



SCSJ3323: Software Design and Architecture

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## **Software Design Document**

Restaurant Dine In Online Ordering and  
Management System  
Version 1.0

9 June 2022

School of Computing Faculty Engineering

## Revision Page

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### a. Overview

This is the first version of the SDD. It record the system details design including data design and user interface design.

### b. Target Audience

Developer of the system

### c. Project Team Members

Ricky A/L Karunakaran

### d. Version Control History

Version	Primary Author(s)	Description of Version	Date Completed
1.0	Ricky	SDD Creation	9 June 2022

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# 1. Introduction

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## 1.1 Purpose

This SDD describes the software architecture and the detailed design of the FoodVerse System. It contains the architecture of the system and the details design include the package diagram, class diagram of the subsystem.

## 1.2 Scope

The software product that will be produced is called foodverse. The system is a generic product which design for restaurant to manage their service. It is also a centralized application which allows the user to access any restaurant that registered in the application. For the restaurant, the system will allow them to manage menu which will be displayed to the customer or visitor. Besides, the restaurant will get notification once customer check in to the restaurant. They can either accept the check in or reject the check in. Once the check in is accepted, the customer will be bind to the table they checked in. The order made by the customer will be handler under that table. Moreover, the restaurant could view the feedback submitted by the customer and reply the feedback.

For the restaurant, the system will allow them to view any registered restaurant's menu from the application. They only can access to the service once they check in to the restaurant by scanning the QR code. Once they scan the QR code and their check in is accepted by the restaurant, the services will be unlocked. The customer can add order to the cart. If multiple customer scanning a same QR code, their order will be displayed into the same cart. The customer will then can submit the order in cart to the restaurant and the restaurant can start to prepared it. The system also provide feature for the customer to call waiter when they need. Besides, the user will be checked out automatically from the system once they clear the bill either using cash or using credit/debit card. The customer will be allowed to send feedback to the restaurant they visited within three days. They will also allow to feed the reply of the feedback if the restaurant add reply or update response to the feedback.

### **1.3 Definitions, Acronyms and Abbreviation**

SDD-Software Design Documentation

SRD- Software Requirement Specification

### **1.4 References**

Specify complete list of references using a standardized reference format.

### **1.5 Overview**

This SDD contains five sections which is introduction, system architectural design, system details design, system data design and system user interface design. The architectural design discuss the higher view of the system where the details design discusses the class diagram, package diagram of the subsystem. The data design gives further explanation on the system data show in the class diagram. The last section of this document is the user interface design which discusses the user screen interface layout.

## 2. System Architectural Design

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### 2.1 Architecture Style and Rationale

The architecture style chosen for the system is Model-View-Controller (MVC) architecture. This architecture is chosen because it separates the presentation logic, controller logic and the model logic. It makes the system easy to be managed and updated.

### 2.2 Architecture Model

Figure 2.1 below show the architecture model of the system. Every subsystem of the system should be designed as the model.

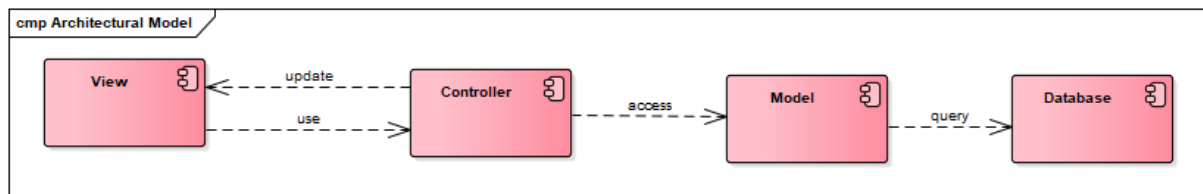


Figure 2.1: Architecture Model of FoodVerse

### 2.3 Use Case Diagram



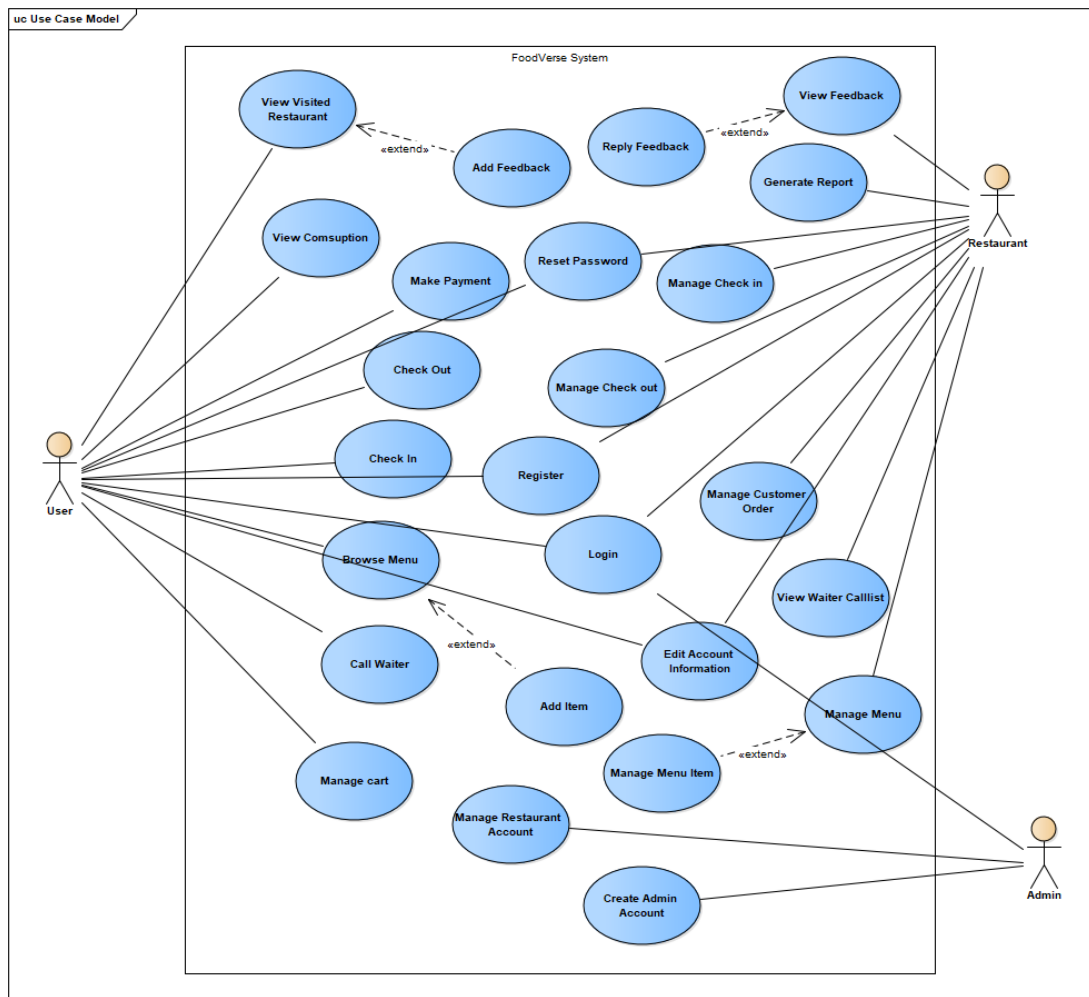


Figure 2.2: Use Case Diagram of FoodVerse

### 3. Detailed Description of Components

In this chapter, the detailed design of the system is documented.

#### 3.1 Complete Package Diagram

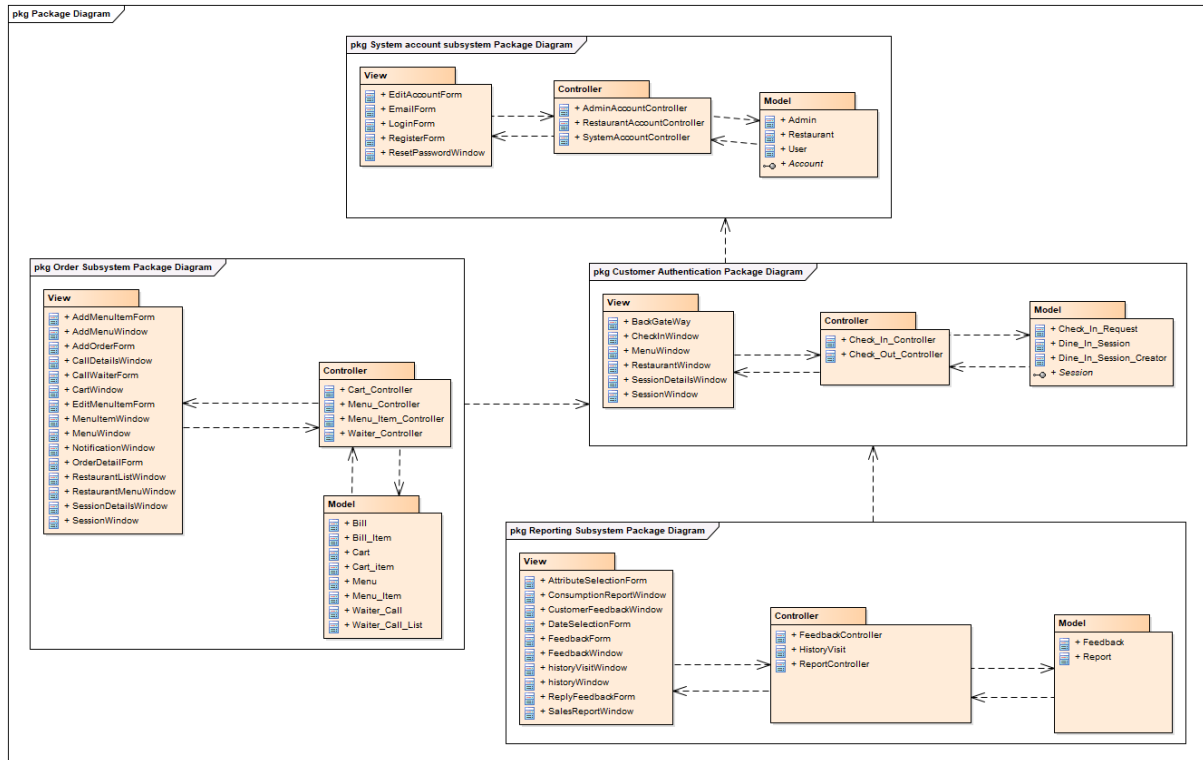


Figure 3.1: Package Diagram for FoodVerse

#### 3.2 Component Model

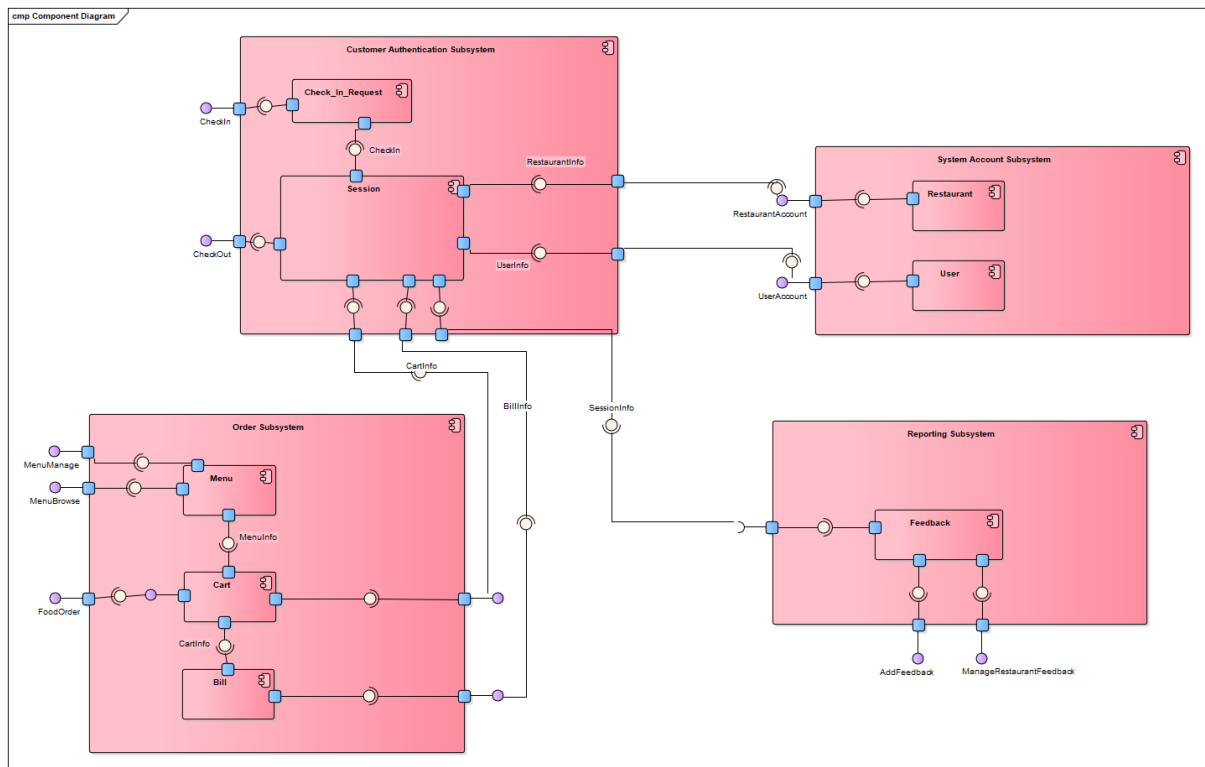
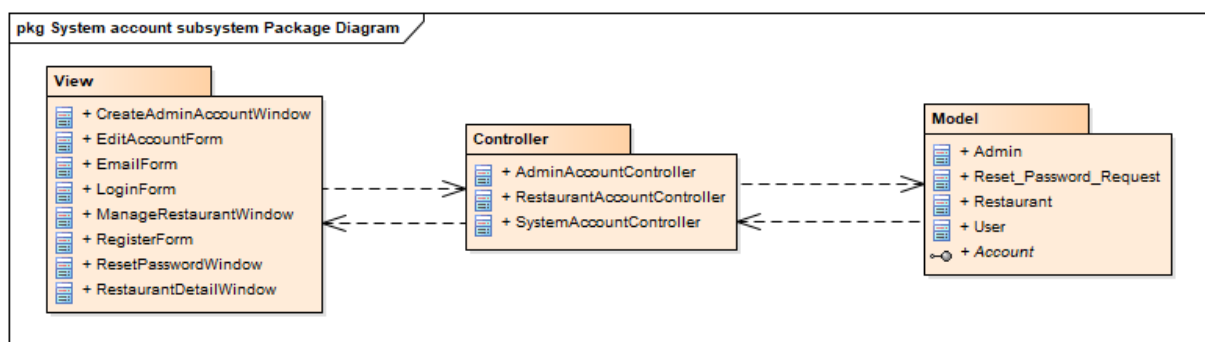


Figure 3.2: Component Diagram of FoodVerse

### 3.3 Detailed Description

#### 3.3.1 System Account Subsystem

##### 3.3.1.1 P001: Package System Account Subsystem

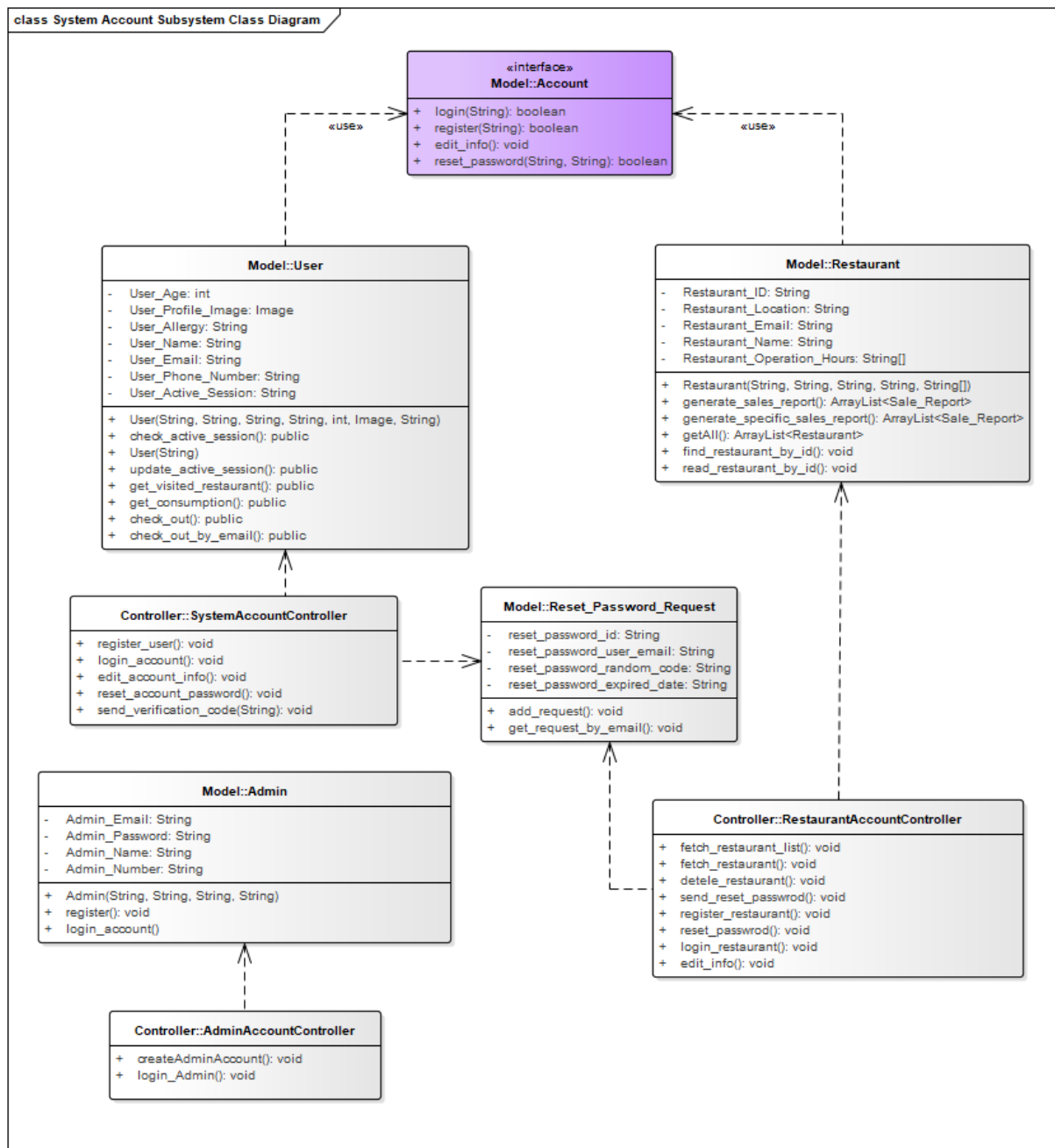


P001: Pacakge Diagram for System Account Subsystem

##### 3.3.1.2 Class Diagram

The figure below shows the class diagram of the system account subsystem. All the getter and setter of the class is excluded in the diagram for clarity purpose. Besides, the method of

