



# THE STATE UNIVERSITY OF ZANZIBAR

## SCHOOL OF BUSINESS (SOB) CHWAKA

OOP project

<b>PROJECT TITLE:</b>	RESTAURANT BILLING SYSTEM
<b>COURSE:</b>	BACHELOR OF ICT WITH ACCOUNT (BITA)
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## INTRODUCTION

The Restaurant Billing system allows the seller to access the services obtained in a restaurant virtually using the system. The information related to the services are stores on a java at the server side. The system was designed into one module first for the seller who access information about the customer. The end user of this system only seller where the system is hosted on the java. The system which is deployed the details of the customer are access forward from the java for the seller view based on the selection through the menu of the system.

This project computer-based Restaurant will be developed in accordance with requirements of the restaurant.

## PROBLEM STATEMENT

1. Lack of immediate information storage in the restaurant: The information generated by various transactions takes time and efforts to be stored at right place in the restaurant.
2. Lack of prompt updating in the restaurant: Various changes to information like product detail and customer are difficult to make as paper work is involved in restaurant.
3. The need for a lot of manpower to manage the operational process: This process will not be effective and efficient

## PROBLEM SOLUTION

The Restaurant billing System by using computerized as a tool for solution to solve the problems stated above can be provide immediate retrieval of information, immediate storage of information. Some problems can be eliminated and some can be reduce to the minimal level. This software will improve billing management and help to solve all problems.

## SCOPE OF THE PROJECT

The scope of the project covers the billing management process in customer. Restaurant management system so as to online system and automate seller reports and to allow the customer to access virtually the system.

## OBJECTIVES

### GENERAL OBJECTIVE

The objective of this project is to design the java base application of billing System that it will provide the seller to access virtually using the system.

### SPECIFIC OBJECTIVE

- ✓ Secure registration and account management facilities for customer.
- ✓ Creating a cart so that stakeholder can access viewing and checkout the customer entire in the restaurant.
- ✓ Updates to stakeholder about the recent information in the Restaurant.

### ADVANTAGE OF THE PROJECT

- ✓ It simplifies the operation.
- ✓ It avoids a lot of manual work.
- ✓ Every operation is obtained and processed immediately.
- ✓ Avoids conflicts by avoiding the manual work
- ✓ User can easily access the system without much experience.

### LIMITATION OF THE SYSTEM

- ✓ Problems in collecting the data at the working area.
- ✓ Time consuming for implement this project.
- ✓ Very cost in looking for the facts.
- ✓ It complex in implementation and design.

### METHODOLOGY

It is important to fulfill the planning for the implantation phase. This can only be done if proper methodology is selected. Methodology is important to make sure all project life cycle activities are being carried out without any shortcuts. Methodology helps the system developers to take one step at a time towards accomplishing the full system.

The methodology used to develop this system is OOP

### MODEL USED

Model used to develop the project is waterfall

### DELIVERABLE

- ✓ Fast billing for employees to customers
- ✓ Able to see items available in the restaurant
- ✓ Quality and faster services to customer

### SYSTEM DEVELOPMENT TOOLS

In order for our system to function effectively we need to consider the following:

### HARDWARE REQUIREMENT

- ✓ Laptop PC (RAM 4, HDD 500, 64BIT )
- ✓ Keyboard

- ✓ Mouse

#### SOFTWARE REQUIREMENT

- ✓ Operating system: Windows XP, Windows 7, Windows 8, Windows 10 and other OS.
- ✓ Technology: java.
- ✓ Tools: Microsoft FrontPage, Sublime and visual studio code.
- ✓ Antivirus software.
- ✓ Browser: Google Chrome.

