**FORM 1**

****

**FACULTY OF COMPUTING AND INFORMATION TECHNOLOGY**

**Diploma in Software Engineering**

**Programme: DSFY1S1 (Group: 2)**

**Assignment**

## **AMSE1003 SOFTWARE ENGINEERING**

|  |  |  |  |
| --- | --- | --- | --- |
| **Name (Block Letters)** | **Registration No.** | **Signature** | **Marks** |
| 1.Low Jia Ming |  | Ming |  |
| 2.Vincent Chiew Jia Cheng |  | Vincent |  |
| 3.Ian Chin Kar Le |  | Ian |  |
| 4.Yong Hao Cheng |  | Yong |  |
| 5.Fong Jia Ming |  | Fong |  |

Lecturer’s Name: SURAYAINI BINTI BASRI

Date of Submission: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

**FORM 2**

****

**FACULTY OF COMPUTING AND INFORMATION TECHNOLOGY**

**Plagiarism Statement and Guideline for Late Submission of Coursework**

Read, complete, and sign this statement to be submitted with the written report.

**We confirm that the submitted works are all our own work and are in our own words.**

|  |  |  |  |
| --- | --- | --- | --- |
| **Name (Block Letters)** | **Registration No.** | **Signature** | **Date** |
| 1.Low Jia Ming |  | Ming |  |
| 2.Vincent Chiew Jia Cheng |  | Vincent |  |
| 3.Ian Chin Kar Le |  | Ian |  |
| 4.Yong Hao Cheng |  | Yong |  |
| 5.Fong Jia Ming |  | Fong |  |

**TABLE OF CONTENTS**

Cover sheet—----------------------------------------------------------------------------------------------------------1

Plagiarism statement—---------------------------------------------------------------------------------------2

Table of Contents—-------------------------------------------------------------------------------------------3

Body of answers

Part 1—------------------------------------------------------------------------------------------------------4~6

Part 2—----------------------------------------------------------------------------------------------------7~14

Part 3—----------------------------------------------------------------------------------------------------------

Reference section —-------------------------------------------------------------------------------------------

Appendices —-------------------------------------------------------------------------------------------------

**Company name: Jia Hua Food Court**

**Location: Grand Industrial Centre, 89500 Penampang, Sabah**

**Restaurant/Food court selling buns, cakes and drinks. They also rent empty lots for vendors to sell their own food.**

**Part 1:**

**Major problems of the manual process:**

1. Jia Hua wants the staff to handle orders manually for their own stall, but can mess up the ordering process because the writing can be misinterpreted by others or the staff can take the customer’s orders incorrectly. This can cause mistakes such as taking the wrong food to the wrong table, thus leaving customers unsatisfied and leaving bad reviews causing reputation damage.
2. Jia Hua wants to record the vendors' information. Records of the company are written and kept physically in books. This means important documents and data regarding their patrons are easily stolen, which could spell the downfall of their business and face serious charges due to failure to keep said information confidential. Furthermore, there are no backups of destroyed records.
3. Jia Hua's manual leave management is prone to errors such as miscalculations, incorrect recordings of leave days, and miscommunication, which can lead to human resources mismanagement, payroll discrepancies and employee dissatisfaction.
4. Restocking supplies manually risks losing or misplacing supplies. As the supplies needed are ordered from various suppliers, poor management will lead to disasters such as overbuying supplies. These problems will give the management a hard time managing the supplies. Poor management can cause a delay in payment or break the budget of the company.
5. Affairs of the entire food court are problematic to handle without a proper system as there are many challenges that need to be addressed throughout the year. When people want to rent slots for vendoring, the company might have issues with slot allocation for the renting as information regarding available slots is mixed up easily if handled manually through paper and pen.

**Software Quality Attributes**

1. Acceptability

By investing in acceptable software the restaurant staff members can minimize the amount of errors and inaccuracies during rush hour and normal restaurant operations due to how usable the software system is. It can also improve the service quality and customer satisfaction since the system will be more user friendly towards young and old customers.

