




Software requirements specification (SRS) for an online food ordering system.

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Introduction



Purpose of the System: To provide a convenient and user-friendly platform for customers to order food online from restaurants.

Scope: The system will include customer registration, menu display, food ordering, order management, payment processing, feedback, and ratings



Overview



Product Overview: Online Food Ordering System


Key Features:

- Customer Registration
 - Menu Display
 - Food Ordering
 - Order Management
 - Payment Processing
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Functional Requirements




Customer Registration: Allow customers to create accounts and manage personal information securely.

- Menu Display: Show restaurant menus with food items and prices.
 - Food Ordering: Enable customers to select items, customize orders, and add them to the cart.
 - Order Management: Notify restaurants about new orders and track order status.
 - Payment Processing: Securely process payments and provide payment option
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Non-functional Requirements



- Performance: Ensure fast loading times and responsiveness during peak hours.
 - Security: Implement robust security measures to protect user data and prevent unauthorized access
 - Reliability: Minimize system downtime and ensure data integrity.
 - Usability: Create an intuitive and user-friendly interface for a positive customer experience
 - Maintainability: Design the system to be easily maintainable and scalable
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System Design



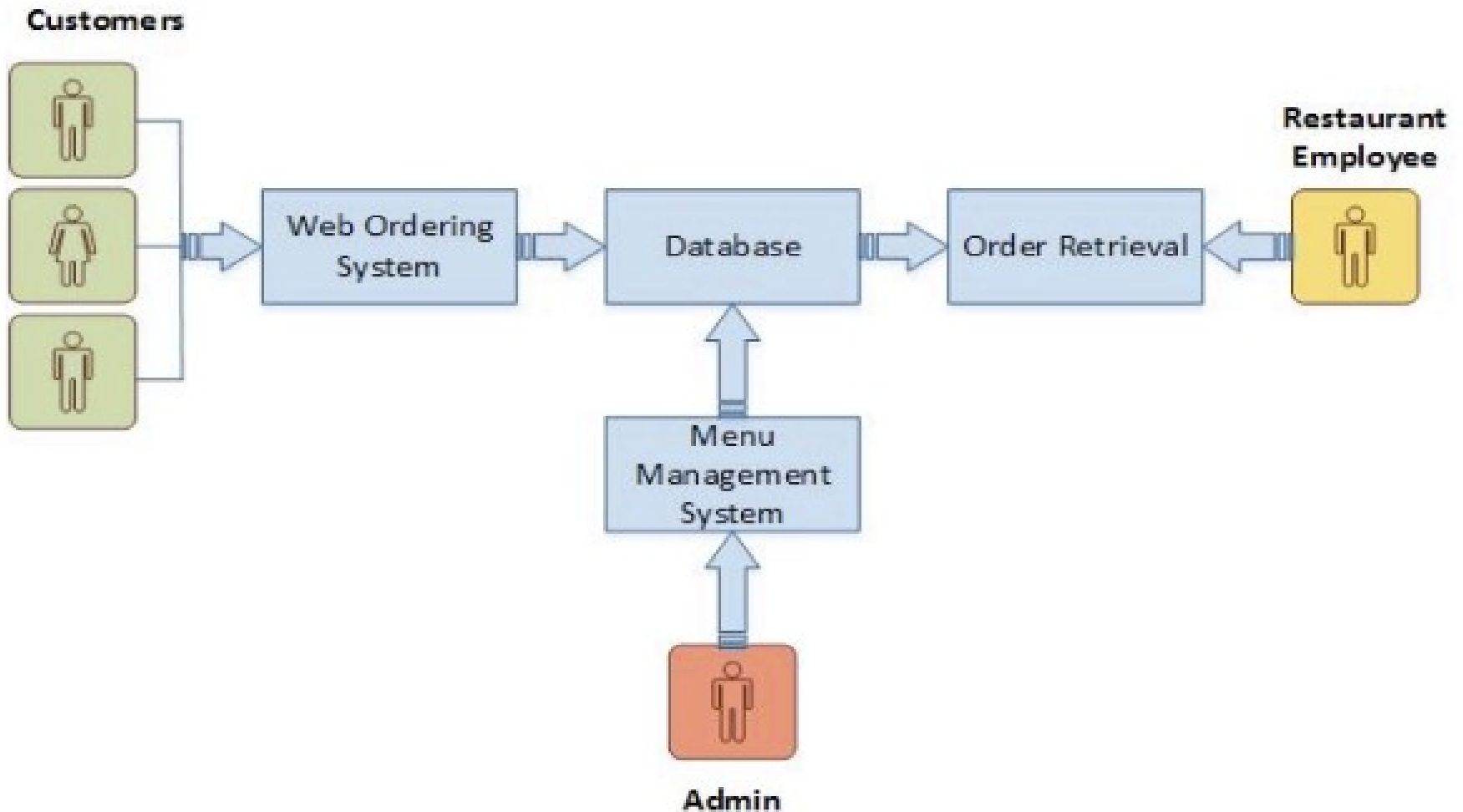
Architecture Diagram: Illustrate the high-level components, including client-side, server-side, and external services integration.