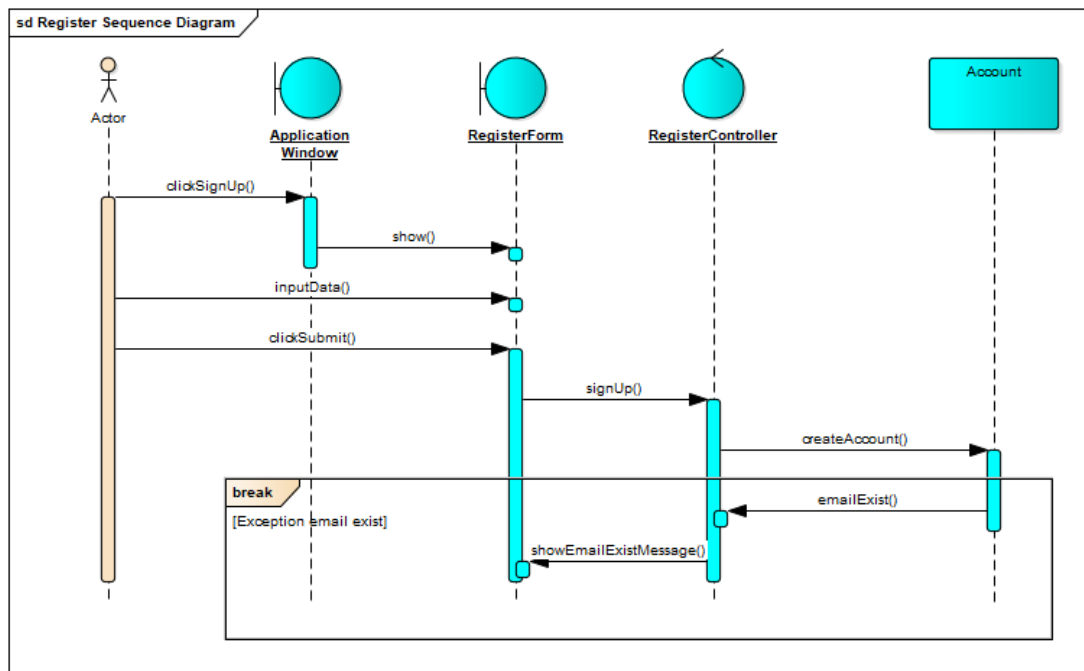
the model which used by other subsystem is not listed in the table below for method's pseudo code.



CD001: Class diagram for System Account Subsystem

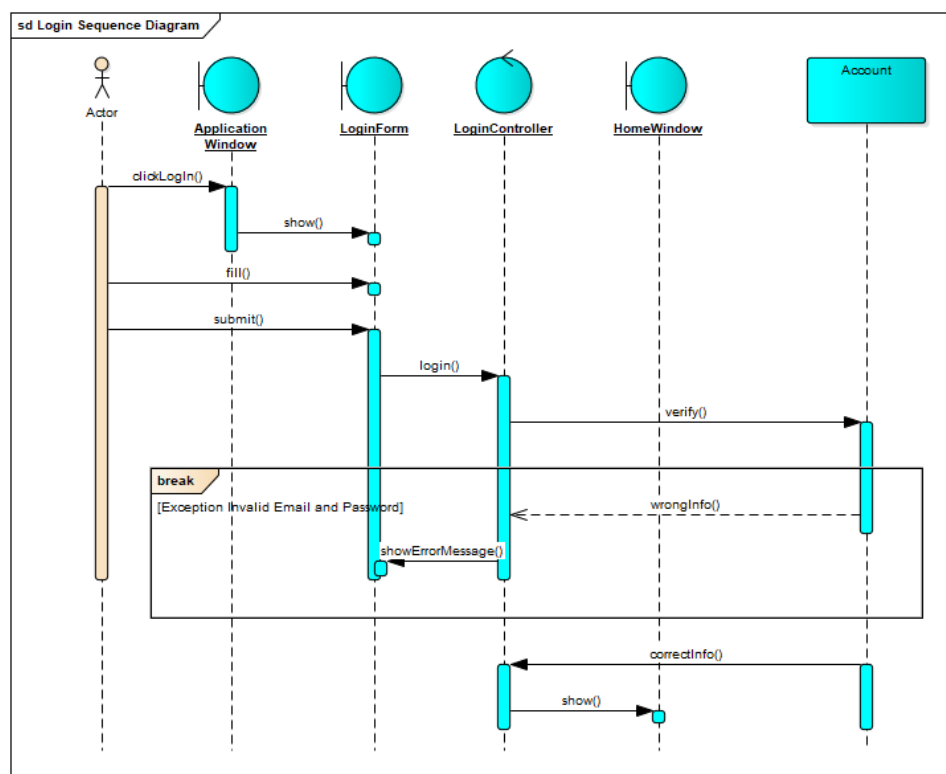
### 3.3.1.3 Sequence Diagrams

a) SD001: Sequence diagram for Register



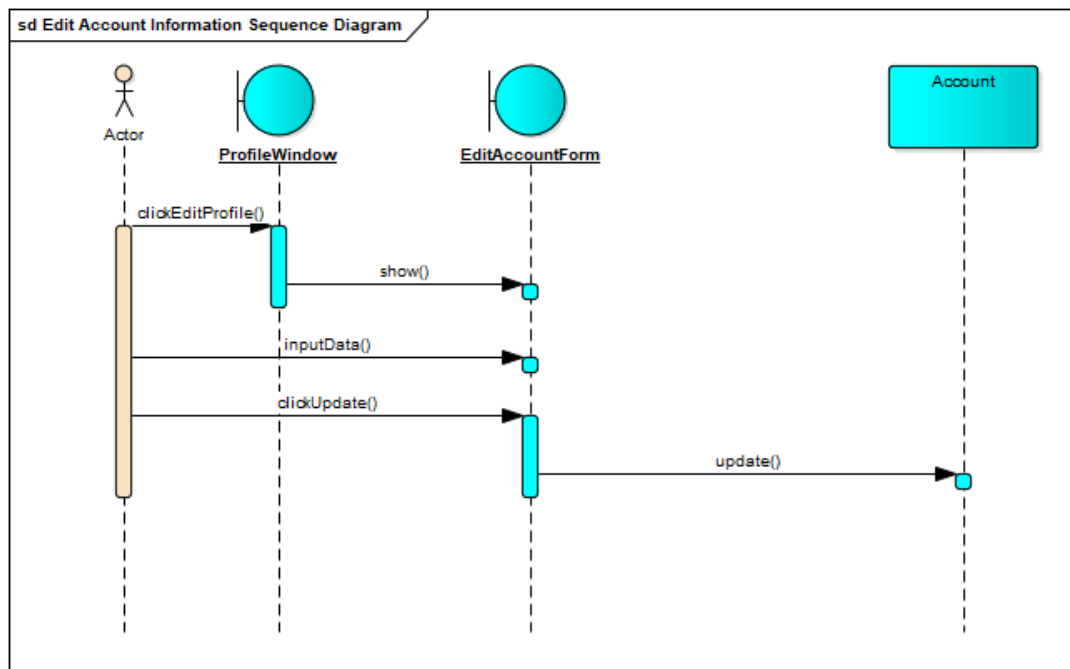
SD001: Sequence Diagram of Register

b) SD002: Sequence diagram for Login



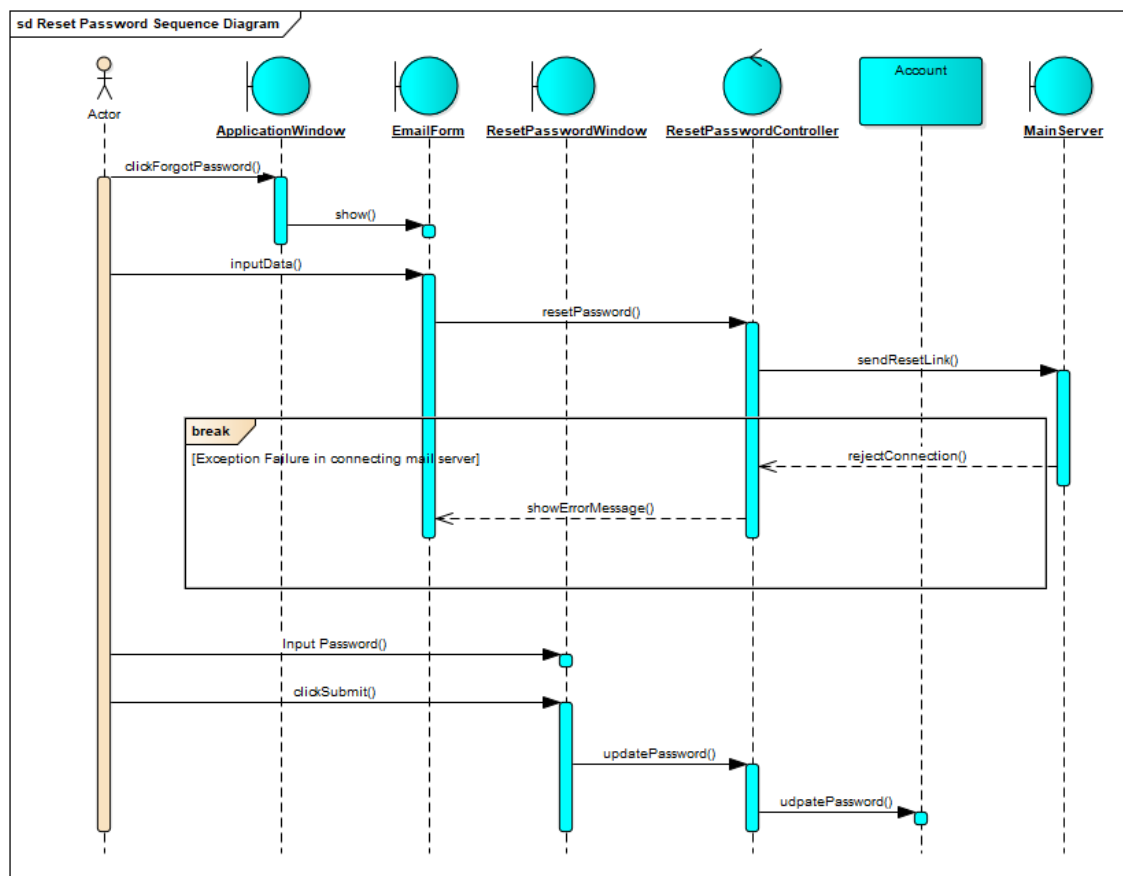
SD002: Sequence Diagram of Login

c) SD003: Sequence diagram for Edit Account Information



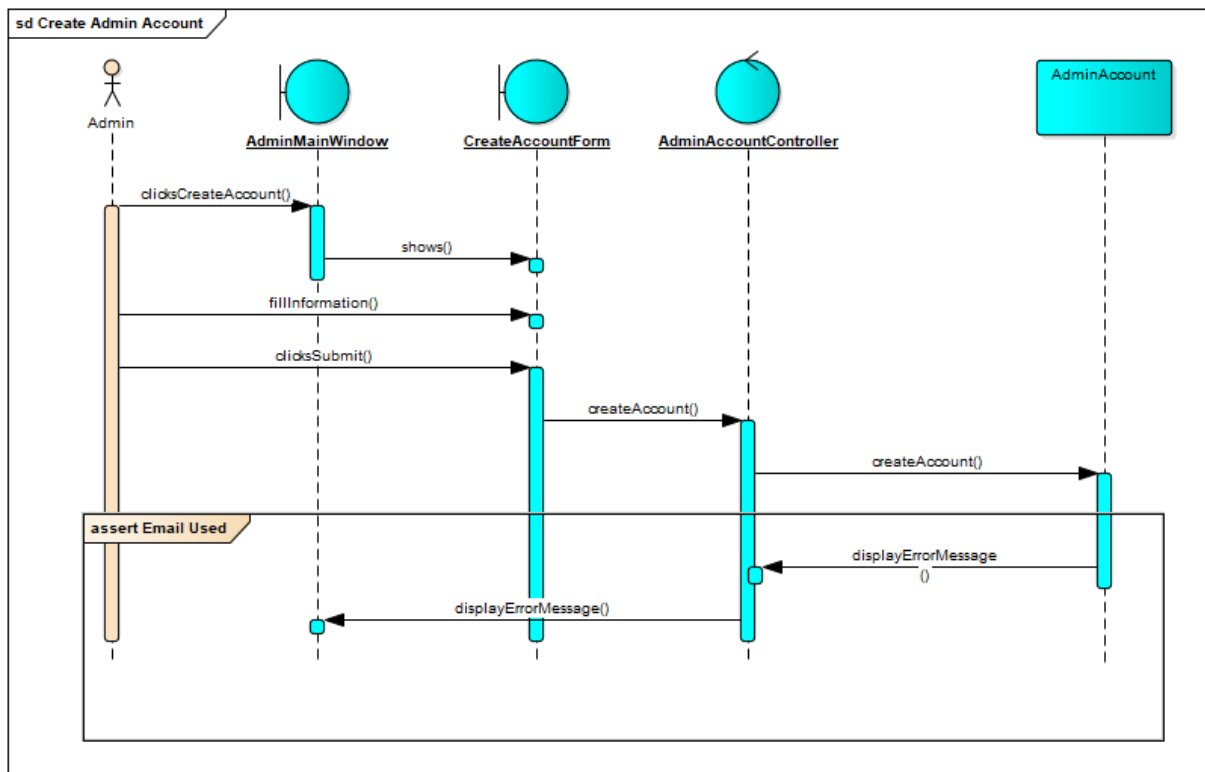
SD003: Sequence Diagram of Edit Account Information

d) SD004: Sequence diagram for Reset Password



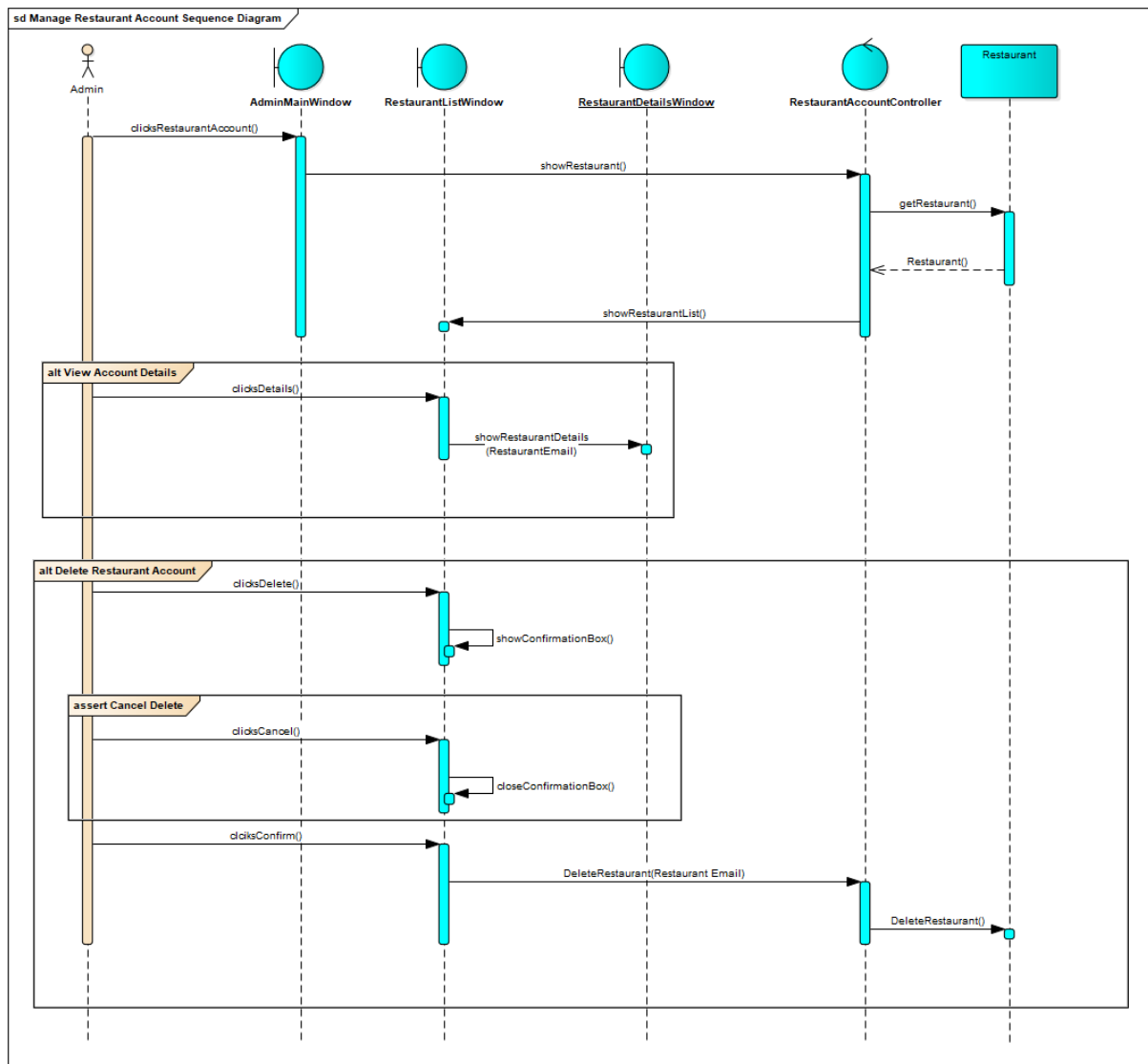
SD004: Sequence Diagram of Reset Password

e) SD024: Sequence diagram for Create Admin Account



SD024: Sequence Diagram of Create Admin Account

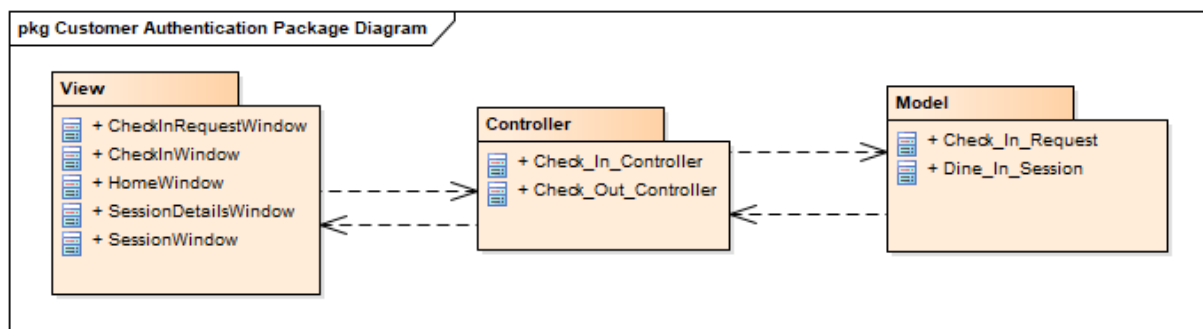
f) SD025: Sequence diagram for Manage Restaurant Account