1. Efficiency

Time management will be more efficient. With this, the delay between each order made by a customer will be minimal, smoothing staff services towards customers. The system would also handle employee affairs and schedule with more efficiency and while minimizing use of space for the system.

1. Maintainability

With the systematic software, it is easy to maintain changes in the company. Such as adding or removing selling goods and adjusting in goods prices in the system. It can also be flexible when it comes to employees' working schedule.

1. Dependability and Security

The software system will be dependable with its reliability to prevent physical and economical damage in the event of system failure. The system will also be able to protect itself from cyberattacks such as viruses or hacking attempts by malicious users in order to access or damage the systems. For instance, hackers cannot steal or alter business data in the system.

**Software Process Model**

Prototyping Model - Evolutionary Prototyping is the software process model proposed for our system.

Software Process Model is a framework used to structure, plan, and

control flow of work required to develop a software.It comprised of many specific activities and tasks.The goal is to provide guidance for systematically coordinating and

controlling tasks that must be performed to achieve the end product objectives.In our software development, we use the model of evolutionary prototyping as a basis to achieve our goal. The evolutionary prototyping model is a structure where developers produce a firsthand prototype for showcasing to the client in question. This allows the client to gain a concrete impression of the system capabilities as well as experimenting with the requirements. This specific model is specifically aimed at clients that are unsure of or have yet to fully decide regarding requirements of the system as the prototype is not the final product.

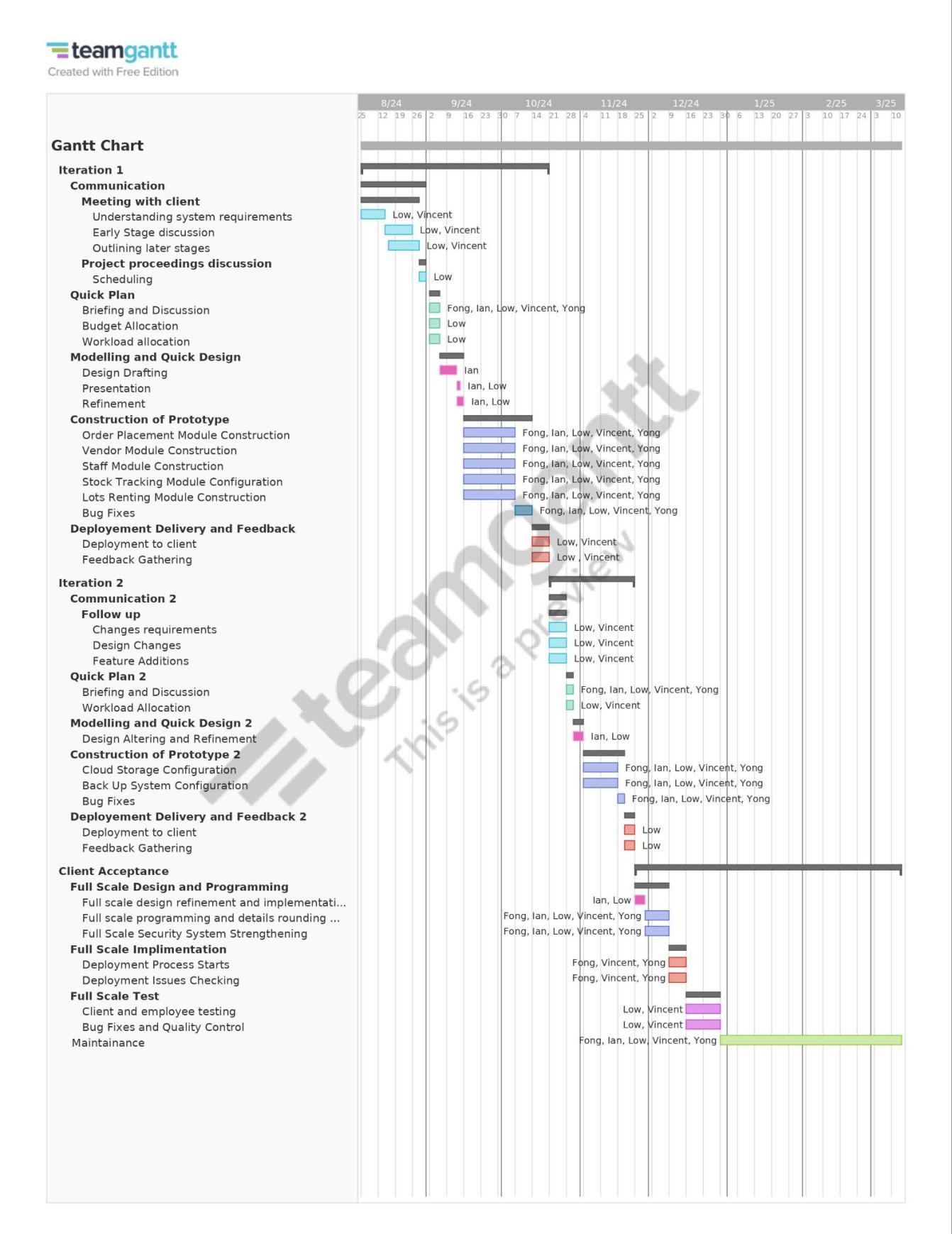
Since our client finds it difficult to express their real requirements, we proposed the use of the prototyping model as our software process model. This is due to the fact that the prototyping model allows the customer to experiment with requirements to confirm what features they want in the system at a rapid software delivery and utilization pace.

