Report – Airport Food Court

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Section:61_U

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Contents

- Revision History

Version	Date	Reason for change
SRS_Food_1.0	20-09-2023	User profile, Functional requirement , Non-functional requirement, Use case.
SRS_Food_2.0	20-09-2023	Story board , Requirement traceability.

Chapter 1

1. Introduction

The purpose of this document is to describe the online food order system (OFCS) product with the release number 2.0.This documents contains the functional and non-functional requirement of the project and also user profile, use case, database, and storyboard. This documents contains the guidelines for system engineers and designers to start working the project.

2. Scope

- OFCS product is basically a mobile app which will allow customer to order food using their mobile app.
- This project is developed as a course project of “CSE 236: Requirement Analysis &Design”
- OFCS can be use for hotel or restaurant from where customer can order food from any place of the hotel/restaurant.
- From secondary user, point of view, manager can check the list of food order by customer.

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3. Overview

- Chapter 2. Describes both primary secondary user profile.
- Chapter 3. Shows the list of functional and non-functional requirement including mind-map and requirement prioritization.
- In chapter 4. Use case diagram was provided.
- Chapter 5. Displays the storyboard.
- Chapter 6. Contains requirements traceability

Chapter 2

1.User profile:1

User class: Customer	**Characteristics**	**Requirement Implied**
User type	Primary	Must give input
Age range	15-60	Minimal Design
Frequency of use	Any Time	24 hours available
Mandatory / Voluntary	Mandatory	Static
Computer experience/OS/Application	Yes	Type option or Touch
Education	N/A	Simple interface
Goals	To order food	Must sec price to give order
Language skill	English	Simple English
Number of user	Unlimited	Bandwidth should be high
Training	Not required	Not required
Other system use	N/A	Can not take system
Ways of working	To order food	Must sec price to give order

2. User profile: 2

User class: Manager	**Characteristics**	**Requirement implied**
User type	Secondary	Must see output
Age range	30-40	Minimal Design
Frequency of use	Any time	24 hours available
Mandatory / Voluntary	Voluntary	Static
Computer experience/OS/Application	yes	Only type or click option
Education	Higher education	Simple interface
Goals	To see food order	Must be sec overall order
Language skill	English	Simple English
Number of user	3	Bandwidth should be normal
Training	Required	2 days training will be provided
Other system use	Not available	Can not take system
Ways of working	To check food order	Must be sec overall order

Chapter 3

- **List of Functional requirement**

1. **Functional requirement**: **Customer**

Requirement ID	FR.C.1
Requirement Name	Food Menu
Description	Customer can select menu

Requirement ID	FR.C.2
Requirement Name	Price
Description	Customer can see the food price

Requirement ID	FR.C.3
Requirement Name	Oder food
Description	Customer can the order food

2.Functional requirement: **Manager**

Requirement ID	FR.M.1
Requirement Name	Log in
Description	Manager can log in using user name and password

Requirement ID	FR.M.2
Requirement Name	Check order
Description	Manager can see all the orders

