems. Items along with their items list with searched keyword.
	1. Manager would items button for dashboard. 3. Manager clicks item button. 5. Manager can views search along the formal search along the search along the formal search along the formal search along the formal search along the search al	the view ew and od items. food item i	2. The activity buttons a and brow 4. The sy existing i details. 6. Syster matching in database nessage of	system provides the which contains three is add items, view items is eitems. Items along with their items list with searched keyword.

	System will display empty list of item related to search keyword.
Exceptions:	4a. The database is not responding.1. Display Error message, actor redirects to previous page.

Table 6: View Items

Browse Items

Use Case ID:	Uc5			
Use Case Name:	Browse Items			
Created By:	Muhammad Shaban	Last Up	dated By:	Muhammad Shaban
Date Created:	16 / 07 / 2021			25 / 07 / 2021
Actors:	Manager, Custome	r		
Description:	The Manager and of category of items		ooth can br	rowse items on the basis
Trigger:	Browse Items Butt	on		
Preconditions:		 Actror should be logged in to the system. There must already exist some food items in system. 		
Post conditions:	Manager and Custon according to their c		orowse diffe	erent types of item
Normal Flow:	Actor System			
	Manager would items button for dashboard.		activity buttons a	system provides the which contains three as add items, view items as items.
	Manager clid browse items butto	cks the n.		
	4. Actor select the	•		m displays the items list
	category of food ite	em.	related to	specific category.
Alternative Flows:	3a. There exist no	food item generate n	l in database nessage of	

Table 7: Browse Items

Update Item

Use Case ID:	Uc6			
Use Case Name:	Update Item			
Created By:	Muhammad Shaban	Last Upo	dated By:	Muhammad Shaban
Date Created:	22 / 05 / 2021	Last Rev	ision/	25 / 07 / 2021
Actors:	Manager			
Description:	The Manager will u as unique identifier	•	item details	s with the help of item id
Trigger:	Update Items Icon			
Preconditions:	 Actor should be logged in to the system. There must exist item with same item id that manager wants to change. Manager should provide correct details of item. 			
Post conditions:	Manager can succe	essfully up	date the ite	m details.
Normal Flow:	Actor		Sy	stem
	Manager would items button fo dashboard.	click the rm their	activity	system provides the which contains three as add items, view items se items.
	Manager clicks item button.	the view	_	stem will display all the items along with their
	5. Manager click icon on desired ito that the manager change.	em detail		system will display the ong with delete and edit

	7. Manager would click the edit icon and then provide the updated details of item and then click the update button.	8. The system will update the item details according to specific item id and save the updated details in database.
		9. The system will show the confirmation message upon the updation of food item.
Alternative Flows:	details of items. 1. System will generate mess. 2. All the fields remain same. 7b. Manager leaves the id field. 1. System will generate essential. 7c. Manager leaves the name. 1. System will generate estextfield. 2. All the fields remain same. 7c. Manager leaves the price. 1. System will generate estextfield. 2. All the fields remain same. 7d. Manager leaves the description. 2. All the fields remain same. 7d. Manager leaves the description. 2. All the fields remain same. 7e. Manager exits the application. 3. System will reset the text.	eld empty. error message on Item Id textfield. ame and dismiss the operation. e field empty. error message on Item name ame and dismiss the operation. field empty. error message on Item price ame and dismiss the operation. ription field empty. error message on Item description ame and dismiss the operation. etion without clicking button.

Exceptions:	9a. The database is not responding.1. Display Error message.2. Starts loading screen.
	9b. The internet stopped working. 1. Display Network Connection error message. 2. Starts loading screen.

Table 8: Update Item

Delete Item

Use Case ID:	Uc7			
Use Case Name:	Delete Item			
Created By:	Muhammad Shaban	-	dated By:	Muhammad Shaban
Date Created:	16 / 05 / 2021	Last Rev Date:	vision	10 / 07 / 2021
Actors:	Manager			
Description:	The Manager will of as unique identifier		tem details	s with the help of item id
Trigger:	Delete Items Icon			
Preconditions:	Actor should be logged in to the system.			
Post conditions:	Manager can succe	essfully de	lete the iter	m from system.
Normal Flow:	Actor		Sy	stem
	Manager would items button fo dashboard.	click the rm their	activity	system provides the which contains three as add items, view items se items.
	item button. exist		 The system will display all the existing items along with their details. 	
	 Manager click the state of the	em detail		system will display the ong with delete and edit
	7. Manager would delete icon.	click the	-	stem will display the ion dialog.

	9. The manager will confirm the deletion the of food item.	10. The system will delete the food item and redirects to view items activity.		
Alternative Flows:	*a. Manager cancels the curr	ent operation.		
	1. System dismisses the s	state of application.		
	 7a. The manager cancels the deletion while system is asking for confirmation. 1. System will dismiss the confirmation dialog and redirects to previous activity. 			
Exceptions:	10a. The database is not res			
	 Display Error message. Starts loading screen. 			
	2. Starts loading screen.			

Table 9: Delete Item

Add Bikers

Use Case ID:	Uc8			
Use Case Name:	Add Bikers			
Created By:	Ambreen Waris	Last Updated By:		Muhammad Shaban
Date Created:	02 / 06 / 2021	Last Revision Date:		05 / 08 / 2021
Actors:	Manager			
Description:	_			nt by providing the details o, and Password etc.
Trigger:	Add Bikers Button			
Preconditions:	 Manager is ide Manager shoul System must h 	ld be signe	ed in.	
Post conditions:	Manager should be to the system succ		eate biker	account and save details
Normal Flow:	Actor	Actor Syst		stem
	Manager would biker's button from dashboard. Manager clicks	om their	which co	rstem provides the activity ntains two buttons as add nd view biker.
	bikers button. that prompts the manager to details of bikers account.		npts the manager to enter	
	the details of b	Manager should provide 6. System will create the bik account and add the biker details sername, phone no and assword etc. 6. System will create the bik account and add the biker details database and then display the confirmation message.		
Alternative Flows:	*a. Actor cancels t	he add bik	ers form.	

	3a. Manager leaves the username field empty.		
	System will generate error message on username		
	textfield.		
	All the fields remain same and dismiss the operation.		
	3b. Manager leaves the name field empty.		
	System will generate error message on name textfield.		
	All the fields remain same and dismiss the operation.		
	3c. Manager leaves the password field empty.		
	System will generate error message on password		
	textfield.		
	All the fields remain same and dismiss the operation.		
	3d. Manager leaves the phone no field empty.		
	System will generate error message on phone no textfield.		
	2. All the fields remain same and dismiss the operation.		
	3e. Manager is entering the username of existing biker.		
	System will generate error message showing that biker		
	already exists.		
	All the fields remain same and dismiss the operation.		
	3f. Manager leaves the address field empty.		
	System will generate error message on address textfield.		
	All the fields remain same and dismiss the operation.		
Exceptions:	6a. The database is not responding.		
	Display Error message, actor provided info remains same in fields.		
	fields.		

Table 10: Add Bikers

View Bikers

Use Case ID:	Uc9			
Use Case Name:	View Bikers			
Created By:	Muhammad Shaban	Last Upo	dated By:	Muhammad Shaban
Date Created:	20 / 07 / 2021	Last Rev	/ision	05 / 08 / 2021
Actors:	Manager			
Description:	The Manager will should be able to s			g with their details and ccount.
Trigger:	View Bikers Buttor	1		
Preconditions:	Manager shoul There must exist	• •		ınts in system.
Post conditions:	Manager can view	and searcl	h different t	pikers account.
Normal Flow:	Actor	Actor System		otom
Normai i low.	Actor		Эу	Stem
Normal Flow.	Manager would biker's button fo dashboard.		2. The activity	system provides the which contains two as add bikers, and view
Normal Flow.	Manager would biker's button fo	rm their	2. The activity buttons a biker.	system provides the which contains two as add bikers, and view vstem will display all the bikers account along with
Normal Flow.	Manager would biker's button fo dashboard. 3. Manager clicks	the view	 The activity buttons a biker. The sy existing but their details. Syster 	system provides the which contains two as add bikers, and view vstem will display all the bikers account along with

	5a. Manager search for invalid biker acocunt. 1. System will display empty list of biker related to search keyword.
Exceptions:	4a. The database is not responding. 1. Display internet connection error dialog.

Table 11: View Bikers

Update Biker

Use Case ID:	Uc10			
Use Case Name:	Update Bikers			
Created By:	Muhammad Shaban	Last Updated By: Ambreen Waris		
Date Created:	20 / 07 / 2021	Last Rev Date:	/ision	05 / 08 / 2021
Actors:	Manager			
Description:	The Manager will username as uniqu	•		ils with the help of biker
Trigger:	Update Bikers Ico	n		
Preconditions:	 Manager should be logged in to the system. There must exist biker account with same username that manager wants to change. Manager should provide correct details of biker. 			
Post conditions:	Manager can succ	essfully up	date the bil	kers account details.
Normal Flow:	Actor		Sy	stem
	Manager would biker's button from dashboard.		activity	system provides the which contains two as add bikers, and view
	3. Manager clicks biker button.	the view	_	vstem will display all the likers account along with ils.
	5. Manager click icon on desired bi that the manager change.	ker detail	details of	system will display the biker account along with d edit icon.

7. Manager would click the 8. The system will update the biker details according to specific edit icon and then provide the updated details of biker biker username and save the and then click the update updated details in database. button. 9. The system will show the confirmation message upon the updation of biker account details. Alternative Flows: 7a. The manager changes the biker username while providing updated details of biker account. 1. System will generate message of biker username is not matching. 2. All the fields remain same and dismiss the operation. 7b. Manager leaves the username field empty. 1. System will generate error message on username textfield. 2. All the fields remain same and dismiss the operation. 7c. Manager leaves the name field empty. 1. System will generate error message on name textfield. 2. All the fields remain same and dismiss the operation. 7d. Manager leaves the phone no field empty. 1. System will generate error message on phone no textfield. 2. All the fields remain same and dismiss the operation. 7e. Manager leaves the address field empty. 1. System will generate error message on address textfield. 2. All the fields remain same and dismiss the operation. 7f. Manager exits the application without clicking button.

1. System will reset the textfields.

2. System can't update the biker details in database.

Exceptions:	9a. The database is not responding. 1. Display Error message. 2. Starts loading screen,
	9b. The internet stopped working. 1. Display Network Connection error message. 2. Starts loading dialog.

Table 12: Update Biker

Delete Biker

Use Case ID:	Uc11			
Use Case Name:	Delete Biker			
Created By:	Muhammad Shaban	Last Updated By:		Ambreen Waris
Date Created:	20 / 07 / 2021	Last Rev	ision/	05 / 08 / 2021
Actors:	Manager			
Description:	The Manager will d the help of biker us			nt along with details with entifier.
Trigger:	Delete Bikers Icon			
Preconditions:	Actor should be logged in to the system.			
Post conditions:	Manager can succe details from system	•	lete the bik	er account along with
Normal Flow:	Actor		Sy	stem
	Manager would biker's button for dashboard.		activity	system provides the which contains two is add bikers, and view
	_		stem will display all the ikers account along with ils.	
			system will display the ong with delete and edit	
	7. Manager would delete icon.	click the		stem will display the ion dialog.

	9. The manager will confirm the deletion of biker account.				
Alternative Flows:	*a. Manager cancels the current operation. 1. System dismisses the state of application. 7a. The manager cancels the deletion while system is asking for confirmation. 1. System will dismiss the confirmation dialog and redirects to previous activity.				
Exceptions:	10a. The database is not res1. Display Error message.10b. The internet stopped wo1. Display Network Conne	rking.			

Table 13: Delete Biker

Block Customer Account

Use Case ID:	Uc12			
Use Case Name:	Block Customer Account			
Created By:	Muhammad Shaban	•		
Date Created:	25 / 09 / 2021	Last Rev Date:	vision	17 / 10 / 2021
Actors:	Manager			
Description:		ome undes	sirable acts	stomer temporarily if the like replacing order and
Trigger:	Block Customer Id	on		
Preconditions:	Manager should be logged in to the system. There must exist customers in system.			
Post conditions:	Manager can temporarily block the customers account when the customers cancelled orders reaches 10.			
Normal Flow:	Actor		Sy	stem
	Manager would manage customer from their dashboar	rs button	activity in information their use	system provides the which all the customers on were displaying like ername, no of orders, account status
	 Manager clicks button if he/she dundesireable acts customer. 	etects an	confirmat	ystem will ask for the ion of temporarily block ner account.

	5. Manager clicks the confirm button to confirm the temporarily block of customer account.	customer account and set the
Alternative Flows:	*a. Manager cancels the curr	•
	system is asking for confirmation 1. System will dismiss the confirmation previous activity.	e block of customer account while on. onfirmation dialog and redirects to
Exceptions:	6a. The database is not resp 1. Display Error message.	S .

Table 14: Block Customer Account

Update Banners

Use Case ID:	Uc13			
Use Case Name:	Update Banners			
Created By:	Muhammad Shaban	Last Updated By:		Muhammd Shaban
Date Created:	02 / 11 / 2021	Last Revision Date:		02 / 11 / 2021
Actors:	Manager			
Description:	_	er should b	e able to u	ages for the customer's pdate the banner if they
Trigger:	Popular Button Ico	on		
Preconditions:	1. Actor should be	logged in	to the syste	em.
Post conditions:	Manager can add o	or update t	he banners	of customer view.
Normal Flow:	Actor		Sy	stem
	Manager would popular icon but their dashboards r bar.	ton from	activity ir displayed button th	system provides the which the images are respectively and the at upload / change the database.
	3. Manager long image and select their choice from device.	image of		
	4. Manager clicks to ensure the uselected image.			system will update the nd save the image into

*a. Manager cancels the current operation.
System dismisses the state of application.
4a. The manager directly clicks the upload button without selecting any image. 1. System will show the message that ask user to select an
image first.
5a. The database is not responding. 1. Display Error message.

Table 15: Update Banners

Admin Module.

Add Managers

Use Case ID:	Uc14			
Use Case Name:	Add Managers			
Created By:	Muhammad Shaban	Last Upo	dated By:	Muhammad Hashim
Date Created:	29 / 08 / 2021	Last Rev	/ision	10 / 10 / 2021
Actors:	Admin			
Description:	the details of man Password etc.	ager like l	=	nt in system by providing Name, Phone No, and
Trigger:	Add Managers Bu	tton		
Preconditions:	 Admin is identified and authenticated. Admin should be signed in. System must have an active internet. 			
Post conditions:	Admin should be able to create manager account and save details to the system successfully.			
Normal Flow:	Actor		Sy	stem
	Manager would manage manager from their dashboa	s button	activity	system provides the which contains two as add managers, and agers.
	3. Admin clicks the managers button.	add	form that	system will display the prompts the admin to letails of manager's
	5. Admin should produced details of mana username, phone password etc.	iger like	account	

Table 16: Add Managers

View Managers

Use Case ID:	Uc15			
Use Case Name:	View Managers			
Created By:	Muhammad Shaban	Last Upo	dated By:	Muhammad Shaban
Date Created:	30 / 10 / 2021	Last Rev	ision/	05 / 11 / 2021
Actors:	Admin			
Description:	The Admin will vie should be able to s		•	g with their details and er account.
Trigger:	View Managers Bu	utton		
Preconditions:	Admin should be logged in. There must exist some manager's accounts in system.			
Post conditions:	Admin can view and search different managers account.			
Normal Flow:	Actor		C.,	040,000
Normal Flow.	Actor		Бу	stem
Normal Flow.	Admin would manager's button f dashboard.		2. The activity	system provides the which contains two as add manager's, and
Normal Flow.	Admin would manager's button f	orm their	2. The activity buttons a view man	system provides the which contains two as add manager's, and hager. I will display all the managr's account along
Normal Flow.	Admin would manager's button f dashboard. 3. Admin clicks the	e view	2. The activity buttons a view man 4. The sy existing r with their	system provides the which contains two as add manager's, and hager. Vistem will display all the managr's account along details.

	5a. Admin search for invalid manager acocunt. 1. System will display empty list of biker related to search keyword.
Exceptions:	4a. The database is not responding. 1. Display internet connection error dialog.

Table 17: View Managers

Delete Manager

Use Case ID:	Uc16			
Use Case Name:	Delete Manager			
Created By:	Muhammad Shaban	Last Upo	dated By:	Ambreen Waris
Date Created:	31 / 10 / 2021	Last Rev Date:	rision	05 / 11 / 2021
Actors:	Admin			
Description:	The Admin will de the help of biker us			t along with details with entifier.
Trigger:	Delete Manager Id	on		
Preconditions:	Admin should be logged in to the system.			
Post conditions:	Admin can success details from system	-	e the mana	ger account along with
Normal Flow:	Actor		Sy	stem
	Admin would biker's button for dashboard.		activity	system provides the which contains two s add managers, and agers.
			rstem will display all the manager account along details.	
	Admin click the icon on desired detail that the admit to delete.	manager		system will display the ong with delete and edit
	7. Admin would cl delete icon.	ick the	,	stem will display the ion dialog.

	9. The Admin will confirm the deletion of manager account.	10. The system will delete the manager account along with details and redirects to view manager's activity.	
Alternative Flows:	*a. Admin cancels the curren	•	
	System dismisses the s	state of application.	
		deletion while system is asking for	
	confirmation.		
	System will dismiss the co previous activity.	onfirmation dialog and redirects to	
Exceptions:	10a. The internet stopped wo	9	
	Display Network Connection error message.		
	Loading dialog starts.		

Table 20: Delete Manager

Customer Module.

Add to Cart

Use Case ID:	Uc17			
Use Case Name:	Add to Cart			
Created By:	Muhammad Shaban	Last Upo	dated By:	Muhammad Shaban
Date Created:	11 / 11 / 2021	Last Rev	ision/	11 / 11 / 2021
Actors:	Customer			
Description:	food items that we	ere added	by the mar	nenu categories and the nager and the customer and add that item to cart.
Trigger:	Add to Cart Button			
Preconditions:	Customer shou There must exi			ready in system.
Post conditions:	Customer can succ	cessfully a	dd item to d	eart.
Normal Flow:	Actor		Sy	stem
Normal Flow:	Actor 1. Customer would menu icon or but their bottom nav ba	tton from		system redirects the
Normal Flow:	Customer would menu icon or but	tton from ar.	2. The customer screen. 4. The sy of all it	system redirects the

	7. Customer clicks add to cart button.	8. System display message of added successfully and add that item to cart along with its total price, quantity etc.
Alternative Flows:	*a. Actor cancels the current operation. 1. System dismisses the state of application. 3a. There exist no items belonging to that specific category in database. 1. System will generate message of no item founded and redirects to previous page. 7a. It takes time to add an item to the cart. 1. System will display message to customer for wait and hold and displays the loading screen on device.	
Exceptions:	4a. The database is not resp 1. Display loading dialog 8a. The database is not resp 1. Display loading dialog	screen.

Table 18: Add to Cart

Delete from Cart

Defete from Cart				
Use Case ID:	Uc18			
Use Case Name:	Delete from Cart			
Created By:	Muhammad	Last Upo	dated By:	Muhammad Shaban
	Shaban	•	•	
Date Created:	11 / 11 / 2021		11 / 11 / 2021	
Actors:	Customer			
Description:				red item from their cart.
Trigger:	Delete from Cart Io	on		
Preconditions:	Customer should be logged in. There must exist some items in customer cart.			
Post conditions:	Customer can successfully delete item from cart.			
Normal Flow:	Actor		Sy	stem
	1. Customer would			system redirects the
	Cart icon or button bottom nav bar.	from their		to cart screen where the
	bottom nav bar.			listed and displayed that ed by customer.
	3. Customer would delete icon of r		-	stem will display the ion dialog to customer.
	item that he / she delete from cart.	-	Commina	ion dialog to customer.
	5. Customer can		,	m will delete the item
	yes button to deletion of item fro	confirm m cart.		list of items in cart and m the cart of customer.
Alternative Flows:	*a. Actor cancels the		•	
	1. System dism	isses the s	tate of app	lication.

	1a. There exist no items in the cart of customer.
	System will display the text of cart is empty on screen.
	5a. Customer clicks the no button at the time of confirmation.1. System will dismiss the confirmation dialog and redirects to previous screen.
Exceptions:	4a. The system takes time to delete item from cart due to internet. 1. Display loading screen.

Table 19: Delete from Cart

Make Payment

Use Case ID:	Uc19			
Use Case Name:	Make Payment			
Created By:	Muhammad Shaban	Last Upo	dated By:	Muhammad Shaban
Date Created:	14 / 11 / 2021	Last Rev	ision/	14 / 11 / 2021
Actors:	Customer			
Description:	The Customer will	be able to	pay their o	rder bill online.
Trigger:	Online Payment O	ption		
Preconditions:	 Customer shows Customer shows Customer shows 	uld have so	me items i	
Post conditions:	Customer can successfully pay their order bill online.			
Normal Flow:	Actor		Sy	stem
Normal Flow:	Actor 1. Customer would Cart icon or button bottom nav bar.		2. The customer items are	stem system redirects the to cart screen where the listed and displayed that ed by customer.
Normal Flow:	Customer would Cart icon or button	from their	2. The customer items are were add	system redirects the to cart screen where the listed and displayed that ed by customer.

	7. Customer can pay the amount of bill to the account number displaying on screen and upload the image of receipt of payment on system.	8. System will display the message of successfully placing order.		
Alternative Flows:	*a. Actor cancels the current o	•		
	System dismisses the state of application.			
	7a. Customer clicks the next button without uploading receipt image.			
	System will display the reminder to upload receipt image.			
Exceptions:	8a. The system takes time to upload image of receipt. 1. Display loading screen and ask user to wait.			

Table 20: Make Payment

Checkout

Use Case ID:	Uc20				
Use Case Name:	Checkout				
Created By:	Muhammad Shaban	Last Upo	Last Updated By: M		Shaban
Date Created:	14 / 11 / 2021	Last Revision Date:		14 / 11 / 202	21
Actors:	Customer				
Description:	The Customer will cart.	be able to	place the	order accordir	ng to their
Trigger:	Place Order Buttor	1			
Preconditions:	Customer shou Customer mus			ems in the cart	
Post conditions:	Customer can place	e order su	ccessfully.		
	Actor System				
Normal Flow:	Actor		Sy	stem	
Normal Flow:	1. Customer would Cart icon or button bottom nav bar.		2. The customer items are	system redir to cart screen listed and disp ed by custome	where the layed that
Normal Flow:	Customer would Cart icon or button	from their	2. The customer items are	system redir to cart screen listed and disp	where the layed that

Alternative Flows:	*a. Actor cancels the current operation. 1. System dismisses the state of application.
	Customer cart is empty. System will not visible the confirm button until customer has added at least one item in cart.
	4a. Customer clicks the next button without uploading receipt image in case of online payment option. 1. System will display the reminder to upload receipt image.
Exceptions:	5a. The system doesn't place order. 1. Display error message and ask user to try again.

Table 21: Place Order

Cancel Order

Use Case ID:	Uc21			
Use Case Name:	Cancel Order			
Created By:	Muhammad Shaban	Last Upo	dated By:	Muhammad Shaban
Date Created:	14 / 11 / 2021	Last Rev	/ision	14 / 11 / 2021
Actors:	Customer			
Description:	The Customer will	be able to	cancel the	placed order.
Trigger:	Cancel Order Butto	on		
Preconditions:	Customer shou Customer mus			er first.
Post conditions:	Customer can can	cel the plac	ced order s	uccessfully.
Normal Flow:	Actor		Sy	stem
	Customer would orders button or op navigation menu.			system redirects the to orders that they have system.
	Customer wo cancel order be cancel the respecti	utton to	_	m displays confirmation llation of order.
	5. Customer can cli button to conf cancellation of orde	irm the	_	m will cancel the order being requested by the
Alternative Flows:	*a. Actor cancels the 1. System dism		•	lication.