#### FUNCTIONAL REQUIREMENT

- ✓ The system should allow the customer to choose their needs.
- ✓ The system should allow the staff to view the status of customer needs.
- ✓ The system should be able to display the menu items that are available, including description and prices.
- ✓ The system should be simple to use for customer and staff with clear interface and simple navigation
- ✓ The system should include design layout, and use simple language

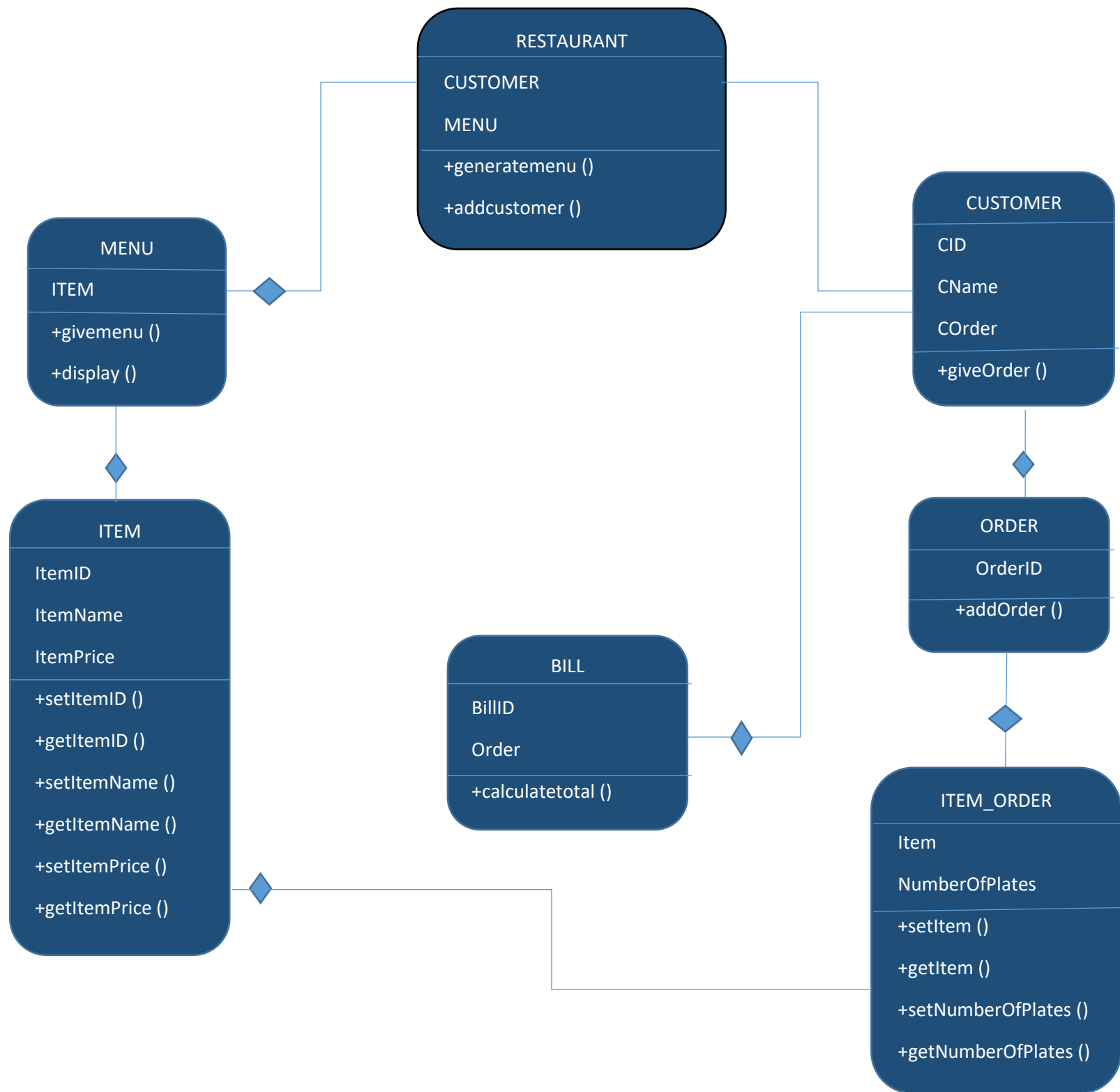
#### NONFUNCTIONAL REQUIREMENT

- ✓ Efficiency requirement  
When a supermarket management system and implemented stakeholder can view detail.
- ✓ Reliability requirement  
The system should provide a reliable environment to both stakeholders.
- ✓ Usability requirement  
The supermarket billing system is designed for user friendly environment and ease of use

