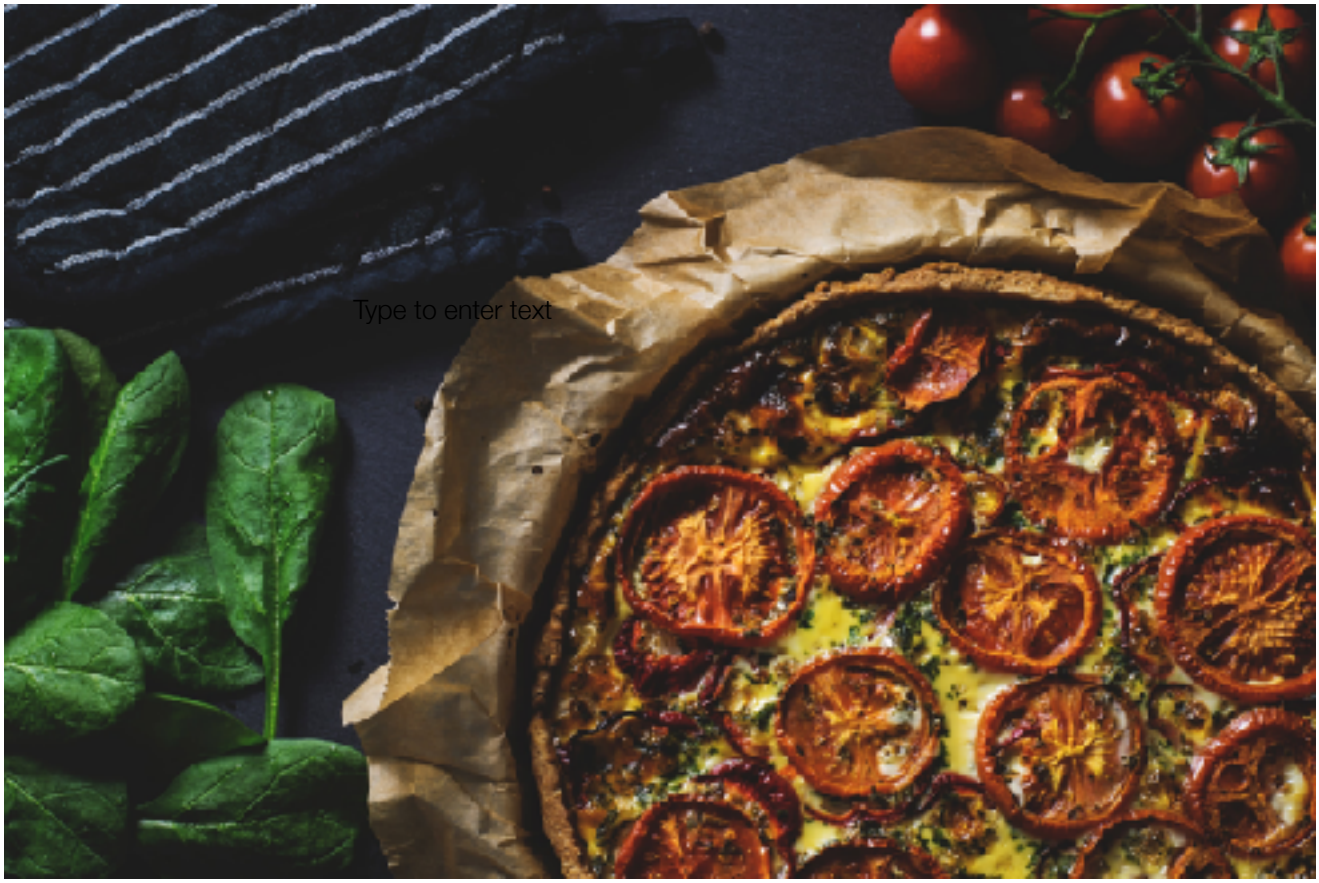
FOOD - FOOD ONLINE ORDER DYNAMICS



Refactoring

Prepared for: NEDev

Prepared by: David Blair, FOOD, CEO

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Proposal number: 12-345

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DESCRIPTION

FOOD

FOOD stands for Food Online Order Dynamics and is a new software system that the parent company, BlairDev, would like NEDev to build a proof-of-concept console application that could move to production phase and be used by servers in restaurants over New California. The system will allow the user (server) to enter a person, by name; then add food items to the order. For this console application, the input will be a console windows and be menu driven.

There is an existing code base that the CEO has from the last software team he hired. That code base will be delivered to the NEDev team upon approval of contract. Using refactoring techniques to make the code base stable before continuing.

Project Details

- Server will ask the customer for their name
- The server will enter the customer name associated with the pre-designated table number
- Then the server will add food and drink items to that customer
- This will continue for n-number of customers at n-number of tables
- The server can show a report for everyone at each location

Project Objectives

- Learn about source control
- Practice debugging
- Learn about refactoring software
- Learn about unit testing
- Learn about project management

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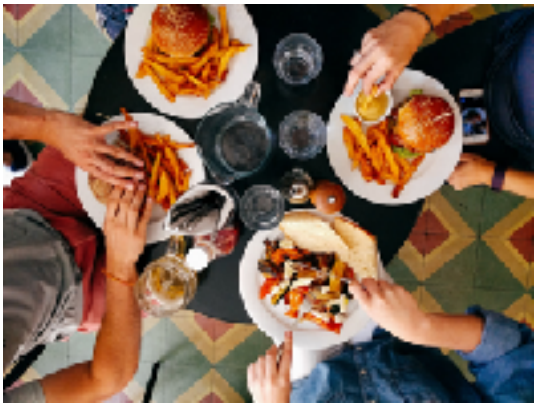
DELIVERABLES



1. Create a local Git repository to track changes (you will turn in a screen shot of the log) (see Git powerpoint)
2. Create a unit tests for all classes (see examples on GitHub)
3. Create an UML diagram showing all existing classes and relationships
4. Create a Gantt chart showing estimated hours for each task (see example on GitHub)
5. Test all code, commit all code, make changes to fix bugs, and when satisfied everything looks good, put in the D2L dropbox Project 1
6. Record all bugs in a text file to turn in
7. Turn in ALL files to the D2L dropbox