	5a. Customer clicks the no button at the time of confirmation 1. System will dismiss the confirmation dialog and redirects to previous screen.
Exceptions:	6a. The system tooks a time to cancel order. 1. Display loading screen and ask user to wait for a while.

Table 22: Cancel Order

View Order Status

Use Case ID:	Uc22				
Use Case Name:	View Order Status				
Created By:	Muhammad Shaban	Last Upo	dated By:	Muhammad Shaban	
Date Created:	14 / 11 / 2021	Last Rev	/ision	14 / 11 / 2021	
Actors:	Customer				
Description:	The Customer will after the order is be			order and status of order manager.	
Trigger:	Track Order Button				
Preconditions:	 Customer shou Customer must Order must be 	have plac	ed an orde	er.	
Post conditions:	Customer can track successfully.	the order	Customer can track the order and see the status of placed order		
	Actor System				
Normal Flow:	Actor		Sy	stem	
Normal Flow:	1. Customer would orders button or op navigation menu.		2. The	system redirects the to orders that they have	
Normal Flow:	Customer would orders button or op	uld click to track	The customer placed in 4. Syste	system redirects the to orders that they have	
Normal Flow:	Customer would orders button or op navigation menu. Customer would orders button.	uld click to track r. click on option to	2. The customer placed in 4. Syste and the live.	system redirects the to orders that they have system.	

	5a. Customer navigate back to previous page without tracking the live location. 1. System will redirect to previous page.
Exceptions:	6a. The system isn't updating the live location of biker due to connectivity issues. 1. Display the recent location of biker on screen.

Table 23: View Order Status

Submit a Feedback

Use Case ID:	Uc23			
Use Case Name:	Submit a Feedback			
Created By:	Muhammad Shaban			
Date Created:	14 / 11 / 2021	Last Rev	ision/	14 / 11 / 2021
Actors:	Customer			
Description:	The Customer will time for the bettern			edback to system at any
Trigger:	Feedback Button			
Preconditions:	Customer should be	oe logged i	n.	
Post conditions:	Customer can succ	cessfully su	ubmit a fee	dback to the system.
Normal Flow:	Actor		Sy	stem
	Customer would orders button or op navigation menu.			system redirects the to orders screen.
	Customer would go to the delivered orders tab.			
	4. Customer would click 5. 5 the food or biker feedback button from respective order.		5. System will diplay a dialog that prompts customer to submit a feedback and give rating upon the order.	
	6. Customer would the feedback a submit button.	•	confi	m displays the rmation message of essfully submitted the pack.

Alternative Flows:	4a. Customer leaves the feedback text field empty.1. System generates error message on feedback textfield and ask user to enter again.2.
Exceptions:	7a. The system isn't submitting a feedback of customer. 1. Display the error message and ask to try again and the text in feedback textfield remains same.

Table 24: Submit a Feedback

Verify Email

11024				
0624				
Verify Email				
Muhammad Last Updated By: Muhammad Shaban Shaban				
20 / 02 / 2022			20 / 02 / 2022	
Customer				
				n
Signup Button				
Email should be va	alid and ne	ever being u	sed already in system.	ı
Customer can succ	essfully ve	erify their er	nail.	
Actor		Sy	stem	
1. Customer would	click the	2. The	system redirects th	ıe
singup button after inserting all the required fields for signup.				ail
3. Customer would go to 4. System login the actor when their email and click on customer is authenticated. verification link.				
2a. Customer provides invalid email.				
System generates error Email textfield and ask user to enter again.				
again. 3a. The system isn't sending verification link due to any reason. 1. Display the error message and ask user to try again after few time.				
	Muhammad Shaban 20 / 02 / 2022 Customer The Customer will system and then verification link. 2a. Customer proving a custome	Verify Email Muhammad Shaban 20 / 02 / 2022 Last Rev Date: Customer The Customer will be able system and then verify their expectations and the system and then verify their expectations. Email should be valid and new Customer can successfully verify their expectations. Actor 1. Customer would click the singup button after inserting all the required fields for signup. 3. Customer would go to their email and click on verification link. 2a. Customer provides invaling and the system generates error Expectations. 3a. The system isn't sending and the system and the system isn't sending and the system and the system isn't sending and the system and t	Muhammad Shaban 20 / 02 / 2022 Last Revision Date: Customer The Customer will be able to general system and then verify their email at the Signup Button Email should be valid and never being used to customer can successfully verify their email at the singup button after inserting all the required fields for signup. 3. Customer would go to their email and click on verification link. 2a. Customer provides invalid email. 1. System generates error Email textfield again. 3a. The system isn't sending verification 1. Display the error message and as	Verify Email

Table 25: Verify Email

Report an Issue

<u>Neport air issue</u>					
Use Case ID:	Uc25				
Use Case Name:	Submit a Feedback				
Created By:	Muhammad Last Updated By: Muhammad Shaban Shaban				
Date Created:	08 / 01 / 2022				
Actors:	Customer, Biker				
Description:	The Actor will be a betterement of sys	•	•	ue in the system for the	
Trigger:	Report an Issue Bu	utton			
Preconditions:	Actor should be lo	gged in.			
Post conditions:	Actor can successf	ully report	an issue to	the system.	
Normal Flow:	Actor		Sy	stem	
	Actor would report an issue to option from menu.		_	stem redirects the actor issue activity.	
	3. Actor fills the text field with respective issue and click on submit button. 4. System displays the confirmation message of successfully submitted report to system.				
Alternative Flows:	3a. Actor leaves the issue text field empty. 1. System generates error message on issue textfield and ask actor to enter again.				
Exceptions:	1. Display the	4a. The system isn't submitting a feedback of customer. 1. Display the error message and ask to try again and the text in issue textfield remains same.			
	T // 0	0.0			

Table 26: Report Issue

Accept Order

Use Case ID:	Uc26				
Use Case Name:	Accept Order				
Created By:	Muhammad Shaban	Last Upo	dated By:	Muhammad Shaban	
Date Created:	15 / 11 / 2021	Last Rev	ision/	15 / 11 / 2021	
Actors:	Manager				
Description:	The Manager will customer.	be able t	o accept t	he placed order by the	
Trigger:	Accept / Reject Ord	der Button			
Preconditions:	Manager shoul Customer mus			Pr.	
Post conditions:	Manager can acce successfully.	Manager can accept the order placed by a customer successfully.			
	Actor System				
Normal Flow:	Actor		Sy	stem	
Normal Flow:	Actor 1. Manager would orders button or or their dashboard.		2. The	system redirects the to orders screen that button of accepted pending orders and	
Normal Flow:	Manager would orders button or	click the button in rders that	2. The manager contains orders, complete 4. System that were	system redirects the to orders screen that button of accepted pending orders and	

Alternative Flows:	*a. Actor cancels the current operation.
	System dismisses the state of application.
	5a. Manager rejects the desired order that is being placed by the customer.
	System set the respective order status to reject.
Exceptions:	6a. The database is not responding. 1. Display error dialog and ask manager to try again.

Table 27: Accept Order

Generate Bill

Use Case ID:	Uc27				
Use Case Name:	Generate Bill				
Created By:	Muhammad Shaban	Last Up	dated By:	Muhammad Shaban	
Date Created:	16 / 11 / 2021	Last Rev	vision	17 / 11 / 2021	
Actors:	Manager				
Description:	The manager will printer.	be able to	generate	a bill through Bluetooth	
Trigger:	Update Status But	ton.			
Preconditions:	 Manager shoul Bluetooth print Printer must be 	er must be	configured		
Post conditions:	Manager can gene	rate bill thi	rough printe	er successfully.	
	Actor System				
Normal Flow:	Actor		Sy	stem	
Normal Flow:	1. Actor would accepted orders but		2. The	system redirects the to view accepted orders	
Normal Flow:	1. Actor would	utton.	The manager activity. 4. Syste	system redirects the	
Alternative Flows:	Actor would accepted orders but accepted orders but accepted orders button in order to	on print print the	2. The manager activity. 4. Syste and the bacter printer.	system redirects the to view accepted orders m will generate receipt oill is being generated by	

	6a. Printer powers off unexpectedly.
	System aborts the operation.
	Prompts the manager to try again.
Exceptions:	3a. Bluetooth isn't present in device.
	System display a message of no configuration found.
	System redirects to previous page.
	4a. Printer is not printing in correct format.
	Repeat the process and try again.

Table 28: Generate Bill

View Order Info

Use Case ID:	Uc28				
Use Case Name:	View Order Info				
Created By:	Muhammad Shaban				
Date Created:	15 / 11 / 2021	Last Rev Date:	ision/	17 / 11 / 2021	
Actors:	Manager, Biker				
Description:	The actor will be al	ole to view	the order i	nformation.	
Trigger:	View Order Option				
Preconditions:	 Actor should be Respective ord 				
Post conditions:	Actor can see the i	nformation	of respect	ive order successfully.	
Normal Flow:	Actor		Sy	stem	
	Actor would click orders option.	the view	to orders	vstem redirects the actor screen where they can relevant information der.	
	3. Actor would click the ok button to redirect to previous page. 4. System will redirect the actor previous page.				
Alternative Flows:	1a. Actor cancels the current operation. 1. System go back to previous state.				
Exceptions:	2a. The database 1. Display error o	•		o try again.	

Table 29: View Order Info

Assign Order to Biker

Use Case ID:	Uc29			
Use Case Name:	Assign Order to Biker			
Created By:	Muhammad Shaban	Last Updated By: Muhammad Shab		
Date Created:	15 / 11 / 2021	Last Rev	ision/	15 / 11 / 2021
Actors:	Manager			
Description:	The Manager will b	e able to a	assign the o	order to biker.
Trigger:	Assign Order Butto	n.		
Preconditions: Post conditions:	 Manager should be logged in. Customer must have placed an order. Order must be ready to deliver. There must exit some bikers account in system. Manager can assign an order to biker successfully. 			
Normal Flow:	Actor		Sy	stem
	Manager would orders button or op their dashboard.		2. The	system redirects the to orders screen that button of accepted pending orders and
	Manager would accepted orders order to view the oare being accepted	button in that were placed by customorders that and are accepted by manager		
	5. Manager can c respective order.	lick on		m displays the biker list available for delivery.

	7. Manager can assign and	8. System can successfully				
	order to a biker.	assign the order to a biker along				
		wih order information like receipt				
		of bill, customer name, phone no				
		etc.				
Alternative Flows:	*a. Actor cancels the current	t operation.				
	1. System dismisses the s	•				
	Tr Gyeterir dierimeeee ane e	state of application.				
	 5a. There is no biker available	e for the delivery of order				
		-				
	System display the emp System displays the emp					
	2. System displays the me	ssage of no biker available.				
	<u></u>					
	5b. There are no bikers in the	-				
	Display message of there	re must be some bikers in system.				
Exceptions:	6a. The system takes time to	display the list of bikers.				
	Display error dialog and ask manager to try again.					
	8a. Database is not respond	ling.				
	 Display message of erro 	or occurred.				

Table 30: Assign Order to Biker

Generate Reports

Use Case ID:	Uc30				
Use Case Name:	Generate Reports				
Created By:	Muhammad	Last Updated By: Muhammad Shabar			
	Shaban				
Date Created:	14 / 11 / 2021	Last Rev	/ision	14 / 11 / 2021	
Actors:	Manager				
Description:	The Manager will b of food items.	e able to g	enerate an	d view reports about sale	
Trigger:	Reports / Sales Bu	tton			
Preconditions:	Manager shoul				
				already by customers.	
Post conditions:	Manager can succ	essfully ge	nerate and	view reports of sales.	
Normal Flow:	Actor		Sy	rstem	
	Manager would reports button or or		2. The manager	system redirects the to generate reports	
	navigation menu.		screen	where there is three	
	options as daily, monthly and yearly reports.				
	3. Manager would click the 4. The system redirects				
	respective option.		-	reports page and display gories wise sale and	
				ve pie-chart of sales.	
Alternative Flows:	3a. There is no ge	nerated re	port due to	no sale on specific	
	date.				
	1. System displays		•	port founded and	
	redirects to pre				
Exceptions:	4a. The database 1. Display the		_		

Table 31: Generate Reports

View Submitted Feedbacks

Use Case ID:	Uc31				
Use Case Name:	View a Submitted Feedbacks				
Created By:	Muhammad Shaban	Last Updated By: Muhammad Shaban			
Date Created:	14 / 11 / 2021	Last Revision Date:		14 / 11 / 2021	
Actors:	Manager				
Description:	The Manager will I feedbacks by a cus		view and re	ead the submitted	
Trigger:	Feedbacks Button				
Preconditions:	Manager should be logged in. There must be some feedbacks submitted by the customers.				
Post conditions:	Manager can succe customers.	essfully vie	ew a feedba	icks submitted by	
Normal Flow:	Actor		Sy	stem	
	Manager would click the feedback button or option from navigation menu. The system redirects the manager to feedback screen.				
	3. System displays the list of all submitted feedbacks by the customer.				
Alternative Flows:	1a. There is no feedbacks submitted. 1. System display a message of no feedback submitted and redirects to previous page.				
Exceptions:	2a. The system is 1. Display the	•	•		

Table 32: View Submitted Feedbacks

Add Expense

Use Case ID:	Uc32						
Use Case Name:	Add Expense						
Created By:	Muhammad Shaban	Last Upo	Muhammad Shaban				
Date Created:	10 / 01 / 2022	Last Revision Date:		10 / 01 / 2022			
Actors:	Manager						
Description:	The Manager will a	add the exp	ense that v	will occur on specific date.			
Trigger:	Add Expense Butt	on					
Preconditions:	 Manager is ide Manager shoul System must h 	ld be signe	d in.				
Post conditions:	Manager should be	e able to ac	Manager should be able to add expense successfully.				
		System					
Normal Flow:	Actor		Sy	stem			
Normal Flow:	Actor 1. Manager would expense button fro dashboard.		2. The sy which cor	stem stem provides the activity ntains two buttons as add and view expense.			
Normal Flow:	Manager would expense button from	om their	2. The sy which corexpense, 4. The sy that prom	rstem provides the activity ntains two buttons as add			
Normal Flow:	Manager would expense button fro dashboard. Manager clicks	the add d provide ense like	2. The sy which corexpense, 4. The sy that promodetails of 6. System	rstem provides the activity nations two buttons as add and view expense. The stem will display the form on the persent of the manager to enter expense account. In will add the expense to and displays confirmation			
Normal Flow: Alternative Flows:	Manager would expense button from dashboard. Manager clicks expense button. Manager should the details of expense.	the add d provide ense like unt etc.	2. The sy which corexpense, 4. The sy that promodetails of 6. System as message	estem provides the activity intains two buttons as add and view expense. The stem will display the form on the property of the manager to enter expense account. In will add the expense to and displays confirmation of the stem of the			

Exceptions:	6a. The database is not responding. 1. Display Error message, actor provided info remains same in fields.

Table 33: Add Expense

View Expense

Use Case ID:	Uc33			
Use Case Name:	View Expense			
Created By:	Muhammad Shaban	Last Upo	dated By:	Muhammad Shaban
Date Created:	10 / 01 / 2022	Last Rev	ision/	10 / 01 / 2022
Actors:	Manager			
Description:	The Manager will v that were added by			ils by specifying the date
Trigger:	View Expense But	ton		
Preconditions:	Manager shoul There must exi			ccounts in system.
Post conditions:	Manager can view	and searcl	h different e	expenses by date.
Normal Flow:	Actor		Sy	stem
	Manager would expense button for dashboard.		activity	system provides the which contains two s add expense, and view
	Manager clicks the view expense button. 4. The system will redirect manager to activity where dates were displayed on which specific expense is recorded.			to activity where the ere displayed on which
	5. Manager can specific date expense.	click on to view	expenses	recorded on selected ong with pie-chart for
Alternative Flows:	5a. There exist no 1. System will of redirects to	generate m	nessage of	date in database. no expense found and

Exceptions:	4a. The database is not responding. 1. Display internet connection error dialog.

Table 34: View Expense

Generate Reports PDF

Use Case ID:	Uc34			
Use Case Name:	Generate Reports PDF			
Created By:	Muhammad Shaban	Last Updated By:		Muhammad Shaban
Date Created:	10 / 01 / 2022	Last Revision Date:		10 / 01 / 2022
Actors:	Manager			
Description:	The Manager will generate the pdf format file of report.			at file of report.
Trigger:	Generate Pdf Icon			
Preconditions:	Manager should be logged in. There must exist some orders in the system.			
Post conditions:	Manager can generate pdf file of report successfully.			
Normal Flow:	Actor	System		stem
	Manager would reports button fr dashboard.		activity	system provides the which contains three as daily, monthly and ports.
	Manager cli respective option b		manager reports	to activity where the of specific th/year were displayed.
	5. Manager can gernrate pdf generate pdf file of	icon to	file of r	m will generate the pdf eport and display the ion message.
Alternative Flows:	3a. There exist no report of selected option in database.1. System will generate message of no reports founded and redirects to previous page.			

Exceptions:	4a. The database is not responding. 1. Display internet connection error dialog.

Table 35: Generate Reports PDF

Edit Profile

Use Case ID:	Uc35				
Use Case Name:	Edit Profile				
Created By:	Muhammad Shaban	Last Updated By:		Muhammad Shaban	
Date Created:	04 / 11 / 2021	Last Revision Date:		04 / 11 / 2021	
Actors:	Customer, Manager, Biker, Admin				
Description:	The actor can be able to update their profile like their name, phone number or address etc. except for their usernames.				
Trigger:	Edit Profile Button				
Preconditions:	Actor should be logged in to the system.				
Post conditions:	Actor can successfully view the popular items by the system.				
Normal Flow:	Actor		Sy	stem	
	Actor would log system.	_		ystem login the actor and to main screen.	
	3. Actor can switch Profile screen.	to My	,	em will display the on of actor along with e button.	
		dit profile	information edit profile 6. System an active about the	on of actor along with e button. n will redirect the actor to eity where information eir account were filled in oxes along with update	

Alternative Flows:	*a. Actor cancels the current operation. 1. System dismisses the state of application.
	3a. Actor clikcs the back button. 1. System exits the app from device.
	5a. Actor cancels the current operation.
	System will redirects to previous screen.
	 7a. Actor provides invalid updated details. 1. System pop up an error message and the information remains same. 2. System prompts user to enter again.
Exceptions:	2a. The System failed to login the actor.1. Display the message of invalid credentials and try again.8a. The System was failed due to internet.
	Display the message of try again.

Table 36: Edit Profile

Change Password

Use Case ID:	Uc36			
Use Case Name:	Change Password			
Created By:	Muhammad Shaban	Last Updated By:		Muhammad Shaban
Date Created:	04 / 11 / 2021	Last Revision Date:		04 / 11 / 2021
Actors:	Customer, Manage	Customer, Manager, Biker, Admin		
Description:	The actor can be able to change their password by providing the old password and good length new password.			
Trigger:	Change Password Button			
Preconditions:	Actor should be logged in to the system.			
Post conditions:	Actor can successfully change the password of their account.			
Normal Flow:	Actor Sy		stem	
	Actor would login to the system.		2. The System login the actor and redirects to main screen.	
	3. Actor can click the change password button.		4. System will redirect to the activity where it can prompt actor to enter old, new and re enter new password.	
	5. After providing th actor can click the button.		screen a	n will the actor to main and change password of successfully.
Alternative Flows:	 3a. Actor clikcs the back button. 1. System exits the app from device. 5a. Actor cancels the current operation. 1. System will redirects to previous screen. 			

	5b. Actor entered old password didn't matched with current password of their account.1. System shows the error message on old password text-field.
	5c. Actor entered new and re-enter new password both don't match with each other.1. System show the error message on new password field.
Exceptions:	2a. The System failed to login the actor. 1. Display the message of invalid credentials and try again.
	6a. The System was failed due to internet.1. Display the message of try again.

Table 37: Change Password

<u>Logout</u>

Use Case ID:	Uc37			
Use Case Name:	Logout			
Created By:	Muhammad Shaban	Last Updated By:		Muhammad Shaban
Date Created:	20 / 07 / 2021	Last Revision Date:		05 / 08 / 2021
Actors:	Manager, Custome	er, Biker, A	dmin	
Description:	The actor can be able to logout from the system.			
Trigger:	Logout Button.			
Preconditions:	Actor should be logged in to the system.			
Post conditions:	Manager can successfully logged out from the system.			
Normal Flow:	Actor		Sy	stem
	Actor would logout button.	click on	2. The confirmat	system pop-up a ion dialog.
	3. Actor confirms the logout operation. 4. The system will logout the actor from system and can clear all log in information from device.			em and can clear all its
Alternative Flows:	*a. Actor cancels the current operation. 1. System dismisses the state of application.			
	3a. Manager cancels the current operation.1. System dismisses the popup dialog and load the previous state of application.			
Exceptions:	4a. The System stopped working. 1. Display the message of trying the operation again.			

Table 38: Logout

2.5. System Sequence Diagram:

System sequence diagram (SSD) is a sequence diagram that shows, for a particular scenario of a use case, the events that external actors generate their order, and possible inter-system events.

SSD Login.

Here, User means: Admin, Customer, Manager and Biker.

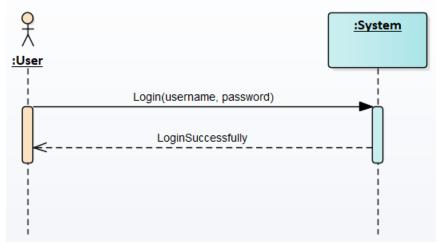


Figure 7: SSD Login

SSD Logout.

Here, User means: Admin, Customer, Manager and Biker.

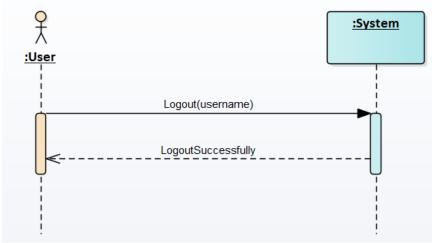


Figure 8: SSD Logout

SSD Change Password.

Here, User means: Admin, Customer, Manager and Biker.



Figure 9: SSD Change Password

SSD Manage Profile.

Here, User means: Admin, Customer, Manager and Biker.



Figure 10: SSD Manage Profile

SSD Report Issue.

Here 'Actor' implies, Biker and Customer who can report issue related to system.



Figure 11: SSD Report Issue

For Admin:

SSD Add Manager.

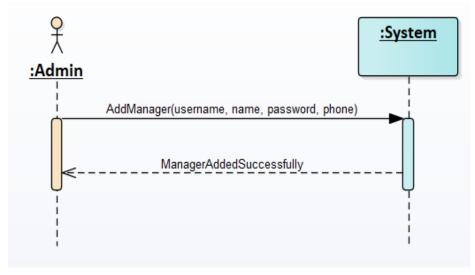


Figure 12: SSD Add Manager

SSD View Manager.

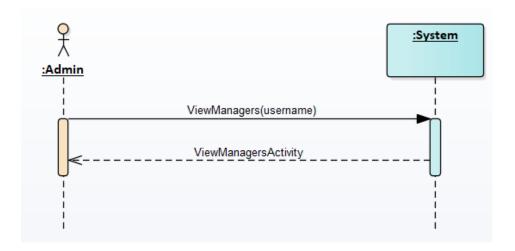


Figure 13: SSD View Manager

SSD Delete Manager.

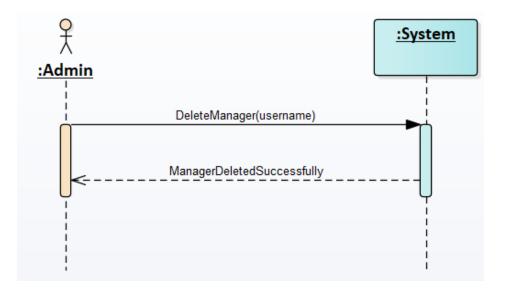


Figure 14: SSD Delete Manager

For Manager: SSD Add Item.



Figure 15: SSD Add item

SSD View Item.

Here, User means Customer and Manager Both.