Of the two types of prototyping model, we will use the prototyping evolutionary.This approach allows the restaurant to continuously collect and analyze feedback from customers. The feedback enables the restaurant to make data-driven decisions and improvements to meet customer needs and preferences.Prototyping evolution will also help with engaging customer's interest and ensure effectiveness before full-scale Implementation. With that, the prototype can be further modified to suit the client's future demand through the evolutionary prototype model since the client likely wants it to work.

**Part 2:**

**Project Plan and Schedule.**

**Gantt Chart**

****

**Duration**

|  |  |  |  |
| --- | --- | --- | --- |
| Iteration 1  75 Days | **Communication 25 Days** | | |
| Meeting Client  23 Days | Understanding System Requirements 9 Days | |
| Early stage discussion 10 Days | |
| Outlining later stages 13 Days | |
| Project Proceedings Discussion 2 Days | Scheduling 2 Days | |
| **Quick Plan 3 Days** | | |
| Briefing and Discussion | | 3 Days |
| Budget Allocation | |
| Workload Allocation | |
| **Modeling and Quick Design 9 Days** | | |
| Design Drafting | | 7 Days |
| Presentation | | 1 Days |
| Refinement | | 2 Days (Overlap 1 Day) |
| **Construction of Prototype 26 Days** | | |
| Order Placement Module Construction | | 19 Days |
| Vendor Module Construction | |
| Staff Module Construction | |
| Stock Tracking Module Construction | |
| Lots Renting Module Construction | |
| Bug Fixes | | 5 Days |
| **Deployment Delivery and Feedback 5 Days** | | |
| Deployment to client | | 5 Days |
| Feedback Gathering | |
| Iteration 2  33 Days | **Communication2 5 Days** | | |
| Follow Up 5 Days | Changes requirements 5 Days | |
| Design Changes 5 Days | |
| Feature Additions 5 Days | |
| **Quick Plan2 2 Days** | | |
| Briefing and Discussion | | 2 Days |
| Workload Allocation | |
| **Modeling and Quick Design2 3 Days** | | |
| Design Altering and Refinement | | 3 Days |
| **Construction of Prototype2 16 Days** | | |
| Cloud Storage Configuration | | 12 Days |
| Back Up System Configuration | |
| Bug Fixes | | 2 Days |
| **Deployment Delivery and Feedback 3 Days** | | |
| Deployment to client | | 3 Days |
| Feedback Gathering | |

|  |  |  |
| --- | --- | --- |
| Client Acceptance 127 Days | **Full Scale Design and Programming 12 Days** | |
| Full scale refinement and implimentation | 3 Days |
| Full scale programming and details rounding up | 9 Days |
| Full scale system security strengthening |
| **Full Scale Implementation 5 Days** | |
| Deployment Process Starts | 5 Days |
| Deployment Issues Checking |
| **Full Scale Test 12 Days** | |
| Client and employee testing | 12 Days |
| Bug Fixes and Quality Control |
| **Maintenance** | 92 Days | |

**Software Requirements Specification.**

**Functional Requirements:**

**Module 1 - Ordering Module:**

1.1 The system shall allow the staff to select the menu items the customer wants to order and record the customer's table number.

