Technical Description of System

**Purpose**

The purpose of this system is to provide a user with an ordering form for a pizza delivery shop. The system should have a full menu and allow the user to input pertinent information, such as address and payment information that will be saved to a database allowing it to be used in future orders.

**Languages/Services**

The frontend portion of this system was created using Java Swing and has several classes walking the user through the ordering processes until the final payment is collected, completing the order. The database has 3 tables and will save the users address information, name, charge card, order, etc. and use a phone number as its primary key. The database is written using MySQL and is saved locally to the same directory as the files instead of on a sever. An object called Pizza is used by the program to save data into the database.

**Actions**

The system begins by asking the user whether they are a returning customer, if they are not they will be asked to input their information, if they are, they will be asked for them to enter their phone number. This will then bring up an information window which will ask the user if their information is correct. If it is not, they will be given an opportunity to fix it, if it is, the user can update information or continue. The user will then be brought to the menu, where the user will select crust, sauce, size, toppings, and extras. The user can order multiple pizzas. After this, the beverage menu will appear, followed by the payment selector. The options are check/cash and card. The card information will be saved after the first time being used and will be called every time the user selects this option. If the user chooses to use another card, they can update the information. The final screen the user will be see is a box containing the user’s information and complete order, asking them to sign. After this the user’s order will be saved to the database and the order will be complete.

**Design**

The program is simple and easy to use, meaning the user does not need extra knowledge to navigate it. All options are clearly labeled and intuitive as well reversible. Information given is complete to the point where it doesn’t leave the user wondering what is trying to be explained, but enough white space is present so that it doesn’t appear cluttered. These design choices will ensure that the max number of people can use the program to its full potential.