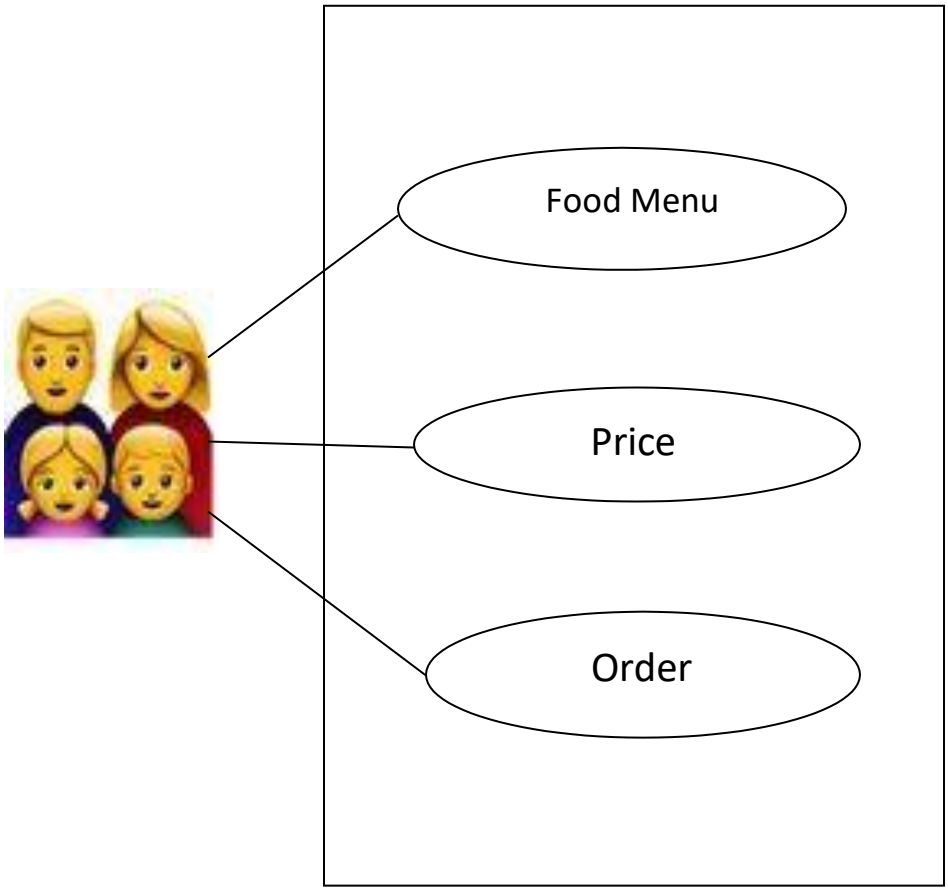
Requirement ID	FR.M.3
Requirement Name	Add discount
Description	Manager can see all the discount

Requirement ID	FR.M.4
Requirement Name	Add offer
Description	Manager can see all the offer

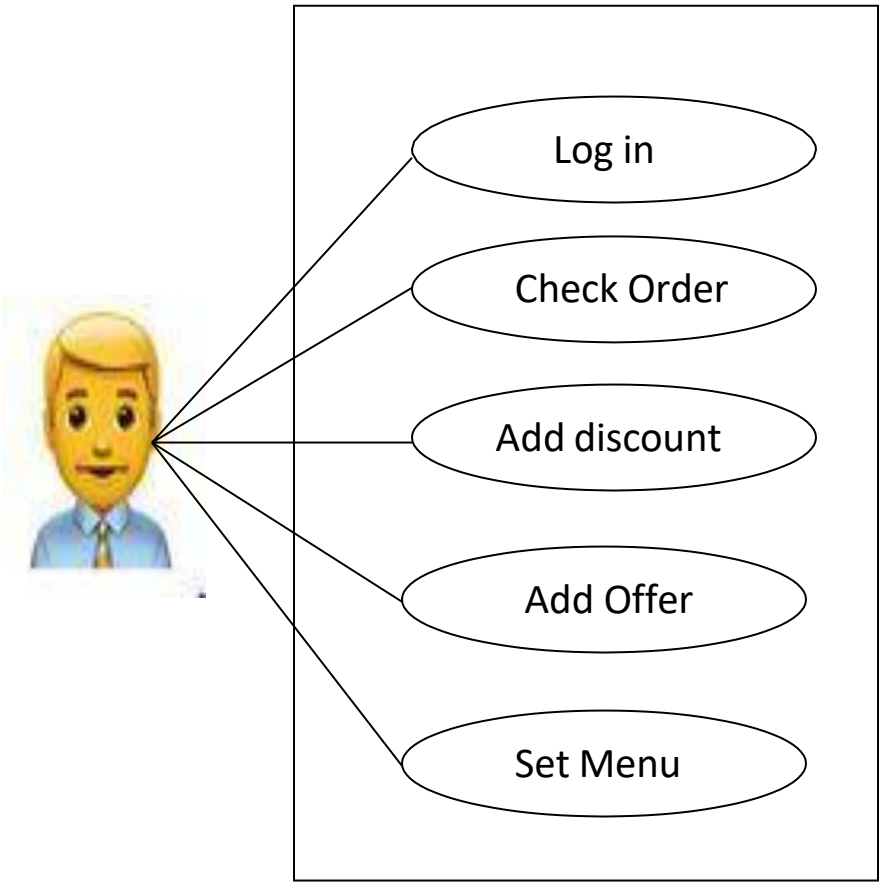
Requirement ID	FR.M.4
Requirement Name	Set menu
Description	Manager can set menu