1.2 The system shall allow staff to make changes to the order.

1.3 The system shall display the customer's orders to the kitchen staff.

**Module 2 - Vendor Module:**

2.1 The system shall be able to store data such as sales, vendors’ personal information.

2.2 The system shall be able to protect the data with strong passwords\*

2.3 The system shall have a searching function that allow quick access to required data

**Module 3 - StaffModule:**

3.1 The system shall allow the employees to view their leave history.

3.2 The system shall allow employees to submit leave requests into the system

3.3 The system shall calculate the remaining leave days for each employee

**Module 4 - Supply Tracking Module:**

4.1 The system shall track the inventory levels of supplies daily.

4.2 The system shall notify management when supplies levels are less than 20% of the existing supplies.

4.3 The system shall generate detailed reports on supply orders and its payments to help stay within budget.

**Module 5 - Lots Renting Module:**

5.1 The system shall display available and unavailable slots for vendors to rent.

5.2 The system shall allow the management to check if the rent due is paid or not by the vendors.

5.3 The system shall display information regarding the renter of each vendor.

5.4 The system shall display the duration of the rental of each rental.

**Non-functional Requirements:**

1.1 The system response time shall not exceed 3 seconds.

1.2 The system shall backup records daily.

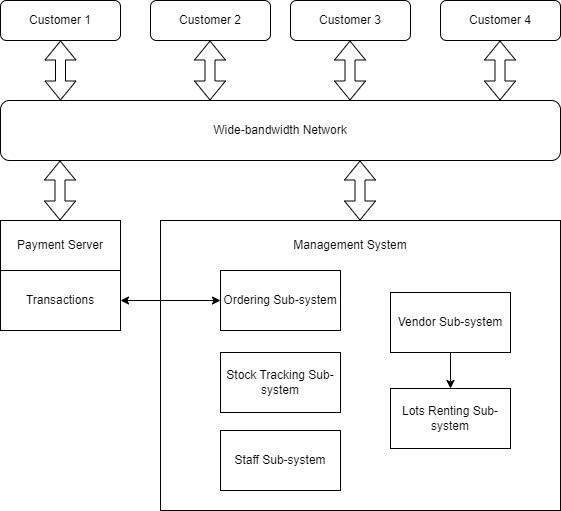
1.3 The system shall not use more than 500MB of storage space.

1.4 The system shall have an uptime of at least 99.9% to ensure continuous operation, minimizing the risk of losing or misplacing supply orders due to system downtime.

1.5 The system shall not disclose any personal information to unauthorized personnel.

1.6 The system shall display information in a clean, clear and organized manner.

**Architectural Design**



**Explanation:**

Client Based Model is a distributed system model which shows how data and processing is distributed across a range of components.It consists of a set of stand-alone servers which provide specific services such as printing, data management, etc.

**Justification:**

We use this system because it utilizes cheaper hardware. Its network system is an incredibly effective system and the distribution of data is straightforward, simplifying the process.

**Test Cases**

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **Test Case Name** | | 1.1.1 Select valid menu items but record invalid table number | | **Test Case Description** | To check the ordering function by using valid menu item but invalid table number | |
| **Pre-conditions:** | | | | **Test Data:** | | |
| 1 | The staff has valid authentication | | | 1 | order = "Bun Kahwin" | |
| 2 |  | | | 2 | table number = 2190876 | |
| 3 |  | | | 3 |  | |
|  | | | | | | |
| **Step #** | **Step Details** | | **Expected Results** | | **Actual Results** | **Remarks (Pass / Fail / Not executed / Suspended)** |
| 1 | Click the "Start New Order" button | | The ordering menu page is displayed. | |  |  |
| 2 | Select the items | | The customer's order is selected. | |  |  |
| 3 | Type in table number | | The invalid table number message is displayed. Table number is prompted for input until valid table number. | |  |  |
| 4 | Click the "Confirm" button | | The customer's order is confirmed. | |  |  |