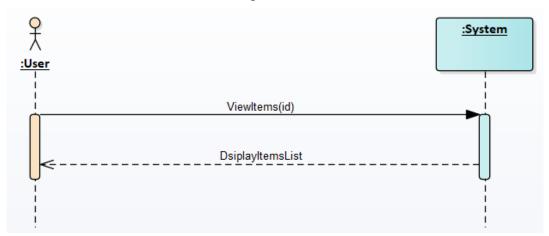


Figure 16: SSD ViewItem

SSD Browse Item.

Here, User means Customer and Manager Both.

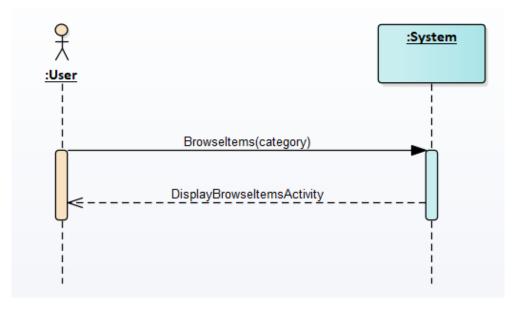


Figure 17: SSD Browse item

SSD Delete Item.

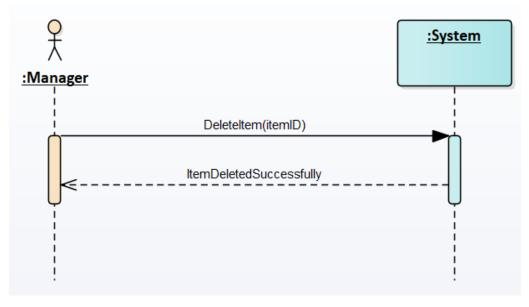


Figure 18: SSD Delete Items

SSD Update Item.

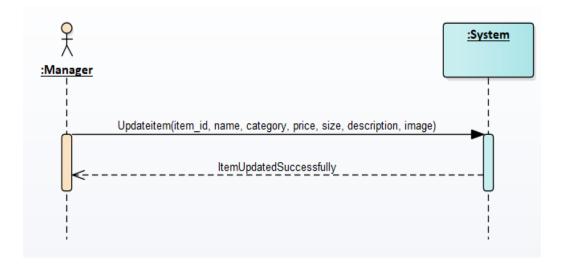


Figure 19: SSD Update Item

SSD Block Customer Account.

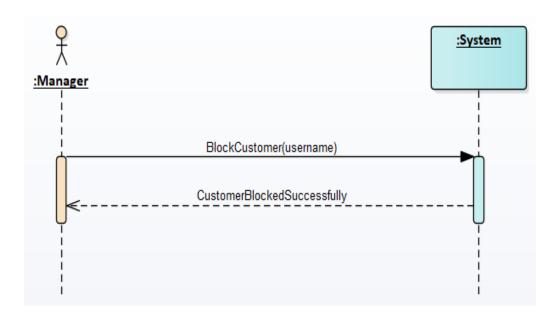


Figure 20: SSD Block Customer

SSD UnBlock Customer Account.



Figure 21: SSD Unblock Customer

SSD AddBiker.



Figure 22: SSD Add Biker

SSD ViewBiker.



Figure 23: SSD View Bikers

SSD DeleteBiker.

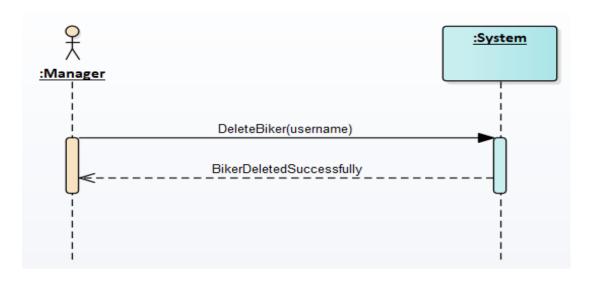


Figure 24: SSD Delete Biker

SSD UpdateBiker.



Figure 25: SSD Update Biker

SSD Accept Order.

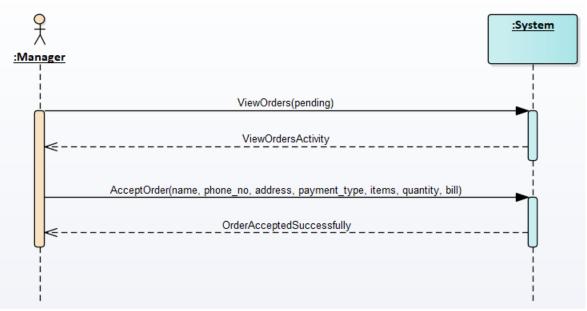


Figure 26: SSD Accept Order

SSD Update Order Status.



Figure 27: SSD Update Order Status

SSD Generate Bill.

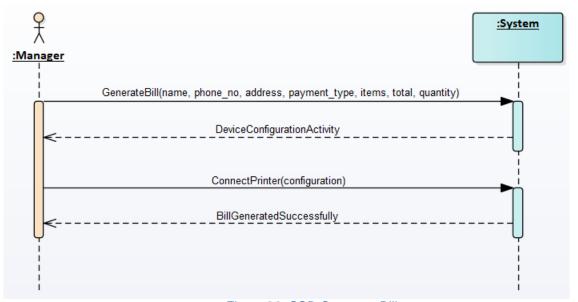


Figure 28: SSD Generate Bill

SSD Assign Order to Biker.

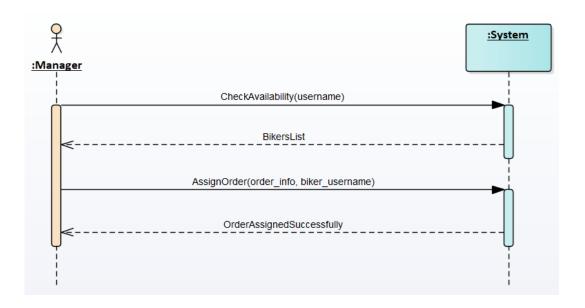


Figure 29: SSD Assign Order to Biker

SSD View Feedback.



Figure 30: SSD View FeedBack

SSD View OderInfo.



Figure 31: SSD view Order Info

SSD Generate Reports.

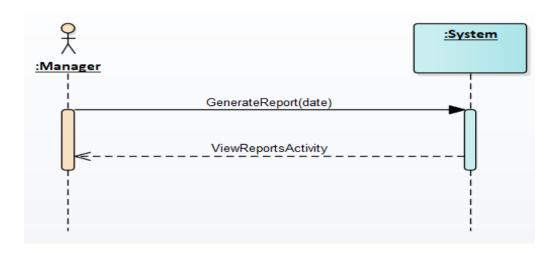


Figure 32: SSD Generate Reports

SSD Add Expense.

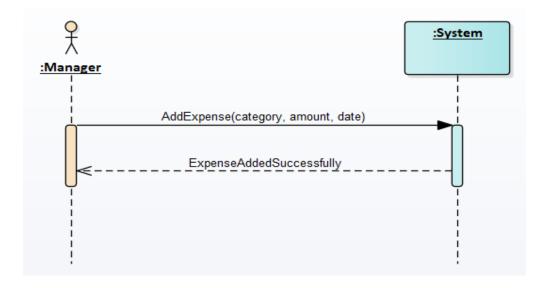


Figure 33: Add Expense

SSD View Expense.

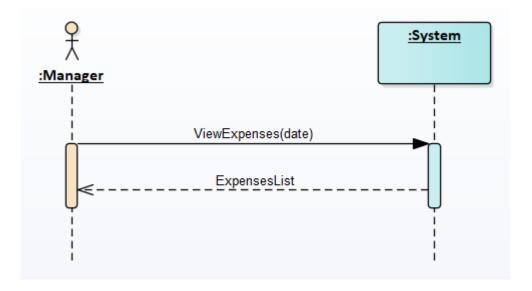


Figure 34: View Expense

SSD Generate Reports PDF.

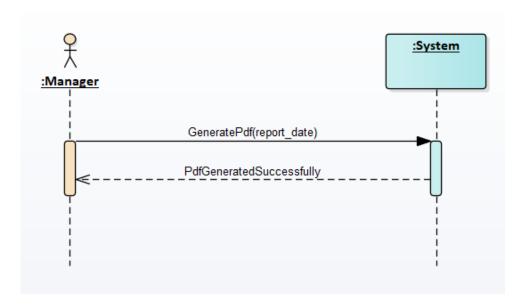


Figure 35: Generate Reports PDF

For Customer: SSD Signup.

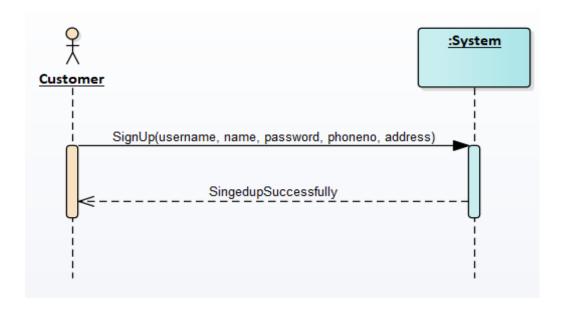


Figure 36: SSD Signup

SSD Browse item.

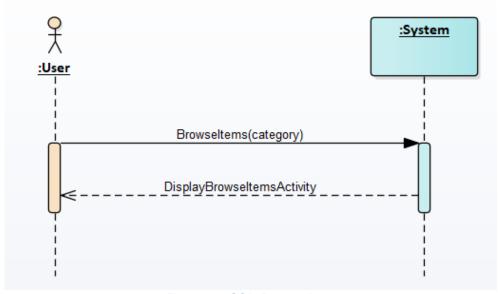


Figure 37: SSD Browse Items

SSD Checkout.



Figure 38: SSD Checkout

SSD Add to Cart.



Figure 39 SSD Add to Cart

SSD Delete from Cart.

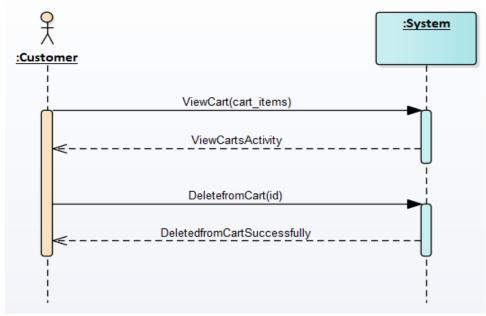


Figure 40: SSD Delete from Cart

SSD Online Payment.



Figure 41: SSD Online Payment

SSD Cancel Order.



Figure 42: SSD Cancel Order

SSD Submit Feedback.

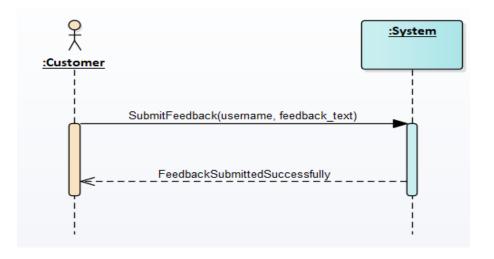


Figure 43: SSD Submit Feedback

SSD Verify Email.

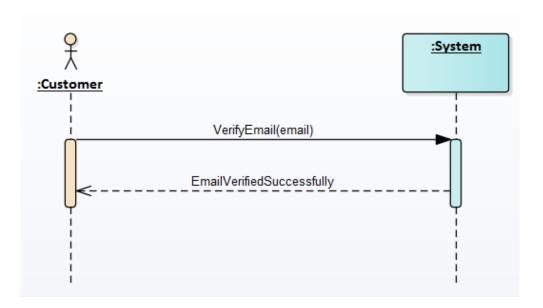


Figure 44: SSD Verify Email

For Biker:

SSD View Order Info.

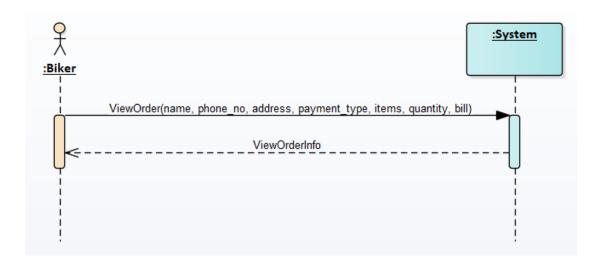


Figure 45: SSD View Order Info

SSD Confirm Delivery.



Figure 46: SSD Confirm Delivery

2.6. Domain Model:

Domain model is a conceptual model of the domain that incorporates both behavior and data.

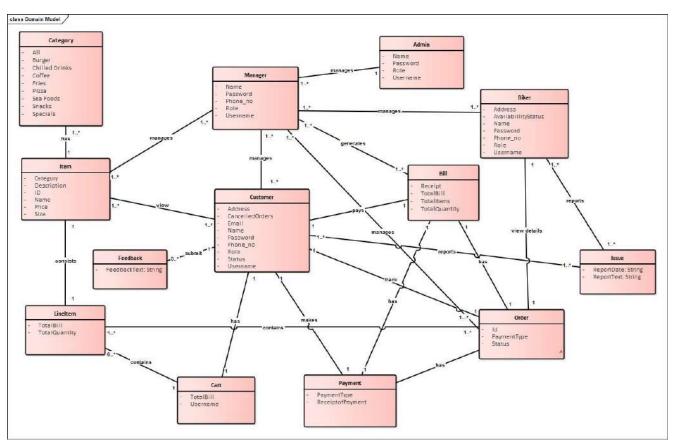


Figure 47: Domain Model

Chapter 3

System Design

3.1. Layer Definition:

3.1.1. Presentation Layer:

This layer defines how the graphical user interface interact with the business layer and the database layer. The main function of this layer is to translate tasks and results something the user can understand.

3.1.2. Business Layer:

This layer controls the system functionality by performing different processing or business rules related to the system. It also moves the data between the surrounding two layers. The main components of this layer are business rules and workflow of the system.

3.1.2. Database Layer:

This layer is used to store the any information in the database which is used in current system. This layer has own work process which handles the tasks related to the database. This layer for the permanent data storage of data.

3.2. Class Diagram:

Class diagrams describe systems by illustrating attributes, operations and relationships between classes. Unified Modeling Language (UML) calls them structure diagrams.

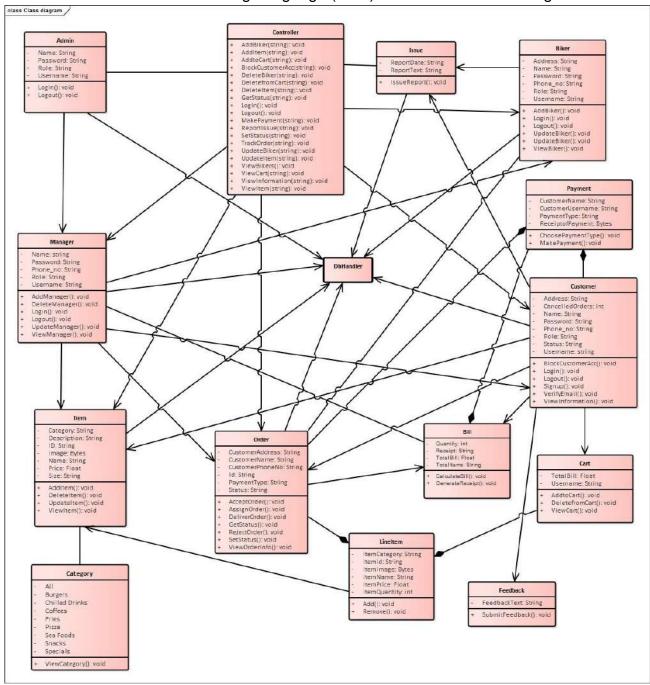


Figure 48: Class Diagram

3.2.1. Controller Class:

This class shall control the communication between classes. It gets request from UI and forward it to appropriate class.

3.2.2. DbHandler Class:

This class shall be used to handle all communication with the database. Like Creating, deleting or updating some data.

3.2.3. Manager Class:

This class shall be able to control the items, bikers and orders etc. i-e; it can manage items or bikers etc.

3.2.4. Customer Class:

This class shall be able to entertain the customer user of system. Through this class, customer can place their food item or browse items.

3.2.5. Admin Class:

This class shall be able to entertain the admin user of system. Through this class, admin can make new managers account etc.

3.2.6. Biker Class:

This class shall be able to entertain the biker user of system. Through this class, biker can view order info and other operations.

3.2.7. Cart Class:

This class shall be able to entertain the cart of customer through this class, customer can view, add and delete item from their order.

3.2.8. Items Class:

This class shall be able to entertain the food items of system. Through this class, manager can add, delete, update or view items of system.

3.2.9. Feedback Class:

This class shall be able to entertain the feedback upon the food items of order. Through this class, cutomer can submit feedback of both food and biker services.

3.2.10. Issue Class:

This class shall be able to entertain the issues that were faced by the system users. Through this class, user can report any kind of issue faced in using the system.

3.2.11. Payment Class:

This class shall be able to entertain the payments done by the customers for the orders. Through this class, customer can pay their order payment.

3.2.12. Lineitem Class:

This class shall be able to represent the single item in the cart of a customer. Through this class, customer shall be able to add new item to their cart.

3.3. Sequence Diagrams:

Given below are the Sequence Diagrams of Sip n Snack v.2.0.

SD Login.

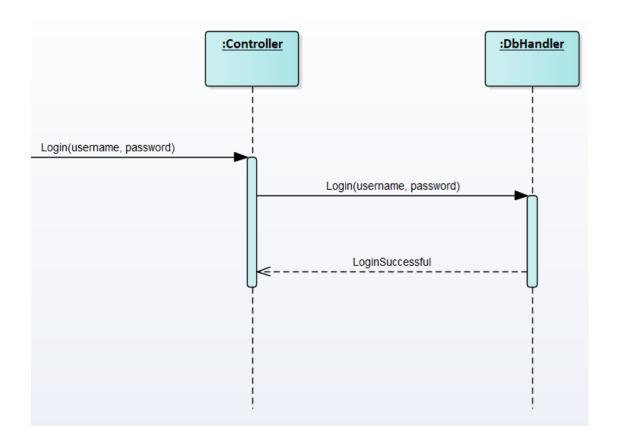


Figure 49: SD Login

SD Manage Profile.

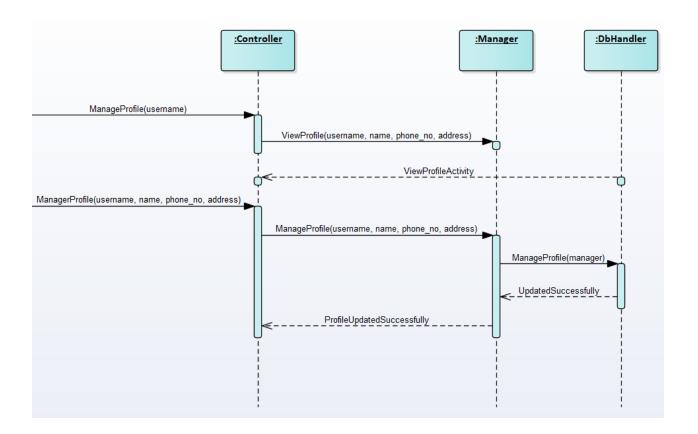


Figure 50: SD Manage Profile

SD Change Password:.

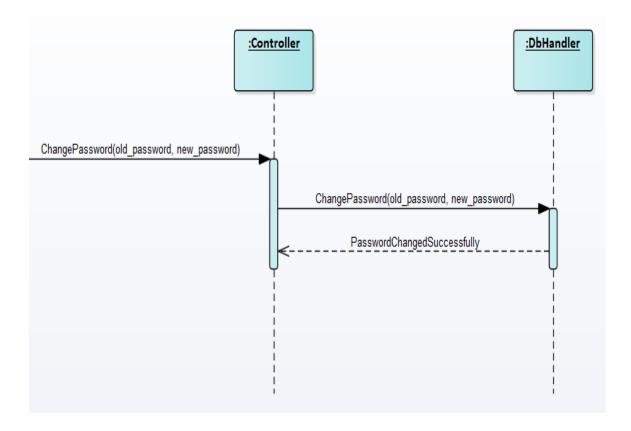


Figure 51: SD Change Password

SD Report Issue.

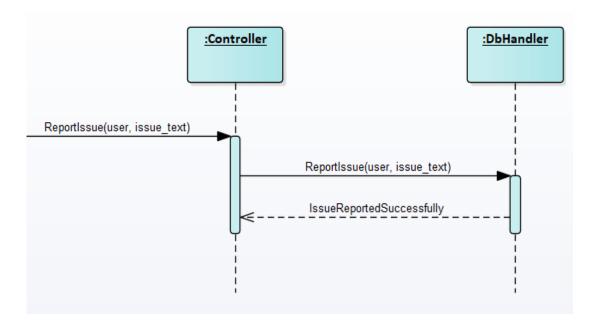


Figure 52: SD Report Issue

Admin Module

SD Add Manager.

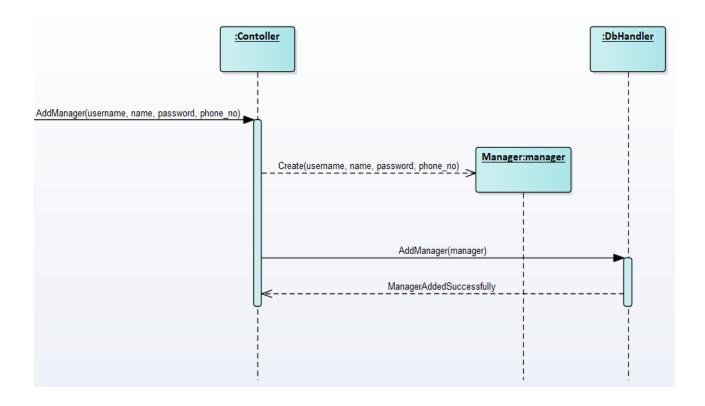


Figure 53: SD Add Manager

SD View Manager.

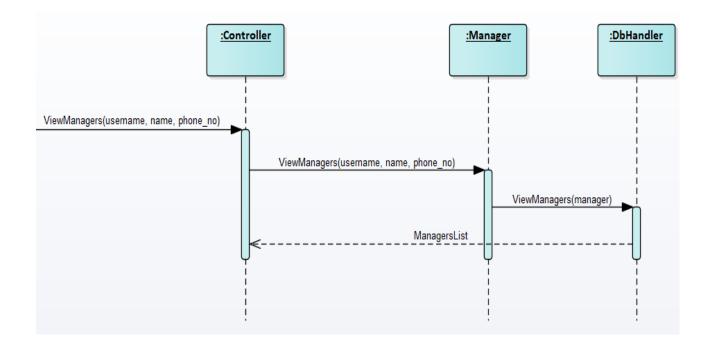


Figure 54: SD View Manger

SD Delete Manager.

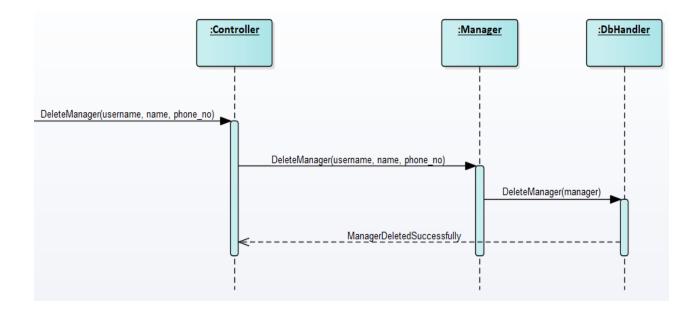


Figure 55: SD Delete Manager

Manager Module

SD Add Item.