Chapter4

Use case diagram : Customer



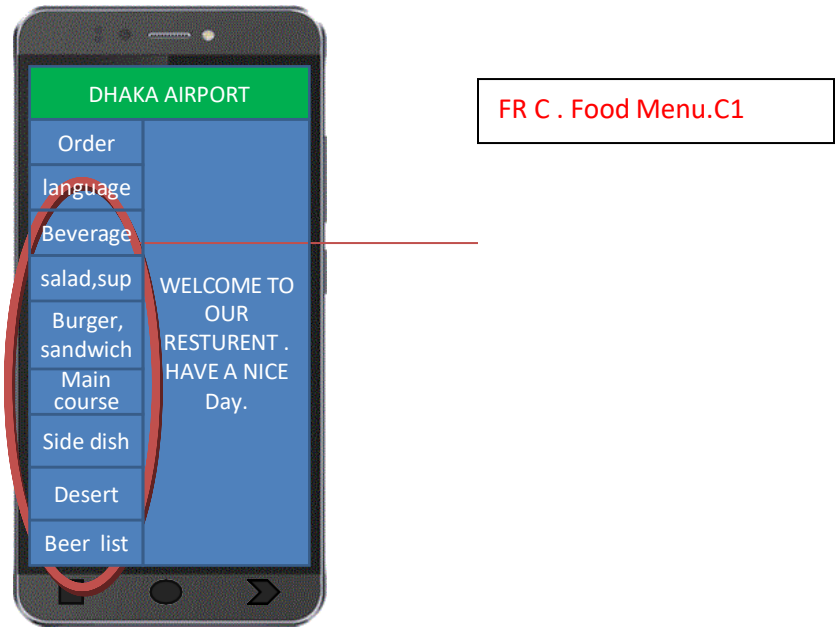
Use case diagram: Manager



Chapter 5

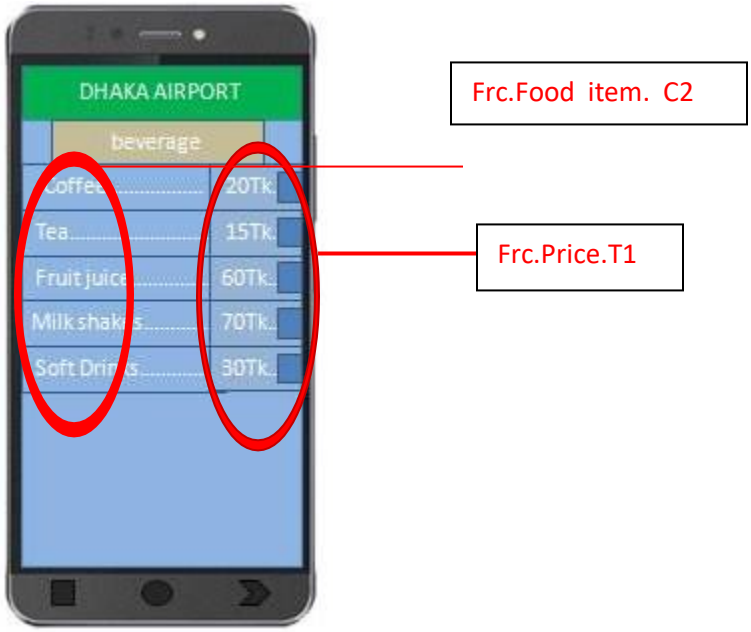
Storyboard customer

- **Food menu**



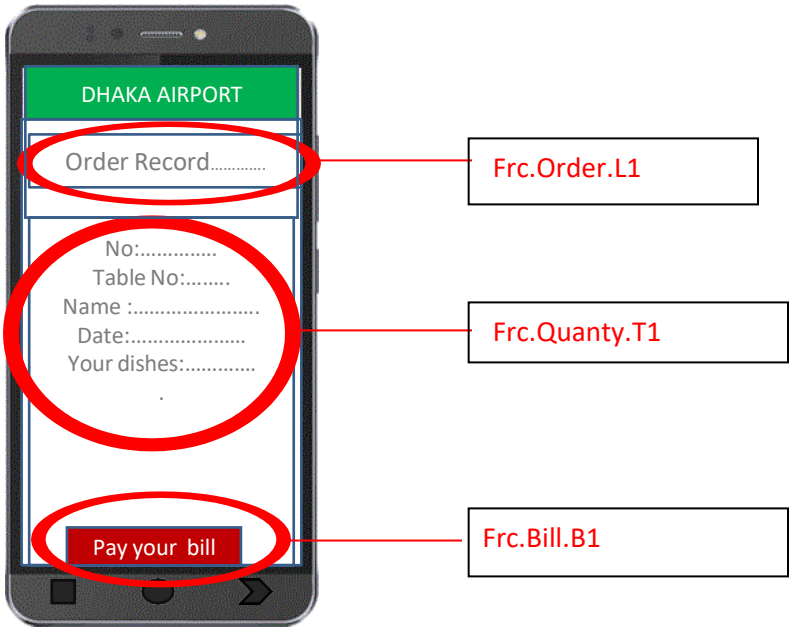
Objects	Purpose	Validation Criteria
Frc.Food menu.C1	This Combo box will used to select the food menu	Customer can not select any food menu which is not available in the menu

➢ **Price**



Objects	Purpose	Validation Critera
Frc.Fooditem.C2	This picture box will contain food item	Customer will see all the food item