SD025: Sequence Diagram of Manage Restaurant Account

### 3.3.2 Customer Authentication Subsystem

#### 3.3.2.1 P002: Package Diagram for Customer Authentication Subsystem

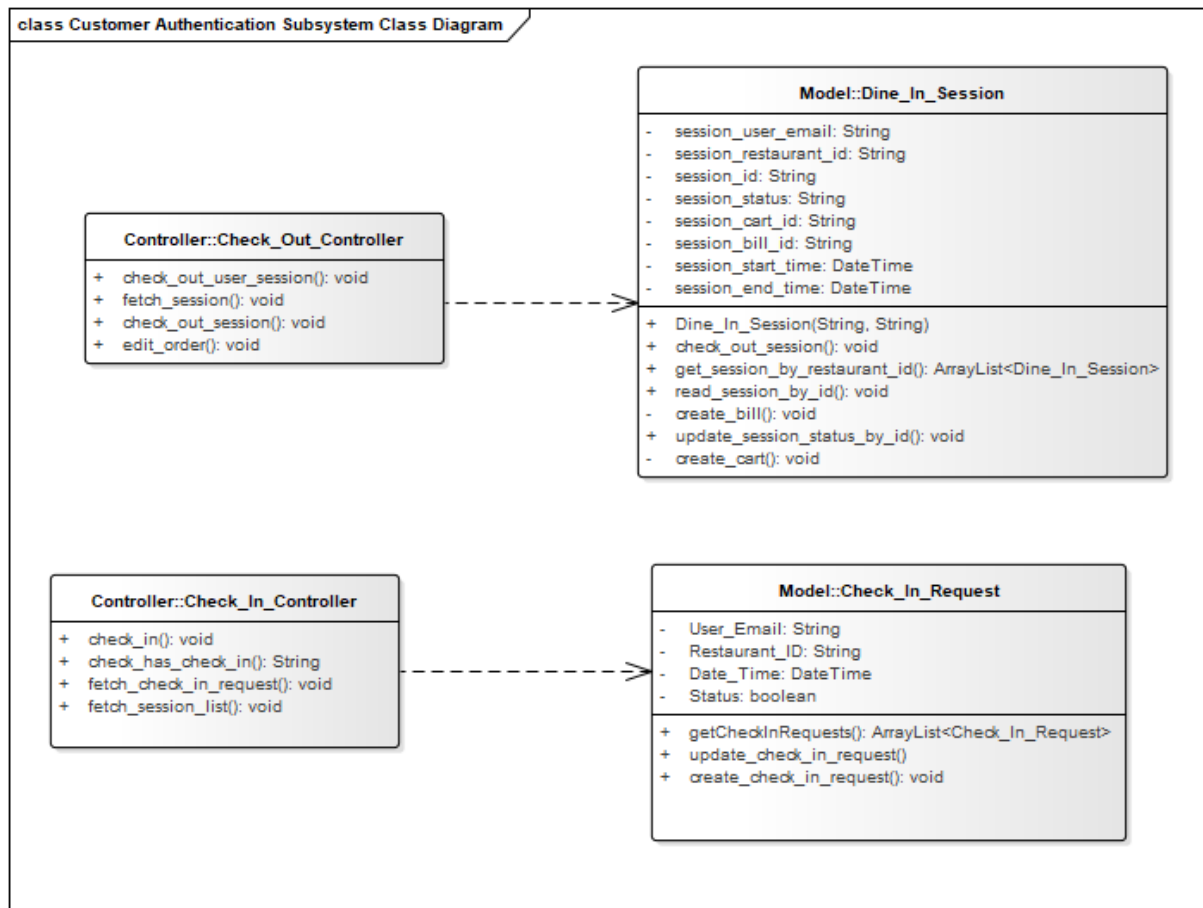


P002: Package Diagram for Customer Authentication Subsystem



### 3.3.2.2 Class Diagram

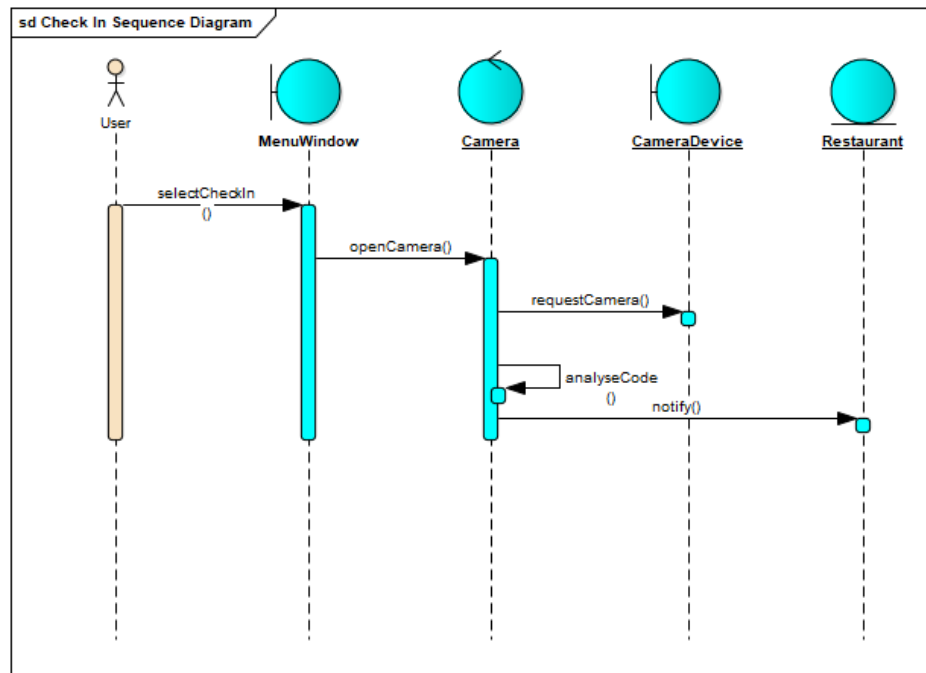
The figure below shows the class diagram of the system account subsystem. All the getter and setter of the class is excluded in the diagram for clarity purpose. Besides, the method of the model which used by other subsystem is not listed in the table below for method's pseudo code.



CD002: Class Diagram for Customer Authentication Subsystem

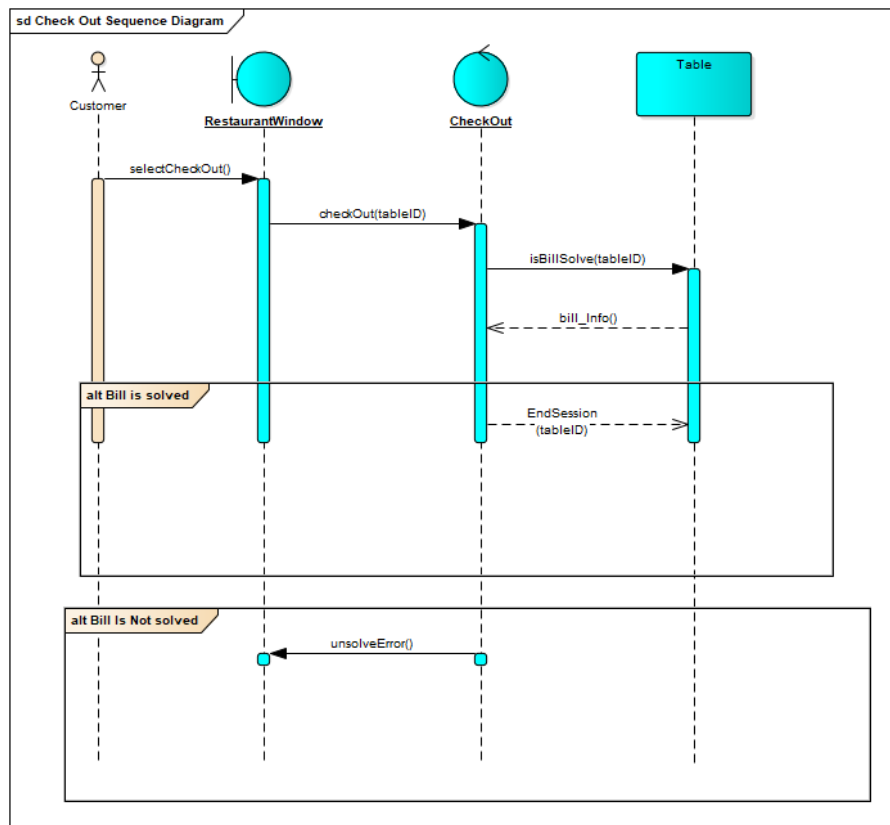
### 3.3.2.3 Sequence Diagrams

a) SD005: Sequence Diagram for Check In



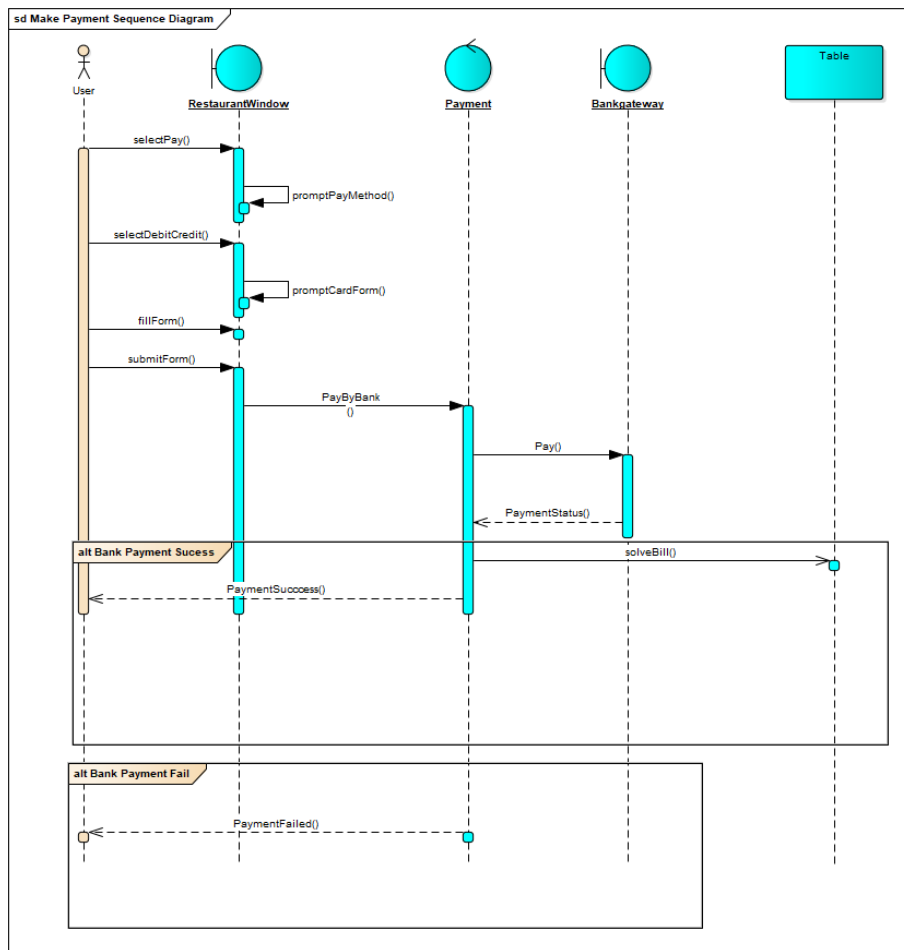
SD005: Sequence Diagram of Check In

b) SD006: Sequence Diagram for Check Out



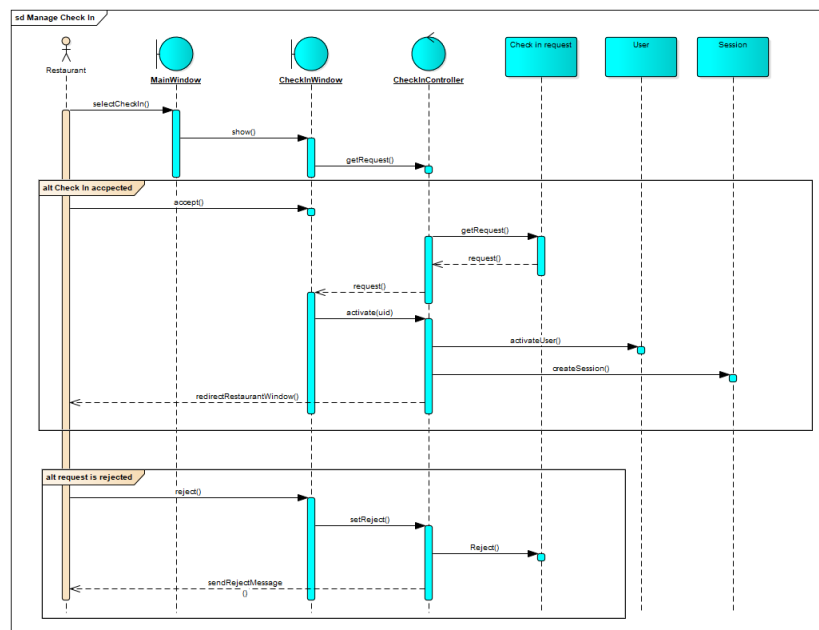
SD006: Sequence Diagram of Check Out

c) SD007: Sequence Diagram for Make Payment



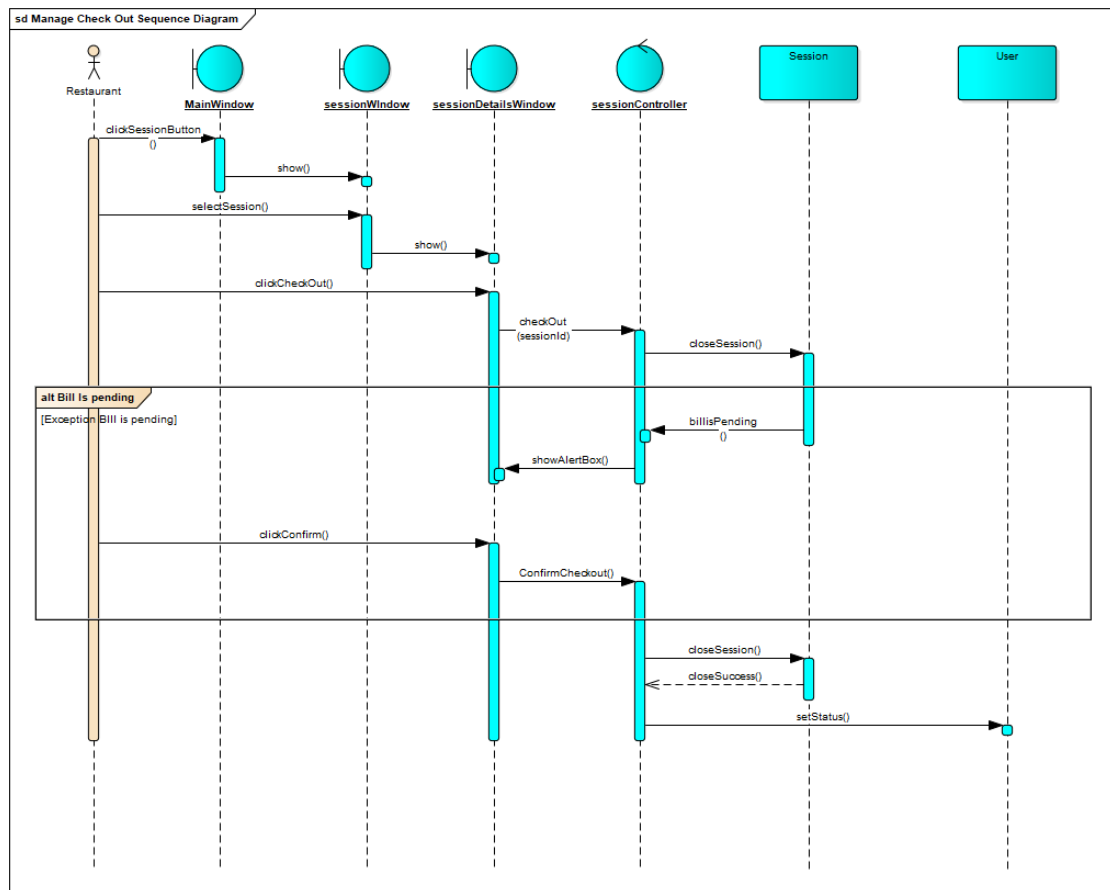
SD007: Sequence Diagram of Make Payment

d) SD008: Sequence Diagram for Manage Check In



SD008: Sequence Diagram of Manage Check In

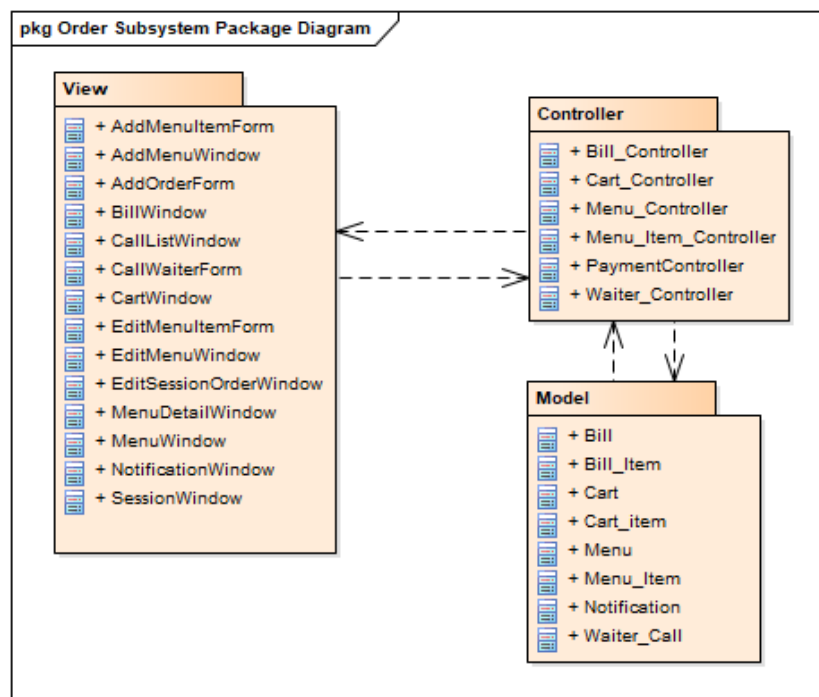
e) SD009: Sequence Diagram for Manage Check Out