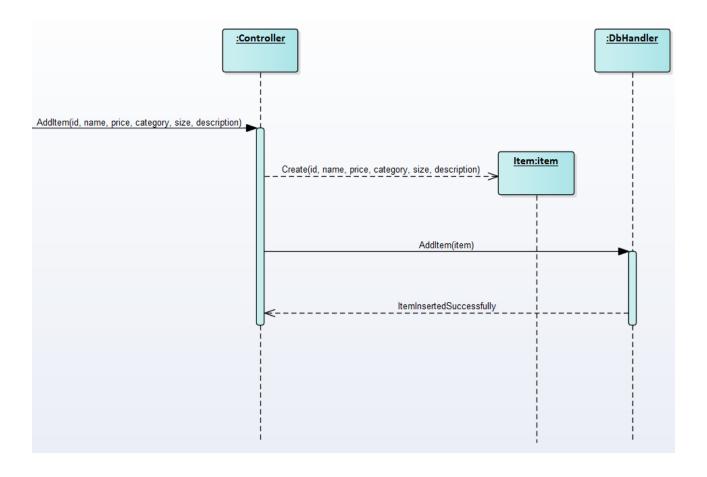


Figure 56: SD Add Item

SD View Item.

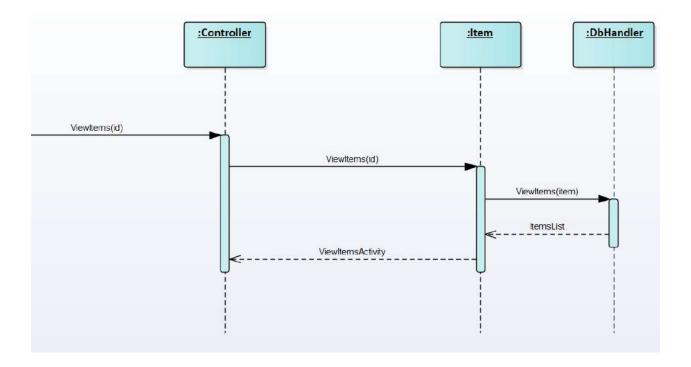


Figure 57: SD View Item

SD Browse Item.

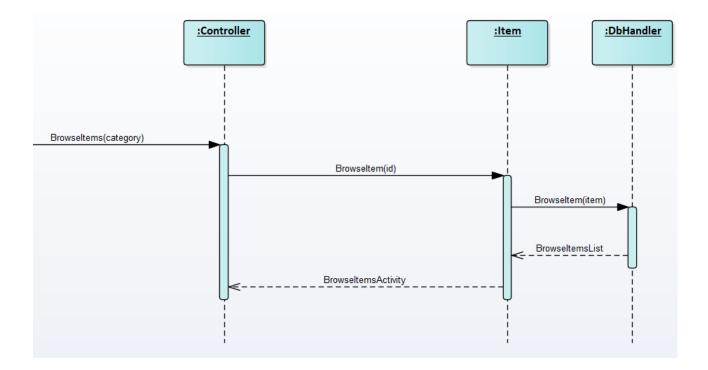


Figure 58: SD Browse Item

SD Update Item.

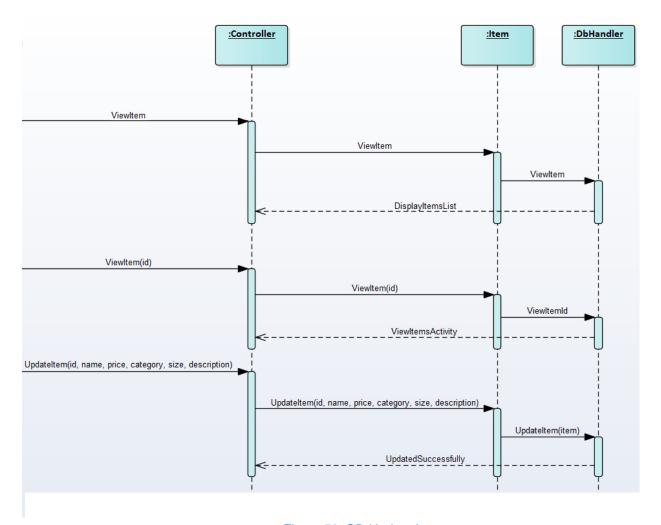


Figure 59: SD Update Item

SD Delete Item.

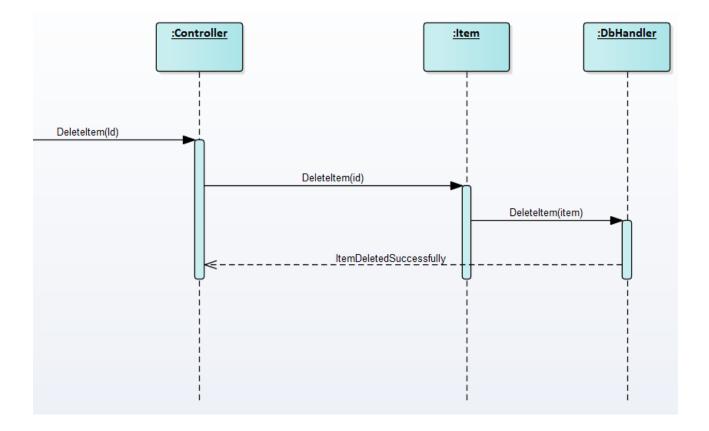


Figure 60: SD Delete Item

SD Block Customer Account.

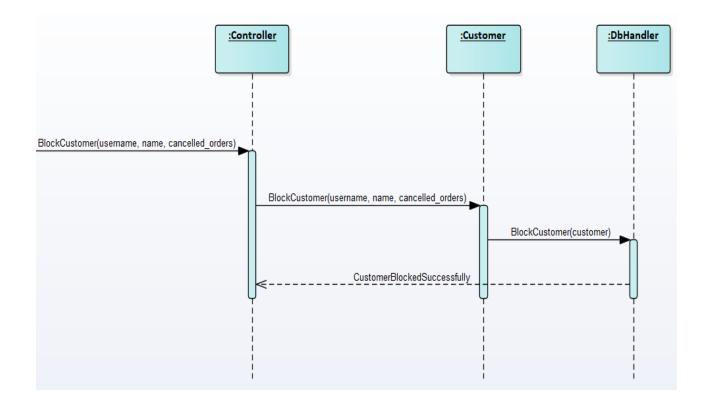


Figure 61: SD Block Customer Account

SD UnBlock Customer Account.

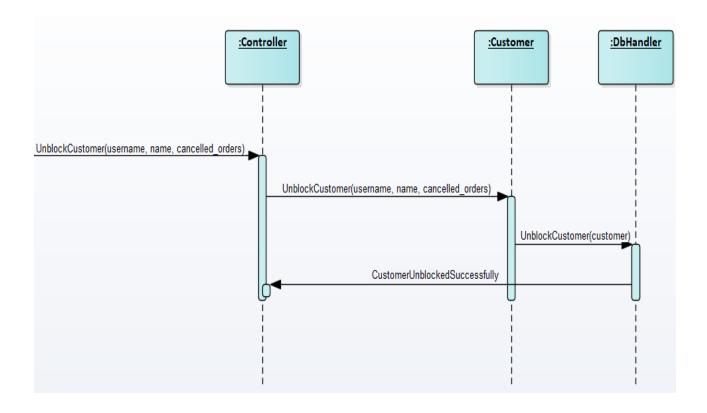


Figure 62: SD Unblock Customer Account

SD Add Biker.

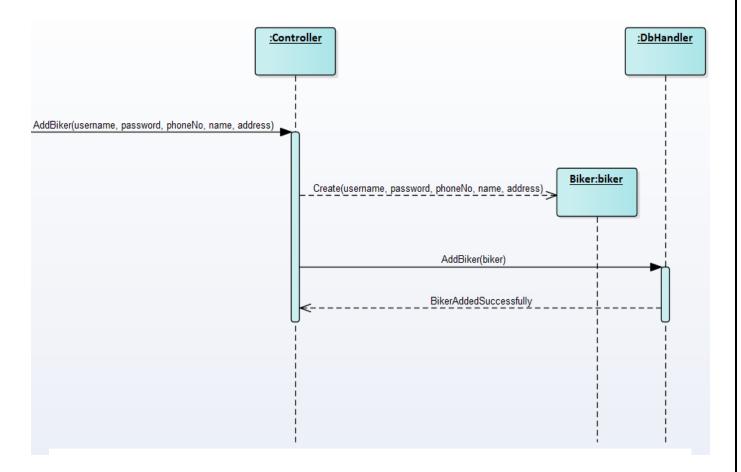


Figure 63: SD Add Biker

SD View Biker.

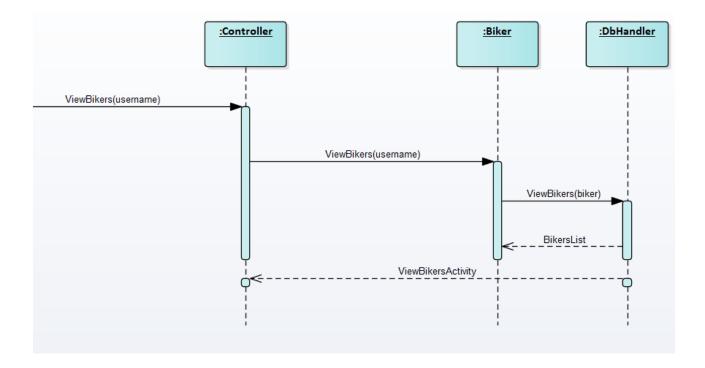


Figure 64: SD View Biker

SD Update Biker.

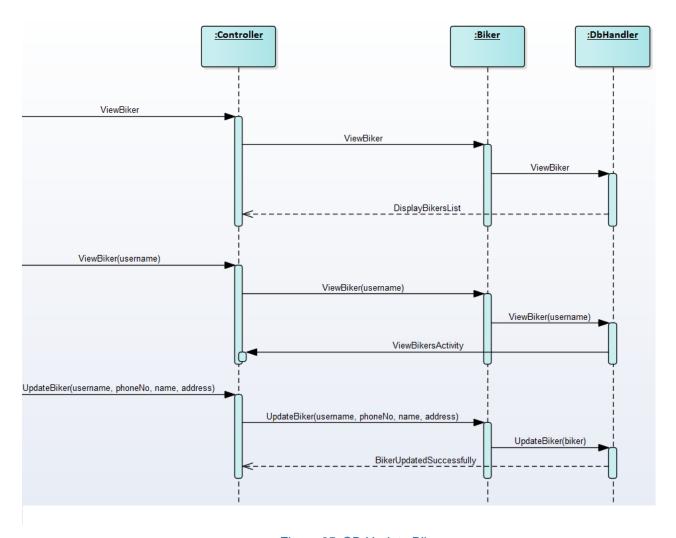


Figure 65: SD Update Biker

SD Delete Biker.

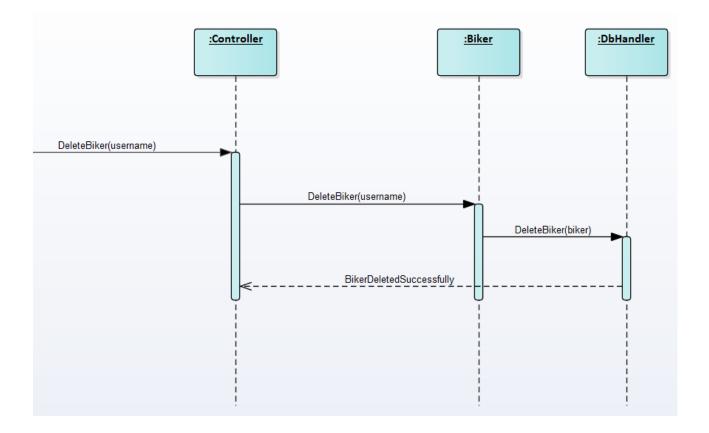


Figure 66: SD Delete Biker

SD Update Banner.

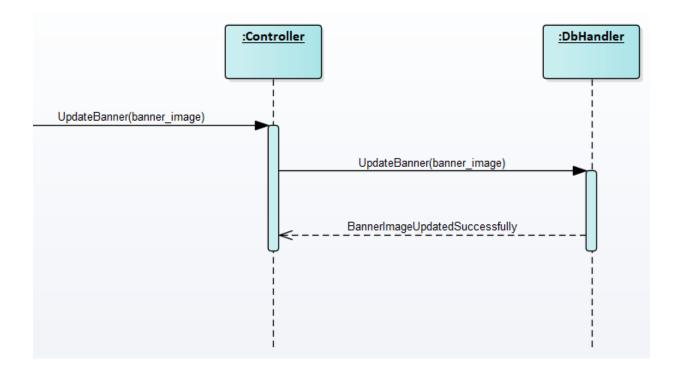


Figure 67: SD Update Banner

SD Accept Order.

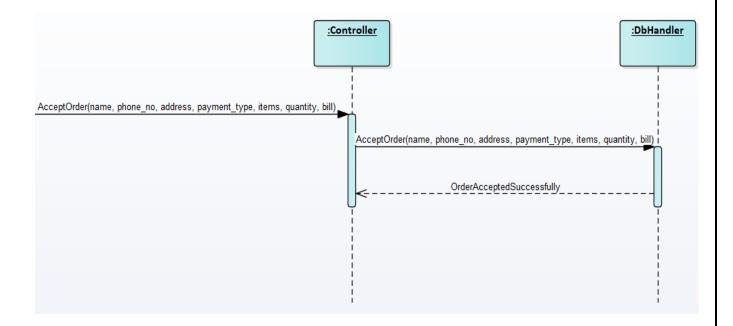


Figure 68: SD Accept Order

SD Generate Bill.

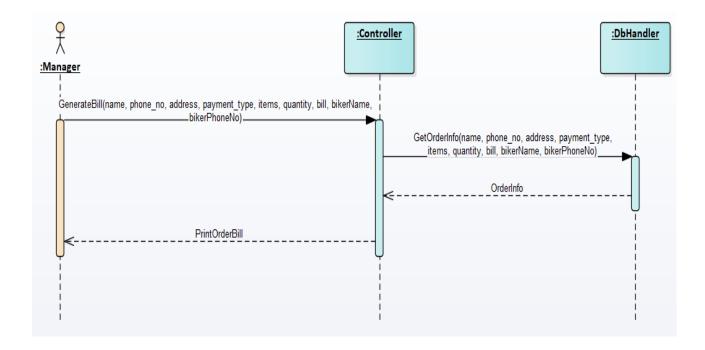


Figure 69: SD Generate Bill

SD Assign Order to Biker.

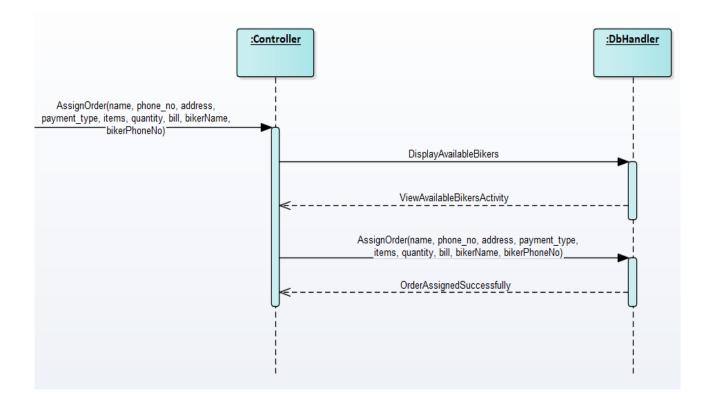


Figure 70: SD Assign Order to Biker

SD View Feedback.

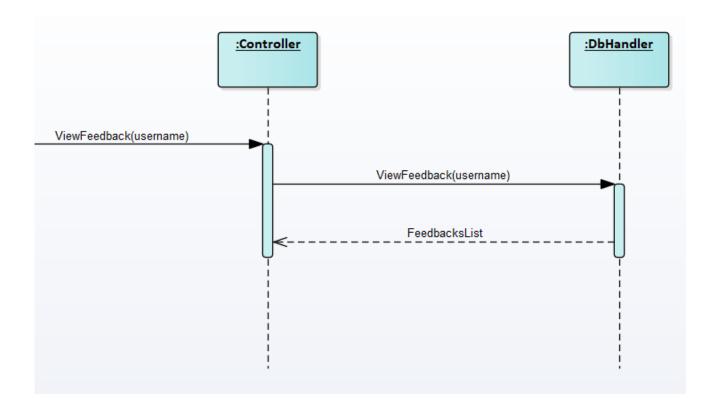


Figure 71: SD View Feedback

SD View Order Info.

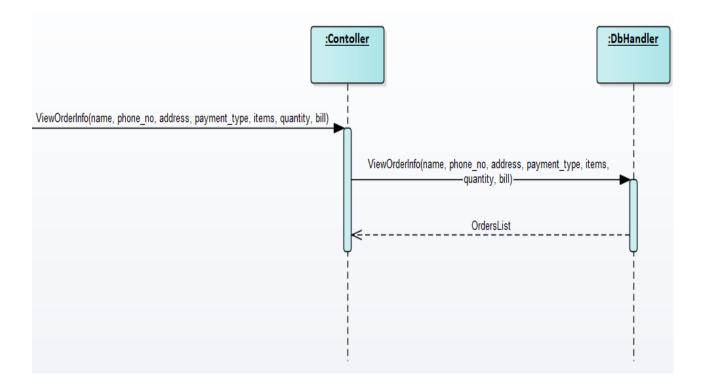


Figure 72: SD View Order Info

SD Generate Reports.

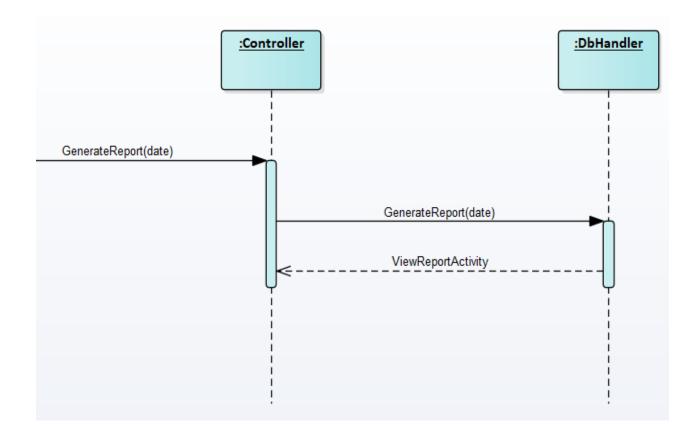


Figure 73: SD Generate Reports

SD Generate Reports PDF.

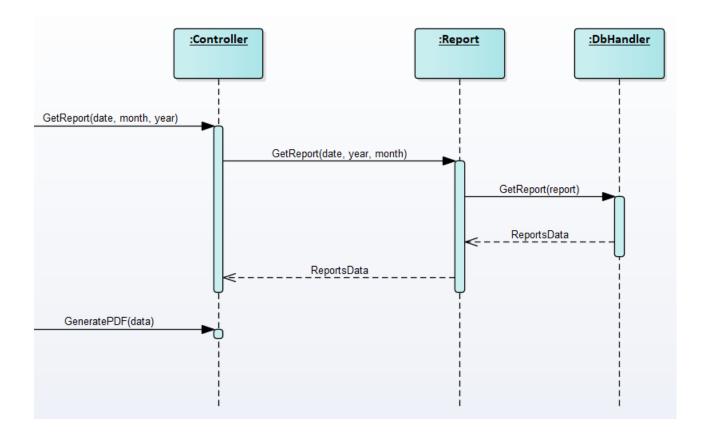


Figure 74: SD Generate Reports PDF

SD Add Expense.

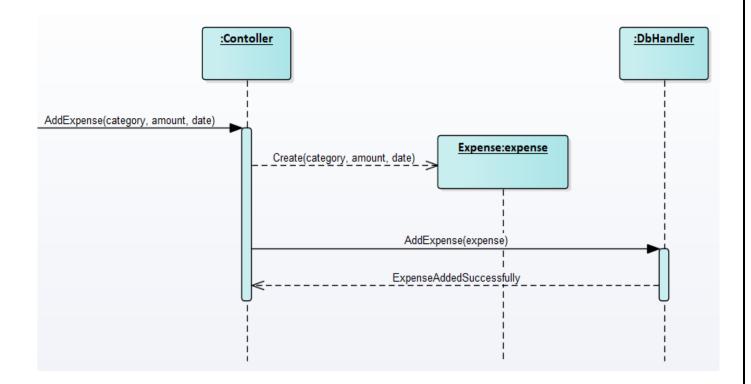


Figure 75: SD Add Expense

SD View Expense.

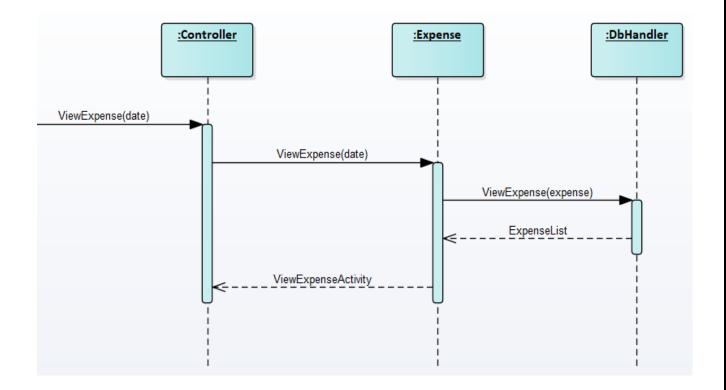


Figure 76: SD View Expense

Customer Module

SD Signup.

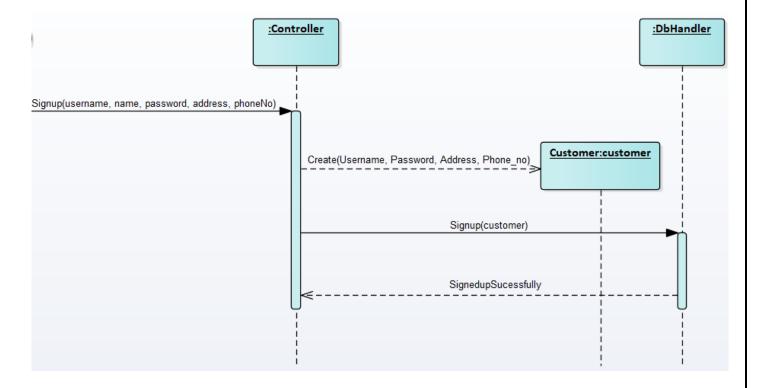


Figure 77: SD Signup

SD Browse Items.

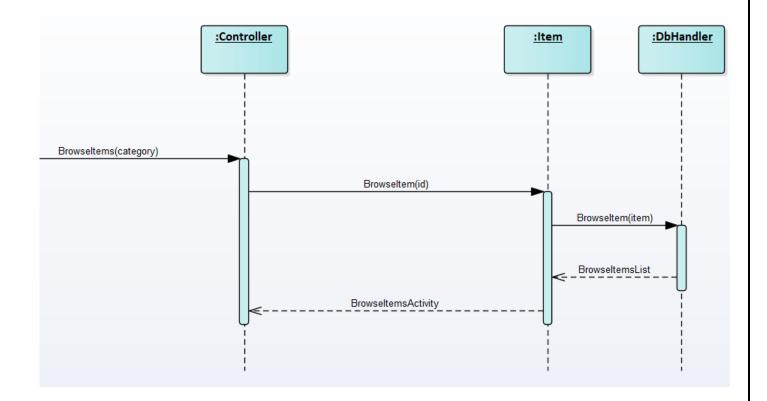


Figure 78: SD Browse Items

SD Checkout.

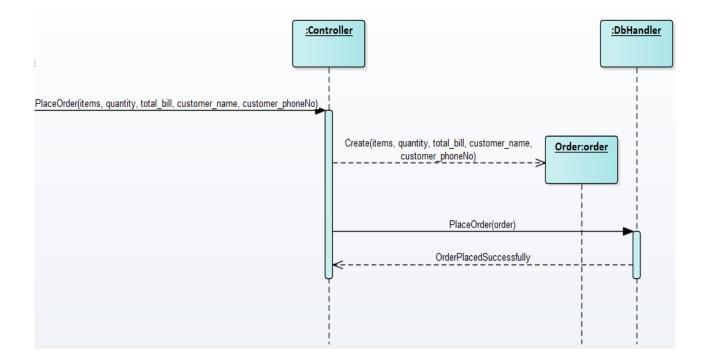


Figure 79: SD Place Order

SD Add to Cart.

