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**Introduction**

1.1 **Purpose**

The purpose of this document is to build a billing software application for a vending machine for ease of availability of food and payment.

1.2 **Intended Audience and Reading suggestions**

This project is a prototype for vending machines and it is for college premises. The target audience is the college faculty, students and staff.

1.3 **Project scope**

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## **2. OVERALL DESCRIPTION**

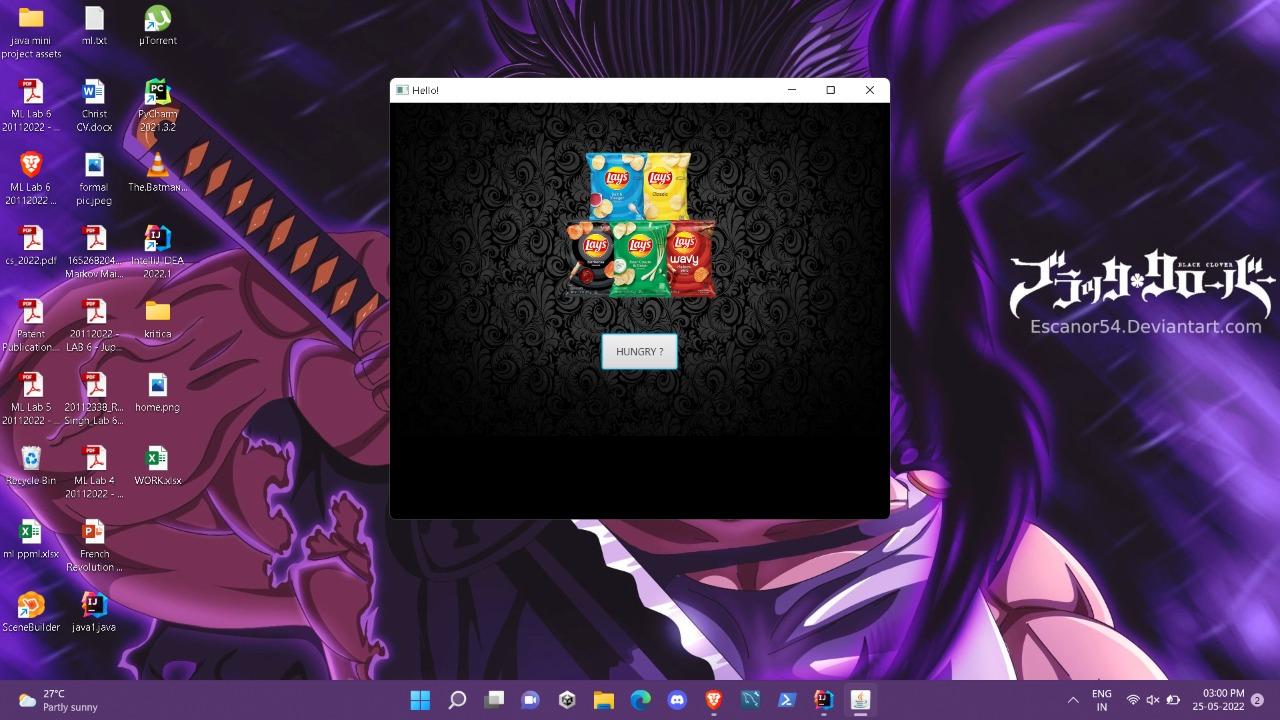
**2.1 PRODUCT PERSPECTIVE**

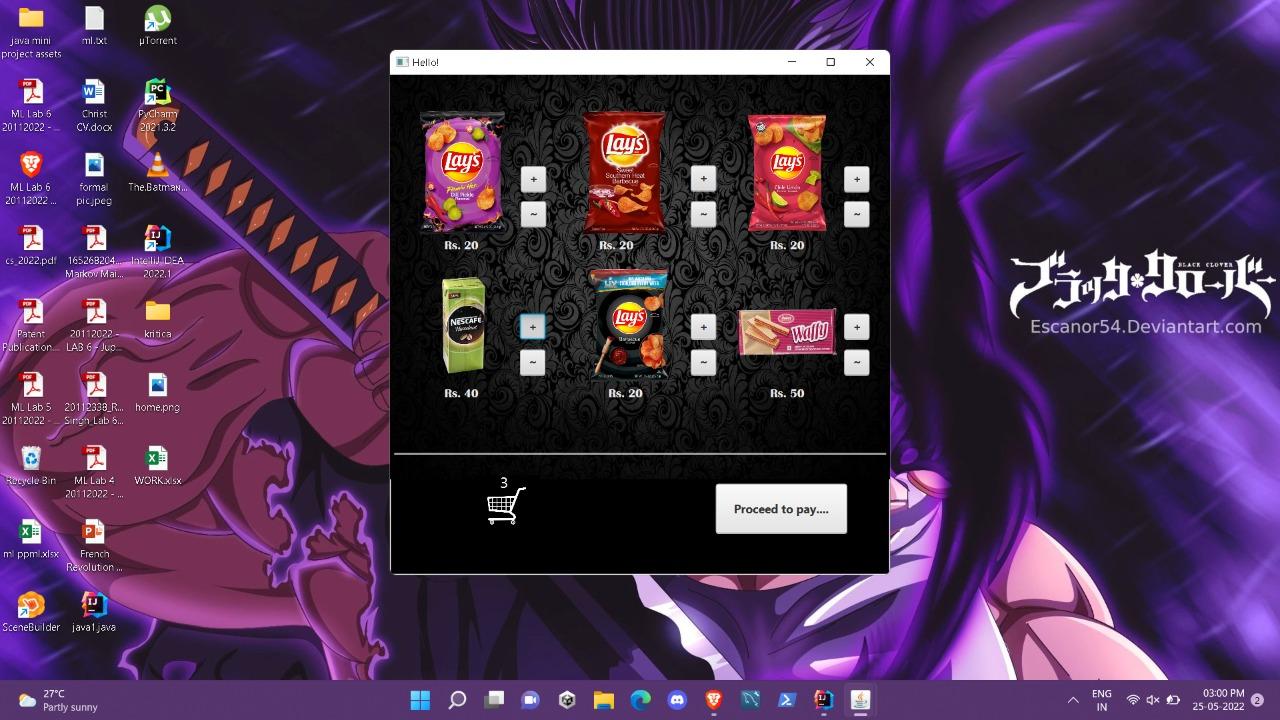
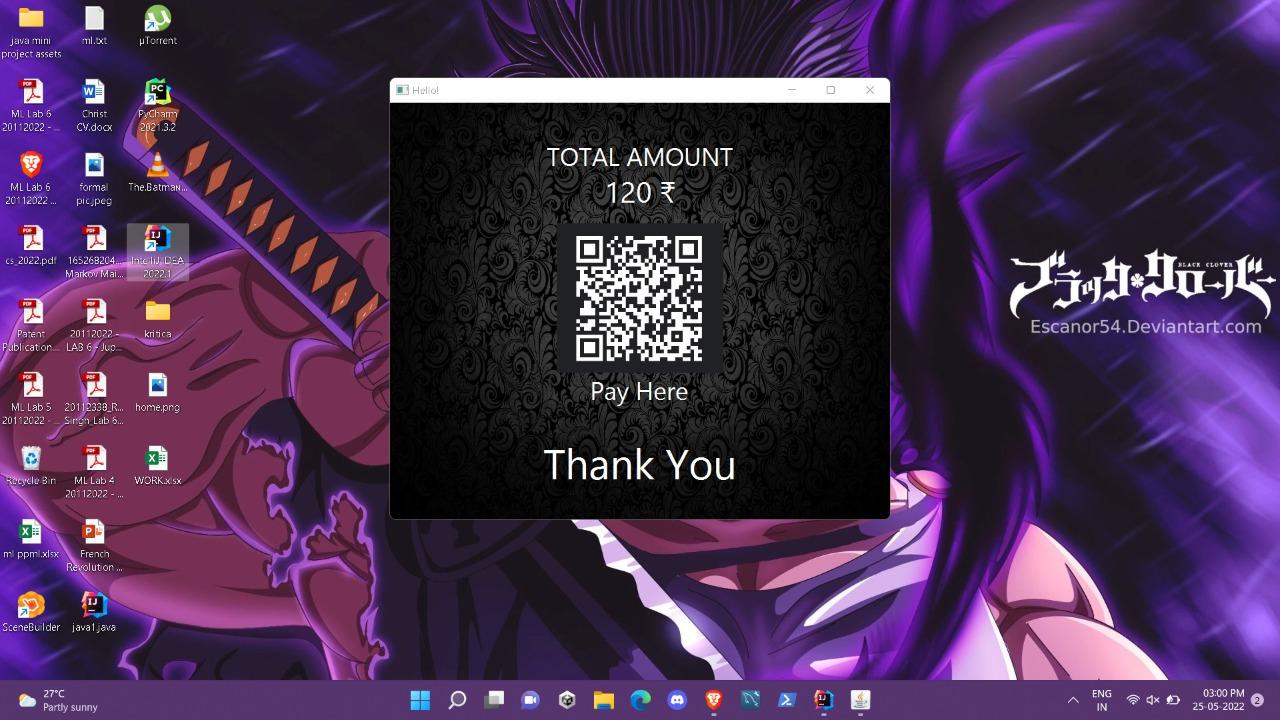
The following project is a vending machine payment system