SD009: Sequence Diagram of Manage Check Out

### 3.3.3 Order Subsystem

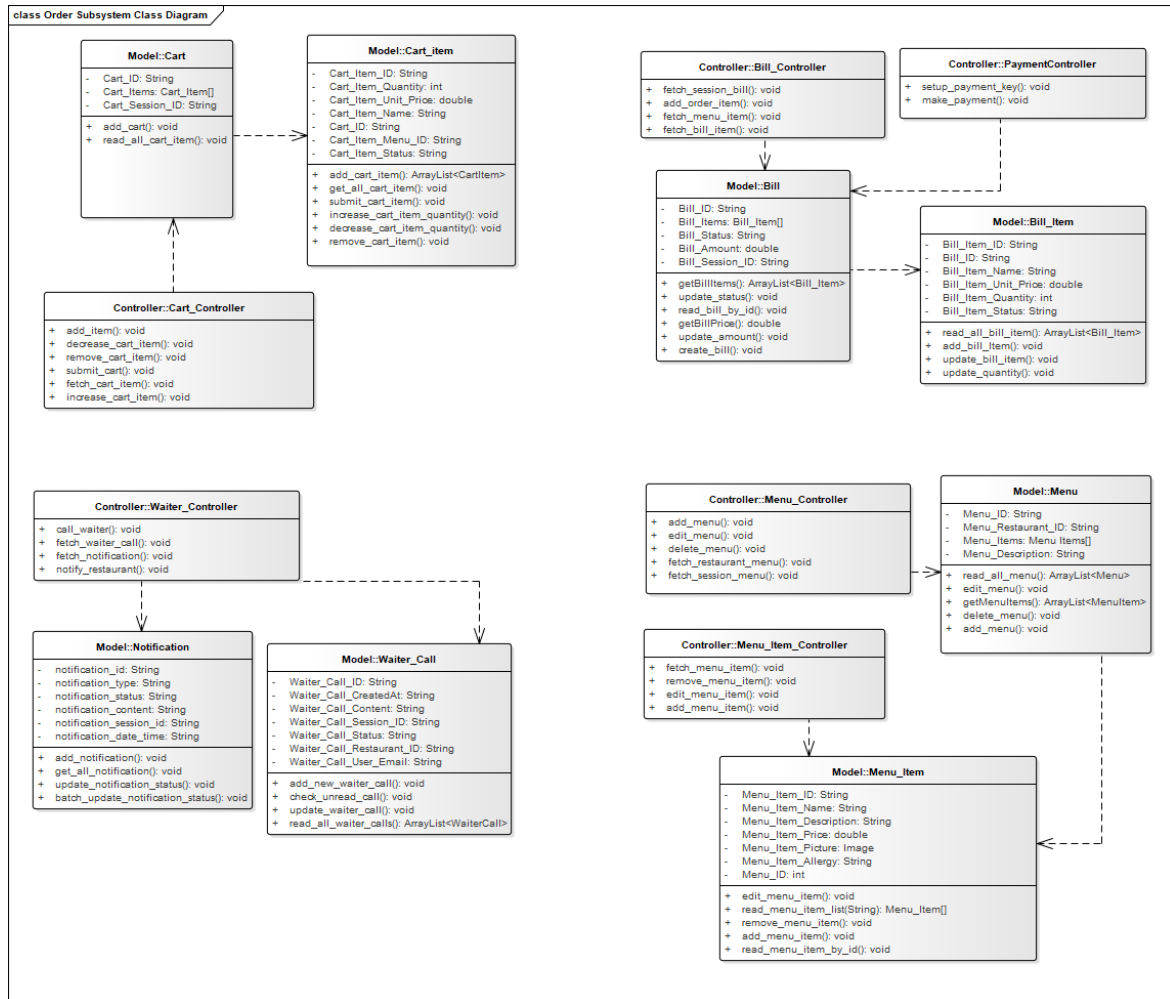
#### 3.3.3.1 Package Diagram for Order Subsystem



## P003: Package Diagram of Order Subsystem

### 3.3.3.2 Class Diagram

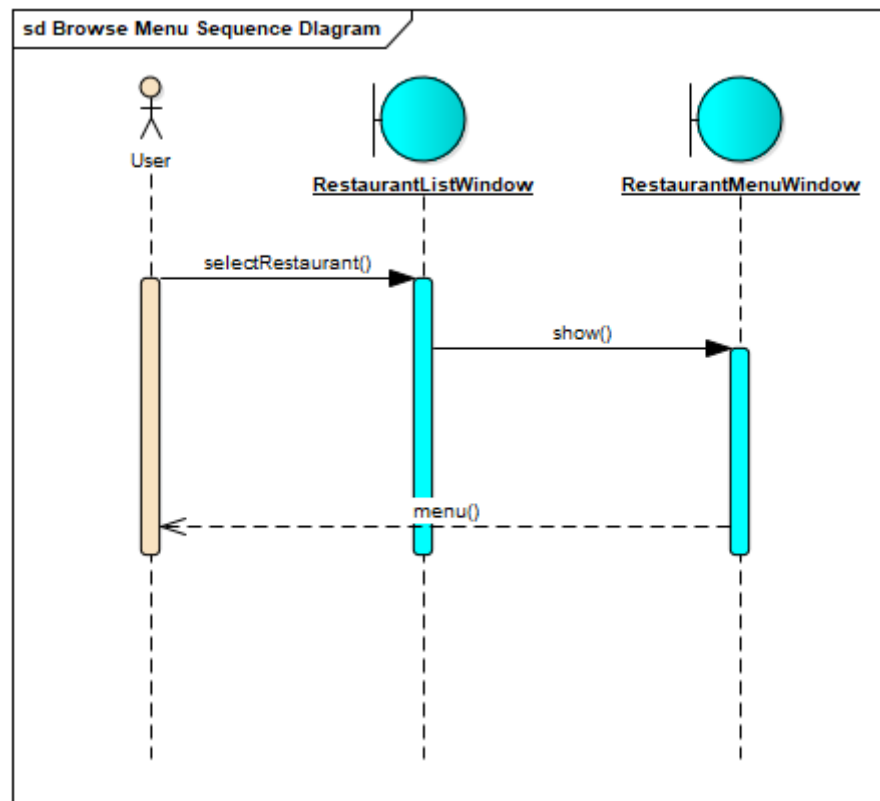
The figure below shows the class diagram of the system account subsystem. All the getter and setter of the class is excluded in the diagram for clarity purpose. Besides, the method of the model which used by other subsystem is not listed in the table below for method's pseudo code.



CD003: Class Diagram for Order Subsystem

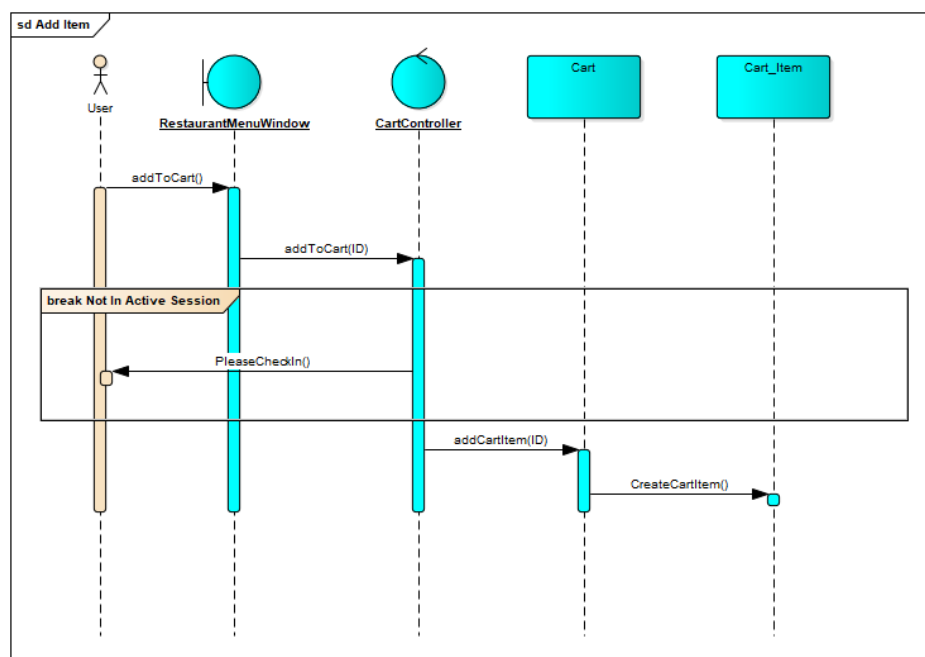
### 3.3.3.3 Sequence Diagrams

#### a) SD010: Sequence Diagram for Browse Menu



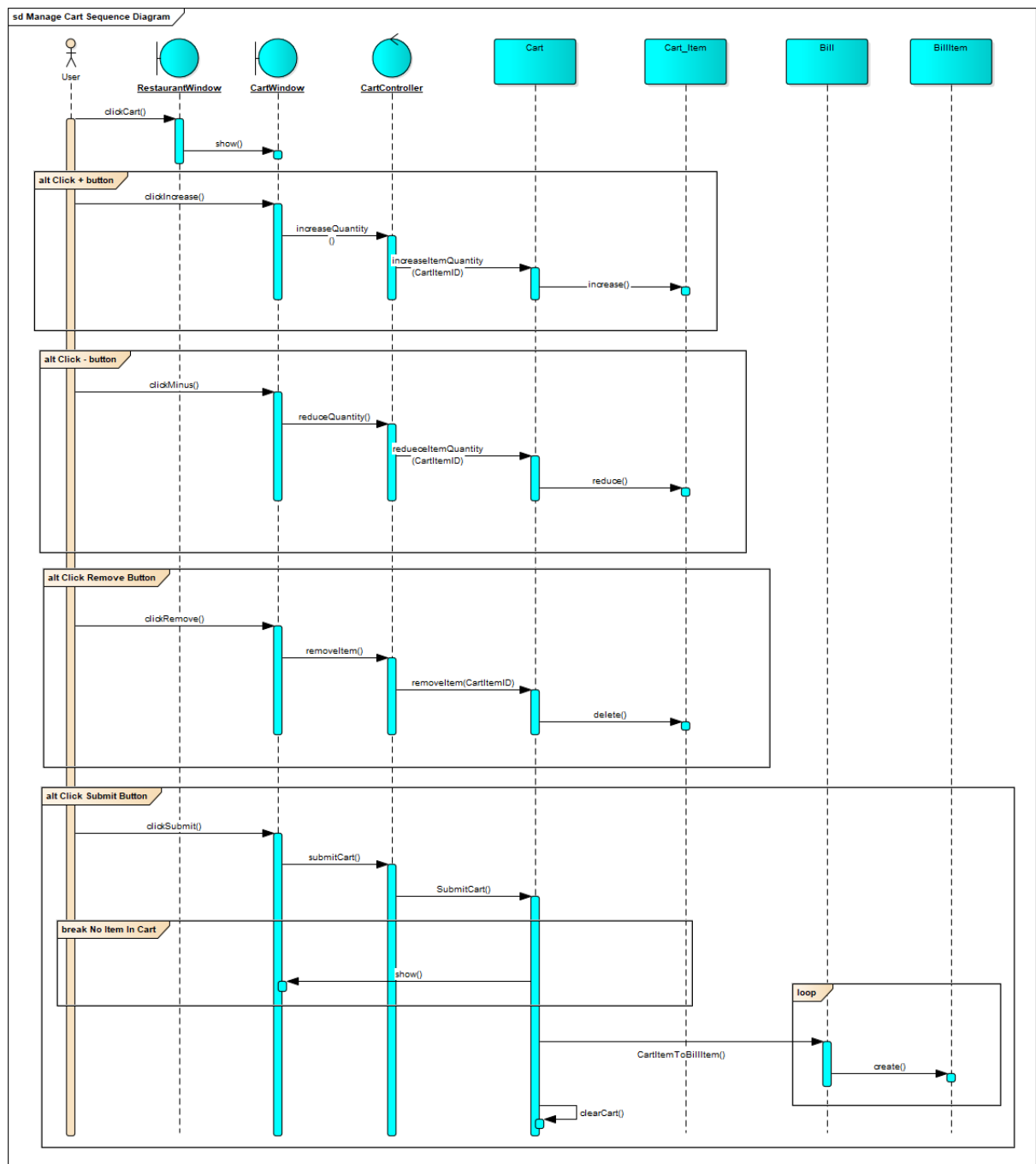
SD010: Sequence Diagram for Browse Menu

#### b) SD011: Sequence Diagram for Add Item



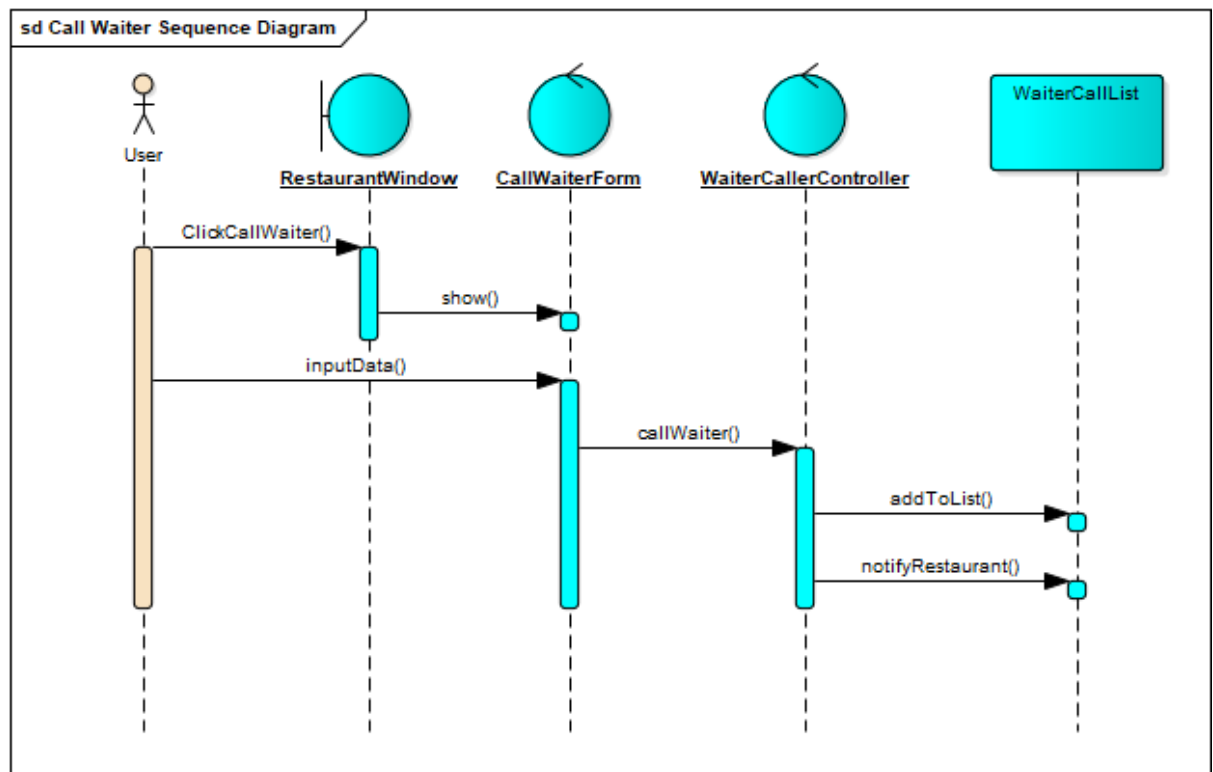
SD011: Sequence Diagram for Add Item

### c) SD012: Sequence Diagram for Manage Cart



SD012: Sequence Diagram for Manage Cart

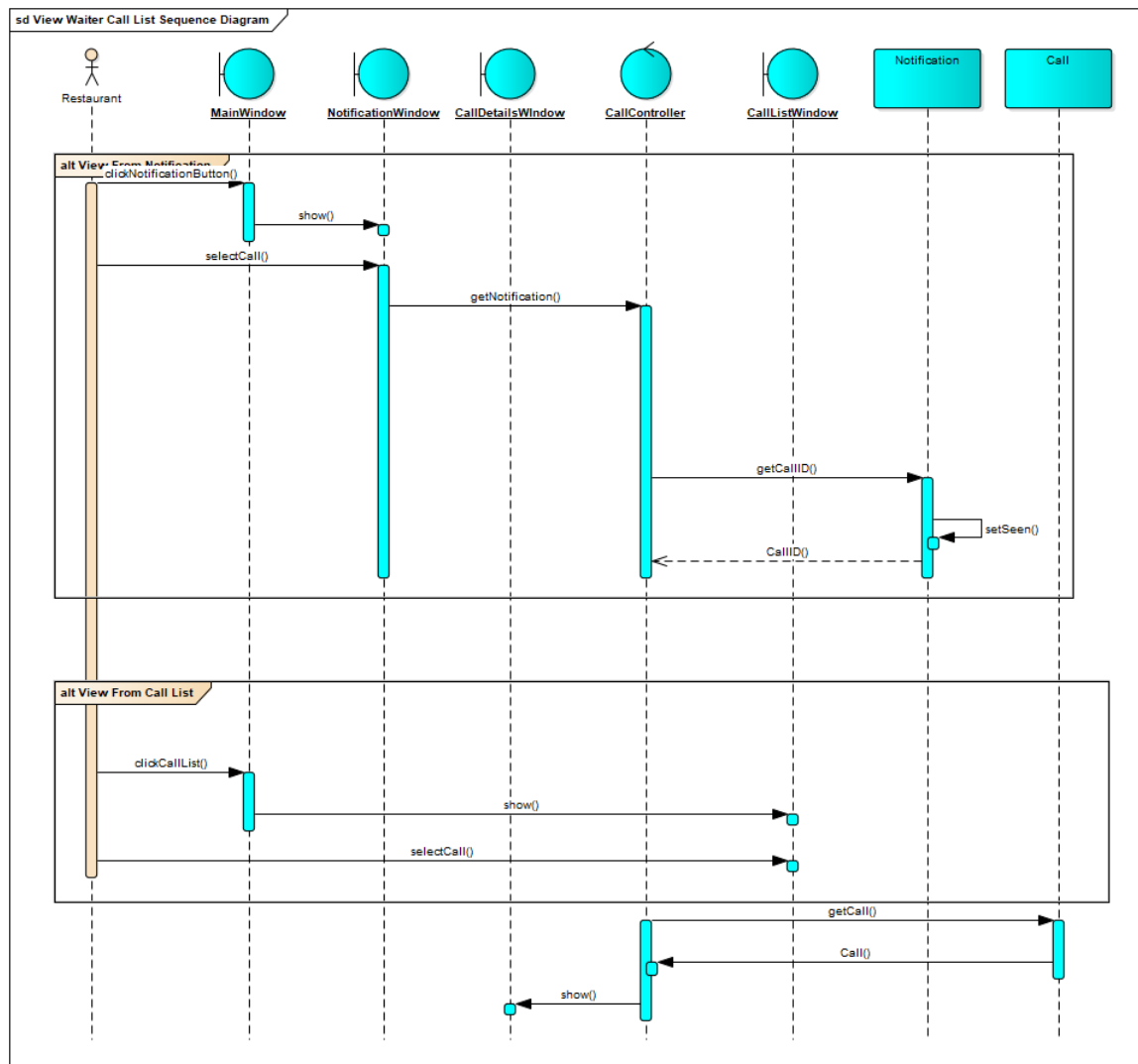
### d) SD013: Sequence Diagram for Call Waiter