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **Test Case Name** | | 1.2.1 Change the order to a valid menu item | | **Test Case Description** | To test the order changing function by changing the order to a valid menu item | |
| **Pre-conditions:** | | | | **Test Data:** | | |
| 1 | The staff has valid authentication | | | 1 | new order = "Roti Kahwin" | |
| 2 | The table number is valid | | | 2 |  | |
| 3 | The order has yet to be confirmed | | | 3 |  | |
|  | | | | | | |
| **Step #** | **Step Details** | | **Expected Results** | | **Actual Results** | **Remarks (Pass / Fail / Not executed / Suspended)** |
| 1 | Click the "Edit Order" button | | The order editing page is displayed. | |  |  |
| 2 | Select the item to be edited | | The item to be edited is selected and menu items are displayed to change the item to. | |  |  |
| 3 | Select the new item | | The new item is selected. The updated list of items in the order is displayed. | |  |  |
| 4 | Click the "Confirm" button | | The customer's order is confirmed. | |  |  |

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **Test Case Name** | | 1.3.1 Display valid customer's order and its order number to the kitchen | | **Test Case Description** | To test the order displaying function to the kitchen | |
| **Pre-conditions:** | | | | **Test Data:** | | |
| 1 | The user has valid authentication | | | 1 | order number = 3 | |
| 2 | The order is valid and confirmed | | | 2 |  | |
| 3 |  | | | 3 |  | |
|  | | | | | | |
| **Step #** | **Step Details** | | **Expected Results** | | **Actual Results** | **Remarks (Pass / Fail / Not executed / Suspended)** |
| 1 | Click the "Show Order" button | | The list of customers' orders is displayed. | |  |  |
| 2 | Choose the order number to view | | The order that is intended to be viewed is selected. The list of ordered items and their quantity for that order number are displayed. | |  |  |
| 3 | Click the "Start Preparing" button | | The status of the order is changed to being prepared and is displayed. | |  |  |

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **Test Case Name** | | 4.1.1 Track the inventory levels of supplies daily. | | **Test Case Description** | Making sure inventory has enough supplies for daily business. | |
| **Pre-conditions:** | | | | **Test Data:** | | |
| 1 | The inventory must not be empty | | | 1 | 100 plus ( 20 crates ) | |
| 2 |  | | | 2 | Cake Flour ( 20 bags ) | |
| 3 |  | | | 3 | Sugar ( 20 bags ) | |
|  | | | | | | |
| **Step #** | **Step Details** | | **Expected Results** | | **Actual Results** | **Remarks (Pass / Fail / Not executed / Suspended)** |
| 1 | Select show Inventory | | Display Inventory Selection | |  |  |
| 2 | Select show Supplies | | Display current supplies and amount of supplies used | |  |  |
| . |  | |  | |  |  |
| . |  | |  | |  |  |
| n |  | |  | |  |  |

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **Test Case Name** | | 4.2.1 Notify if supplies less than 20% | | **Test Case Description** | Will notify management to order a certain supply that has a level lower than 20%. | |
| **Pre-conditions:** | | | | **Test Data:** | | |
| 1 | The Inventory must not be empty | | | 1 | 100 plus lower than 15% | |
| 2 | The supplies must not be more than 20% | | | 2 | Sugar lower than 9% | |
| 3 |  | | | 3 | Cake flour lower than 19% | |
|  | | | | | | |
| **Step #** | **Step Details** | | **Expected Results** | | **Actual Results** | **Remarks (Pass / Fail / Not executed / Suspended)** |
| 1 | Select show Inventory | | Display Inventory Selection | |  |  |
| 2 | Select Inventory Notification | | Display Inventory notification about supplies level lower than 20% | |  |  |
| . | Select notified Items | | Redirect user to order more supplies | |  |  |
| . |  | |  | |  |  |
| n |  | |  | |  |  |