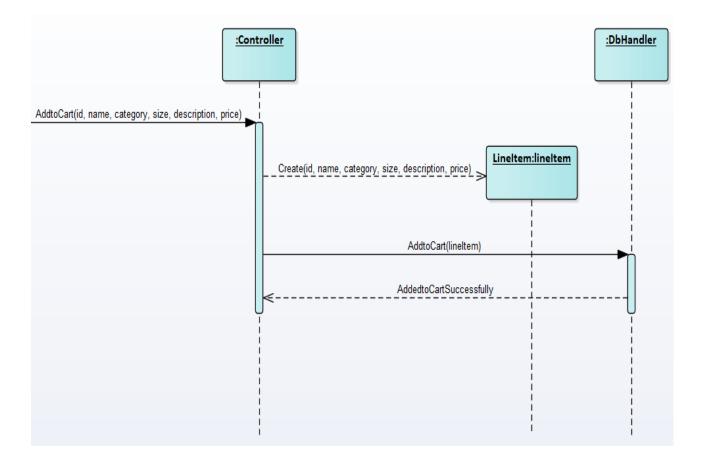


Figure 80: SD Add to Cart

SD Delete from Cart.

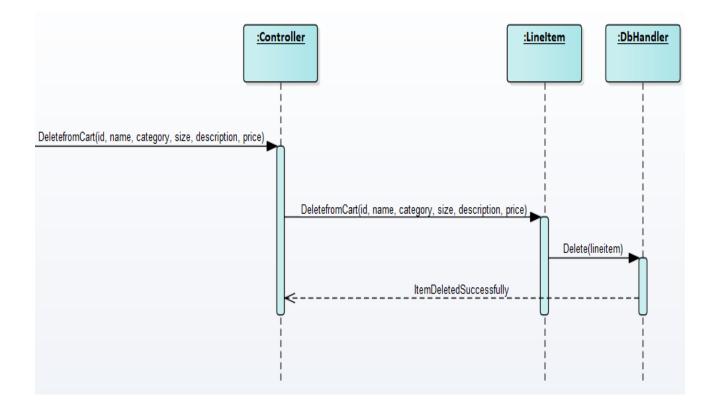


Figure 81: SD Delete from Cart

SD Online Payment.

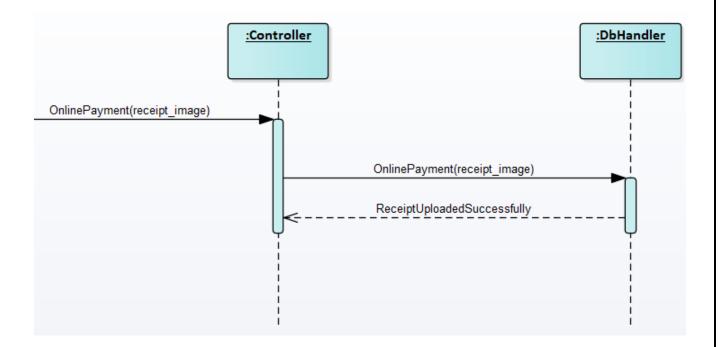


Figure 82: SD Online Payment

SD Cancel Order.

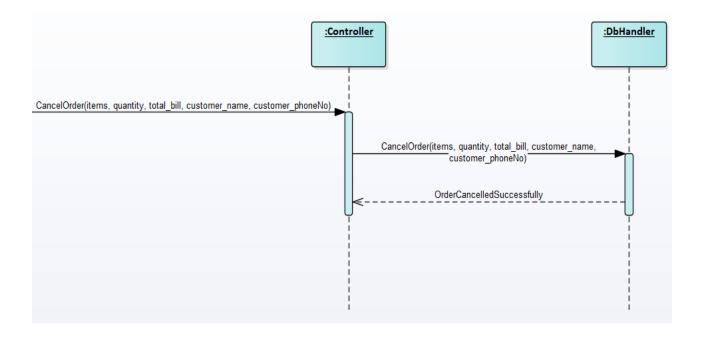


Figure 83: SD Cancel Order

SD Submit Feedback.

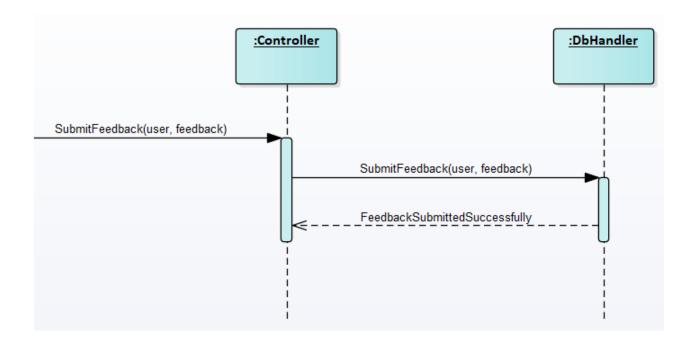


Figure 84: SD Submit Feedback

SD Verify Email.

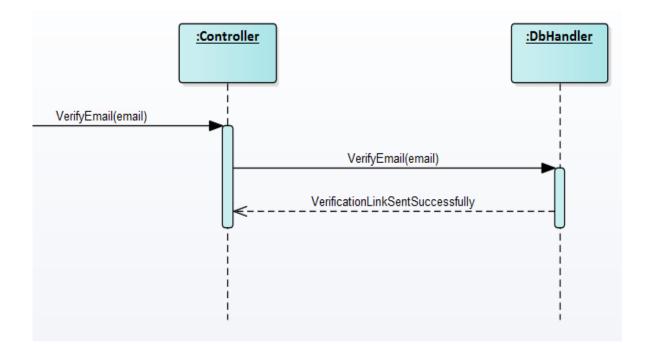


Figure 85: SD Verify Email

Biker Module

SD View Order Info.

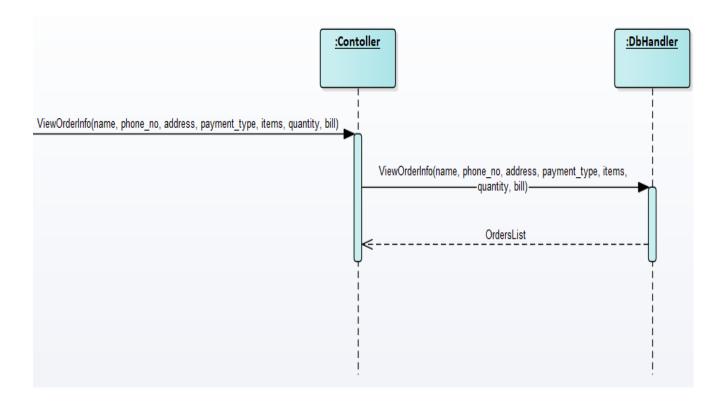


Figure 86: SD View Order Ifno

SD Confirm Delivery.

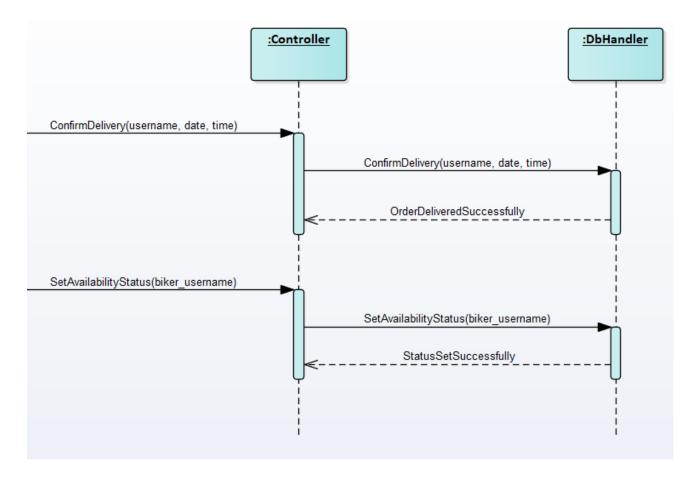


Figure 87: SD Confirm Delivery

3.4. Architecture Diagram:

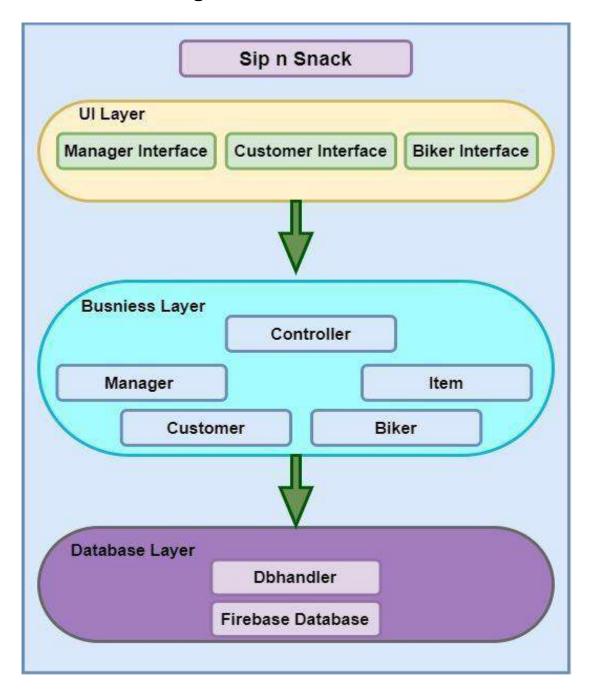


Figure 88: Architecture Diagram

3.5. Database Schema:

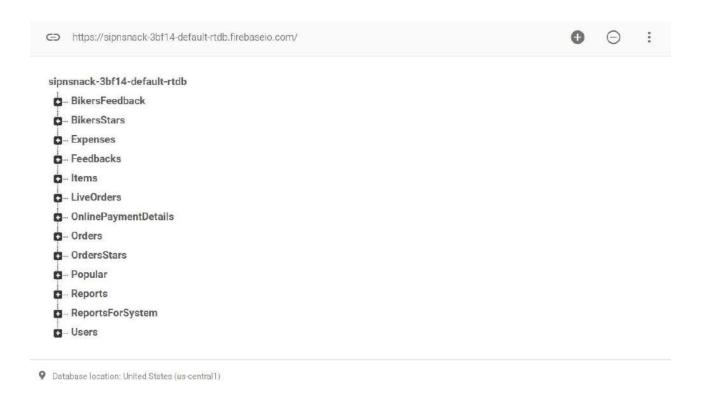


Figure 89: Database Schema - I



Figure 90: Database Schema – II

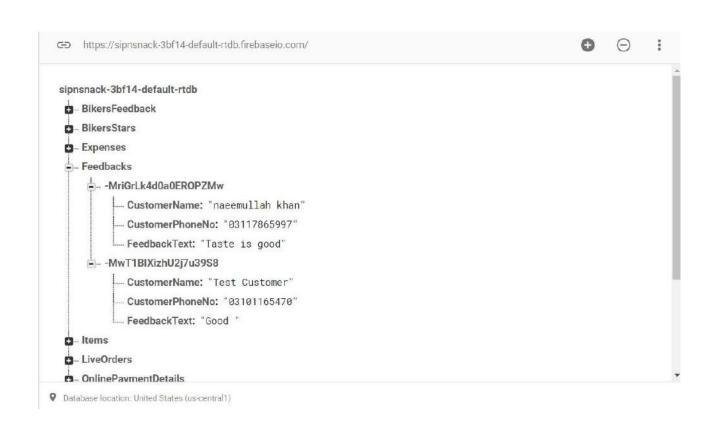


Figure 91: Database Schema - III

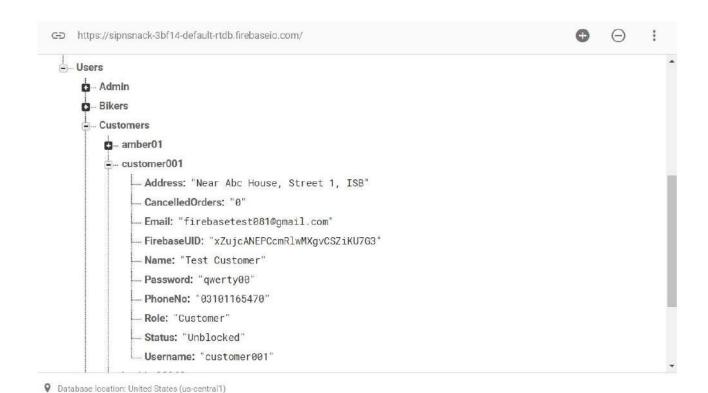


Figure 92: Database Schema – IV

3.6. User Interface Design:

User Interface (UI) Design focuses on anticipating what users might need to do and ensuring that the interface has elements that are easy to access, understand, and use to facilitate those actions. UI brings together concepts from interaction design, visual design, and information architecture.

Splash Screen:



Figure 93: Splash Screen

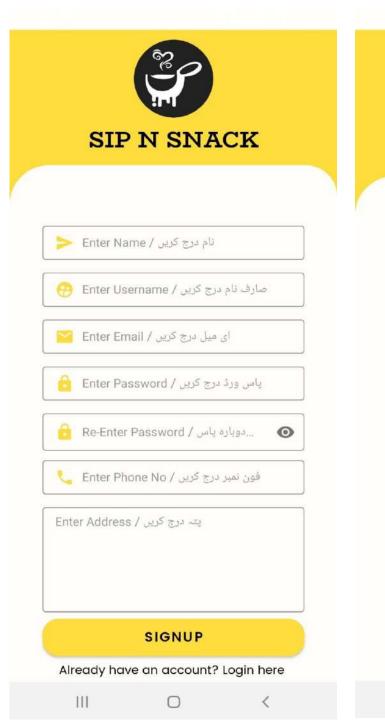
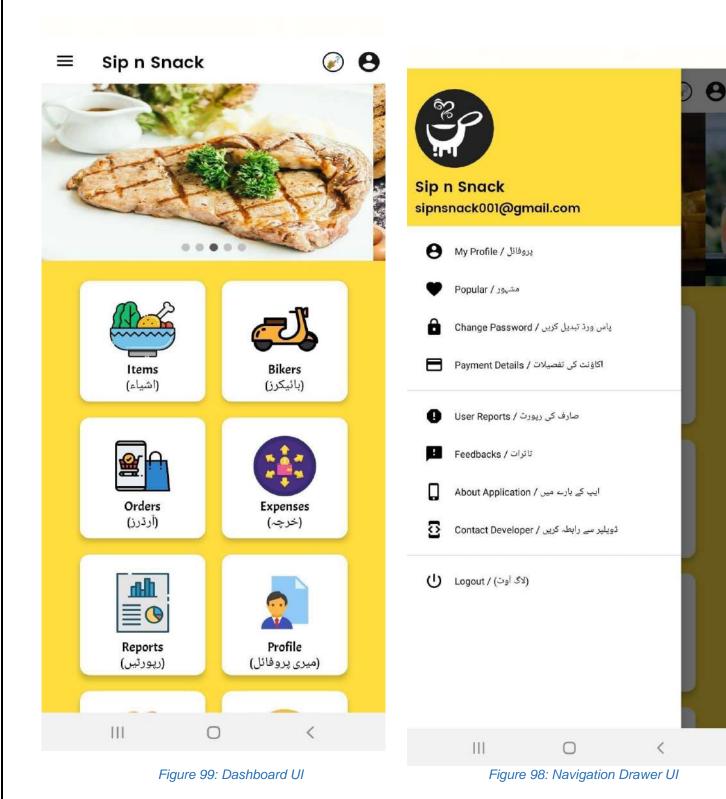




Figure 95: Signup UI

Figure 94: Login UI

176



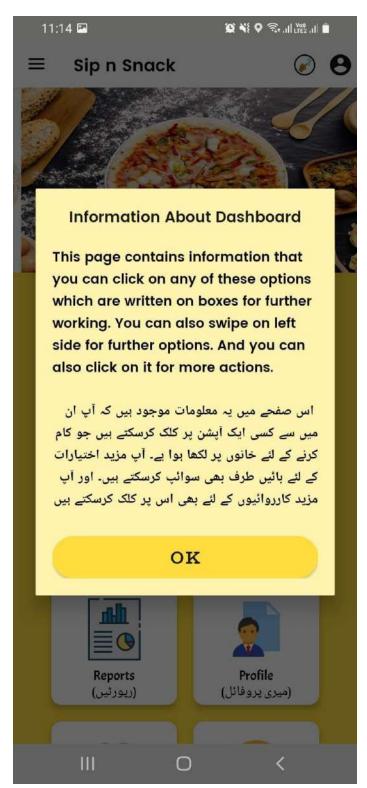
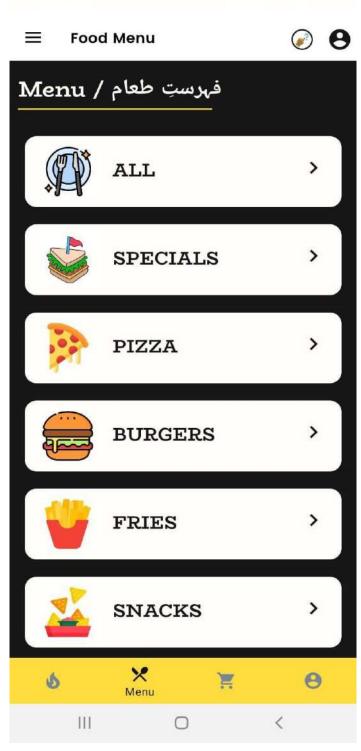


Figure 100: About Dashboard



Figure 101: Customer View

178



Zinger Burger Rs. 249 Size: Regular SHOW DETAILS Peri Peri Burger Rs. 349 Size: Regular SHOW DETAILS Ш

Burgers

Figure 103: Menu UI

Figure 102: Menu Items UI

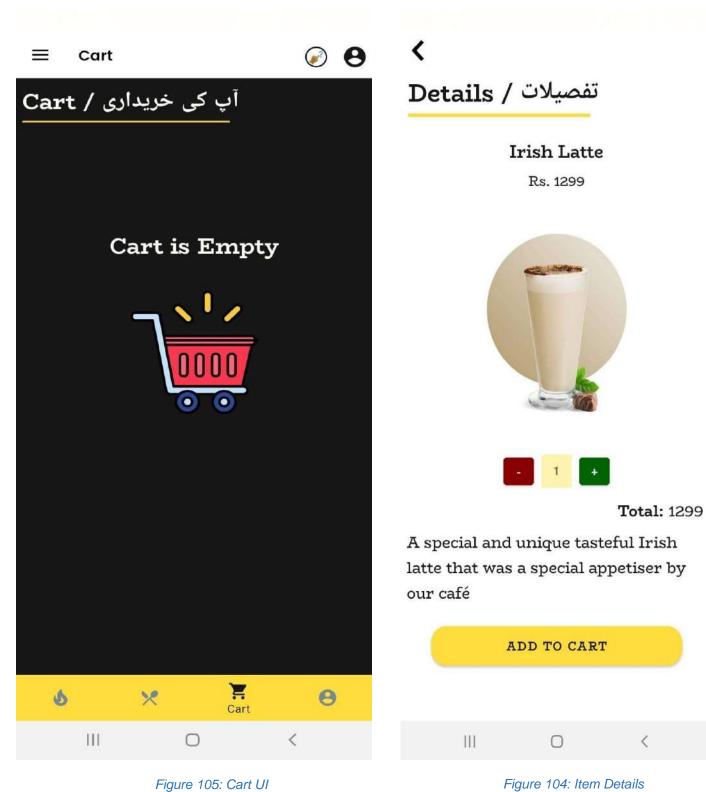
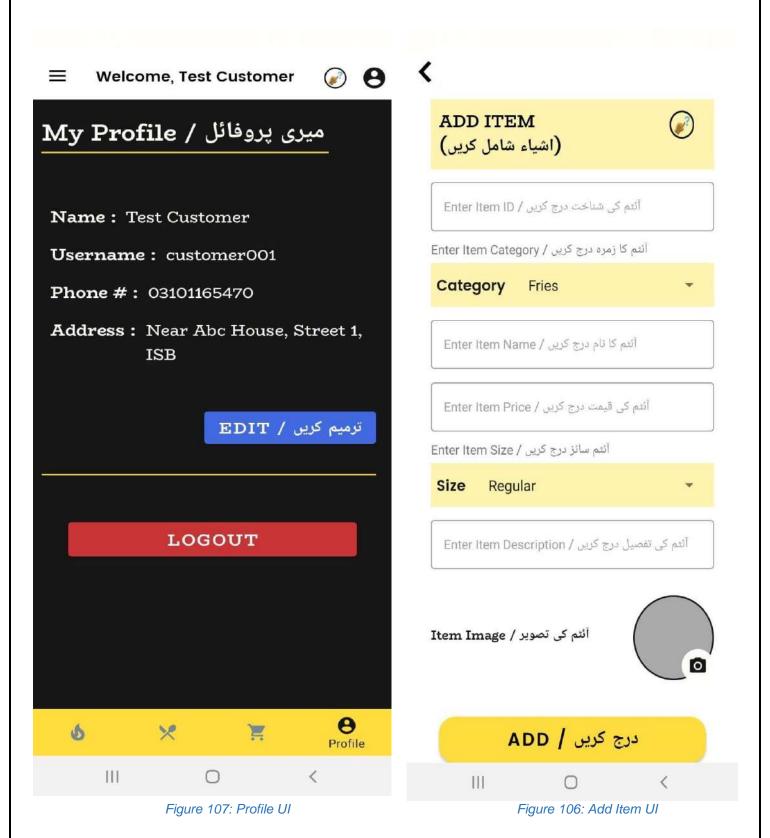
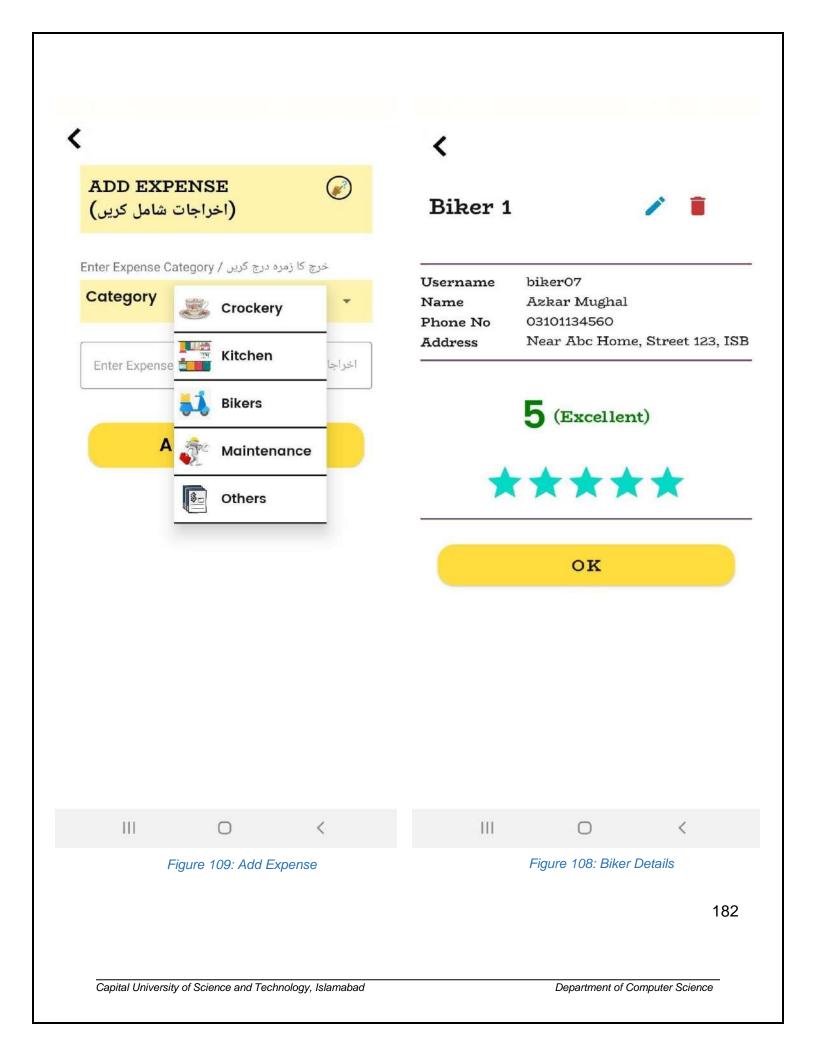


Figure 104: Item Details





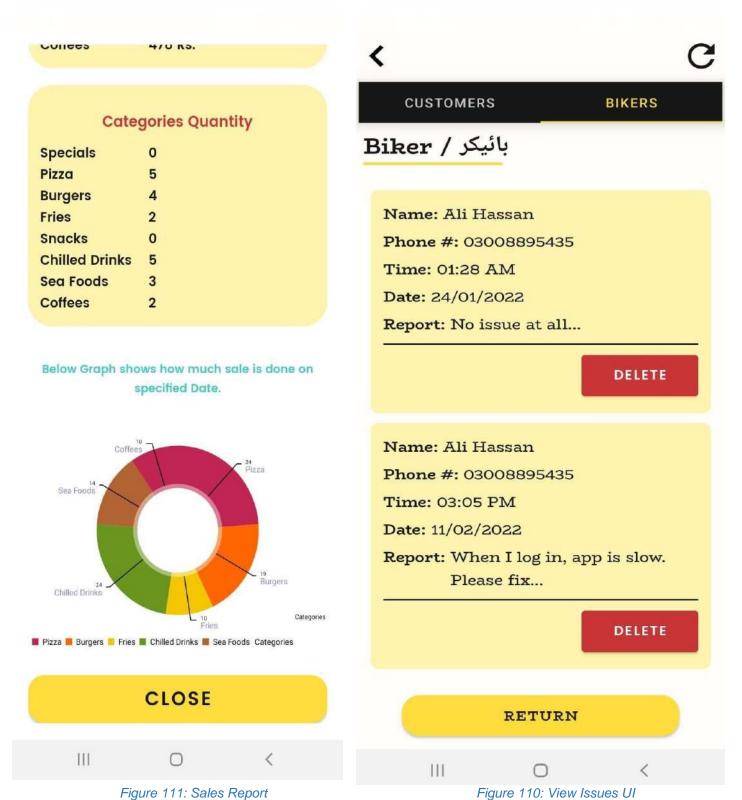


Figure 110: View Issues UI

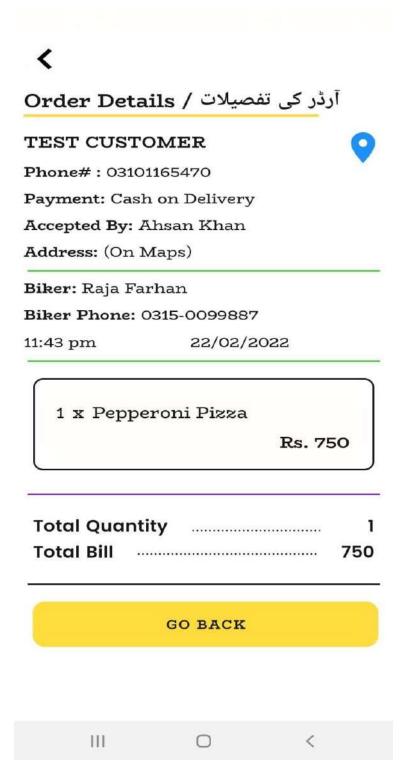


Figure 112: Bikers View

Chapter 4

Software Development

This chapter will provide the details about the coding standard, we adopted during implementation phase.