Data flow diagram: Data Flow Diagram (DFD) provides a visual representation of the flow of information (i.e. data) within a system.

Sequence Diagrams: Demonstrate the flow of interactions for registration, food ordering, and payment processing.



System Model



System Model

The structure of the system can be divided into 3 main logical components:

Web Ordering System Module This module provides the functionality for customers to place their order and supply necessary details. Users of the system, namely restaurant customers, must be provided the following functionality:

- Create an account.

- Manage their account.

- Log in to the system.

Menu Management System Module: This module provides functionality for the power user-Administrator only. It will not be available to any other users of the system like Restaurant Employees or Customers. Using a graphical interface, it will allow an Admin to manage the menu that is displayed to users of the web ordering system:

- Add/update/delete food category to/from the menu.

- Add /update/delete food item to/from the menu.

- Update price for a given food item.

Order Retrieval System Module This is the most simplest module out of all 3 modules. It is designed to be used only by restaurant employees, and provides the following functions:


- Retrieve new orders from the database.

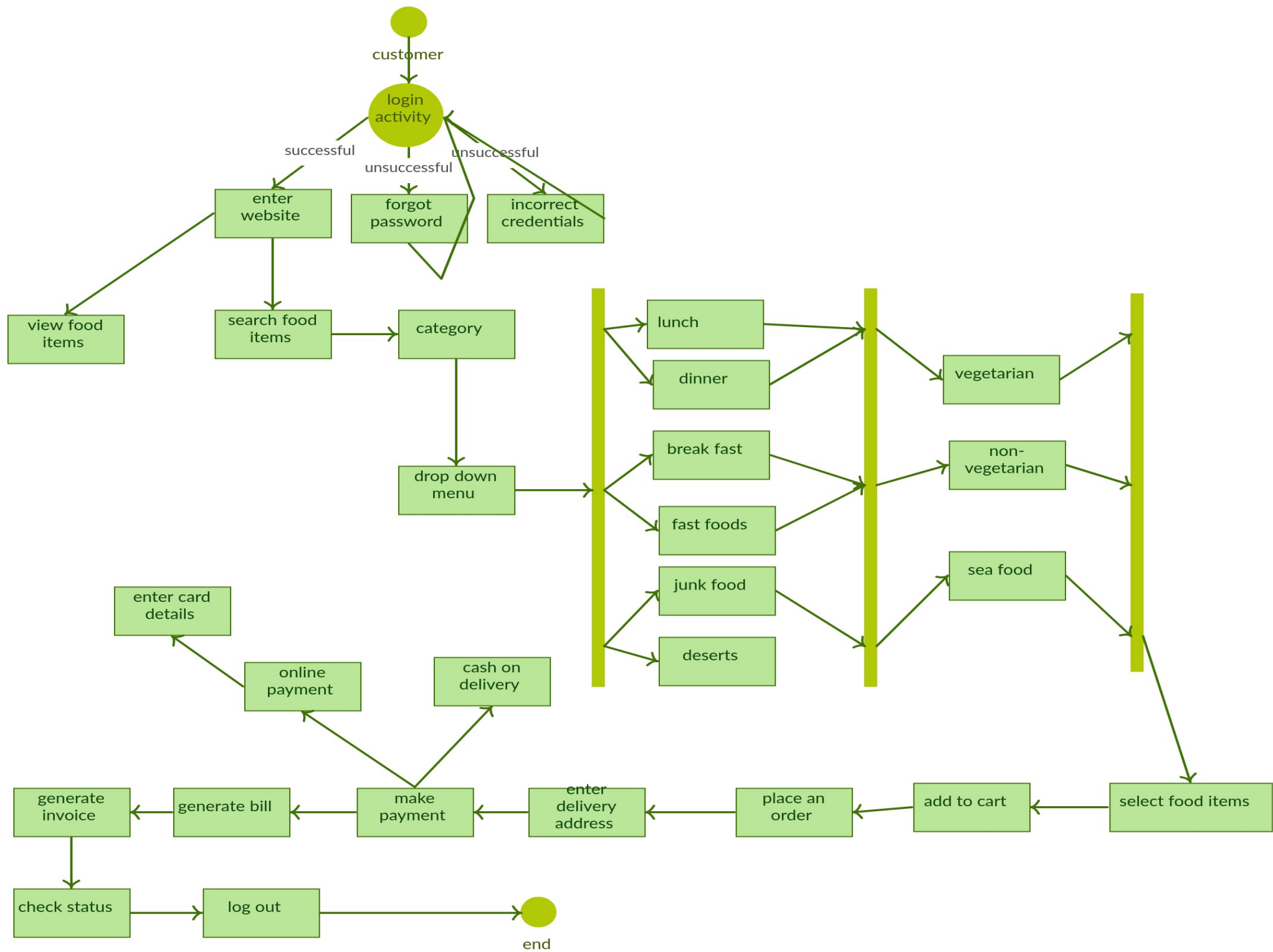
- Display the orders in an easily readable, graphical way