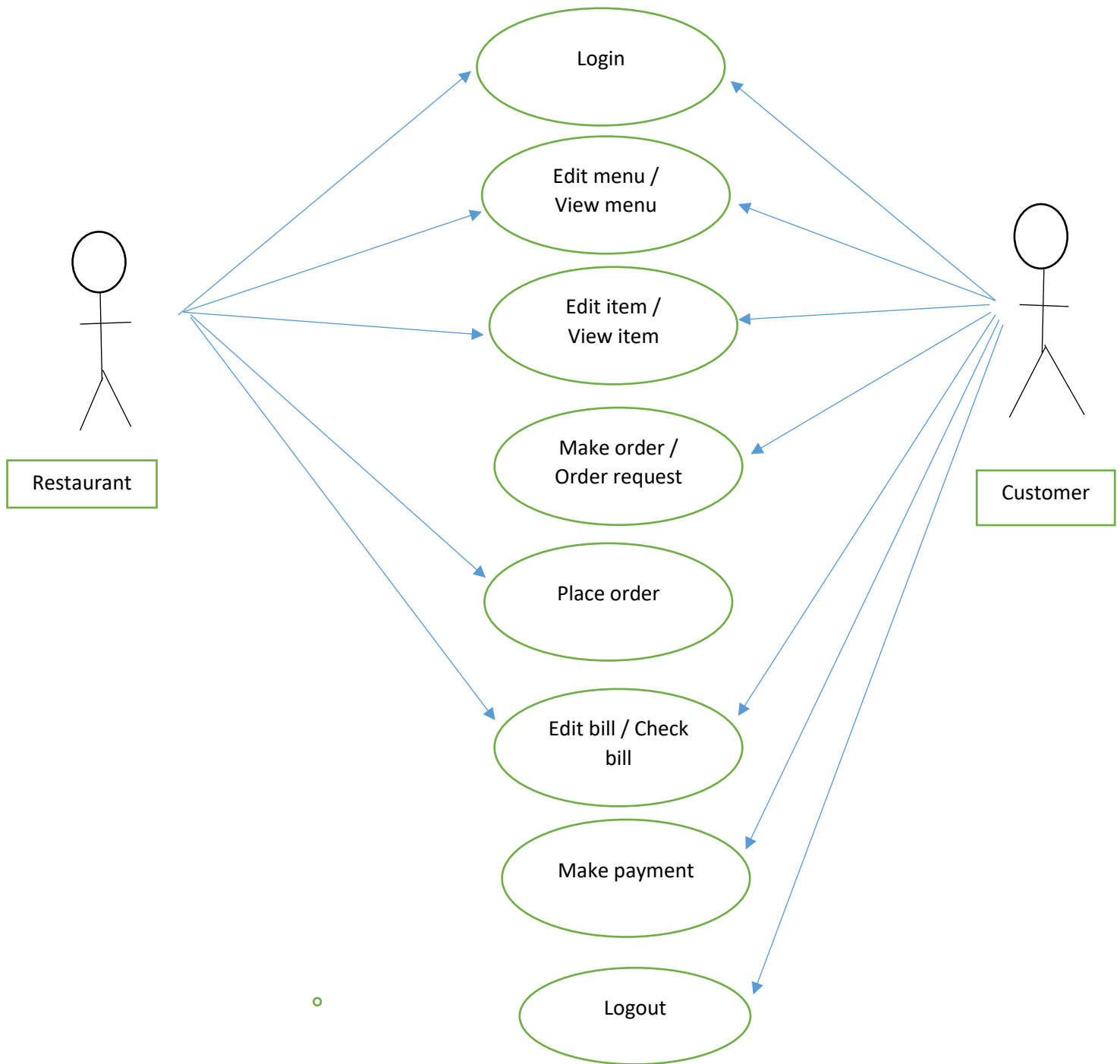
#### SECURITY REQUIREMENT

- ✓ Authentication and password management
- ✓ Audit logging and analysis
- ✓ Network and data security
- ✓ Code integrity and validation testing

DESIGN  
CLASS DIAGRAM



## CASE DIAGRAM



## ACTIVITY FLOW