4.1. Coding Standards

The coding standard is described in the following subsection:

4.1.1. Indentation:

Four spaces are used as unit of indentation. The indentation pattern is followed consistently.

4.1.2. Declaration:

One declaration per line is used to enhance the clarity of code. The order and position of declaration is as follows:

- First the static/class variables are placed in the sequence: First public class variables, protected
- Instance variables are placed in the sequence: First public instance variables, protected
- Package level with no access modifier and then private
- Next the class constructors are declared

4.1.3. Statement Standards:

Each line contains at most one statement. While compound statements are statements that contain lists of statements enclosed in braces. The enclosed statements are indented one more level than the compound statement. The opening brace at the end of the line that begins the compound statement. The closing brace to begin a line and be indented to the beginning of the compound statement. Braces are used around all statements, even single statements, when they are part of a control structure, such as if-else or for statement. A Boolean expression / function is compared to a Boolean constant.

4.1.4. Naming Conventions:

Naming conventions make programs more understandable by making them easier to read. Following conventions are followed while naming a class or a member:

- We used full English descriptors that accurately describe the variable, method or class. Terminology applicable to the domain is used.
- Mixed case is used to make names readable with lower case letters in general capitalizing the first letter of class names and interface names.

4.2. Developing Environment:

Android Studio is the official integrated development environment (IDE) for the Android platform. It was announced on May 16, 2013 at the Google I/O conference. Android Studio is freely available under the Apache License 2.0.

The reason for using android studio was that we are going to develop an android based application. It also provides a very interactive and easy to understand interface to work with android devices. In this tool, User can test the written code on android device and that results in better outcomes.

Different services were made by us related our final year project in android studio that are currency recognition and menu recognition as well.

4.3. Software Description:

Our current selected modules are as follow:

- Manager
- Customers
- Bikers
- Items

Input (Manager):

In this module, after log in to the app, user can see different cards inside the recycler view and he/she select the specific card for which they want to perform action like managing items, managing bikers etc. Moreover the module contains the navigation drawer as well. Following is the code:

XML:

```
<androidx.drawerlayout.widget.DrawerLayout</pre>
        android:layout width="match parent"
            <LinearLayout
                android:layout width="match parent"
                <androidx.appcompat.widget.Toolbar</pre>
                     android:layout height="wrap content"
                    <LinearLayout
                         android:layout width="match parent"
                         <Text.View
```

```
<LinearLayout
             <ImageView</pre>
             <ImageView</pre>
                 android:layout marginRight="5dp"
                 android:layout marginTop="5dp" />
</androidx.appcompat.widget.Toolbar>
<com.smarteist.autoimageslider.SliderView</pre>
    app:sliderIndicatorSelectedColor="#5A5858"
android:layout width="match parent"
```

```
</RelativeLayout>
<GridLayout
    android:layout width="wrap content"
    android:layout height="match parent"
    android:alignmentMode="alignMargins"
        android:layout margin="10dp"
        app:cardCornerRadius="12dp"
        <LinearLayout
        <ImageView</pre>
            android:layout height="80dp"
            android:layout gravity="center"
            android:layout gravity="center"
            android:textColor="@color/black"
```

```
</androidx.cardview.widget.CardView>
    android:layout width="150dp"
    app:cardElevation="5dp">
    <LinearLayout
    <ImageView</pre>
        android:layout width="80dp"
        android:layout marginBottom="5dp"
```

```
android:textColor="@color/black"
        android:textSize="16dp"
</androidx.cardview.widget.CardView>
<androidx.cardview.widget.CardView</pre>
    <LinearLayout
        android:textSize="16dp" />
```

```
android:layout margin="10dp"
app:cardElevation="5dp">
<LinearLayout
    android:layout gravity="center"
<ImageView</pre>
<TextView
    android:layout width="wrap content"
<TextView
    android:layout marginTop="60dp"
android:layout height="150dp"
```

```
app:cardCornerRadius="12dp"
    <LinearLayout
    <ImageView</pre>
        android:fontFamily="@font/acme"
        android:layout width="wrap content"
        android:layout gravity="center"
        android:textSize="16dp" />
</androidx.cardview.widget.CardView>
   <LinearLayout
```

```
android:layout gravity="center"
        android:orientation="vertical" />
    <ImageView</pre>
        android:layout width="80dp"
        android:layout width="wrap content"
    <TextView
        android:layout width="wrap content"
</androidx.cardview.widget.CardView>
<androidx.cardview.widget.CardView</pre>
        android:layout width="match parent"
        android:layout gravity="center"
```

```
<ImageView</pre>
        android:layout width="80dp"
        android:layout height="80dp"
        android:layout gravity="center"
        android:textSize="16dp" />
    <TextView
        android:layout height="wrap content"
        android:layout marginTop="65dp"
        android:textColor="@color/black"
</androidx.cardview.widget.CardView>
<androidx.cardview.widget.CardView</pre>
    <LinearLayout
        android:layout width="match parent"
```

```
<TextView
                       android:layout width="wrap content"
              </androidx.cardview.widget.CardView>
      </LinearLayout>
  </scrollView>
      app:headerLayout="@layout/header nav"
      app:itemTextAppearance="@style/HintSize"
/androidx.drawerlayout.widget.DrawerLayout>
```

Java Snippet:

```
import android.content.SharedPreferences;
import androidx.appcompat.app.AlertDialog;
import androidx.appcompat.app.AppCompatActivity;
import androidx.cardview.widget.CardView;
```

```
protected void onCreate(Bundle savedInstanceState) {
    super.onCreate(savedInstanceState);
   loadingDialog = new LoadingDialog(DashBoard.this);
   sharedPreferences = getSharedPreferences("LoginSPR", MODE PRIVATE);
   productsCard = findViewById(R.id.productCard);
   bikersCard = findViewById(R.id.bikersCard);
   ordersCard = findViewById(R.id.ordersCard);
   expenseCard = findViewById(R.id.expenseCard);
   infoIcon = findViewById(R.id.infoIconIVDashBoard);
       drawer.closeDrawer(navView);
    infoIcon.setOnClickListener(new View.OnClickListener() {
       public void onClick(View view) {
           showDialog();
       public boolean onNavigationItemSelected(@NonNull MenuItem item) {
```

```
drawer.closeDrawer(navView);
                        showProfileDialog();
                    if (drawer.isDrawerOpen(navView)) {
                        drawer.closeDrawer(navView);
                        developerDialog();
PopularItems.class);
                    if (drawer.isDrawerOpen(navView)) {
```

```
startActivity(it);
                        finish();
                        Intent it = new Intent(getApplicationContext(),
                        finish();
                        finish();
            public void onClick(View v) {
ManageItems.class);
                finish();
                Intent it = new Intent(getApplicationContext(),
ManageBikers.class);
```

```
ordersCard.setOnClickListener(new View.OnClickListener() {
                finish();
            public void onClick(View view) {
                Intent it = new Intent(getApplicationContext(),
ManageCustomers.class);
```

```
public void onClick(View view) {
                showProfileDialog();
R.drawable.slider3
        adapter = new SliderAdapter(images);
    public void setUpToolbar() {
        drawer = findViewById(R.id.drawer layout);
actionBarDrawerToggle.getDrawerArrowDrawable().setColor(getResources().getColor(
    public void showProfileDialog() {
        startActivity(it);
```

```
public void developerDialog() {
    LayoutInflater layoutInflater = LayoutInflater.from(this);
    View view = layoutInflater.inflate(R.layout.developer dialog, null);
    Button okBTN = view.findViewById(R.id.okBTN);
    alertDialog.show();
public void aboutAppDialog() {
    alertDialog.show();
public void logoutDialog() {
    LayoutInflater layoutInflater = LayoutInflater.from(this);
    Button yesBTN = view.findViewById(R.id.yesBTN);
    Button noBTN = view.findViewById(R.id.noBTN);
```

```
LoginActivity.class);
                finish();
    public void showDialog() {
    public void wipDialog() {
AlertDialog.Builder(this).setView(view).create();
        alertDialog.setCancelable(false);
            public void onClick(View v) {
```

```
alertDialog.dismiss();
        if (drawer.isDrawerOpen(navView)) {
           drawer.closeDrawer(navView);
        startActivity(intent);
                    public void onDataChange(@NonNull DataSnapshot dataSnapshot)
                    public void onCancelled(@NonNull DatabaseError error) {
FirebaseDatabase.getInstance().getReference().child("Orders").child("Accepted")
```

```
public void onCancelled(@NonNull DatabaseError error) {
                .addListenerForSingleValueEvent(new ValueEventListener() {
                   public void onDataChange(@NonNull DataSnapshot dataSnapshot)
dataSnapshot.getChildren()) {
FirebaseDatabase.getInstance().getReference().child("Orders").child("Delivered")
```

Description:

This activity consist of navigation drawer and different cards inside cards layout. Each card has its own respective title and on clicking that specific category, system will redirect manager to another screen. In navigation drawer, manager can be able to see its profile, info about app, logout from account option etc.

Output:



Figure 113: Dashboard Screen



Figure 114: Output Navigation Drawer

Input (Bikers):

This module contains information about the assigned order information. The activity named 'Bikers View' consist of all necessary information needed for a biker to deliver the order to customer. There is a button of confirm delivery, after the biker confirms the delivry of order, the order is being converted to delivered state and the respective information were saved into the system data-base.

The code snippet for this module is given below:

XML:

```
<?xml version="1.0" encoding="utf-8"?>
<androidx.drawerlayout.widget.DrawerLayout
xmlns:android="http://schemas.android.com/apk/res-auto"
xmlns:app="http://schemas.android.com/tools"
android:id="0+id/drawer_layout"
android:layout_width="match_parent"
android:layout_height="match_parent"
android:background="0color/half_white"
tools:context="cust.food_delivery.sipnsnack.Bikers.BikersView">

<ScrollView
    android:layout_width="match_parent"
    android:layout_height="match_parent"
    android:layout_height="match_parent"
    android:layout_height="wrap_content"
    android:veightSum="3">

<LinearLayout
    android:veightSum="3">

<LinearLayout
    android:layout_width="match_parent"
    android:veightSum="3">

<LinearLayout
    android:layout_width="match_parent"
    android:layout_width="ma
```

```
app:titleTextColor="#111111" >
        android:layout width="match parent"
        android:orientation="horizontal">
        <TextView
            android:layout height="wrap content"
            android:text="Sip n Snack"
        <LinearLayout
            android:layout width="wrap content"
            android:orientation="horizontal">
                android:layout width="50dp"
                android:layout height="30dp"
            <ImageView</pre>
                android:layout width="30dp"
                android:layout height="30dp"
                android:layout marginTop="5dp" />
    </LinearLayout>
</androidx.appcompat.widget.Toolbar>
<View
```

```
<RelativeLayout
    android:layout marginBottom="15dp">
    <LinearLayout
        android:orientation="vertical">
        <TextView
            android:layout width="match parent"
        <View
            android:layout width="350dp"
        <TextView
            android:layout marginTop="120dp"/>
        <ImageView</pre>
```

```
android:id="@+id/noOrdersIV"
        android:layout height="180dp"
</LinearLayout>
<RelativeLayout
    android:layout width="match parent"
    android:layout below="@+id/mainLL">
<RelativeLayout
<TextView
    android:layout marginTop="10dp"
    android:textAllCaps="true"
    <LinearLayout
        android:layout height="wrap content"
            android:layout width="40dp"
```

```
<ImageView</pre>
            android:layout width="40dp"
    </LinearLayout>
<LinearLayout
    android:layout width="wrap content"
    <TextView
</LinearLayout>
<LinearLayout
    android:layout width="wrap content"
```

```
android:layout height="wrap content"
<LinearLayout
    android:layout width="wrap content"
    android:layout below="@+id/LL2"
    android:orientation="horizontal">
    <TextView
        android:layout width="wrap content"
        android:layout width="wrap content"
        android:textColor="@color/matteBlack"/>
</LinearLayout>
</RelativeLayout>
<View
    android:layout marginTop="12dp"
```

```
<LinearLayout
        android:layout marginLeft="8dp"
        android:fontFamily="@font/biorhyme regular"
    <TextView
        android:layout width="wrap content"
        android:layout marginRight="6dp"
</LinearLayout>
<View
    android:layout marginRight="4dp"
    android:layout below="@+id/view5"
    android: visibility="visible"
    android:layout marginTop="15dp"
```

```
android:layout height="wrap content"
<View
<RelativeLayout
    android:layout marginBottom="15dp">
    <androidx.recyclerview.widget.RecyclerView</pre>
        android:layout marginRight="6dp"
    <View
        android:layout marginRight="10dp"
        android:layout below="@+id/view1">
```

```
<TextView
    android:layout width="wrap content"
<TextView
<TextView
    android:layout width="wrap content"
    android:layout below="@+id/qty"
    android:textSize="18sp"
```

```
android:layout marginTop="5dp"
        android:textSize="16sp"/>
    <TextView
        android:layout alignParentRight="true"
        android:textSize="18sp"
        android:textColor="@color/matteBlack"/>
</RelativeLayout>
<View
    android:layout marginLeft="10dp"
    android:layout marginRight="10dp"
<LinearLayout
   android:layout marginTop="20dp">
        android:layout marginLeft="18dp"
        android:layout marginRight="18dp"
```

```
</LinearLayout>
                       </RelativeLayout>
                   </LinearLayout>
              </RelativeLayout>
          </LinearLayout>
  </ScrollView>
      android:layout width="match parent"
      app:itemTextAppearance="@style/HintSize"
/androidx.drawerlayout.widget.DrawerLayout>
```