State machine diagram



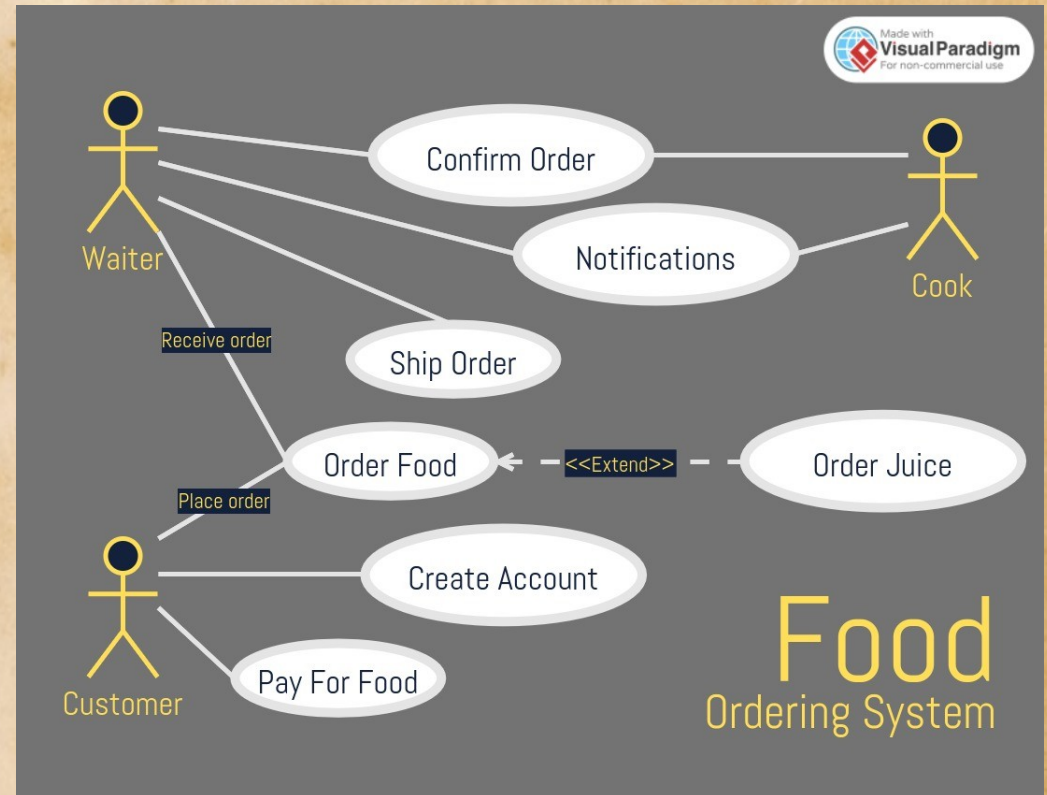
The diagram shows the different states that an order can be in, as well as the transitions between states. The diagram starts in the * state, which represents the initial state. From the initial state, the user can select a restaurant. Once a restaurant has been selected, the user can view the menu. The user can then select items from the menu and add them to the cart. Once the user is satisfied with their order, they can review it. If the user is happy with the order, they can pay for it. Once the order has been paid for, it is placed. The order is then confirmed, and the system returns to the initial state.





