**Requirement Specification**

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**OOP2 Project**

The project I have done for my OOP2 project is an online Pizza delivery system. The system is started with the user having to enter their name, address and age. These are then saved to file and displayed in a JTextArea at the bottom of the Pizza GUI. From there the user can then pick the Pizza they would like including any toppings and side orders needed. When the user has finished they can select the add to order button, this will display there order and a total price at the bottom of the GUI. They then have an option of submitting their order or cancelling, if they select submit then a message will appear telling the user that the delivery will begin. Otherwise the pizza gui resets and the user can select a different order. The reset option also allows the user to start again and resets all the selections they have made. There is also two ways of exiting the program, through the exit button at the bottom of the GUI or from the File-Exit that is located in the menu bar.

The Pizza class uses methods from the Customer class and the Rewards class, this helps to build the Customer profile. The loading class is used to read in the Customers details that they entered at the start and to also read in the reward points that they earned.

**Difficulties I Had**

The main difficulty I had with this project was the loading from file option, I was getting either an error or an empty result but mainly my errors were down to me forgetting to close the Object Input Stream. I also gave myself difficulties by spending too long on my GUI and it’s appearance instead of working on the main tasks of the project first.

**What I would do Different**

If I had more time I would have moved the loading from file to a button on the GUI so it had a better appearance and to spend more time on other classes but the GUI class.