SD013: Sequence Diagram for Call Waiter

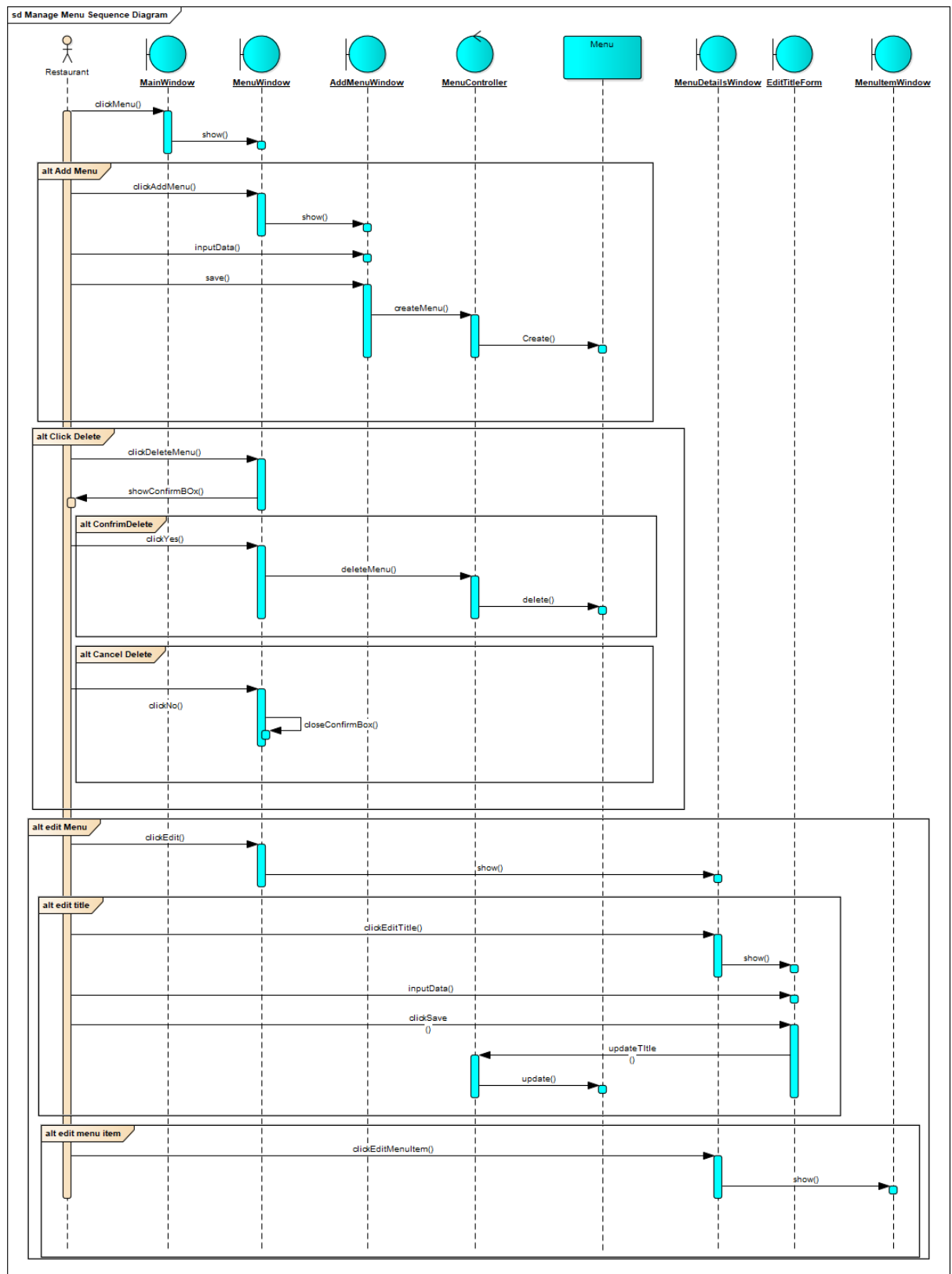
e) SD014: Sequence Diagram for View Waiter Call List





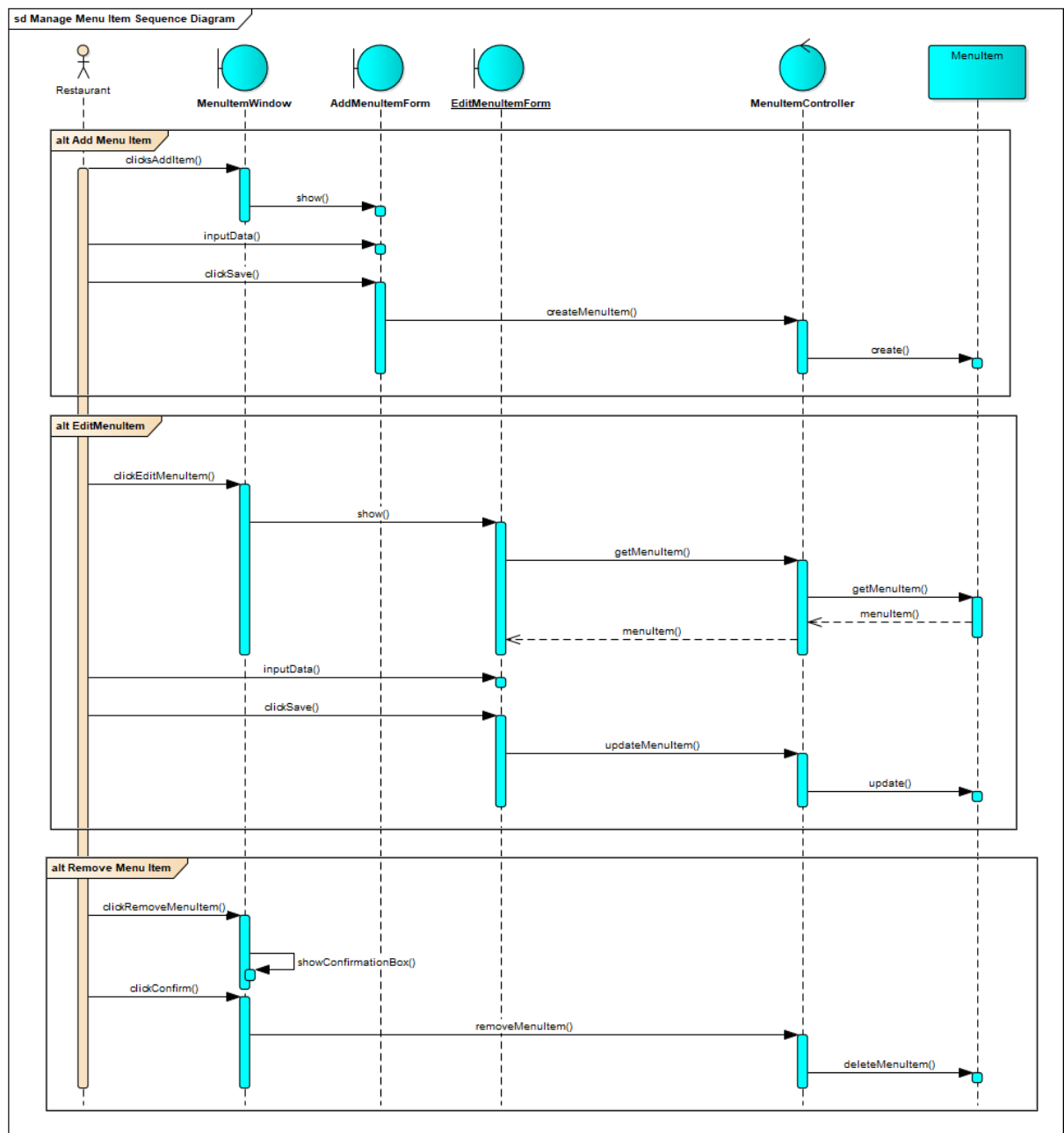
SD014: Sequence Diagram for View Waiter Call List

f) SD015: Sequence Diagram for Manage Menu



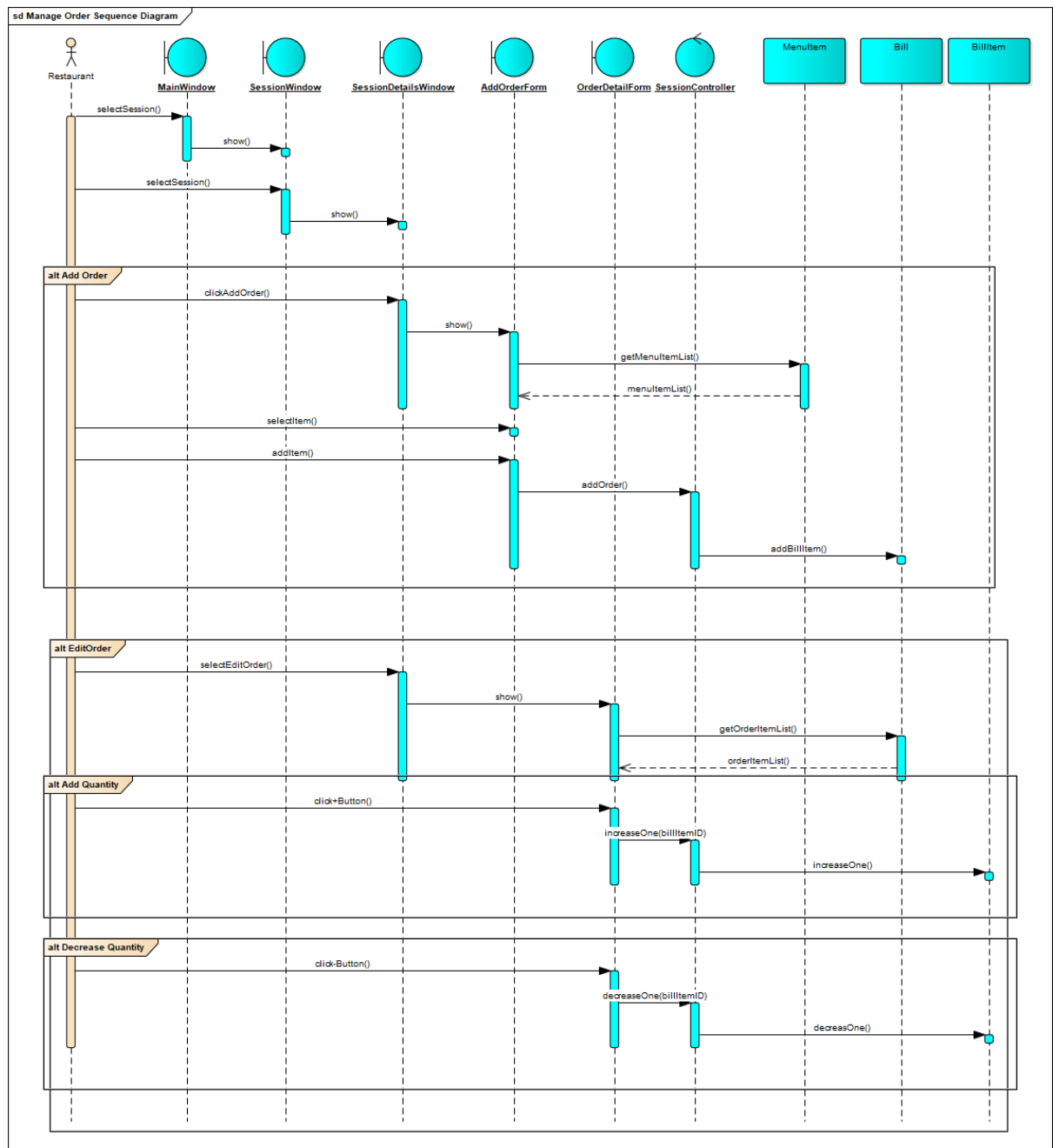
SD015: Sequence Diagram for Manage Menu

g) SD016: Sequence Diagram for Manage Menu Item



SD016: Sequence Diagram for Manage Menu Item

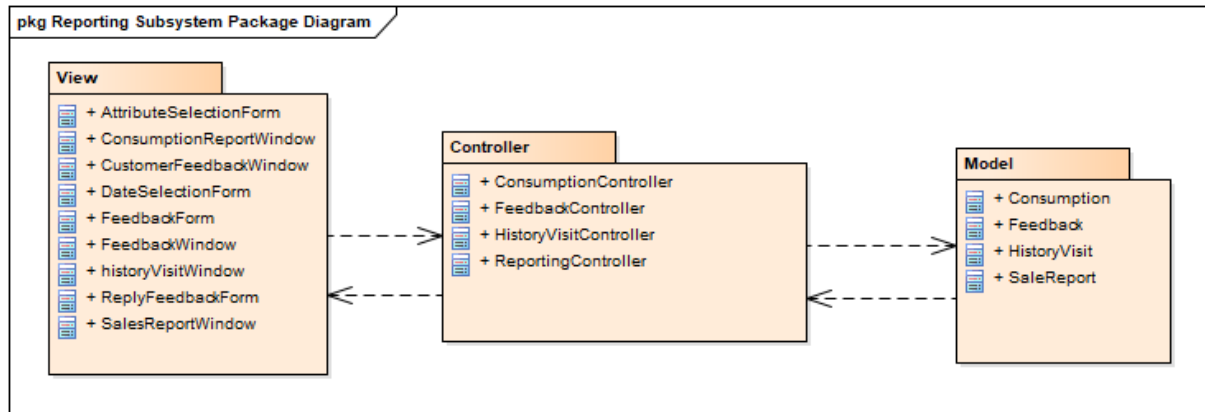
h) SD017: Sequence Diagram for Manage Order



