Online Pizza Ordering System
Supplementary Specification

Version \<1.0\>

Revision History

Date	Version	Description	Author
21/03/18	<1.0>	First version	Margin Razvan Cristian

Table of Contents

Supplementary Specification

1. Introduction

The **Supplementary Specification** captures the system requirements that are not readily captured in the use cases of the use-case model. Such requirements include:

Legal and regulatory requirements, including application standards.

Quality attributes of the system to be built, including usability, reliability, performance, and supportability requirements.

Other requirements such as operating systems and environments, compatibility requirements, and design constraints.

2. Non-functional Requirements

2.1 Availability

Availability refers to the degree to which a system is working at a certain random time. It is measured as a function of time in which the system is functioning over the total time. Our system, being a website page, should be available at times in which the restaurant is taking orders (12:00 am – 22:00 pm), 7 days a week.

The availability of the system can be affected when there are maintenance issues happening, such as changes and fixes on our website. Furthermore, it can also be affected by the attacks on our website or by hardware & software failures.

2.2 Performance

The performance refers to the speed in which certain aspects of the website are displayed and processed by the users web browser. This is also an issue we cannot have control upon, depending on the internet connection of each of our clients.

Nevertheless, the system should be able, given the normal conditions, to be able to process the order within 3 minutes, and support being accessed up to 200 users at a time.

2.3 Security

Security of a web application is critical, because nobody wants personal information being leaked.

This is not a very important issue for our application, because a user will just place an order for a pizza, so no important information will be leaked.

2.4 Testability

Testability refers to the degree in which the system supports testing in a given context. If we ensure a highly testable environment, then finding bugs in the system will be much easier.

We will test our system using Junit tests, in order to see if the main aspects of the website function properly.

2.5 Usability

Usability refers to the degree to which a software system can be used to achieve certain objectives in an efficient way. The project that we develop should have a higher usability reported to the normal clients that order a pizza in a face to face way.

3.   Design Constraints

- Java Language

- HTML for User Interface

- MySql for Database