

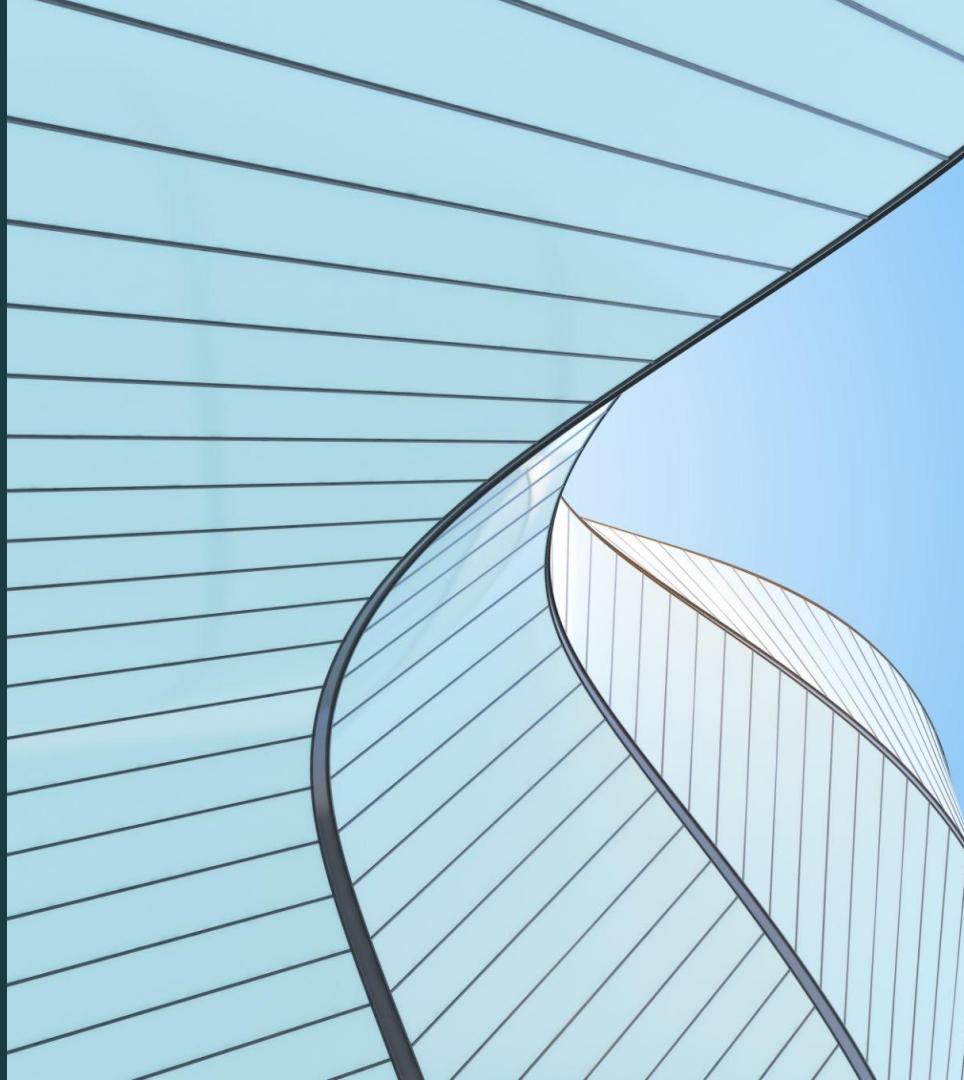
# RESTAURANT AUTOMATION SYSTEM PRESENTATION

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# Introduction to Restaurant Automation System:

Restaurant Automation System is a Java-based desktop application that simplifies daily restaurant operations.

It helps manage orders, menu items, and inventory efficiently using a layered architecture and MySQL database support.

The system improves accuracy and saves time for restaurant staff.

# Major Features:

## Order Management

Take and track customer orders efficiently.

## Menu Management

Add, edit menu items via a user-friendly interface.

## Inventory Tracking

Monitor stock levels and automatically update after each order.

## Sales Reporting

Generate daily reports for total orders, and earnings.