Product Details: The software is a prototype of a vending machine. It displays all the products and the customer can add items into their cart.

Payment Options: Once products have been added to the cart the total amount will be displayed with a QR code. The only way of Payment is E-Wallet.

**2.2 PRODUCT FEATURES**

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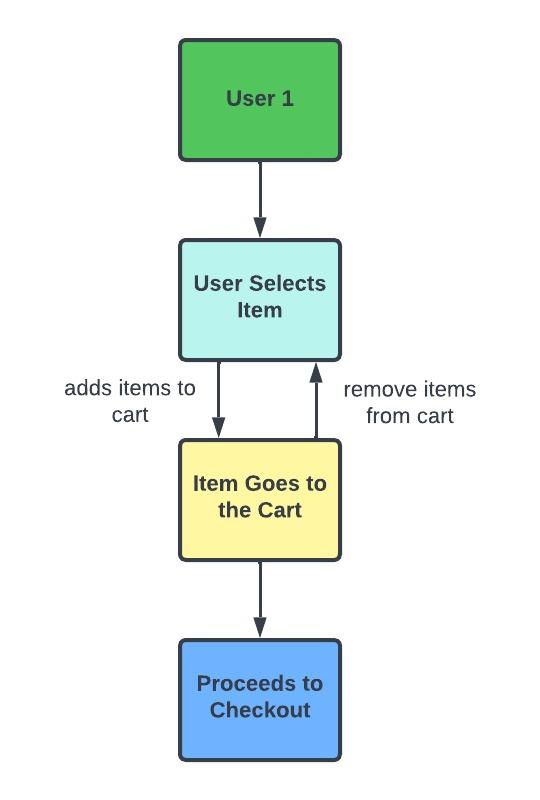
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**2.4 OPERATING ENVIRONMENT**

The operating environments used for the project are as follows

* Java FX
* Scene builder
* Gluon
* Intellij Idea

**2.5 DESIGN and IMPLEMENTATION CONSTRAINTS**

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**2.6 Assumptions and dependencies**

Let us assume that this vending machine has following uses:

* Students can only pay through E wallets
* It is a campus based system
* People are only looking for snacks
* Once the payment is done the items they selected will drop

Dependencies

The software is depending on a bank for the direct payment and also for generation of the QR code

**3. SYSTEM FEATURES**

**3.1 DESCRIPTION and PRIORITY**

This project is for the campus and is necessary as it adds to campus facilities. As the product is profitable for the university and convenient to use.

**3.2 STIMULUS/RESPONSE SEQUENCES**

* The client will be welcomed and be redirected to the main page with products
* The user will be able to add or delete items from the cart
* Once Client is done with selecting they will be redirected to the final page
* All the products will be added and a final amount will be displayed along with the QR code.

**3.3 FUNCTIONAL REQUIREMENTS**

- The System functions include:

- Client Server System

The term client/server refers primarily to an architecture or logical division of responsibilities, the client is the application (also known as the front-end), and the server is the Bank Transaction (also known as the back-end).

4. EXTERNAL INTERFACE REQUIREMENTS

**4.1 USER INTERFACES**

* Front-end software: Scene Builder
* Back-end software: Java FX

**4.2 HARDWARE INTERFACES**

* Windows.
* A browser which supports CGI, HTML & Javascript.

**4.3 SOFTWARE INTERFACES**

Following are the software used for the vending machine application.

| **Software used** | **Description** |
| --- | --- |
| Operating system | We have chosen Windows operating system for its best support and user-friendliness. |
| Java Fx | To implement the project we have chosen java fx language for its more interactive support. |
|  | . |

**4.4 COMMUNICATION INTERFACES**

This project supports all types of vending machines. We are using simple electronic forms for the payment transaction etc.