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **Test Case Name** | | 4.3.1 Generate Reports for Supplies order | | **Test Case Description** | Will generate detailed reports about all the supplies ordered by the user and whether the order has been paid and give the user remainder of payment due. | |
| **Pre-conditions:** | | | | **Test Data:** | | |
| 1 | The order must be confirmed | | | 1 | Ordered 3 bags of sugar | |
| 2 | Show payment done if order has been paid | | | 2 | Payment for 10 bags of cake flour | |
| 3 | Notify the user to do payment before due | | | 3 | Payment due for 5 crates of 100 plus | |
|  | | | | | | |
| **Step #** | **Step Details** | | **Expected Results** | | **Actual Results** | **Remarks (Pass / Fail / Not executed / Suspended)** |
| 1 | Select show Inventory | | Display Inventory Selection | |  |  |
| 2 | Select Inventory Reports | | Display detailed reports of the Inventory | |  |  |
| . |  | |  | |  |  |
| . |  | |  | |  |  |
| n |  | |  | |  |  |

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **Test Case Name** | | 5.1.1 display valid slots availability for rent | | **Test Case Description** | To verify if system will display valid data accordingly | |
| **Pre-conditions:** | | | | **Test Data:** | | |
| 1 | Staff have correct authentication | | | 1 | Password = “asteroiddestroyer21@” | |
| 2 | All slots and vendors are registered in the database | | | 2 |  | |
| 3 |  | | | 3 |  | |
|  | | | | | | |
| **Step #** | **Step Details** | | **Expected Results** | | **Actual Results** | **Remarks (Pass / Fail / Not executed / Suspended)** |
| 1 | Click “Vendors” button | | Section of Vendors is displayed | |  |  |
| 2 | Click “Slots” button | | Valid slots availability is displayed | |  |  |
| . |  | |  | |  |  |
| . |  | |  | |  |  |
| n |  | |  | |  |  |

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **Test Case Name** | | 5.2.1 display valid debt status of vendors | | **Test Case Description** | To verify if system will display valid data accordingly | |
| **Pre-conditions:** | | | | **Test Data:** | | |
| 1 | Staff have correct authentication | | | 1 | Password = “asteroiddestroyer21@” | |
| 2 | All slots and vendors are registered in the database | | | 2 |  | |
| 3 |  | | | 3 |  | |
|  | | | | | | |
| **Step #** | **Step Details** | | **Expected Results** | | **Actual Results** | **Remarks (Pass / Fail / Not executed / Suspended)** |
| 1 | Click “Vendors” button | | Section of Vendors is displayed | |  |  |
| 2 | Click “Vendor Status” button | | Valid vendors’ debt status is displayed | |  |  |
| . |  | |  | |  |  |
| . |  | |  | |  |  |
| n |  | |  | |  |  |

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **Test Case Name** | | 5.3.1 display personal information of vendors | | **Test Case Description** | To verify if system will display valid data accordingly | |
| **Pre-conditions:** | | | | **Test Data:** | | |
| 1 | Staff have correct authentication | | | 1 | Password = “asteroiddestroyer21@” | |
| 2 | All slots and vendors are registered in the database | | | 2 |  | |
| 3 |  | | | 3 |  | |
|  | | | | | | |
| **Step #** | **Step Details** | | **Expected Results** | | **Actual Results** | **Remarks (Pass / Fail / Not executed / Suspended)** |
| 1 | Click “Vendors” button | | Section of Vendors is displayed | |  |  |
| 2 | Click “Vendors Information” button | | Valid vendors’ personal information is displayed | |  |  |
| . |  | |  | |  |  |
| . |  | |  | |  |  |
| n |  | |  | |  |  |

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
|  | |  | |  |  | |
|  | | | |  | | |
|  |  | | |  |  | |
|  |  | | |  |  | |
|  |  | | |  |  | |
|  | | | | | | |
|  |  | |  | |  |  |
|  |  | |  | |  |  |
|  |  | |  | |  |  |
|  |  | |  | |  |  |
|  |  | |  | |  |  |
|  |  | |  | |  |  |

**Software Configuration Management.**