Frc.Price.T1	This label will have the price of that specific food	This label should be static. Customer can not change the price.

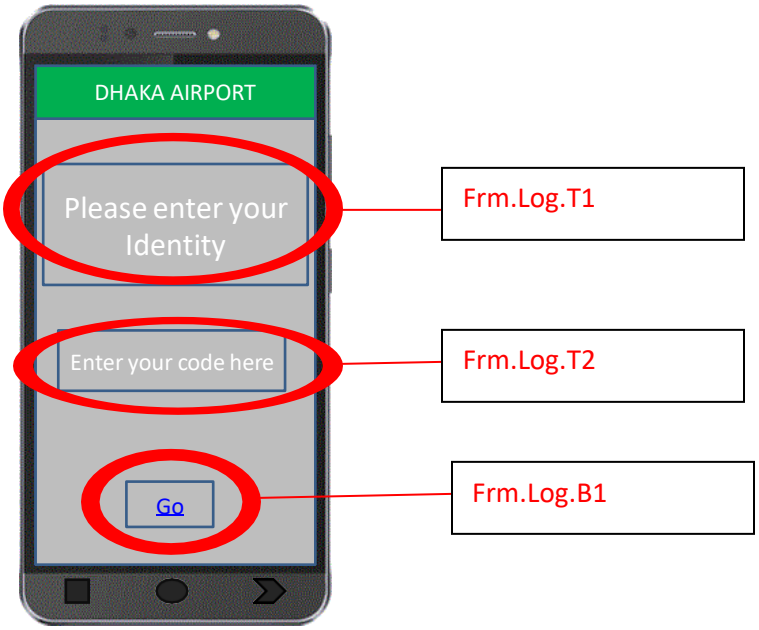
➢ Order Food



Objects	Purpose	Validation Critera
Frc.order.L1	This box will contain the order for record	It should be static and no action when customer click.
Frc.Quanty.T1	This box will contain Customers name, date and quantity of dishes	Customer can simply put number, any alphabet
Frc.Bill.B1	This box will contain About customer bill	Customer can click and pay ther bill