Java Snippet:

```
import android.app.NotificationChannel;
import android.app.NotificationManager;
import android.content.SharedPreferences;
import android.os.Build;
import androidx.appcompat.app.AlertDialog;
import androidx.appcompat.widget.Toolbar;
import com.google.firebase.database.DataSnapshot;
import com.google.firebase.database.FirebaseDatabase;
import com.google.firebase.database.ValueEventListener;
```

```
NavigationView navView;
   SharedPreferences spr;
   TextView noOrderTV;
paymentTypeTV, totalQtyTV,
   String addressType, lat, lon;
   private FirebaseDatabase mDatabase = FirebaseDatabase.getInstance();
   private FirebaseDatabase mDatabase2 = FirebaseDatabase.getInstance();
           dbBikerUSN, acceptedBy, bikerName, bikerPhone, receipt;
billTotal, orderId;
   ArrayList<AcceptedOrderItems> myItem;
   AcceptedOrderItemsAdapter acceptedOrderItemsAdapter;
   Button confirmDelivery;
coffees, net sale;
chilled drinksAmt, sea foodsAmt, coffeesAmt;
   public static String getTodayDate() {
       DateFormat setDate;
```

```
int year = Calendar.getInstance().get(Calendar.YEAR);
```

```
return String.valueOf(year);
@Override
protected void onCreate(Bundle savedInstanceState) {
    super.onCreate(savedInstanceState);
    loadingDialog = new LoadingDialog(BikersView.this);
   navView = findViewById(R.id.navView);
    noOrderTV = findViewById(R.id.noOrdersTV);
   customerNameTV = findViewById(R.id.customerNameTV);
   customerPhoneNoTV = findViewById(R.id.customerPhoneNoTV);
   customerAddressTV = findViewById(R.id.customerAddressTV);
    timeTV = findViewById(R.id.timeTV);
   confirmDelivery = findViewById(R.id.confirmDeliveryBTN);
   profileIV = findViewById(R.id.profileIconIV);
   ReadFromDB();
        @Override
```

```
@Override
                Intent it = new Intent(getApplicationContext(),
                finish();
            @Override
                    it.putExtra("Address", address);
                startActivity(it);
        specialsAmt = pizzaAmt = burgersAmt = friesAmt = snacksAmt =
chilled drinksAmt = sea foodsAmt = coffeesAmt = 0;
NavigationView.OnNavigationItemSelectedListener() {
                       drawer.closeDrawer(navView);
```

```
BikerProfile.class);
                        finish();
                    if (drawer.isDrawerOpen(navView)) {
                        drawer.closeDrawer(navView);
BikerPasswordChange.class);
                        Intent it = new Intent(getApplicationContext(),
                    if (drawer.isDrawerOpen(navView)) {
BikersStars.class);
                Intent intent = new Intent(Intent.ACTION DIAL);
```

```
startActivity(intent);
    public void deliverOrder(String uN) {
        Button noBTN = view.findViewById(R.id.noBTN);
        alertDialog.show();
            @Override
                saveToReports();
Successfully ...", Toast.LENGTH SHORT).show();
                alertDialog.dismiss();
R.string.app name, R.string.app name);
actionBarDrawerToggle.getDrawerArrowDrawable().setColor(getResources().getColor(
       actionBarDrawerToggle.syncState();
```

```
@Override
    public void onBackPressed() {
    public void logoutDialog() {
        Button yesBTN = view.findViewById(R.id.yesBTN);
AlertDialog.Builder(this).setView(view).create();
        alertDialog.show();
            @Override
                Intent intent = new Intent(getApplicationContext(),
                Toast.makeText(getApplicationContext(), "Logout Successful ...",
               alertDialog.dismiss();
                alertDialog.dismiss();
    void ReadFromDB() {
```

```
.addListenerForSingleValueEvent(new ValueEventListener() {
                                     flag = true;
                                     public void onDataChange(@NonNull
                                             noOrderTV.setVisibility(View.GONE);
dataSnapshot.child("CustomerPaymentType").getValue().toString();
```

```
bikerName =
                                            bikerUsername =
                                            bikerPhone =
                                             if (addressType.equals("Manual")) {
customerAddressTV.setText(address);
                                            paymentTypeTV.setText(payment);
                                             totalPriceTV.setText(price);
                                            ReadItems (orderId);
                                noOrderTV.setVisibility(View.VISIBLE);
                                mainRL.setVisibility(View.GONE);
```

```
loadingDialog.dismissDialog();
                    noOrderTV.setVisibility(View.VISIBLE);
                    mainRL.setVisibility(View.GONE);
FirebaseDatabase.getInstance().getReference().child("Orders").child("On
        child(ordId).child("Items")
            @Override
                MyAcceptedOrderData.itemPrice = new String[loopSize];
```

```
MyAcceptedOrderData.itemDescription = new
                       MyAcceptedOrderData.itemURL = new String[loopSize];
                        MyAcceptedOrderData.itemTotalPrice = new
                            MyAcceptedOrderData.itemDescription[j] =
                           MyAcceptedOrderData.itemSize[j] =
snapshot.child("ImageUrl").getValue().toString();
                                    MyAcceptedOrderData.itemCategory[i],
                                    MyAcceptedOrderData.itemSize[i],
                                    MyAcceptedOrderData.itemURL[i],
                                    MyAcceptedOrderData.itemQuantity[i],
     Toast.LENGTH SHORT).show();
```

```
loadingDialog.dismissDialog();
                            acceptedOrderItemsAdapter = new
AcceptedOrderItemsAdapter(myItem);
                    public void onCancelled(@NonNull DatabaseError
   public void setData(String un) {
        final DatabaseReference deliverOrderNode =
       deliverOrderNode.child("CustomerPhoneNo").setValue(phone);
       deliverOrderNode.child("AddressType").setValue(addressType);
        if (addressType.equals("Manual")) {
       deliverOrderNode.child("CustomerName").setValue(name);
       deliverOrderNode.child("BikerUsername").setValue(bikerUsername);
       deliverOrderNode.child("BikerName").setValue(bikerName);
       deliverOrderNode.child("Status").setValue("Delivered");
   public void copyData(String keyy) {
```

```
child(keyy).child("Items")
                loopSize2++;
    @Override
    public void onCancelled(@NonNull DatabaseError error) {
child(keyy).child("Items")
    public void onDataChange(@NonNull DataSnapshot dataSnapshot)
                String id =
                orderDeliverNodeRef =
```

```
snapshot.child("Price").getValue().toString();
orderDeliverNodeRef.child("Name").setValue(nAme);
orderDeliverNodeRef.child("Price").setValue(pRice);
orderDeliverNodeRef.child("Size").setValue(sIze);
orderDeliverNodeRef.child("ImageUrl").setValue(uRl);
                    public void onCancelled(@NonNull DatabaseError
```

```
child(ordId).removeValue();
           Thread.sleep(700);
                child("Users").child("Bikers").child(userName);
       bikerStatusNode.child("AvailabilityStatus").setValue("Available");
   public void getCategoriesQty(String dt) {
FirebaseDatabase.getInstance().getReference().child("Reports").child("date wise"
).child(dt)
                    @Override
```

```
dataSnapshot.child("Fries").getValue().toString();
                            ch = dataSnapshot.child("Chilled
Drinks").getValue().toString();
                            se = dataSnapshot.child("Sea
Foods").getValue().toString();
                            frAmt =
                            snAmt =
                            coAmt =
mDatabase.getReference().child("Reports").
                            mDatabaseRef.child("Pizza").setValue("0");
                            mDatabaseRef.child("BurgersAmount").setValue("0");
                            mDatabaseRef.child("FriesAmount").setValue("0");
```

```
mDatabaseRef.child("SnacksAmount").setValue("0");
                            mDatabaseRef.child("Chilled
DrinksAmount").setValue("0");
                            mDatabaseRef.child("Sea FoodsAmount").setValue("0");
                            mDatabaseRef.child("CoffeesAmount").setValue("0");
                    public void onCancelled(@NonNull DatabaseError error) {
String cs,
pa2, String bs2,
        chilled drinks = Integer.parseInt(cs);
                .addListenerForSingleValueEvent(new ValueEventListener() {
```

```
public void onDataChange(@NonNull DataSnapshot dataSnapshot)
dataSnapshot.getChildren()) {
                                dbBikerUSN =
                                    billTotal =
                    public void onCancelled(@NonNull DatabaseError error) {
    @RequiresApi(api = Build.VERSION CODES.O)
"hello", NotificationManager.IMPORTANCE HIGH);
getSystemService(NOTIFICATION SERVICE);
       manager.createNotificationChannel(channel);
```

```
NotificationCompat.Builder notification = new
NotificationCompat.Builder(getApplicationContext(), "channel1");
        notification.setContentTitle(textTitle);
        notification.setContentText(textContent);
    public void getItems(String id) {
        FirebaseDatabase.getInstance().getReference().child("Orders").child("On
```

```
friesAmt = friesAmt +
Integer.parseInt(itemTotal);
                                } else if (itemCategory.equals("Coffees")) {
                                    coffees = coffees +
Integer.parseInt(itemQuantity);
                                    coffeesAmt = coffeesAmt +
Integer.parseInt(itemTotal);
                        saveReport(specials, pizza, burgers, fries, snacks,
                                sea foods, coffees, net sale, specialsAmt,
                    @Override
                    public void onCancelled(@NonNull DatabaseError
        sn = String.valueOf(e);
        co = String.valueOf(h);
```

```
buAmt = String.valueOf(1);
       frAmt = String.valueOf(m);
       snAmt = String.valueOf(n);
       mDatabaseRef.child("Snacks").setValue(sn);
       mDatabaseRef.child("Chilled Drinks").setValue(ch);
       mDatabaseRef.child("Sea Foods").setValue(se);
       mDatabaseRef.child("PizzaAmount").setValue(piAmt);
       mDatabaseRef.child("BurgersAmount").setValue(buAmt);
ValueEventListener() {
                    @Override
                    public void onDataChange(@NonNull DataSnapshot snapshot) {
```

```
dataSnapshot.child("Coffees").getValue().toString();
dataSnapshot.child("PizzaAmount").getValue().toString();
                            seAmt = dataSnapshot.child("Sea
FoodsAmount").getValue().toString();
                                     child("month wise").child(month);
                            mDatabaseRef.child("Fries").setValue("0");
                            mDatabaseRef.child("Snacks").setValue("0");
```

```
mDatabaseRef.child("Chilled Drinks").setValue("0");
                            mDatabaseRef.child("Net Sale").setValue("0");
                            mDatabaseRef.child("Month").setValue(month);
                            mDatabaseRef.child("Chilled
                            mDatabaseRef.child("Sea FoodsAmount").setValue("0");
                                frAmt, snAmt, chAmt, seAmt, coAmt);
                    @Override
                    public void onCancelled(@NonNull DatabaseError error) {
pa2, String bs2,
String ds2) {
```

```
.addListenerForSingleValueEvent(new ValueEventListener() {
                                dbBikerUSN =
                                if (dbBikerUSN.equals(bikerUsername)) {
Integer.parseInt(billTotal);
                    public void onCancelled(@NonNull DatabaseError error) {
                .child(id).child("Items")
                       for (DataSnapshot snapshot : dataSnapshot.getChildren())
```

```
itemCategory =
Integer.parseInt(itemTotal);
                                chilled drinks = chilled drinks +
                                coffees = coffees +
                                coffeesAmt = coffeesAmt +
```

```
public void onCancelled(@NonNull DatabaseError
pi = String.valueOf(b);
bu = String.valueOf(c);
fr = String.valueOf(d);
se = String.valueOf(q);
seAmt = String.valueOf(p);
mDatabaseRef2 = mDatabase2.getReference().child("Reports").
mDatabaseRef2.child("Pizza").setValue(pi);
mDatabaseRef2.child("Net Sale").setValue(ns);
mDatabaseRef2.child("BurgersAmount").setValue(buAmt);
mDatabaseRef2.child("FriesAmount").setValue(frAmt);
```

```
mDatabaseRef2.child("CoffeesAmount").setValue(coAmt);
       setYearlySales();
   public void getYearRecord(String year) {
FirebaseDatabase.getInstance().getReference().child("Reports").child("year wise"
                child(year).addListenerForSingleValueEvent(new
ValueEventListener() {
            public void onDataChange(@NonNull DataSnapshot snapshot) {
                    pi = dataSnapshot.child("Pizza").getValue().toString();
                    fr = dataSnapshot.child("Fries").getValue().toString();
                    ns = dataSnapshot.child("Net Sale").getValue().toString();
                    chAmt = dataSnapshot.child("Chilled
 rinksAmount").getValue().toString();
```

```
child("year wise").child(year);
mDatabaseRef.child("Chilled Drinks").setValue("0");
mDatabaseRef.child("Sea Foods").setValue("0");
mDatabaseRef.child("Year").setValue(year);
mDatabaseRef.child("SpecialsAmount").setValue("0");
mDatabaseRef.child("PizzaAmount").setValue("0");
```

```
chilled drinksAmt = Integer.parseInt(cs2);
                .addListenerForSingleValueEvent(new ValueEventListener() {
dataSnapshot.getChildren()) {
                                dbBikerUSN =
                                    billTotal =
```

```
@Override
                    public void onCancelled(@NonNull DatabaseError error) {
    public void getItemsYearly(String id) {
                .child(id).child("Items")
                    @Override
                        for (DataSnapshot snapshot : dataSnapshot.getChildren())
                                specials = specials +
Integer.parseInt(itemTotal);
                                chilled drinksAmt = chilled drinksAmt +
```

```
Integer.parseInt(itemTotal);
                                coffees = coffees +
                                coffeesAmt = coffeesAmt +
                                sea foods, coffees, net sale, specialsAmt,
pizzaAmt, burgersAmt,
                                friesAmt, snacksAmt, chilled drinksAmt,
sea foodsAmt, coffeesAmt);
                    @Override
g, int h, int i, int j,
        pi = String.valueOf(b);
        bu = String.valueOf(c);
        ch = String.valueOf(f);
        ns = String.valueOf(i);
```

Description:

This module consist of all the information related to the order and the customer that were assigned to biker. Biker can use that information in order to deliver the order. Moreover, it consist of confirm delivery button that the biker need to press after food is being delivered.

Output:

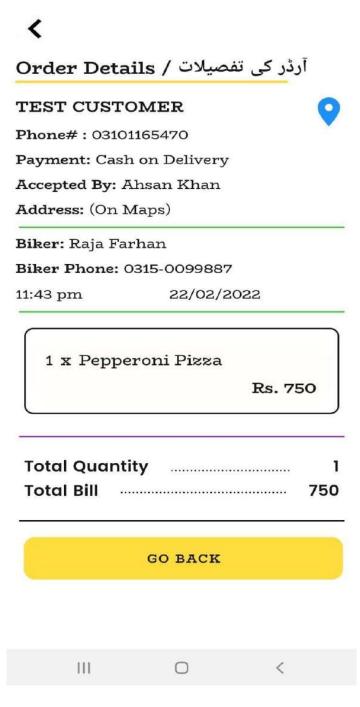


Figure 115: Bikers View UI

Chapter 5

Software Testing

Software Testing is the most crucial part of Software Development Process. It is the investigation or evaluation of a software component, improving them, and finding bugs and defects. Testing is usually done by executing a system in such a way that it identifies any gaps, errors, or missing requirements in contrary to the actual requirements.

5.1. Testing Methodology:

After implementation, the process flow manager is tested for functional errors. We are going to do System Testing, which is the testing of the functional requirements implemented in our system without regard to code. The System is efficient and contains the following benefits:

- 1. Examines the functionality of an application without peering into its internal structures or workings.
- 2. Can be applied virtually to every level of software testing: unit, integration, system and acceptance.
- 3. Black box tests are reproducible.
- 4. Find software bugs early.
- Facilitates change.
- 6. The environment the program is running is also tested.
- 7. The invested effort can be used multiple times.
- 8. More effective on larger units of code than glass box testing.
- 9. Tester needs no knowledge of implementation, including specific programming languages.
- 10. Tests are done from a user's point of view.
- 11. Will help to expose any ambiguities or inconsistencies in the specifications.

At this stage of our project, we had applied Black box testing method in unit testing phase of the software testing to have individual units of source code, sets of one or more computer program modules together with associated control data, usage procedures, and operating procedures, tested to determine whether they are fit for use or not.

5.2. Testing Environment:

We have done manual testing. For this purpose, we have given some valid input to the application to get expected output and some wrong input to make sure the validity and responsiveness of the system.

5.3. Test Cases:

A test case is a specification of the inputs, execution conditions, testing procedures and expected results that define a single test to be executed to achieve particular functional requirements.

5.3.1. Test Case 1:

Scenario: This test case is generated to test the password and username format validation of system during the signup process when user is trying to get register into the system.

• Name: Signup

• Activity: Signup Activity

• Message: Signed Up Successfully & Verification Email has been sent.

Result of Operation: Successful

Test Case Signup Validation

Name: Signup	
Date: 18 th November 2021	
System: Sip n Snack	
Objective: To Register a Customer Successfully by prompting the all fields as valid.	Test ID: 01
Version: 2	Test Type: Functional Testing
_	•

Input:

Name: Tayyab Raja

Username: tayyab6677

Email: tayyab786@gmail.com

Password: tayyab007@ **Phone No:** 0312-3456789

Address: Park Road, Taramari Chowk, Islamabad.

Expected Result: Signed Up Successfully & Verification Email has been Sent.

Actual Result: As Expected.

Table 39: Test Case Signup Validation

5.3.2. Test Case 1:

Scenario: This test case is generated to test the required field's validation while user trying to register / login to the system.

• Name: Signup

• Activity: Signup Activity

• Message: Please fill out all the fields first

• Result of Operation: Failed

Test Case for Requires Field Validation

News Cianus	
Name: Signup	
Date: 18 th November 2021	
System: Sip n Snack	
Objective: To Register a Customer by prompting	Test ID: 02
invalid fields.	
Version: 2	Test Type: Functional
	Testing
Input:	
Name: null	
Username: null	
Email: null	
Password: null	
Phone No: null	
Address: null	
Expected Result: The Username is required.	
Password is required.	
Phone No is required.	
Name is required.	
Address is required.	
Actual Result: As Expected.	
Verdict: Passed	

Table 40: Test Case for Requires Field Validation

5.3.3. Test Case 1:

Scenario: This test case is generated to test the Name, Username, Password, Phone no and Address for invalid field validation of system during the signup process when user is entering the incorrect fields.

• Name: Signup

• Activity: Signup Activity

• Message: Password min length should be 6

• Result of Operation: Failed

Test Case for Invalid Field Validation

Name: Signup		
Date: 18 th November 2021		
System: Sip n Snack		
Objective: To Register a Customer by giving password of invalid length.	Test ID: 03	
Version: 2	Test Type: Functional Testing	
Input:		
Name: Qasim		
Username: qasim420		
Email: qasim1@gmail.com		
Password: 1166		
Phone No: 03411551466		
Address: Strre 9, G-10, Garden Plaza, Islamabad.		
Expected Result: Passsword min length should be 6!		
Actual Result: As Expected.		

Table 41: Test Case for Invalid Field Validation

5.3.4. Test Case 1:

Scenario: This test case is generated to test the validation and authorization while user trying to login into the system with the valid credentials.

• Name: Login

• Activity: Login Activity

• Message: Login Successful

• Result of Operation: Successful

Test Case Login Authorization

1001 0000 109/11/1011201011	
Name: Login	
Date: 19 th November 2021	
System: Sip n Snack	
Objective: To Authorize a user and log in to the system.	Test ID: 04
Version: 2	Test Type: Functional Testing
Input:	
Username: tayyab6677	
Password: tayyab007@	
Expected Result: Login Successful.	
Actual Result: As Expected.	
Verdict: Passed	

Table 42: Test Case Login Authorization

5.3.5. Test Case 1:

Scenario: This test case is generated to test the validation and authorization while user trying to login into the system with the invalid credentials.

• Name: Login

• Activity: Login Activity

• Message: Invalid Credentials Provided

• Result of Operation: Failed

Test Case Login Authorization (Failed)

Name: Login	
Date: 19th November 2021	
System: Sip n Snack	
Objective: Try to authorize user with invalid credentials.	Test ID: 05
Version: 2	Test Type: Functional Testing
Input:	
Username: tayyab6677	
Password: tayyab1234	
Expected Result: Invalid Credentials Provided.	
Actual Result: As Expected.	
Verdict: Passed	

Table 43: Test Case Login Authorization (Failed)

5.3.6. Test Case 1:

Scenario: This test case is generated to test the field's validation while manager try to add new Item to the system.

• Name: Add Items

• Activity: Add Item Activity

Message: Item Added SuccessfullyResult of Operation: Successful

Add Items Validation

Name: Add Items		
Date: 18 th November 2021		
System: Sip n Snack		
Objective: To add a new item by the manager by giving the all fields as valid input.	Test ID: 06	
Version: 2	Test Type: Testing	Functional

Input:

Item Id: item20

Name: Plain Masala Fries

Category: Fries

Price: 150

Size: Regular

Description: Plain masala fries made with fresh potatoes served with

tasteful mayo and ketchup.

Expected Result: Item Added Successfully.

Actual Result: As Expected.

Table 44: Add Items Validation

5.3.7. Test Case 1:

Scenario: This test case is generated to test the field's validation while manager try to add new Item to the system with already existing item id.

• Name: Add Items

Activity: Add Item Activity
Message: Item already exists
Result of Operation: Failed

Add Items Validation (Invalid)

Name: Add Items	
Date: 18th November 2021	
System: Sip n Snack	
Objective: To add a new item by the manager by giving the all fields as invalid input.	Test ID: 07
Version: 2	Test Type: Functional Testing

Input:

Item Id: item20

Name: Plain Masala Fries

Category: Fries

Price: 199 **Size:** Regular

Description: Plain masala fries made with fresh potatoes served with

tasteful mayo and ketchup.

Expected Result: Item already exists.

Actual Result: As Expected.

Table 45: Add Items Validation (Invalid)

5.3.8. Test Case 1:

Scenario: This test case is generated to test the field's validation while manager try to add new Item to the system with invalid input fields.

• Name: Add Items

• Activity: Add Item Activity

Message: Item Price is RequiredResult of Operation: Failed

Add Items Validation (Invalid)

Name: Add Items		
Date: 18 th November 2021		
System: Sip n Snack		
Objective: To add a new item by the manager by giving the field as invalid input.	Test ID: 08	
Version: 2	Test Type: Testing	Functional

Input:

Item Id: item09

Name: Italian Soda

Category: Chilled Drinks

Price: null

Size: Regular

Description: Italian tradition soda with colorful taste that refreshes your

tastebuds.

Expected Result: Item Price is required.

Actual Result: As Expected.

Table 46: Add Items Validation (Invalid)

5.3.9. Test Case 1:

Scenario: This test case is generated to test deletion of specific food item from system.

Name: Delete ItemActivity: Delete Item

• Message: Item Deleted Successfully

• Result: Passed

Delete Items

Name: Delete Item	
Date: 18th November 2021	
System: Sip n Snack	
Objective: To delete a specific item from the system by the manager.	Test ID: 09
Version: 2	Test Type: Functional Testing
Input:	
Clicked: Delete Item Button	
Expected Result: Item Deleted Successfully.	
Actual Result: As Expected.	
Verdict: Passed	

Table 47: Delete Items

5.3.10. Test Case 10:

Scenario: This test case is generated to test the field's validation while manager try to update existing Item in system.

• Name: Update Item

• Activity: Update Item Activity

• Message: Item Updated Successfully

• Result: Passed

Update Items Validation

Name: Update Item	
Date: 18 th November 2021	
System: Sip n Snack	
Objective: To update existing item in the system by providing valid inputs in the fields.	Test ID: 10
Version: 2	Test Type: Functional Testing
Input:	
Item Id: item20	
Name: Mayo Fries	
Category: Fries	
Price: 200	

tasteful mayo and ketchup.

Expected Result: Item Updated Successfully.

Actual Result: As Expected.

Size: Medium

Verdict: Passed

Table 48: Update Items Validation

Description: Plain masala fries made with fresh potatoes served with

5.3.11. Test Case 10:

<u>Scenario:</u> This test case is generated to test the field's validation while manager try to update existing Item in system with invalid input fields.

• Name: Update Item

Activity: Update Item ActivityMessage: Item Name is required.

• Result of Operation: Failed

Update Items Validation (Invalid)

News I ledate Hors		
Name: Update Item		
Date: 18th November 2021		
System: Sip n Snack		
Objective: To update existing item in the system by	Test ID: 11	
providing invalid inputs in the fields.		
Version: 2	Test Type: Functional Testing	
Input:		
Item Id: item20		
Name: null		
Category: Fries		
Price: 200		
Size: Regular		
Description: Plain masala fries made with fresh potatoes served with tasteful mayo and ketchup.		
Expected Result: Item Name is required.		
Actual Result: As Expected.		
Verdict: Passed		

Table 49: Update Items Validation (Invalid)

5.3.12. Test Case 15:

Scenario: This test case is generated to test the field's validation while manager create a new bikers account with invalid inputs.

• Name: Add Biker

• Activity: Add Biker Activity

• Message: Biker Name is required.

• Result of Operation: Failed

Add Biker Validation (Invalid)

Name: Add Biker	
Date: 18 th November 2021	
System: Sip n Snack	
Objective: To add a new biker by the manager by giving the fields as invalid input.	Test ID: 12
Version: 2	Test Type: Functional Testing
Input:	
Username: biker7	
Name of well	

Name: null

Password: 1122

Phone No: 0312-1234567

Address: Home 5, St # 2, ABC Town, ISB.

Expected Result: Biker Name is required.

Actual Result: As Expected.

Table 50: Add Biker Validation (Invalid)

5.3.13. Test Case 15:

Scenario: This test case is generated to test the field's validation while manager try to add new biker account to the system with valid input fields.

• Name: Add Biker

• Activity: Add Biker Activity

Message: Biker Added SuccessfullyResult of Operation: Successful

Add Biker Validation

Name: Add Biker	
Date: 18th November 2021	
System: Sip n Snack	
Objective: To add a new biker by the manager by giving the fields as invalid input.	Test ID: 13
Version: 2	Test Type: Functional Testing
Input:	
Username: biker3	
Name: Farrukh Hussain	
Password: farrukh11	
Phone No: 0312-1234567	
Address: PWD, Islamabad.	
Expected Result: Biker Added Successfully.	
Actual Result: As Expected.	
Verdict: Passed	

Table 51: Add Biker Validation

5.3.14. Test Case 15:

Scenario: This test case is generated to test deletion of specific biker account from system.

• Name: Delete Biker

• Activity: Delete Biker Activity

Message: Biker Deleted SuccessfullyResult of Operation: Successful

Delete Biker

Name: Delete Biker	
Date: 18 th November 2021	
System: Sip n Snack	
Objective: To delete a specific account of biker from the system by the manager.	Test ID: 14
Version: 2	Test Type: Functional Testing
Input:	
Clicked: Delete Biker Button	
Expected Result: Biker deleted Successfully.	
Actual Result: As Expected.	
Verdict: Passed	

Table 52: Delete Biker

5.3.15. Test Case 15:

Scenario: This test case is generated to test the field's validation while manager try to update Biker account in system with valid inputs.

• Name: Update Biker

• Activity: Update Biker Activity

• Message: Biker Updated Successfully

• Result of Operation: Successful

Update Bikers Validation

Name: Update Biker		
Date: 18 th November 2021		
System: Sip n Snack		
Objective: To Update Bikers Detail by providing the valid field inputs.	Test ID: 15	
Version: 2	Test Type: Functional Testing	
Input:		
Username: biker3		
Name: Farrukh Hassan		
Phone No: 0312-1234567		
Address: Near Masjid Street, Gujranwala, and Islamabad.		
Expected Result: Biker Updated Successfully.		
Actual Result: As Expected.		
Verdict: Passed		

Table 53: Update Bikers Validation

5.3.16. Test Case 15:

Scenario: This test case is generated to test the field's validation while manager try to update existing Biker account in system with invalid input fields.

• Name: Update Biker

• Activity: Update Biker Activity

• Message: Biker Address is required.

• Result of Operation: Failed

Update Biker Validation (Invalid)

opadic Biker variation (invaria)		
Name: Update Biker		
Date: 18 th November 2021		
System: Sip n Snack		
Objective: To Update Bikers Detail by providing the	Test ID: 16	
invalid field inputs.		
Version: 2	Test Type: F	unctional
	Testing	
Input:		
Username: biker3		
Name: Farrukh Hassan		
Phone No: 0312-1234567		
Address: null		
Expected Result: Biker Address is required.		
Actual Result: As Expected.		
Tiotaan Noodin No Exposion.		
Verdict: Passed		

Table 54: Update Biker Validation (Invalid)

5.3.17. Test Case 15:

Scenario: This test case is generated to test the block of customer account by manager after clicking the block button.

• Name: Block Customer

• Activity: Block Customer Activity

• Message: Customer Blocked Successfully

• Result of Operation: Successful

Block Customer

Name: Block Customer	
Date: 18 th November 2021	
System: Sip n Snack	
Objective: To block a specific account of customer.	Test ID: 17
Version: 2	Test Type: Functional Testing
Input:	
Clicked: Block Icon	
Expected Result: Customer Blocked Successfully.	
Actual Result: As Expected.	
Verdict: Passed	

Table 55: Block Customer

5.3.18. Test Case 15:

Scenario: This test case is generated to test the unblock customer account by manager after clicking the unblock button.

• Name: Unblock Customer

• Activity: Unblock Customer Activity

• Message: Customer Unblocked Successfully

• Result of Operation: Successful

Unblock Customer

Name: Unblock Customer	
Date: 18 th November 2021	
System: Sip n Snack	
Objective: To Unblock a specific account of customer that is being already blocked.	Test ID: 18
Version: 2	Test Type: Functional Testing
Input:	
Clicked: Unblock Icon	
Expected Result: Customer Unblocked Successfully.	
Actual Result: As Expected.	
Verdict: Passed	

Table 56: Unblock Customer

5.3.19. Test Case 15:

Scenario: This test case is generated to test the updation of banners of popular items by the manager after giving the image as an input.

• Name: Update Banners

• Activity: Update Banners Activity

• Message: Banner Uploaded Successfully

• Result of Operation: Successful

Update Banners

Name: Update Banners	
Date: 18 th November 2021	
System: Sip n Snack	
Objective: To update a banner by selecting an image for banner.	Test ID: 19
Version: 2	Test Type: Functional Testing
Input:	
Banner Image: image.png	
Expected Result: Banner Uploaded Successfully.	
Actual Result: As Expected.	
Verdict: Passed	

Table 57: Update Banners

5.3.20. Test Case 15:

Scenario: This test case is generated to test the updation of banners of popular items by the manager without selecting any image

• Name: Update Banners

Activity: Update Banners ActivityMessage: Image URI is not found

• Result of Operation: Failed

Update Banners (failed)

Name: Update Banners	
Date: 18 th November 2021	
System: Sip n Snack	
Objective: To update a banner without selecting any image.	Test ID: 20
Version: 2	Test Type: Functional Testing
Input:	
Banner Image: null	
Expected Result: Image URI is not found.	
Actual Result: As Expected.	
Verdict: Passed	

Table 58: Update Banners (failed)

5.3.21. Test Case 15:

Scenario: This test case is generated to test add to cart functionality in which the customer hasn't added the same item in cart already.