SD017: Sequence Diagram for Manage Order

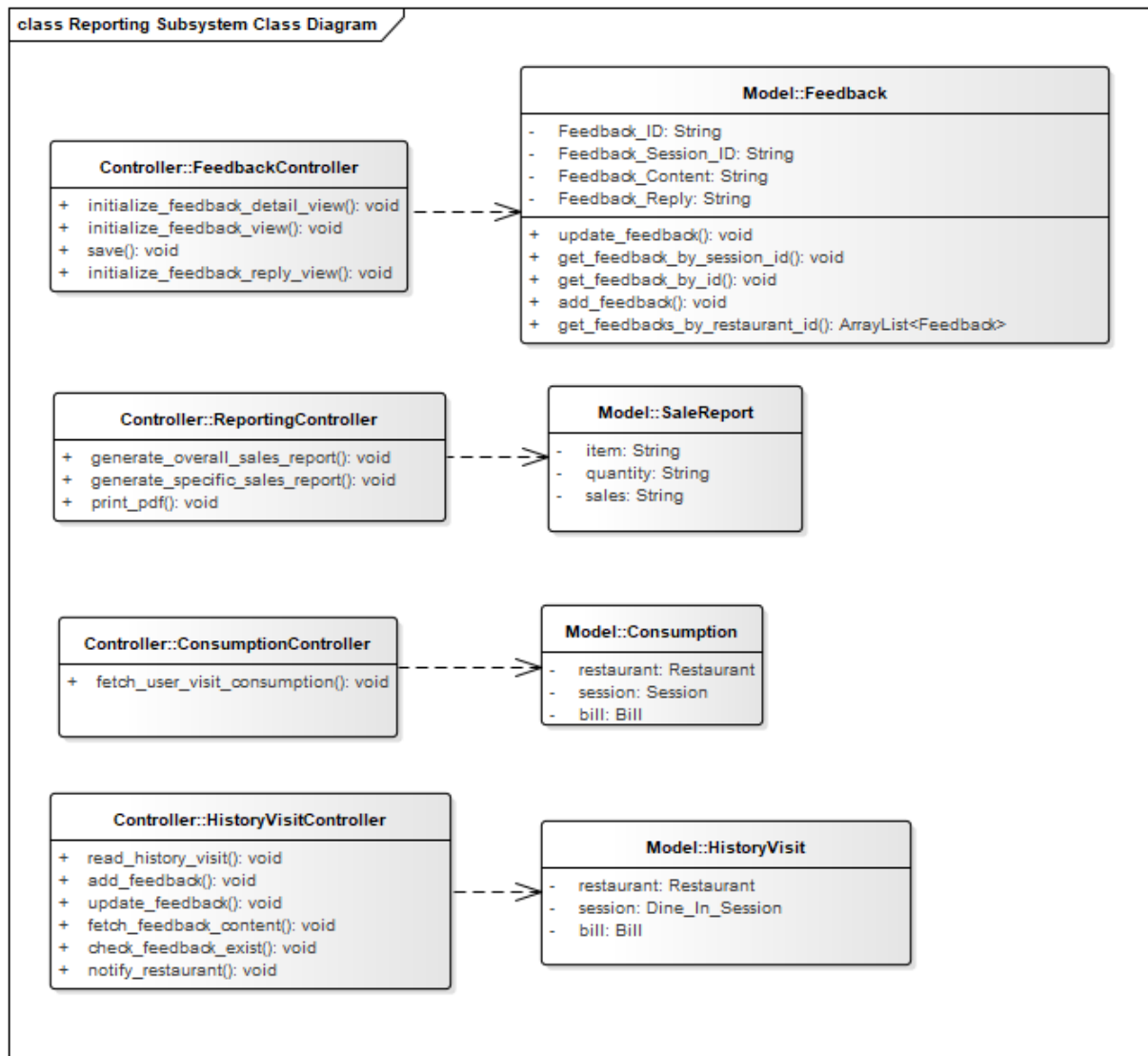
### 3.3.4 Reporting Subsystem

#### 3.3.4.1 Package Diagram of Reporting Subsystem



P004: Package Diagram for Reporting Subsystem

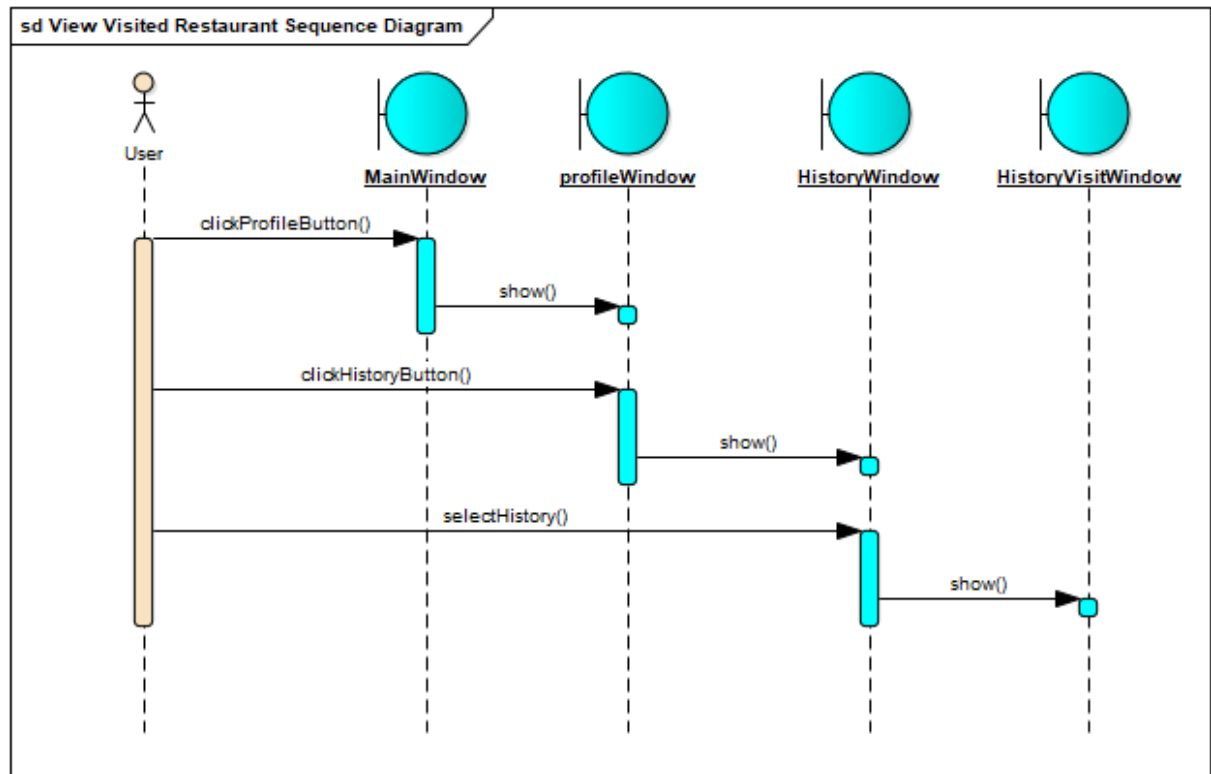
### 3.3.4.2 Class Diagram



CD004: Class Diagram for Reporting Subsystem

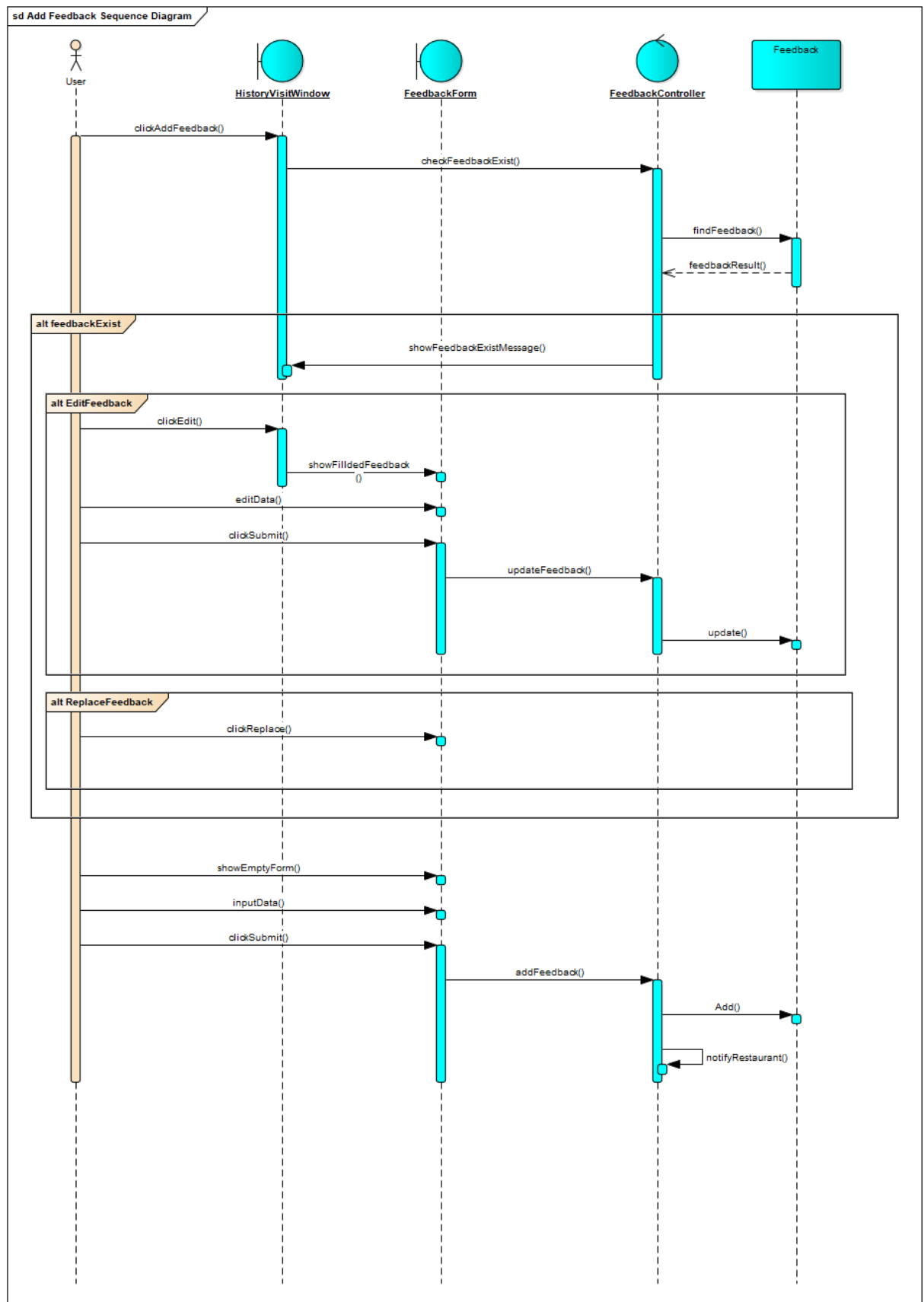
### 3.3.4.3 Sequence Diagram

a) SD018: Sequence Diagram for View Visited Restaurant



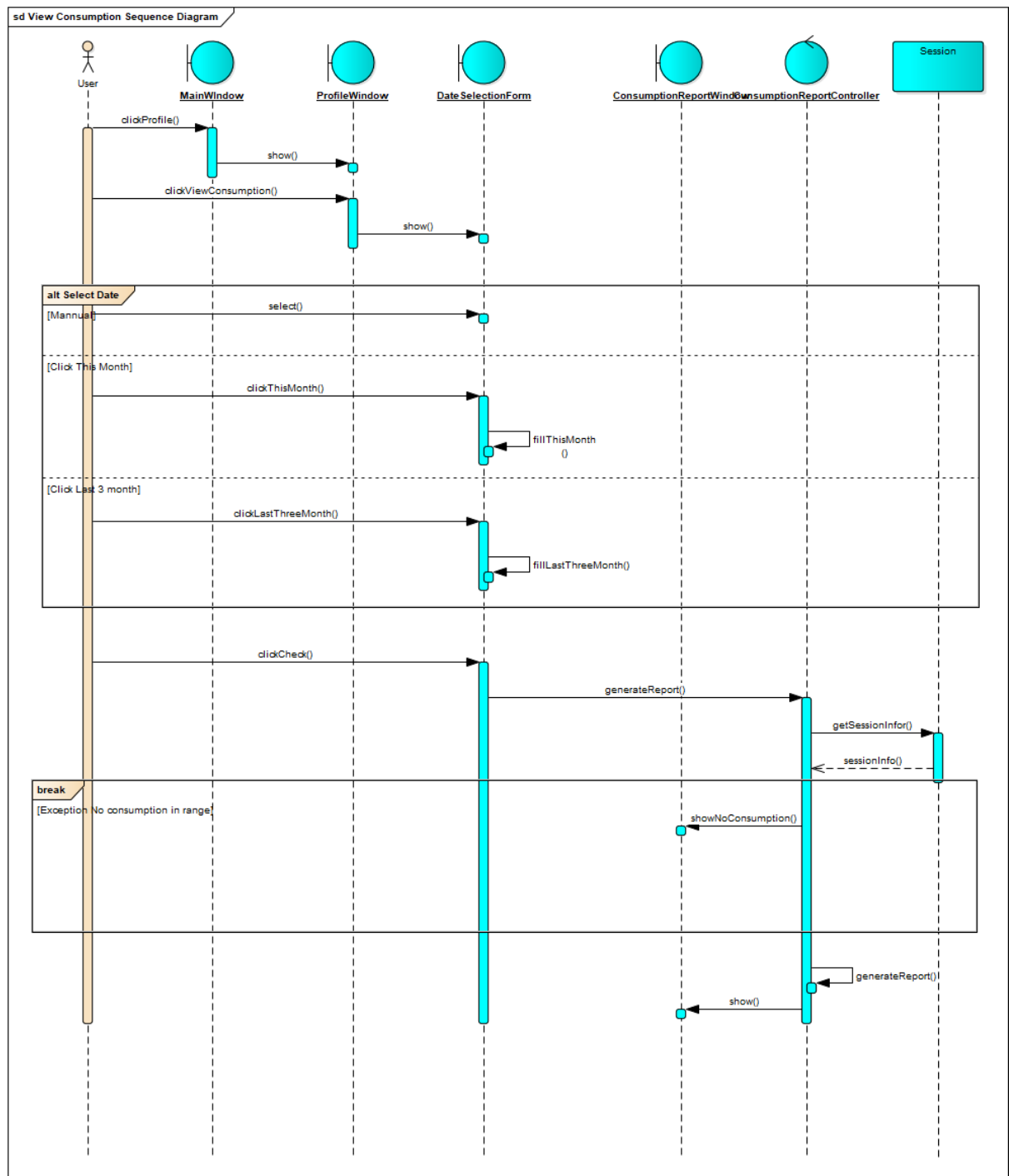
SD018: Sequence Diagram for View Visited Restaurant

b) SD019: Sequence Diagram for Add Feedback



SD019: Sequence Diagram for Add Feedback

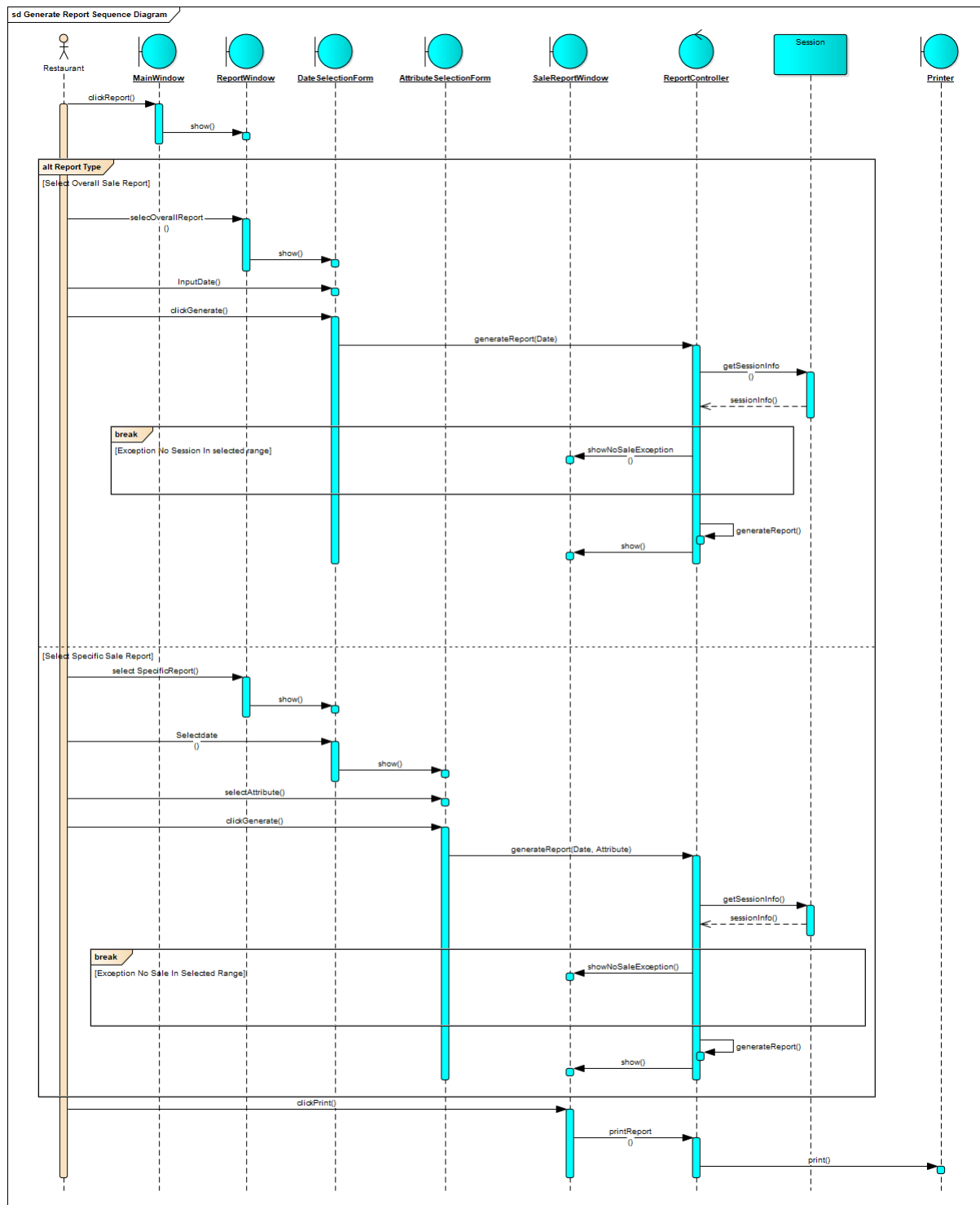
### c) SD020: Sequence Diagram for View Consumption



SD020: Sequence Diagram for View Consumption

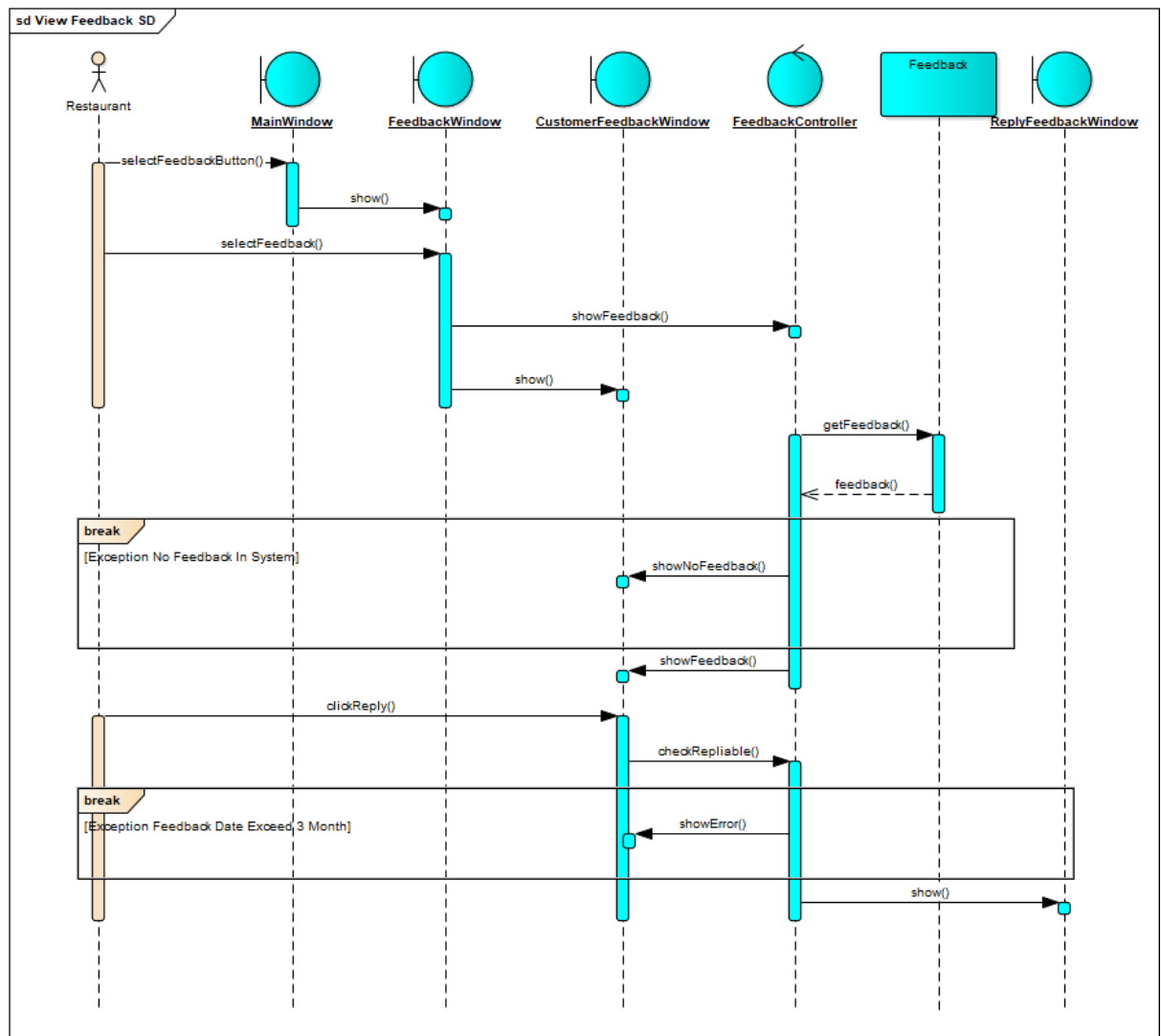
### d) SD021: Sequence Diagram for Generate Report\