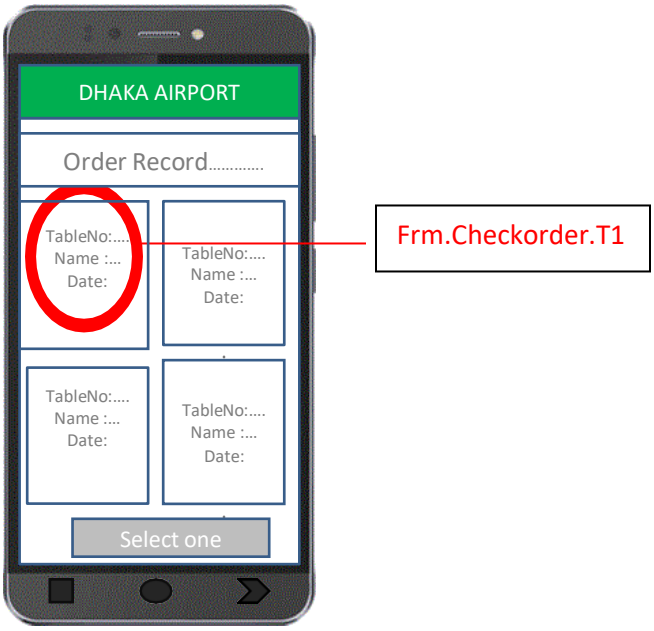
Storyboard Manager

- **Log In**



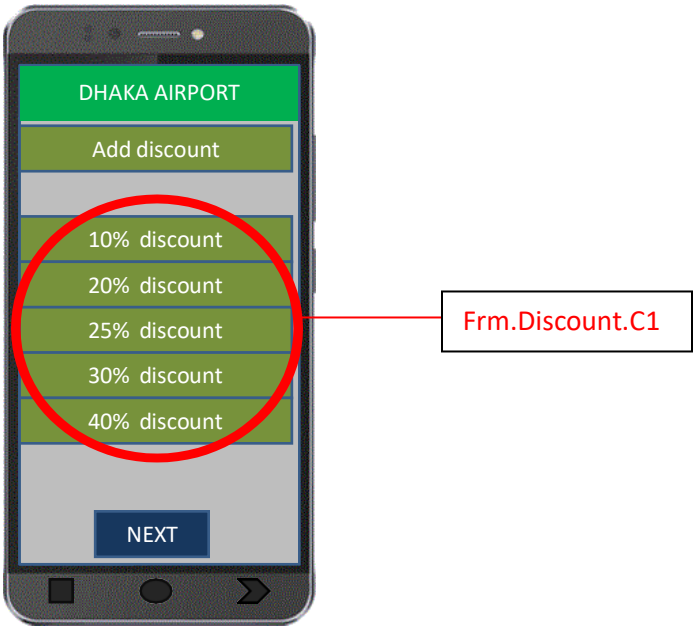
Objects	Purpose	Validation Critera
Frm.Log.T1	In this text box manager will input his user name	No space between user name
Frm.Log.T2	In this text box manager will input his user name	Password should be more than 6 characters
Frm.Log.B1	If manager click this button, system will check the user name and password. After valid log in new window will open for report.	Function can be activated only in one click

➢ Check Order



Objects	Purpose	Validation Critera
Frm.Checkorder.T1	This box will contain to checking order by table.	Manager can see all the input which customer add to order their food.

➢ Add Discount



Objects	Purpose	Validation Critera
Frm.Discount.C1	**This box will contain about customers discount.**	**Manager can simply click to input discount.**

Chapter 6

Traceability Matrix

Serial	Functional req	Trace
1	FR.C.1	Frc.Food menu
2	FR.C.2	Frc.price
3	FR.C.3	Frc.Order
4	FR.M.1	Frm.log in
5	FR.M.2	Frm.check order

Chapter 7

Milestone & Reporting:

Milestone	Task	Required Time
Analyzing Project theme	(Submit Idea & Design)	3 Days
Requirements Study	(Gathering Data & submit)	4 Days
Project Working & Development	Work with the project from root	20 Days
Testing	Testing the entire application system	30 Days
Deployment	Fining and Review Final project	5 Days
Delivery Project	Available to Online platform	7 Days

Chapter 8

Testing

Following features will be used for testing

- This Application will be tested with Agile model
- Application will be tested by PHPUnit

Application will also be tested by Server Expert with MySQL

Testing Approach:

The best software testing approach for an online shopping system project is a combination of black-box testing and white-box testing. Black-box testing focuses on the external behavior of the system without considering its internal structure, while white-box testing focuses on the internal structure of the system to ensure that it is implemented correctly.

Black-box testing techniques such as equivalence partitioning, boundary value analysis, and use case

testing are well-suited for testing online shopping systems because they can uncover a wide range of bugs and defects. These techniques are also relatively easy to apply, even for testers who are not familiar with the internal workings of the system.

White-box testing techniques such as unit testing, integration testing, and code coverage can also be used to test online shopping systems. These techniques are particularly important for ensuring that the system's code is well-designed, bug-free, and secure.

In addition to black-box and white-box testing, other important testing approaches for online shopping systems include:

- **Performance testing:** This type of testing ensures that the system can handle a large number of users and transactions without crashing or slowing down.
- **Security testing:** This type of testing identifies and fixes vulnerabilities that could allow attackers to steal data or compromise the system.
- **Usability testing:** This type of testing ensures that the system is easy for users to navigate and understand.

