# FAST FOOD APPLICATION

### CST-17 SOFTWARE ENGINEERING COURSE PROJECT: AN ONLINE CANTEEN FOOD ORDERING APLICATION

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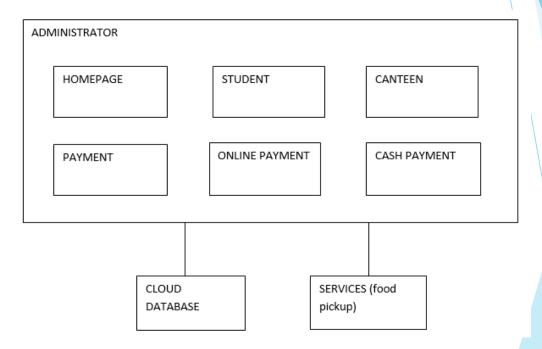
Due Date: 2019-11-26

As a group we decided to make an application designed to order food in our school canteen. This application is going to be built targeting smart phones and their users. We intend on making it desirable for both students and teachers to use seeing that they are the ones that access the canteen. Our goal is to have an application that can be used to browse through the different menu options, and allow you to order your food from outside the canteen. It will also have a provision that lets you pay from your phone and show you your order number and collection window.

- The single most serious challenge that we will have is writing the code for this application and getting it up and running to suit what we want it to do; this puts us at a risk of having a code with so many errors and an application that might not work at all.
- We have some knowledge of coding, but not in depth to a point where we can write an application and have it running with no errors.
- We will mitigate this challenge by broadening our coding skills on our own; checking the internet when necessary and also by consulting senior students so that they can help where we do not understand. Doing so can give us a properly functioning application.

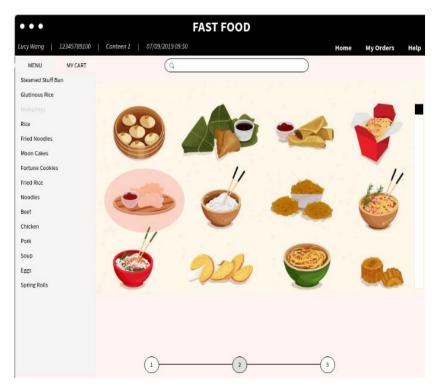
#### System Architecture

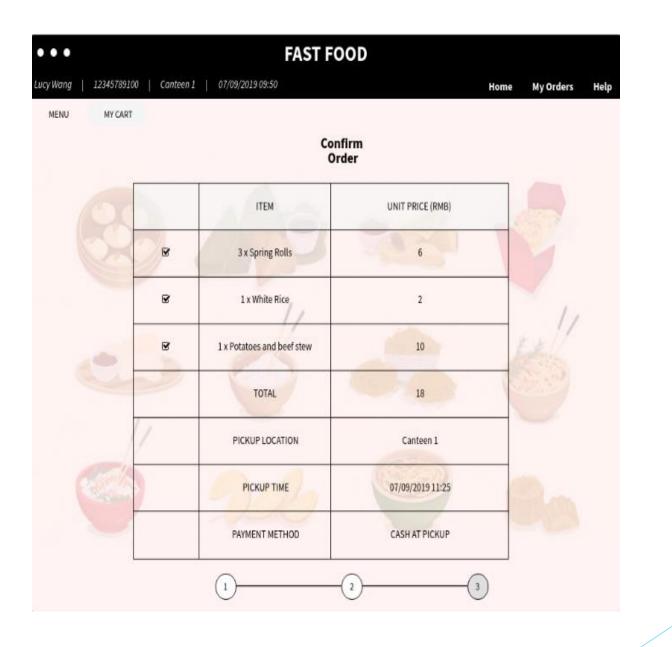
The application will have a graphical user interface and it will be user friendly. We will use HTML and SQL as our programming languages. Here is a detailed definition of the systems software components:



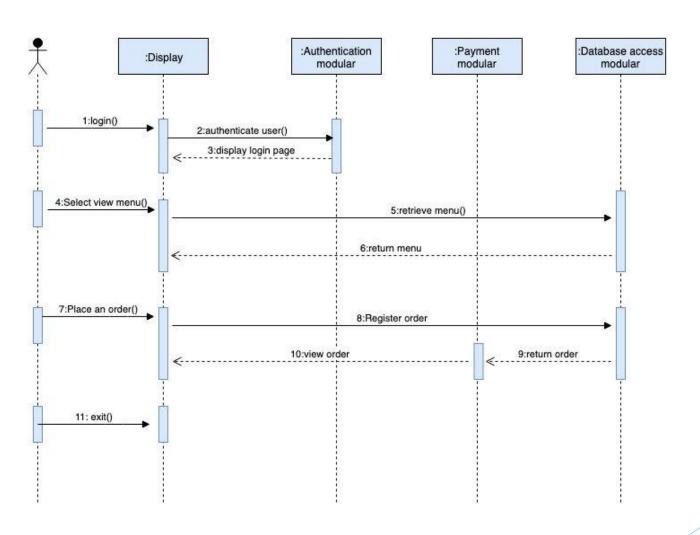
### Proposed user interface



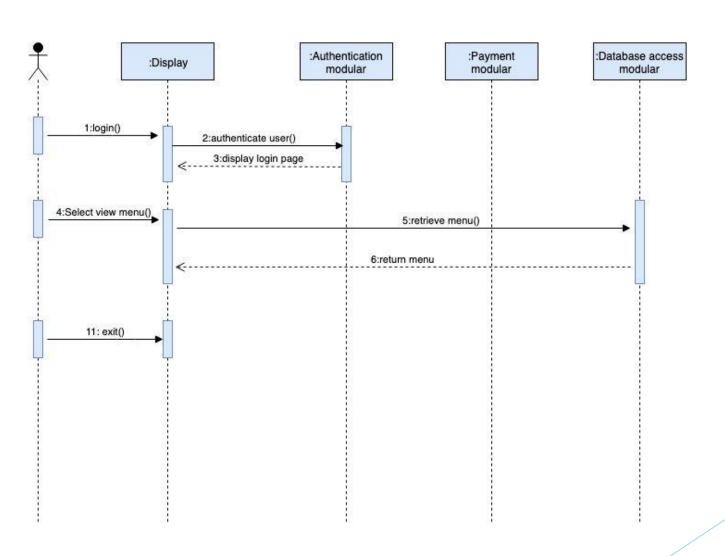




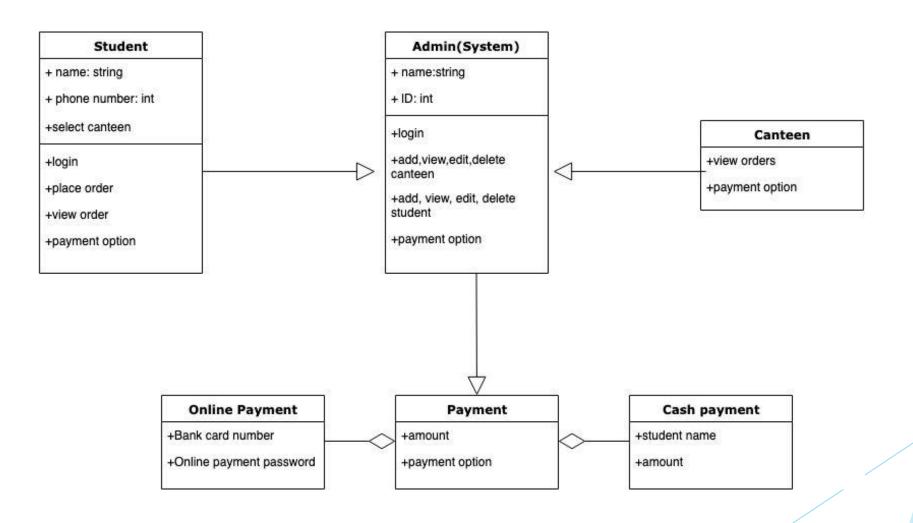
#### Place order sequence Diagram



#### View menu Sequence Diagram



#### Class Diagram



## System Diagram