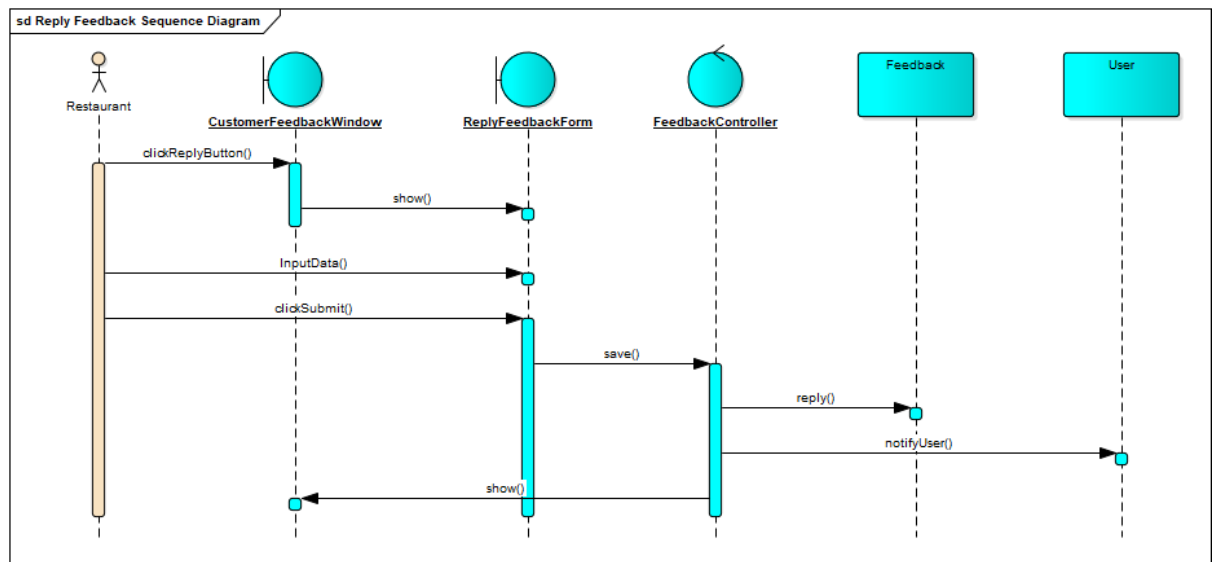
SD021: Sequence Diagram for Generate Report

e) SD022: Sequence Diagram for View Feedback



SD022: Sequence Diagram for View Feedback

f) SD023: Sequence Diagram for Reply Feedback



SD023: Sequence Diagram for Reply Feedback

## 4. Data Design

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### 4.1 Data Description

Model	Description
User	Store User or customer information
Restaurant	Store restaurant information
Admin	Store admin information
Check_In_Request	Store the information of a restaurant check in request
Session	Store a dine in session of the user in a restaurant. This class also refer the other class include the cart and bill class.
Cart	Store the session cart information and its cart item.
Cart_Item	Store the food added to the cart
Bill	Store the bill information of the user
Bill_Item	Store the food ordered and included in payment
Waiter_Call	Store the information of user waiter call
Reset_Password_Request	Store the the information of password reset request
Menu	Store the menu item and menu information of a restaurant
Menu_Item	Store the details of the food which can be view by customer and add to cart as a cart item
Feedback	Store the feedback of a session added by a customer
Sale_Report	Store the information of the sale report
Consumption	Store the information of the consumption
History_Visit	Store the information of the history visit

### 4.2 Data Dictionary

#### 4.2.1 Admin

Attribute	Description	Data type
Admin_Email	Email of the admin account	String
Admin_Password	Password of the account	String
Admin_Name	Name of the admin	String
Admin_Number	Phone number of the admin	String

#### 4.2.2 Bill

Attribute	Description	Data type
Bill_ID	Bill identification number	String
Bill_Item	Bill item of the bill	Bill_Item
Bill_Status	Bill status which is 'Unsolved', 'Pending' or 'Solved'.	String
Bill_Amount	The total price of the bill item of the bill	String
Bill_Session_ID	The session id of the session the bill belong to	String

#### 4.2.3 Bill\_Item

Attribute	Description	Data type
Bill_Item_ID	Bill item identification number	String
Bill_ID	Bill identification number that this bill belong to	String
Bill_Item_Name	Bill item name which is same with menu item name	String
Bill_Item_Price	Bill item price which is same with menu item price	double
Bill_Item_Quantity	Bill item quantity	int
Bill_Item_Status	Bill item status	String

#### 4.2.4 Cart

Attribute	Description	Data type
Cart_ID	Cart identification number	String
Cart_Items	Cart item that cart contain	Cart_Item
Cart_Session_ID	Cart's session id	String

#### 4.2.5 Cart\_Item

Attribute	Description	Data type
Cart_Item_Id	Cart item identification number	String
Cart_Item_Quantity	Cart item quantity	int

Cart_Item_Unit_Price	Cart item single unit price	double
Cart_Item_Name	Cart item name	String
Cart_ID	Cart Item cart id	String
Cart_Item_Menu_ID	Cart item menu id	String
Cart_Item_Status	Cart item status	String

#### 4.2.6 Check\_In\_Request

Attribute	Description	Data type
User_Email	The user email who send this request	String
Restaurant_ID	The restaurant identification which this request send to	String
Date_Time	The Date and time that the request is send	DateTime
Status	The status of the check in request which is 'Approved' for true or 'Rejected' for false	Boolean

#### 4.2.7 Consumption

Attribute	Description	Data type
Restaurant	The restaurant of the consumption made	Restaurant
Session	The session of the consumption made	Session
Bill	The bill of the consumption session	Bill

#### 4.2.8 Dine\_In\_Session

Attribute	Description	Data type
session_user_email	The user email of this session	String
session_restaurant_id	The restaurant id that this session belong to	String
session_id	Session identification number	String

session_status	The session status which is 'Active' and 'Inactive'	String
session_cart_id	The cart id of this session	String
session_bill_id	The bill id of this session	String
session_start_time	The time that the session open	DateTime
session_end_time	The time that the session close	DateTime

#### 4.2.9 Feedback

Attribute	Description	Data type
Feedback_ID	Feedback identification number	String
Feedback_Session_ID	Session ID that this feedback belong to	String
Feedback_Content	The content of the feedback from user	String
Feedback_Reply	The reply of the feedback from restaurant	String

#### 4.2.10 History\_Visit

Attribute	Description	Data type
Restaurant	The restaurant object of the visit	Restaurant
Session	The session object of the visit	Session
Bill	The bill object of the consumption session	Bill

#### 4.2.11 Menu

Attribute	Description	Data type
Menu_ID	Menu identification number	String
Menu_Restaurant_ID	Restaurant ID that this menu belong to	String
Menu_Items	The menu item of this menu	Menu_Item[]

Menu_Description	The menu description	String
------------------	----------------------	--------

#### 4.2.12 Menu\_Item

Attribute	Description	Data type
Menu_Item_ID	Menu item identification number	String
Menu_Item_Name	Menu item name	String
Menu_Item_Description	Menu item description	String
Menu_Item_Price	The unit price of the menu item	double
Menu_Item_Picture	The image of the menu item which will be displayed to user	Image
Menu_Item_Allergy	The allergy may cause by this menu item	String
Menu_Item_Picture	The picture of the menu item in binary format	Image
Menu_ID	Menu ID that this menu item belong to	String

#### 4.2.13 Notification

Attribute	Description	Data type
Notification_ID	The notification identification number	String
Notification_Type	The notification type the notification	String
Notification_Status	The status of the notification	String
Notification_Content	The content of the notification	String
Notification_Session_ID	The session that the notification belongs to	String
Notification_Date_Time	The date time when the notification created	String

#### 4.2.14 Reset\_Password\_Request

Attribute	Description	Data type
-----------	-------------	-----------



Reset_Password_ID	The reset password request identification number	String
Reset_Password_User_Email	The user email of the user who request reset password	String
Reset_Password_Random_Code	The random generated 6 digit code	String
Reset_Password_Expired_Date	The expired date of the random code	String

#### 4.2.15 Restaurant

Attribute	Description	Data type
Restaurant_ID	Restaurant identification number	String
Restaurant_Location	Restaurant location	String
Restaurant_Email	The email of the restaurant account	String
Restaurant_Name	The name of the restaurant	String
Restaurant_Operation_Hours	The operation hour of the restaurant	String[]

#### 4.2.16 Sale\_Report

Attribute	Description	Data type
Item	The sale's item name	String
Quantity	The quantity of the item sold	String
Sales	The total amount of the item sold	String

#### 4.2.17 User

Attribute	Description	Data type
User_Age	The age of the user	int

User_Profile_Image	The profile picture of the user	Image
User_Allergy	The allergy the user suffer from	String
User_Name	The name of the user	String
User_Email	The email of the user account	String
User_Phone_Number	The user phone number	String
User_Active_Session	The status of current user which is 'Active' if in an active session and 'Inactive' if in not in an active session	String

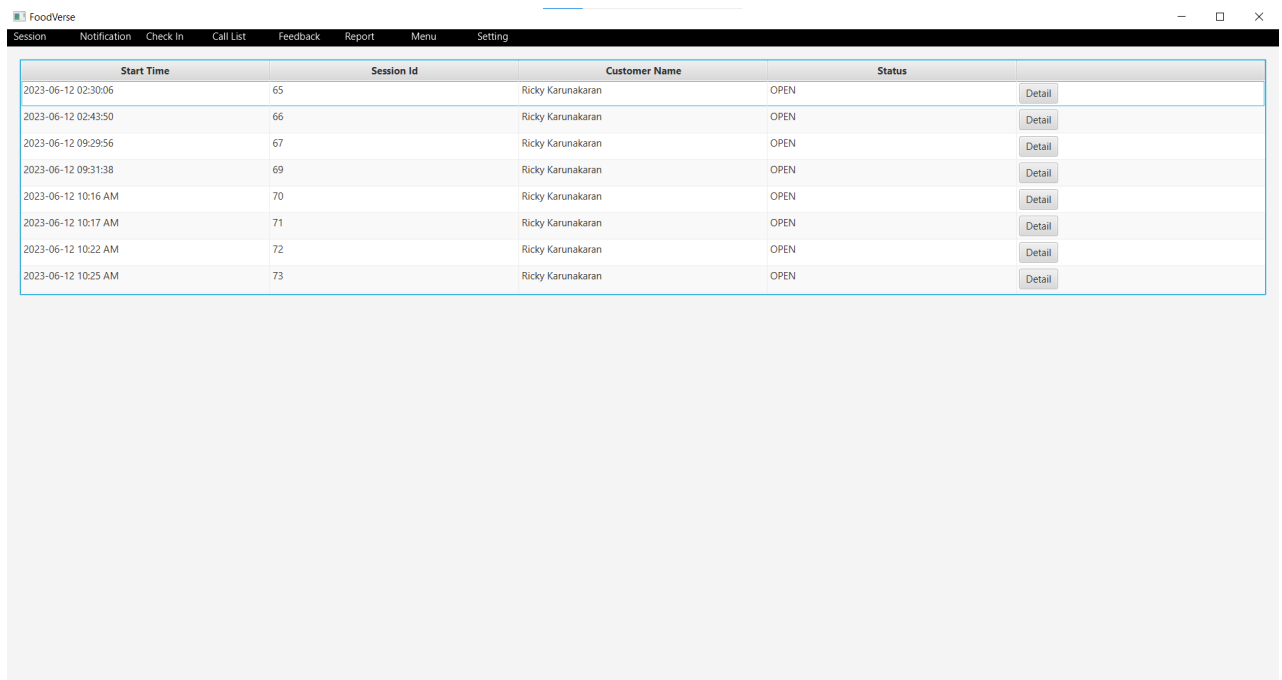
#### 4.2.18 Waiter\_Call

Attribute	Description	Data type
Waiter_Call_ID	The waiter call identification number	String
Waiter_Call_Status	The status of the waiter call	String
Waiter_Call_Session_ID	The session id which this waiter call belong to	String
Waiter_Call_CreatedAt	The time that waiter call is created	String
Waiter_Call_Content	The message of this waiter call from user to restaurant	String
Waiter_Call_Restaurant_ID	The restaurant id of the waiter call	String
Waiter_Call_User_Email	The user email of the user who create the waiter call	String

## 5. User Interface Design

### 5.1 Overview of User Interface

Figure 5.1 below shows the restaurant main screen. This interface contains a navigation bar which allows the user to access the other service at any window of the system. The ‘Session’ in navigation bar shows the details of the current active session in the system, which allows the restaurant to perform use case Manage Check Out and Manage Order. ‘Notification’ allows the restaurant to view the notification such as new check in request, new waiter call or need feedback reply. ‘Check In’ is where the restaurant performs use case Manage Check In to approve or reject the check in request from customer. ‘Call List’ is where the restaurant executes use case View Waiter Call List to view the waiter call from the customer in active session. ‘Feedback’ allows the restaurant to view and reply feedback from customer and ‘Report’ bring the restaurant to a window which use case Generate Report can be performed. Last but not least, ‘Menu’ brings the restaurant to manage the menu of the restaurant and ‘Setting’ brings the restaurant to edit their restaurant information.



Start Time	Session Id	Customer Name	Status	
2023-06-12 02:30:06	65	Ricky Karunakaran	OPEN	<a href="#">Detail</a>
2023-06-12 02:43:50	66	Ricky Karunakaran	OPEN	<a href="#">Detail</a>
2023-06-12 09:29:56	67	Ricky Karunakaran	OPEN	<a href="#">Detail</a>
2023-06-12 09:31:38	69	Ricky Karunakaran	OPEN	<a href="#">Detail</a>
2023-06-12 10:16 AM	70	Ricky Karunakaran	OPEN	<a href="#">Detail</a>
2023-06-12 10:17 AM	71	Ricky Karunakaran	OPEN	<a href="#">Detail</a>
2023-06-12 10:22 AM	72	Ricky Karunakaran	OPEN	<a href="#">Detail</a>
2023-06-12 10:25 AM	73	Ricky Karunakaran	OPEN	<a href="#">Detail</a>

Figure 5.1: Restaurant Main Screen

Figure 5.2 below shows the main screen of the user or customer. The interface contains a bottom navigation bar with three action available. ‘Home’ brings the user to the home page,

‘Check In’ will bring the user to a window which Check In use case is performed. ‘Profile’ will bring the user to the window which use case Edit Account Information can performed.

## **FoodVerse**

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**Having active session with restaurant:  
Restaurant Beta  
Click the button below to view your session**

**YOUR SESSION**

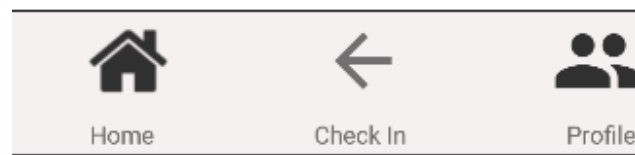


Figure 5.2: User Main Screen

## **5.2 Screen Images**

### **5.2.1 User: Restaurant Page After Check In**

Figure 5.4 below show the restaurant page after the user check in to the restaurant and it is approved.

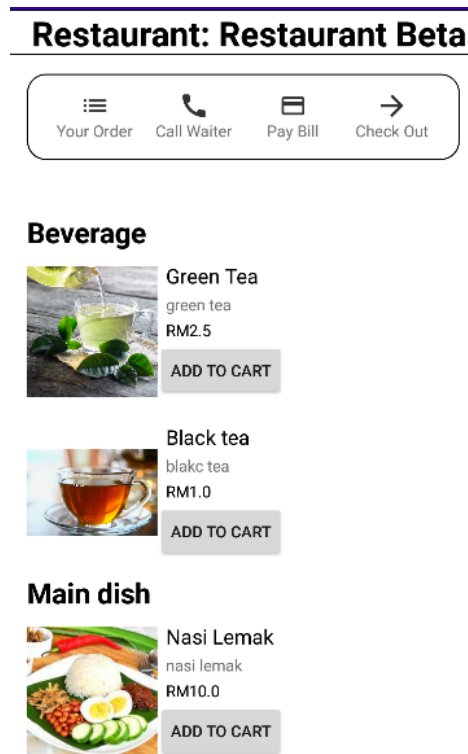


Figure 5.3: Restaurant Page After Check In

### 5.2.2 User: Cart of a session

Figure 5.5 show the cart interface of a session. It display the cart item that user has added.