The specific mix of testing approaches that is used will depend on the specific requirements of the project. However, all of the testing approaches listed above are important for ensuring that online shopping systems are reliable, secure, and user-friendly.

Here is a table comparing black-box testing, white-box testing, and other important testing apyproaches for online shopping systems:

Testing Approach	Description	Advantages	Disadvantages
Black-Box testing	Focuses on the external behavior of the system without considering its internal structure	Easy to apply, can uncover a wide range of bugs	May not be as effective at identifying deep-seated bugs
White-box testing	Focuses on the internal structure of the system to ensure that it is implemented correctly	Focuses on the internal structure of the system to ensure that it is implemented correctly	Requires a deeper understanding of the system's code
Performance testing	Ensures that the system can handle a large number of users and transactions without crashing or slowing down	Ensures that the system can handle a large number of users and transactions without crashing or slowing down	Can be expensive and time-consuming

Security testing	Identifies and fixes vulnerabilities that could allow attackers to steal data or compromise the system	Can protect sensitive data and prevent unauthorized access	Can be complex and require specialized skills
Usability testing	Ensures that the system is easy for users to navigate and understand	Can improve the user experience and increase sales	Can be subjective and require a panel of users

Chapter 9

(SDLC)MODEL FOR ONLINE SHOPPING SYSTEM

Software Development Life Cycle (SDLC) models are frameworks that guide the development process of software applications. Each model has its own set of principles, phases, and important features.

Among Those Model I prefer Agile model for my project.

The choice of a software development life cycle (SDLC) model, such as Agile, for an online shopping application depends on various factors, and whether Agile is the best choice or not can vary based on the specific project and organizational context. However, Agile is often considered a good fit for online shopping applications for several reasons:

- **Rapid Development and Deployment:** Online shopping applications often require frequent updates and new feature releases to stay competitive and meet customer demands. Agile's iterative and incremental approach allows for rapid development and deployment of new features, enabling the application to evolve quickly to adapt to changing market conditions.
- **Customer-Centric Approach:** Agile emphasizes customer collaboration and feedback throughout the development process. In the context of online shopping, this means that customer needs and preferences can be incorporated into the application in real-time, resulting in a user-friendly and responsive platform.
- **Flexibility:** Online shopping applications often face changing market trends, technology advancements, and customer expectations. Agile's flexibility allows teams to adapt to these changes quickly, ensuring that the application remains up-to-date and relevant.
- **Continuous Improvement:** Agile encourages continuous improvement through regular retrospectives and feedback loops. This approach is beneficial for online shopping applications because it allows the team to identify and address issues or bottlenecks in the development process and make necessary improvements.

- **Collaboration and Cross-Functional Teams:** Agile promotes collaboration among cross-functional teams, which can be especially valuable for online shopping applications that require a combination of skills, including development, design, marketing, and customer support. This collaboration can result in a more holistic and integrated product.
- **Early and Regular Testing:** Agile advocates for frequent testing and quality assurance activities. For online shopping applications, this ensures that issues related to security, performance, and usability can be identified and addressed early in the development process, reducing the risk of major problems in the live application.
- **Risk Management:** Agile's incremental approach allows for better risk management by breaking down the project into smaller, manageable pieces. This approach minimizes the impact of any potential issues and allows for adjustments as needed.
- **Adaptability to Market Changes:** Online shopping applications are highly influenced by market dynamics, seasonal changes, and customer behavior. Agile enables the development team to respond quickly to these changes and adjust the application accordingly.

While Agile has its advantages for online shopping applications, it's essential to note that the choice of SDLC model should be based on a careful assessment of the specific project requirements, team expertise, and organizational constraints. Other SDLC models, such as Waterfall or DevOps, may also be suitable for certain scenarios. The choice should be made after considering the unique needs and constraints of the project in question.

Chapter 10

Pricing

Initial price of the Application will be approximately Fifty thousand Taka (50,000 BDT) Only.

Chapter 11

Payment Terms & Condition:

- 10% payment will be accepted for the Project proposal and design Submission.
- 40% Payment will be accepted for the Application Development
- 75% payment will be accepted after application review and Testing with Deployment
- 100% Payment will be accepted after handover the fully completed Application

Responsibility

The entire Application has been done by Asadul Islam Emon and all the responsibility including terms

and Condition will goes to him.

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Client Signature Project manager Signature