Use case Diagram

This diagram shows the different use cases of the system, as well as the actors involved in each use case



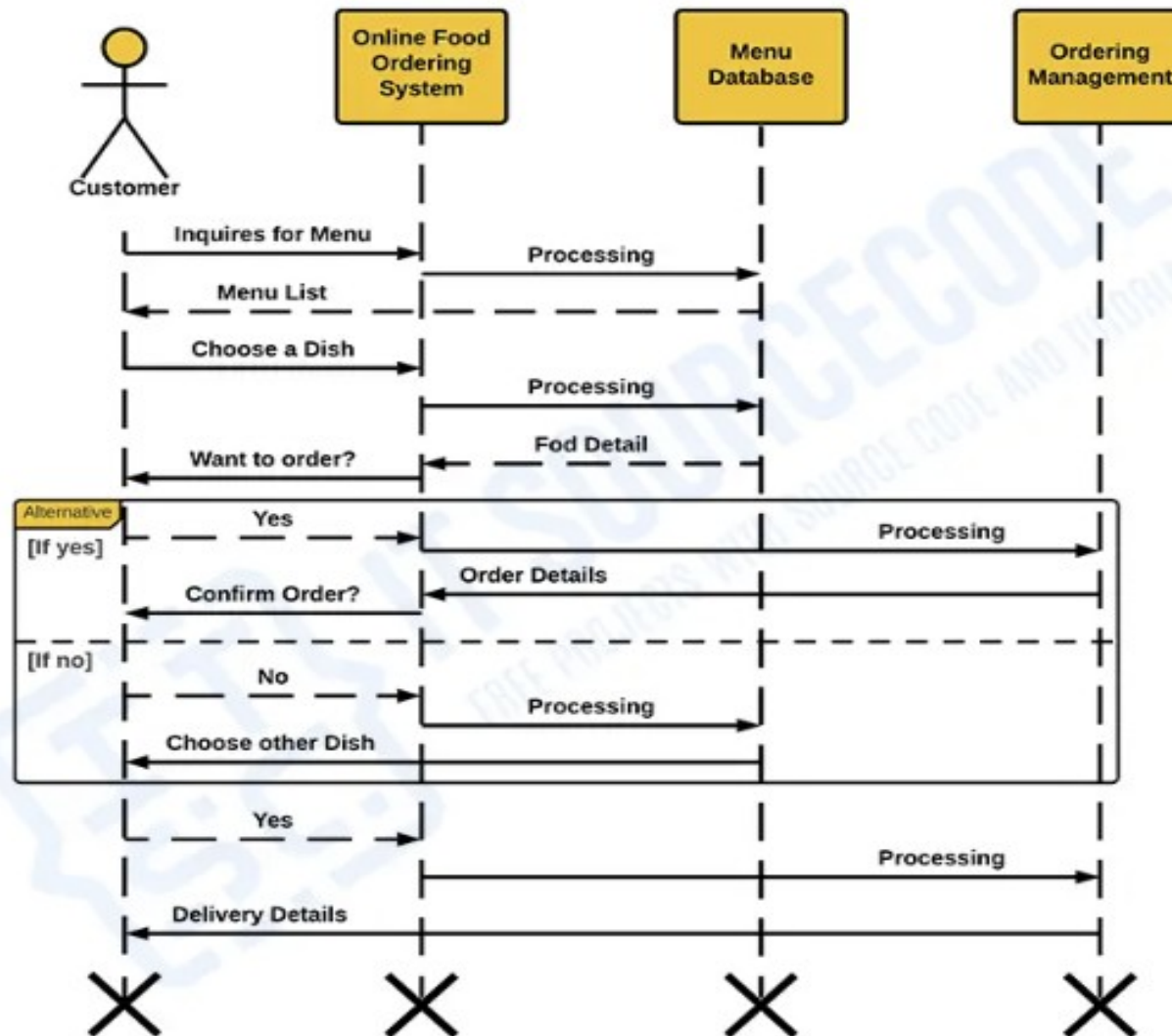
Sequence Diagram

Sequence diagram: This diagram shows the sequence of interactions between the system and the actors in a specific use case.

Here, I will be showing you the *Online Food Ordering System Sequence Diagram*. This design will enlighten you on how should the system or the actor approach each other.

This will also teach you on how would you develop the system to achieve its desired behavior. In addition to that, the design shows the detailed illustration of events sequenced and happens in Food Ordering System. This designed sequence diagram is able to show programmers and readers about the sequence of messages between the actor and the objects.

ONLINE FOOD ORDERING SYSTEM



SEQUENCE DIAGRAM



Thank you