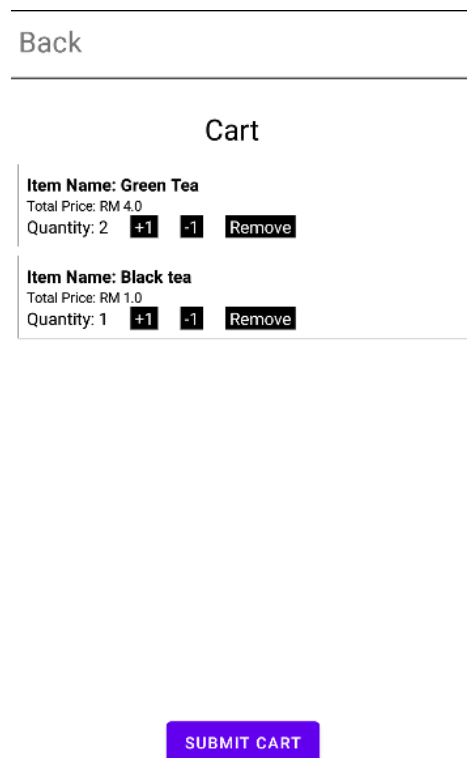


Figure 5.4: Cart of a session

### 5.2.3 User: Bill of a session

Figure 5.6 below shows the bill of a session. It display the bill item which is the cart item submitted.

Back

---

Your Bill		
Item	Quantity	Total Price
Green Tea	1	RM 2.00
Black tea	1	RM 1.00
Nasi Lemak	2	RM 20.00
<b>Total</b>		<b>RM23.00</b>

PAY

Figure 5.5: Bill of a session

### 5.2.4 User: Adding item to cart

Figure 5.7 below showing the interface when adding a menu item to a cart.

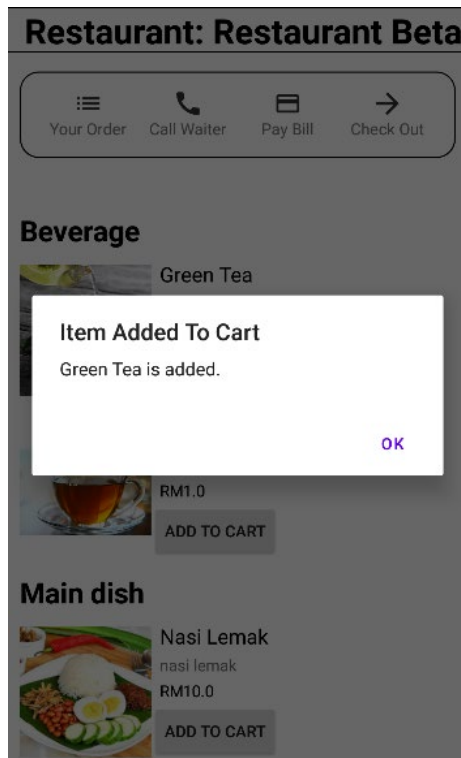


Figure 5.6: Adding item to cart

### 5.2.5 User: View Visited Restaurant

Figure 5.8 below shows the history visit of the user. The data is obtain from the session that are closed.

Back

---

Visit History		
Visit Date Time	Restaurant Name	
2023-06-12 09:27 PM	Restaurant Beta	ADD FEEDBACK
2023-06-12 10:25 AM	Restaurant ABC	ADD FEEDBACK
2023-06-12 10:22 AM	Restaurant ABC	ADD FEEDBACK
2023-06-12 10:17 AM	Restaurant ABC	ADD FEEDBACK
2023-06-12 10:16 AM	Restaurant ABC	ADD FEEDBACK
2023-06-12 09:31:38	Restaurant ABC	ADD FEEDBACK
2023-06-12 09:30:05	Ricky Restaurant	ADD FEEDBACK
2023-06-12 09:29:56	Restaurant ABC	ADD FEEDBACK

Figure 5.7: View Visited Restaurant

## 5.2.6 Restaurant: Check In

Figure 5.9 below shows the check in interface with check in request.

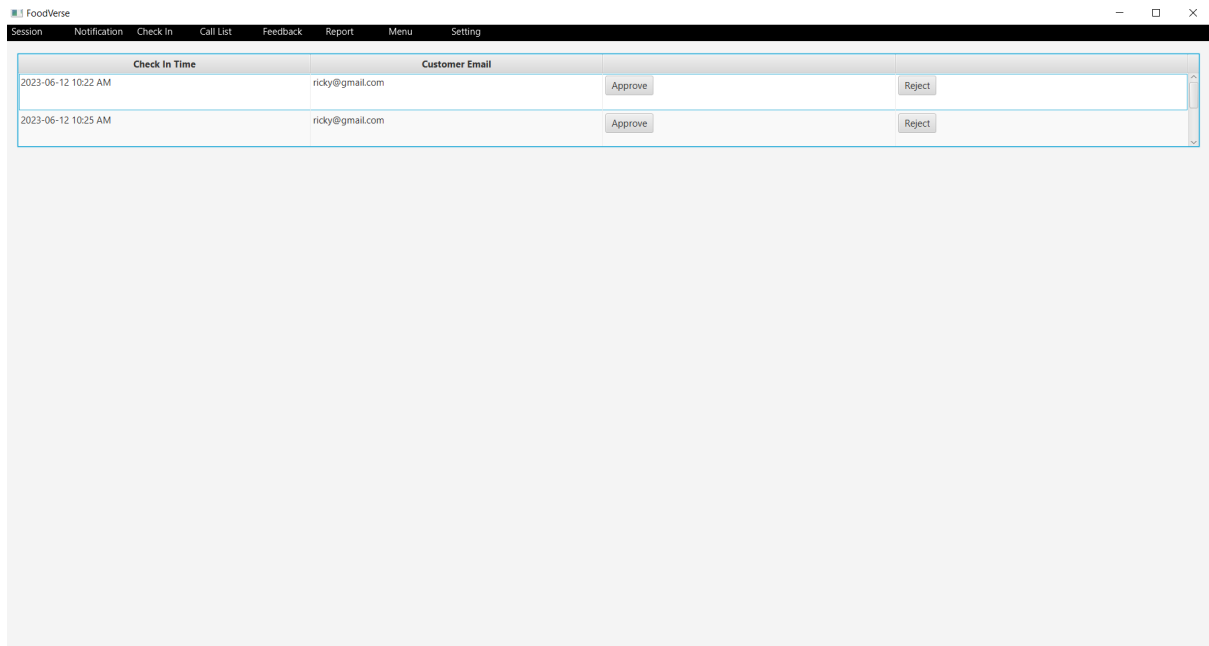


Figure 5.8: Check In Interface

## 5.2.7 Restaurant: Session

Figure 5.10 below shows the session interface. It display the current active session of the restaurant

The screenshot shows the 'Session' interface of the FoodVerse application. The top navigation bar includes 'Session', 'Notification', 'Check In', 'Call List', 'Feedback', 'Report', 'Menu', and 'Setting'. The main content area displays a table with the following data:

Start Time	Session Id	Customer Name	Status	Detail
2023-06-12 02:30:06	65	Ricky Karunakaran	OPEN	Detail
2023-06-12 02:43:50	66	Ricky Karunakaran	OPEN	Detail
2023-06-12 09:29:56	67	Ricky Karunakaran	OPEN	Detail
2023-06-12 09:31:38	69	Ricky Karunakaran	OPEN	Detail
2023-06-12 10:16 AM	70	Ricky Karunakaran	OPEN	Detail
2023-06-12 10:17 AM	71	Ricky Karunakaran	OPEN	Detail
2023-06-12 10:22 AM	72	Ricky Karunakaran	OPEN	Detail
2023-06-12 10:25 AM	73	Ricky Karunakaran	OPEN	Detail

Figure 5.9: Session

## 5.2.8 Restaurant: Session Detail



Figure 5.11 below shows the session detail of a session. It contains the bill item of the session and also the user name of the session.

Customer Name: Ricky Karunakaran

Order Item	Order Quantity	Price
Green Tea	1	5.0

Total RM: 5.0

Figure 5.10: Session Details

## 5.2.9 Restaurant: Menu

Figure 5.12 below shows the menu interface. It display the menu created by the restaurant.

No	Menu Name	Menu Item Quantity
	Beverage Menu	1
	Main Dish	1
	Limited Combo meal	1
	123	0

Add menu

Figure 5.11: Menu

### 5.2.10 Restaurant: Menu Item

Figure 5.13 below show the menu item interface. It display the menu item added to a menu.

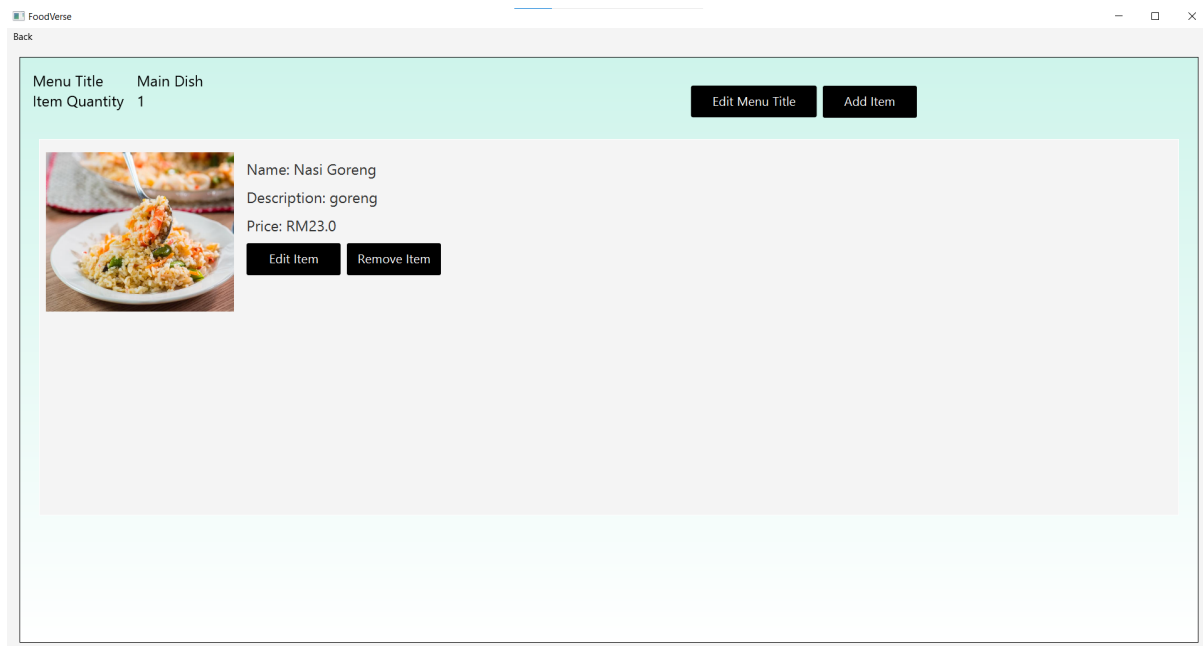


Figure 5.12: Menu Item

### 5.2.11 Restaurant: Waiter Call List

Figure 5.14 below shows the waiter call list interface. It display the waiter call made by the user to the restaurant in a session

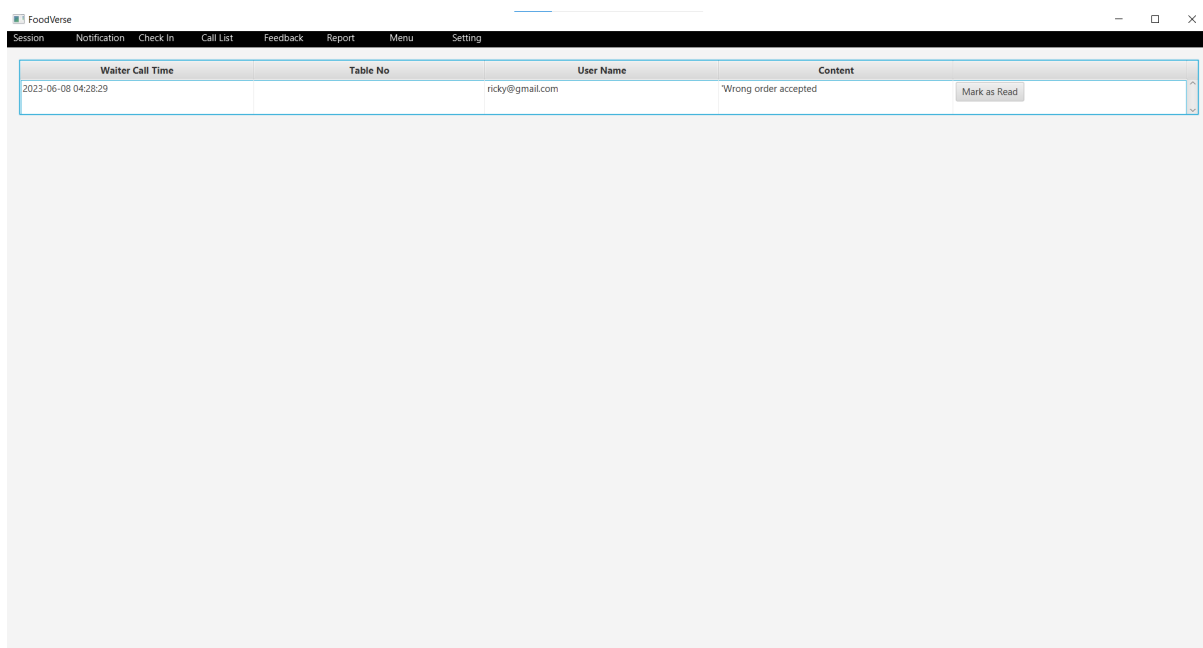
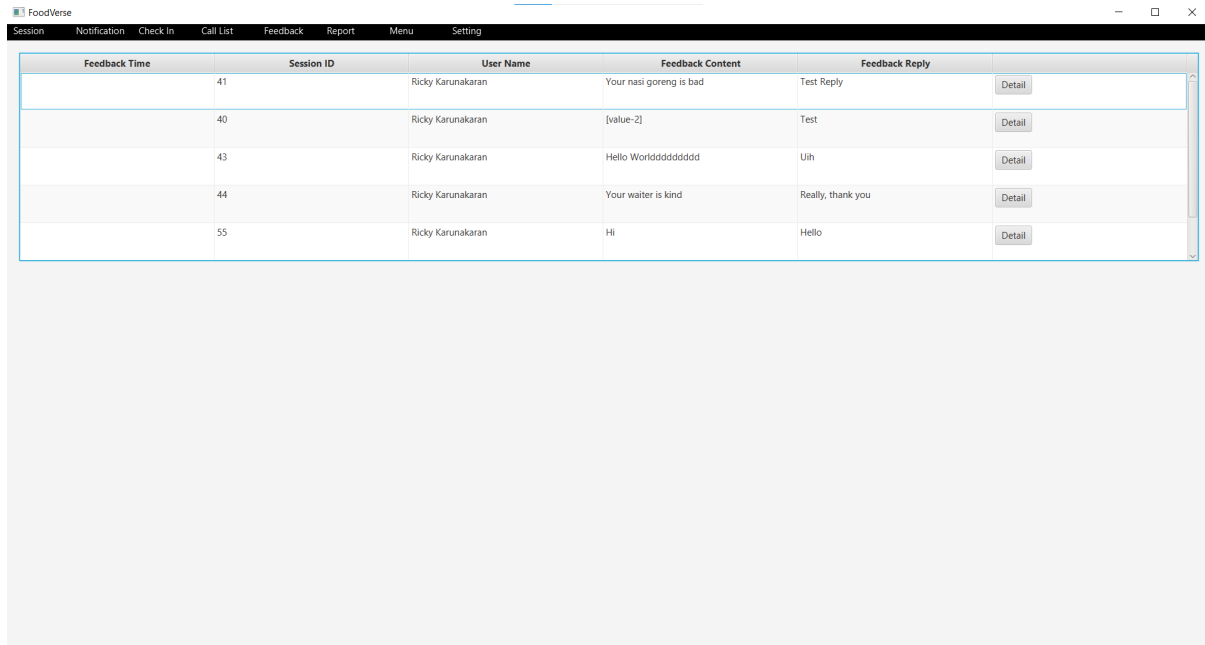


Figure 5.13: Waiter Call List

### 5.2.12 Restaurant: Feedback

Figure 5.16 below shows the feedback of the user made on a session in a restaurant.



Feedback Time	Session ID	User Name	Feedback Content	Feedback Reply	
	41	Ricky Karunakaran	Your nasi goreng is bad	Test Reply	<button>Detail</button>
	40	Ricky Karunakaran	[value=2]	Test	<button>Detail</button>
	43	Ricky Karunakaran	Hello Worlddddddd	Uih	<button>Detail</button>
	44	Ricky Karunakaran	Your waiter is kind	Really, thank you	<button>Detail</button>
	55	Ricky Karunakaran	Hi	Hello	<button>Detail</button>

Figure 5.14: Feedback

### 5.2.13 Admin: Create Admin Account

Figure 5.17 shows the create admin account interface. It requires the admin to enter information required to create an account.

Create Admin Account

Restaurant

## Create Admin Account

Creating an account with full access right on restaurant account including view restaurant account details and delete restaurant account.

Email:

Password:

Name:

Contact Number:

Create

Figure 5.15: Create Admin Account

#### 5.2.14 Admin: Manage Restaurant Account

Figure 5.8 shows the interface of manage restaurant account from admin view. Admin can view the details of the restaurant and also delete the restaurant account.

Create Admin Account	Restaurant Name	Email		
Restaurant	Restaurant A	abc@gmail.com	Detail	Delete
	Restaurant B	bcd@gmail.com	Detail	Delete
	Restaurant C	cde@gmail.com	Detail	Delete
	Restaurant D	def@gmail.com	Detail	Delete
	Restaurant E	efg@gmail.com	Detail	Delete

Figure 5.16: Manage Restaurant Account

### 5.2.15 Requirements Matrix

	P001	P002	P003	P004
UC001	X			
UC002	X			
UC003	X			
UC004	X			
UC005		X		
UC006		X		
UC007		X		
UC008		X		
UC009		X		
UC010			X	
UC011			X	
UC012			X	
UC013			X	
UC014			X	
UC015			X	
UC016			X	
UC017			X	
UC018				X
UC019				X
UC020				X
UC021				X
UC022				X
UC023				X
UC024	X			
UC025	X			