• Name: Add to Cart

• Activity: Add to Cart Activity

• Message: Item Sucessfully Added to Cart.

• Result of Operation: Successful

Add to Cart

Name: Add to Cart	
Date: 18th November 2021	
System: Sip n Snack	
Objective: To add a fresh item in the cart.	Test ID: 21
Version: 2	Test Type: Functional Testing

Input:

Name: Plain Masala Fries

Category: Fries

Price: 150

Size: Regular

Quantity: 2

Total Price: 300 Rs.

Description: Plain masala fries made with fresh potatoes served with

tasteful mayo and ketchup.

Expected Result: Item Successfully added to cart.

Actual Result: As Expected.

Table 59: Add to Cart

5.3.22. Test Case 15:

Scenario: This test case is generated to test add to cart functionality in which the customer has added the same item in cart already.

• Name: Add to Cart

Activity: Add to Cart Activity
Message: Item already Added
Result of Operation: Failed

Add to Cart (failed)

Name: Add to Cart	
Date: 18 th November 2021	
System: Sip n Snack	
Objective: To add an existing item in the cart.	Test ID: 22
Version: 2	Test Type: Functional Testing

Input:

Name: Plain Masala Fries

Category: Fries

Price: 150

Size: Regular

Quantity: 2

Total Price: 300 Rs.

Description: Plain masala fries made with fresh potatoes served with

tasteful mayo and ketchup.

Expected Result: Item already added.

Actual Result: As Expected.

Table 60: Add to Cart (failed)

5.3.23. Test Case 15:

Scenario: This test case is generated to test deletion of specific item from the cart.

Name: Delete from CartActivity: Cart Activity

• Message: Item Deleted Successfully from Cart.

• Result of Operation: Successful

Delete from Cart

Name: Delete from Cart	
Date: 18th November 2021	
System: Sip n Snack	
Objective: To delete a specific item from the cart.	Test ID: 23
Version: 2	Test Type: Functional Testing
Input:	
Clicked: Delete Icon	
Expected Result: Item Deleted Successfully from Cart.	
Actual Result: As Expected.	
Verdict: Passed	

Table 61: Delete from Cart

5.3.24. Test Case 15:

Scenario: This test case is generated to test the uploading of receipt of payment in case if the customer opt for online payment and upload the image of payment receipt.

• Name: Online Payment

• Activity: Payment Receipt Activity

• Message: Receipt Uploaded Successfully

• Result of Operation: Successful

Online Payment

Name: Online Payment	
Date: 18th November 2021	
System: Sip n Snack	
Objective: To upload the image of payment receipt by the customer.	Test ID: 24
Version: 2	Test Type: Functional Testing
Input:	
Banner Image: receipt.png	
Expected Result: Receipt Uploaded Successfully.	
Actual Result: As Expected.	
Verdict: Passed	

Table 62: Online Payment

5.3.25. Test Case 15:

Scenario: This test case is generated to test the uploading of receipt of payment without selecting any image.

• Name: Online Payment

• Activity: Payment Receipt Activity

• Message: You have not selected any image.

• Result of Operation: Failed

Online Payment (failed)

Name: Online Payment		
Date: 18th November 2021		
System: Sip n Snack		
Objective: To opt for online payment without attaching any image.	Test ID: 25	
Version: 2	Test Type: Functional Testing	
Input:		
Banner Image: null		
Expected Result: You have not selected any image.		
Actual Result: As Expected.		
Verdict: Passed		

Table 63: Online Payment (failed)

5.3.26. Test Case 15:

Scenario: This test case is generated to test the placing order of the items currently present in cart by the customer.

• Name: Place Order

• Activity: Place Order Activity

Message: Order Placed SuccessfullyResult of Operation: Successful

Place Order

Name: Place Order	
Date: 18 th November 2021	
System: Sip n Snack	
Objective: To place the order of few items that were present in cart.	Test ID: 26
Version: 2	Test Type: Functional Testing
Input:	
Items: 1. Peri Peri Burger x 2	
2. Italian Pizza x 2	
3. Caramel Coffee x 4	
Bill: 2155	
Expected Result: Order Placed Successfully.	
Actual Result: As Expected.	
Verdict: Passed	

Table 64: Place Order

5.3.27. Test Case 15:

Scenario: This test case is generated to test the placing order with empty cart by customer.

• Name: Place Order

Activity: Place Order Activity
Message: Your cart is empty
Result of Operation: Failed

Place Order (Failed)

Name: Place Order	
Date: 18 th November 2021	
System: Sip n Snack	
Objective: To place the order having empty cart.	Test ID: 27
Version: 2	Test Type: Functional Testing
Input:	,
Cart Items: null	
Expected Result: Your cart is empty.	
Actual Result: As Expected.	
Verdict: Passed	

Table 65: Place Order (Failed)

5.3.28. Test Case 15:

Scenario: This test case is generated to test the cancel of order when the customer wants to cancel the current order.

• Name: Cancel Order

Activity: Cancl Order Activity
 Message: Order was Cancelled
 Result of Operation: Successful

Cancel Order

Name: Cancel Order	
Date: 18 th November 2021	
System: Sip n Snack	
Objective: To cancel an order that is being already confirmed.	Test ID: 28
Version: 2	Test Type: Functional Testing
Input:	
Clicked: Cancel Order Button	
Expected Result: Order was Canclled.	
Actual Result: As Expected.	
Verdict: Passed	

Table 66: Cancel Order

5.3.29. Test Case 15:

Scenario: This test case is generated to test the submission of general feedback given by the customer to system.

Name: Submit FeedbackActivity: Feedback Activity

• Message: Feedback Submitted Successfully

• Result of Operation: Successful

Submit Feedback

Name: Submit Feedback		
Date: 18 th November 2021		
System: Sip n Snack		
Objective: To submit a general feedback given the customer.	Test ID: 29	
Version: 2	Test Type: Functional Testing	
Input:		
Feedback Text: The fries was awesome but if you add some more crisp in it, I bet it will be more delicious ☺		
Expected Result: Feedback Submitted Successfully		
Actual Result: As Expected.		
Verdict: Passed		

Table 67: Submit Feedback

5.3.30. Test Case 15:

Scenario: This test case is generated to test the submission of general feedback with empty feedback text.

Name: Submit FeedbackActivity: Feedback Activity

• Message: You must need to Enter Feedback

• Result of Operation: Failed

Submit Feedback (failed)

Name: Submit Feedback	
Date: 18th November 2021	
System: Sip n Snack	
Objective: To submit a general feedback given the feedback text is empty.	Test ID: 30
Version: 2	Test Type: Functional Testing
Input:	
Feedback Text: null	
Expected Result: You must need to Enter Feedback	
Actual Result: As Expected.	
Verdict: Passed	

Table 68: Submit Feedback (failed)

5.3.31. Test Case 15:

Scenario: This test case is generated to test the field's validation while user try to change their account password with valid inputs.

• Name: Change Password

• Activity: Password Change Activity

• Message: Password Updated Successfully

• Result of Operation: Successful

Change Password Validation

Name: Change Password	
Date: 18 th November 2021	
System: Sip n Snack	
Objective: To change the password of account by providing valid inputs.	Test ID: 31
Version: 2	Test Type: Functional Testing
Input:	
Old Password: pakistan009#	
New Password: faisal77*@	
Re-enter Password: faisal77*@	
Expected Result: Password Updated Successfully.	
Actual Result: As Expected.	
Verdict: Passed	

Table 69: Change Password Validation

5.3.32. Test Case 15:

Scenario: This test case is generated to test the field's validation while user try to change their account password with invalid inputs.

• Name: Change Password

• Activity: Password Change Activity

• Message: Old Password is not matching

• Result of Operation: Failed

Change Password Validation (failed)

onange rassword vandation (raned)		
Name: Change Password		
Date: 18 th November 2021		
System: Sip n Snack		
Objective: To change the password of account by	Test ID: 32	
providing invalid inputs.		
Version: 2	Test Type:	Functional
Version. 2		Turicuoriai
	Testing	
Input:		
Old Password: alikhan007		
New Password: alikingg1234		
Re-enter Password: alikingg1234		
Expected Result: Old Password is not matching		
Actual Result: As Expected.		
Verdict: Passed		

Table 70: Change Password Validation (failed)

5.3.33. Test Case 15:

Scenario: This test case is generated to test the field's validation while user try to update thier profile settings with valid inputs.

Name: Manage Profile

• Activity: Manage Profile Activity

• Message: Profile Updated Successfully

• Result of Operation: Successful

Manage Profile Validation

Name: Manage Profile	
Date: 18th November 2021	
System: Sip n Snack	
Objective: To update user profile settings with valid inputs.	Test ID: 33
Version: 2	Test Type: Functional Testing
Input:	
Username: biker3	
Name: Farrukh Hassan	
Phone No: 0336-9866301	
Address: Near Masjid Street, Gujranwala, and Islamabad.	
Expected Result: Profile Updated Successfully.	
Actual Result: As Expected.	

Table 71: Manage Profile Validation

Verdict: Passed

5.3.34. Test Case 15:

Scenario: This test case is generated to test the field's validation while user try to update thier profile settings with invalid inputs.

• Name: Manage Profile

Activity: Manage Profile Activity
Message: Phone No is required
Result of Operation: Failed

Manage Profile Validation (failed)

Name: Manage Profile	
Date: 18 th November 2021	
System: Sip n Snack	
Objective: To update user profile settings with invalid	Test ID: 34
inputs.	
Version: 2	Test Type: Functional
	Testing
Input:	
Username: biker3	
Name: Farrukh Hassan	
Phone No: null	
Address: Near Masjid Street, Gujranwala, and Islamabad.	
Expected Result: Profile update failed.	
Actual Result: As Expected.	
Verdict: Passed	

Table 72: Manage Profile Validation (failed)

5.3.35. Test Case 15:

Scenario: This test case is generated to test the accepting of order that is being placed by the customer.

Name: Accept OrderActivity: Orders Activity

• Message: Order Accepted Successfully

• Result of Operation: Successful

Accept Order

Name: Accept Order	
Date: 18th November 2021	
System: Sip n Snack	
Objective: To accept the order that was placed by	Test ID: 35
customer.	
Version: 2	Test Type: Functional
	Testing
Input:	
Order Info: Items, bill, quantity.	
Clicked: Accept Order Button.	
Expected Result: Order Accepted Successfully	
Actual Result: As Expected.	
·	
Verdict: Passed	

Table 73: Accept Order

5.3.36. Test Case 15:

Scenario: This test case is generated to test the generating of bill of order that is placed by the customer.

• Name: Generate Bill

• Activity: Generat Bill Activity

• Message: Bill Generated Successfully

• Result of Operation: Successful

Generate Bill

Name: Generate Bill	
Date: 18th November 2021	
System: Sip n Snack	
Objective: To generate the bill of order.	Test ID: 36
Version: 2	Test Type: Functional Testing
Input:	•
Order Info: Items, bill, quantity.	
Clicked: Generate Bill Button.	
Expected Result: Bill Generated Successfully.	
Actual Result: As Expected.	
Verdict: Passed	

Table 74: Generate Bill

5.3.37. Test Case 15:

Scenario: This test case is generated to test the generating of reports orders that are being placed on specific date.

• Name: Generate Report

• Activity: Generat Report Activity

• Message: Report Generated Successfully

• Result of Operation: Successful

Generate Report

Name: Generate Report	
Date: 18 th November 2021	
System: Sip n Snack	
Objective: To generate the reports of sales.	Test ID: 37
Version: 2	Test Type: Functional Testing
Input:	
Date: 26 / 10 / 2021	
Clicked: Generate Report Button.	
Expected Result: Report Generated Successfully.	
Expected Result. Report Generated Successibility.	
Actual Result: As Expected.	
Verdict: Passed	

Table 75: Generate Report

5.3.38. Test Case 15:

Scenario: This test case is generated to test the field's validation while admin create a new managers account with invalid inputs.

• Name: Add Manager

• Activity: Add Manager Activity

• Message: Manager Name is required

• Result of Operation: Failed

Add Manager Validation (Invalid)

raa managor vanaadon (mvana)		
Name: Add Manager		
Date: 18th November 2021		
System: Sip n Snack		
Objective: To add a new manager by the admin by	Test ID: 38	
giving the fields as invalid input.		
Version: 2	Test Type:	Functional
	Testing	
Input:		
Username: mng7		
Name: null		
Password: 1122		
Phone No: 0312-1234567		
Expected Result: Manager Name is required.		
Actual Result: As Expected.		
Verdict: Passed		

Table 76: Add Manager Validation (Invalid)

5.3.39. Test Case 15:

Scenario: This test case is generated to test the field's validation while admin try to add new biker account to the system with valid input fields.

• Name: Add Manager

• Activity: Add Manager Activity

• Message: Manager Added Successfully

• Result of Operation: Successful

Add Manager Validation

Name: Add Manager		
Date: 18th November 2021		
System: Sip n Snack		
Objective: To add a new manager by the admin by	Test ID: 39	
giving the fields as invalid input.		
Version: 2	Test Type:	Functional
	Testing	
Input:		
Username: mng009		
Name: Farrukh Hussain		
Password: farrukh11		
Phone No: 0312-1234567		
Expected Result: Manager added Successfully.		
Actual Result: As Expected.		
Verdict: Passed		

Table 77: Add Manager Validation

5.3.40. Test Case 40:

Scenario: This test case is generated to test deletion of specific manager account from system.

• Name: Delete Manager

• Activity: Delete Manager Activity

• Message: Manager Deleted Successfully

• Result of Operation: Successful

Delete Manager

Name: Delete Manager	
Date: 18th November 2021	
System: Sip n Snack	
Objective: To delete a specific account of manager from the system by the admin.	Test ID: 40
Version: 2	Test Type: Functional Testing
Input:	
Clicked: Delete Manager Button	
Expected Result: Manager deleted Successfully.	
Actual Result: As Expected.	
Verdict: Passed	

Table 78: Delete Manager

5.3.41. Test Case 40:

Scenario: This test case is generated to test the field's validation while admin try to update Manager Account in system with valid inputs.

• Name: Update Manager

• Activity: Update Manager Activity

• Message: Manager Updated Successfully

• Result of Operation: Successful

Update Manager Validation

Name: Update Manager		
Date: 18 th November 2021		
System: Sip n Snack		
Objective: To Update Managers detail by providing the valid field inputs.	Test ID: 41	
Version: 2	Test Type: Functional Testing	
Input:		
Username: mng7		
Name: Farrukh Hassan		
Phone No: 0312-1234567		
Address: Near Masjid Street, Gujranwala, and Islamabad.		
Expected Result: Manager Updated Successfully.		
Actual Result: As Expected.		

Table 79: Update Manager Validation

Verdict: Passed

5.3.42. Test Case 40:

Scenario: This test case is generated to test the field's validation while admin try to update existing Manager Account in system with invalid input fields.

• Name: Update Manager

Activity: Update Manager Activity
Message: Phone No is required
Result of Operation: Failed

Update Manager Validation (Invalid)

Name: Update Manager	
Date: 18 th November 2021	
System: Sip n Snack	
Objective: To Update Managers detail by providing the invalid field inputs.	Test ID: 42
Version: 2	Test Type: Functional Testing
Input:	
Username: mng1	
Name: Ali	
Phone No: null	
Expected Result: Phone No is required.	
Actual Result: As Expected.	
Verdict: Passed	

Table 80: Update Manager Validation (Invalid)

5.3.43. Test Case 40:

Scenario: This test case is generated to test the field's validation while manager add occurred expense to a system with invalid inputs.

• Name: Add Expense

• Activity: Add Expense Activity

• Message: Expense Amount is required.

• Result of Operation: Failed

Add Expense Validation (Invalid)

Name: Add Expense	
Date: 21st January 2022	
System: Sip n Snack	
Objective: To add a new occurred expense by input the invalid fields.	Test ID: 43
Version: 3	Test Type: Functional Testing
Input:	
Expense Category: Crockery	
Expense Amount: null	
Expected Result: Expense Amount is Required.	
Actual Result: As Expected.	
Verdict: Passed	

Table 81: Add Expense Validation (Inavlid)

5.3.44. Test Case 40:

Scenario: This test case is generated to test the field's validation while manager try to add new occurred expense to the system with valid input fields.

• Name: Add Expense

• Activity: Add Expense Activity

• Message: Expense Added Successfully

• Result of Operation: Successful

Add Expense Validation

Name: Add Expense	
Date: 21st January 2022	
System: Sip n Snack	
Objective: To add a new expense by the manager by giving the fields as input.	Test ID: 44
Version: 3	Test Type: Functional Testing
Input:	
Expense Category: Maintenance	
Expense Amount: 900	
Expected Result: Expense added Successfully.	
Actual Result: As Expected.	
Verdict: Passed	

Table 82: Add Expense Validation

5.3.45. Test Case 40:

Scenario: This test case is generated to test the field's validation while user report an issue to system with invalid inputs.

• Name: Report Issue

Activity: Report Issue Activity
Message: Issue text is required.
Result of Operation: Failed

Report Issue Validation (Invalid)

Name: Report Issue		
Date: 21st January 2022		
System: Sip n Snack		
Objective: To report a new issue by the user by giving the fields as invalid input.	Test ID: 45	
Version: 3	Test Type: Functional Testing	
Input:		
Issue Text: null		
Expected Result: Issue text is required.		
Actual Result: As Expected.		
Verdict: Passed		

Table 83: Report Issue Validation (Invalid)

5.3.46. Test Case 40:

Scenario: This test case is generated to test the field's validation while user try to report issue to the system with valid input fields.

• Name: Report Issue

• Activity: Report Issue Activity

• Message: Issue Reported Successfully

• Result of Operation: Successful

Report Issue Validation

Name: Report Issue		
Date: 21st January 2022		
System: Sip n Snack		
Objective: To report an issue by the user by giving the fields as invalid input.	Test ID: 46	
Version: 3	Test Type: Functional Testing	
Input: Issue Text: There is a little lag while login to the app.		
Expected Result: Issue Reported Successfully.		
Actual Result: As Expected.		
Verdict: Passed		

Table 84: Report Issue Validation

5.3.47. Test Case 40:

Scenario: This test case is generated to test the validation while customer try to give feedback about delivery or food service with valid input fields.

Name: Submit FeedbackActivity: View Orders Activity

• Message: Your Feedback Submitted Successfully

• Result of Operation: Successful

Submit Feedback Validation

Name: Submit Feedback	
Date: 17 th February 2022	
System: Sip n Snack	
Objective: To submit a feedback about the food or	Test ID: 47
delivery service by giving the fields as valid input.	
Version: 3	Test Type: Functional
	Testing
Input:	
Feedback Text: Food taste is very good.	
Rating Stars: 5 stars	
Expected Result: Feedback Submitted Successfully	
Actual Result: As Expected.	
Verdict: Passed	

Table 85: Submit Feedback Validation (Valid)

5.3.48. Test Case 40:

Scenario: This test case is generated to test the validation while customer try to give feedback about delivery or food service with invalid input fields.

Name: Submit FeedbackActivity: View Orders Activity

• Message: Feedback text must be filled

• Result of Operation: Successful

Submit Feedback Validation

Name: Submit Feedback		
Date: 17 th February 2022		
System: Sip n Snack		
Objective: To submit a feedback about the food or delivery service by giving the fields as invalid input.	Test ID: 48	
Version: 3	Test Type: Functional Testing	
Input:		
Feedback Text: null		
Rating Stars: null		
Expected Result: Feedback text must be filled		
Actual Result: As Expected.		
Verdict: Passed		

Table 86: Submit Feedback (Invalid)

Chapter 6

System Deployment

6.1. Installation / Deployment Process Description:

For deployment, we will provide user with .apk or .aab file. Through these files, user should be able to install the applications in android devices. User can simply open the .apk file in their device and install the application to use the services of system. However the credentials for restaurant side were given to customer and using these, the admin can create further accounts of managers and managers basically manage the whole ordering system etc.

The application is also being deployed on Play Store. The deployment were done by using different steps... These steps were given in sequence in below sections:

6.1.1. Choose between apk OR aab.

It's upon us that which file we want to create and upload it on Play Store.

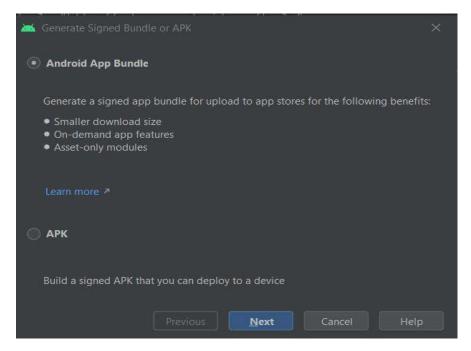


Figure 116: Select Apk or Aab

6.1.2. Create Keystore for App.

In this step, we have to create a keystore for app and choose a suitable password for that. The keystore file with extension '.jks' and its password must be saved. Through this, we can release a new version of the application in future.

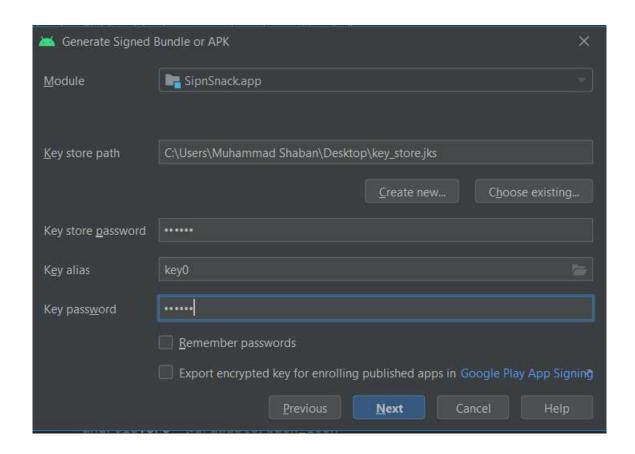


Figure 117: Create Keystore

6.1.3. Choose debug or release mode.

In this step, we have to choose mode for our app. Debug mode is being chosen when we have to launch our app just for some testing purposes and finally we launch the release mode that contains all the functionality.

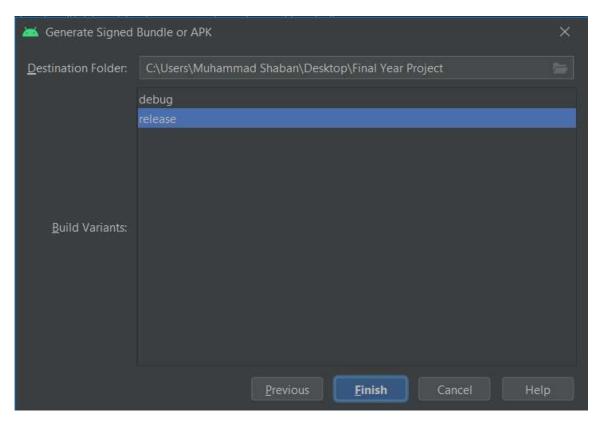


Figure 118: Mode of Apk

6.1.4. Apk Generated Successfully.

Continued ...



Figure 119: Apk Generated Successfully

6.1.5. Files for app.

As said above, we have option to choose between apk or aab file.

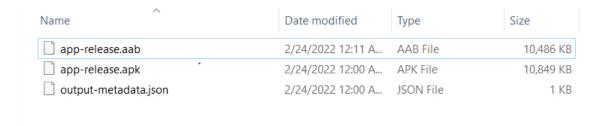


Figure 120: Files for App