UNIVERSITATEA TEHNICĂ
DIN CLUJ-NAPOCA

Food Delivery App

Name:Hulea Andrei-Florin
Group:30235

Table of Contents

Deliverable 1

Project Specification

Implement and design an online Java Spring application for food delivery where the users can make an order and wait for the courier to deliver it. There are 3 types of users: common users who can only order food and wait for it to be delivered, workers who deliver the food and administrators who manage the database.

Functional Requirements

User:

-Make a food order

-Place or cancel the food order

-View the current order or the order that has been placed

-View all restaurants and their menus

-Generating a bill when ordering

Admin:

-Create/Read/Update/Delete operations on all entities

Worker:

-Deliver the food

Use Case Model

Use Cases Identification

Use-Case: Buying food

Level: High

Primary Actor: User

Main success scenario: login -> make the order -> place the order

Extensions:login -> wrong password or username

login -> remaining stock value is insufficient

Use-Case: Delivering food

Level: High

Primary Actor: Worker

Main success scenario: login->deliver the food

Extensions:login -> wrong password

Use-Case: Administrating the database

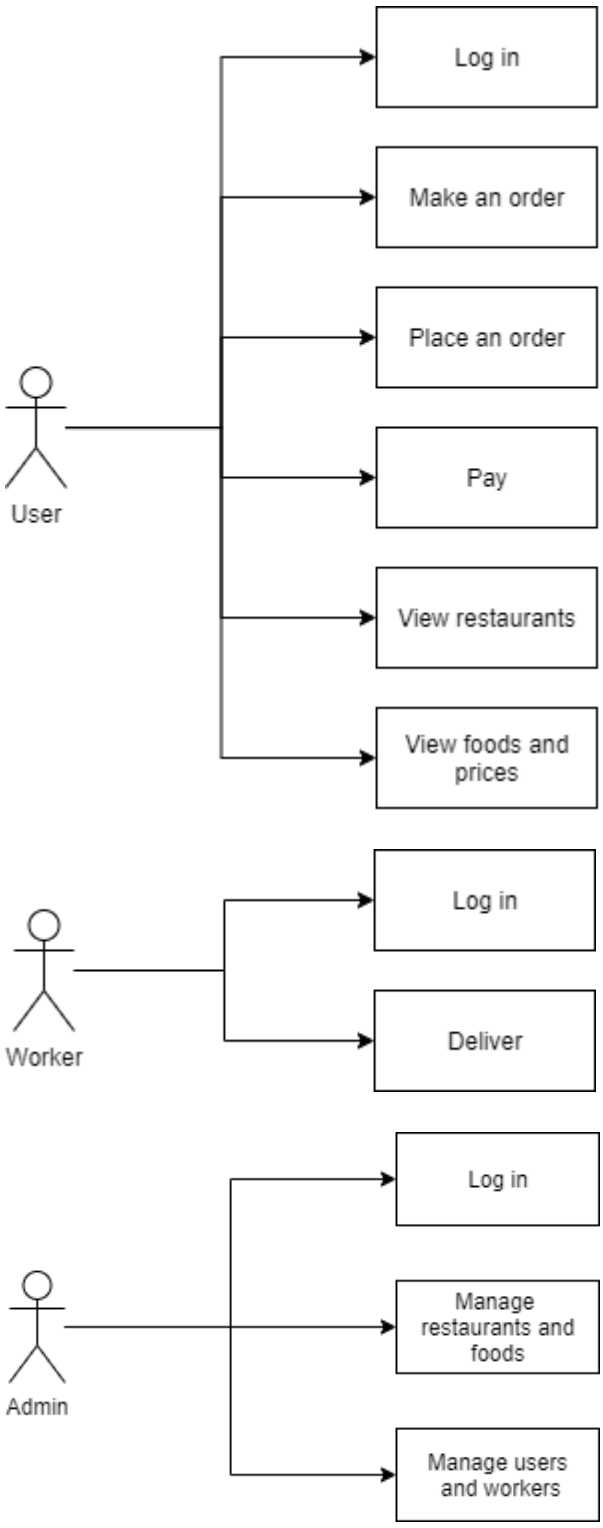
Level: High

Primary Actor: *Admin*

Main success scenario: *login->modify the necessary values from the database*

Extensions:login -> wrong password

UML Use Case Diagrams



Supplementary Specification

Non-functional Requirements

-Portability:

The application will be usable from a variety of environments and compatible with their systems. It will run on computers, laptops, smartphones and mostly anything with an internet connection and a minimum of computational capability.

-Reliability:

Because of the way it's built, the application can run without any failures for a long period of time. Also it can be accessed by anyone at any time, if the server is running.

-Security:

Security is a must in any application that works with money and contains personal information.

-Localization:

The application will find the restaurants from the database which are the closest to the user.

Design Constraints

-For Object-Relational Mapping, Java Persistence API(JPA) is used. It is based on Hibernate and it lets us define which object should should be persisted. When an object is persisted its name becomes the name of the table and its fields become columns.
-To avoid the repetition of creating setters,getters and constructors the application uses lombok, which works on JPA entities.

-Spring Boot was also used to create a maven project, with all the needed dependencies. Spring is the most popular framework for Java development. It is lightweight and provides easy inversion of control and consequently.

-The application also uses Crud Repositories, which is at the base foundation of most dynamic websites and implements basic operations such as save,find,delete,count,etc.

Glossary

[Present the noteworthy terms and their definition, format and validation rules if appropriate.]

Deliverable 2

Domain Model

[Define the domain model and create the conceptual class diagrams]

Architectural Design

Conceptual Architecture

[Define the system's conceptual architecture; use an architectural style and pattern - highlight its use and motivate your choice.]

Package Design

[Create a package diagram]

Component and Deployment Diagram

[Create the component and deployment diagrams.]

Deliverable 3

Design Model

Dynamic Behavior

[Create the interaction diagrams (1 sequence, 1 communication diagrams) for 2 relevant scenarios]

Class Diagram

[Create the UML class diagram; apply GoF patterns and motivate your choice]

Data Model

[Create the data model for the system.]

System Testing

[Describe the testing methides and some test cases.]

Future Improvements

[Present some features that apply to the application scope.]

Conclusion

Bibliography