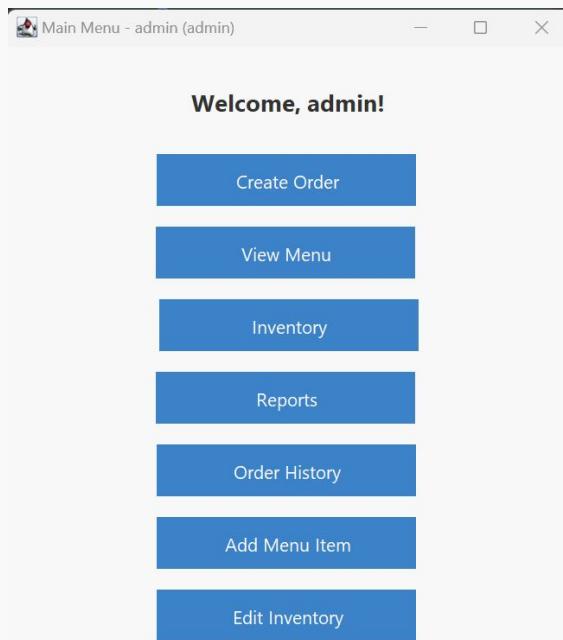
## User Login System

Simple login screen to control system access.

## Database Integration

Connects with MySQL to store menu, order, and inventory data.

# App Features:



Create Order

Table No:

Item:

Quantity:

Add Order

Order History

| Order ID | Items            | Total   |
|----------|------------------|---------|
| #4       | Caesar Salad     | \$9,50  |
| #3       | Cheeseburger     | \$10,00 |
| #2       | Caesar Salad     | \$47,50 |
| #1       | Margherita Pizza | \$24,00 |

# More App Features:

Inventory

| Ingredient | Quantity |
|------------|----------|
| Bun        | 49       |
| Cheese     | 35       |
| Beef Patty | 29       |
| Lettuce    | 29       |
| Dough      | 25       |
| Tomatoes   | 29       |
| Cheese     | 15       |

**! LOW STOCK !**

Cheese → 15  
Basil → 15  
Parmesan → 15  
Caesar Dressing → 10  
Cream → 10  
Onions → 15  
Lemon → 15  
Butter → 10  
Cream Cheese → 15  
Butter → 10  
Biscuit Crumbs → 10

Daily Report

### Today's Orders

Today's Orders:  
Table 1:  
- 1 x Burger = \$10.0  
Total Revenue: \$10.0

# More App Features:

Restaurant Menu



**Cheeseburger**  
\$10.0  
[Add to Order](#)



**Margherita Pizza**  
\$12.0  
[Add to Order](#)



**Caesar Salad**  
\$9.5  
[Add to Order](#)



**Cheesecake**  
\$7.5  
[Add to Order](#)



**Tomato Soup**  
\$8.0  
[Add to Order](#)



**Spaghetti Bolognese**  
\$14.0  
[Add to Order](#)



**Grilled Salmon**  
\$18.5  
[Add to Order](#)



**Sushi**  
\$22.0  
[Add to Order](#)

# More App Features:

Add Menu Item

Dish Name:

Price:

Ingredients (name:qty, ...):

**Add**

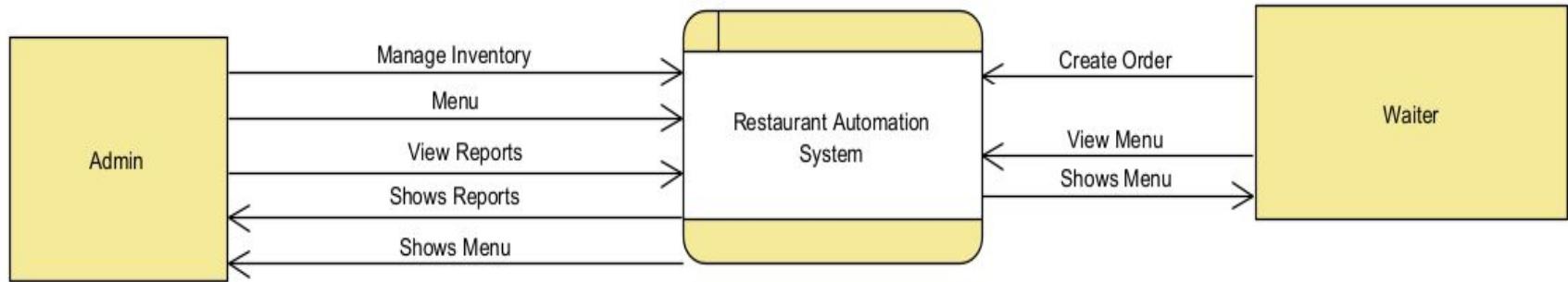
Update Inventory

Ingredient Name:

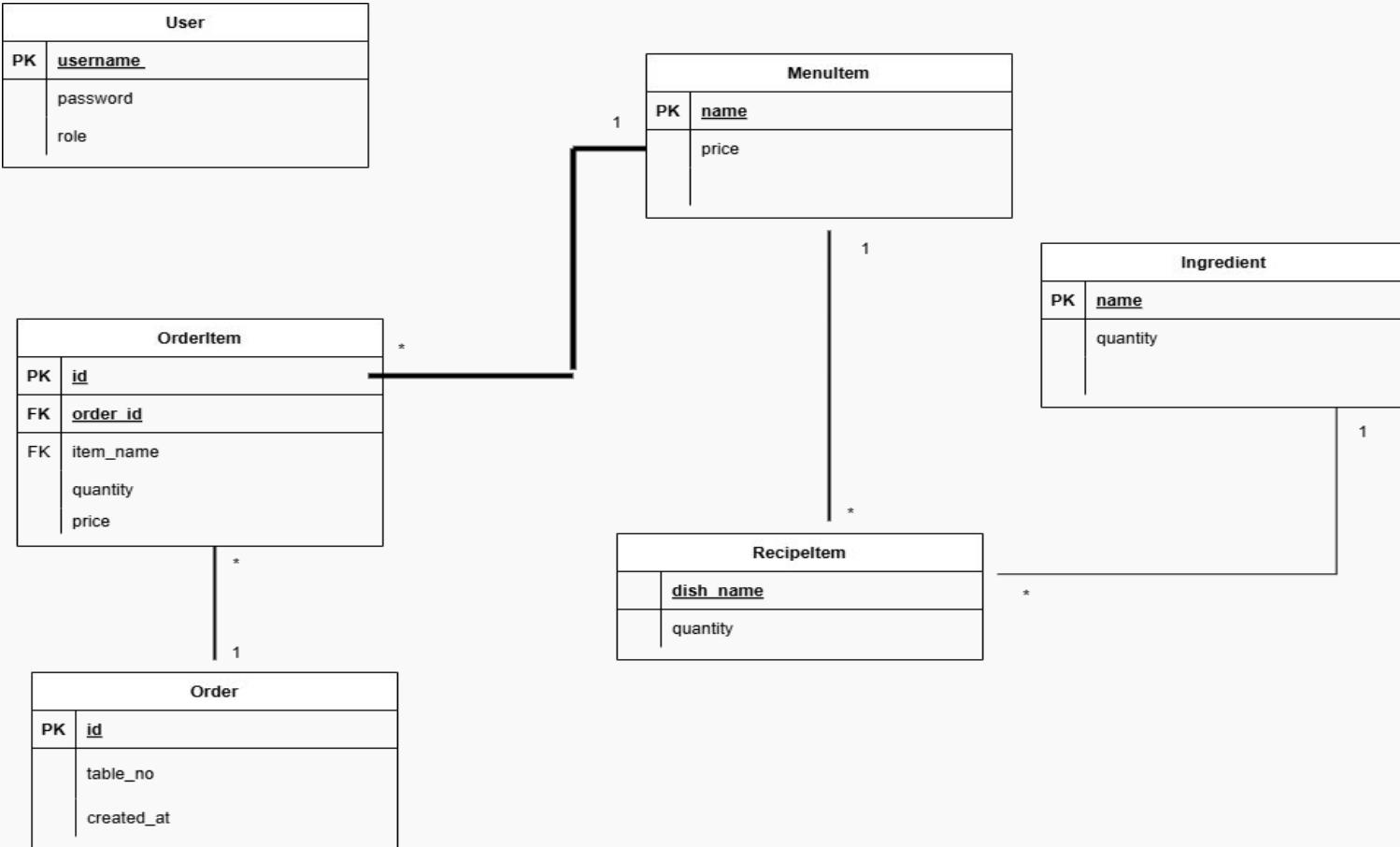
Quantity:

**Update**

# Context Diagram



# ER DIAGRAM



# Some Test Cases:

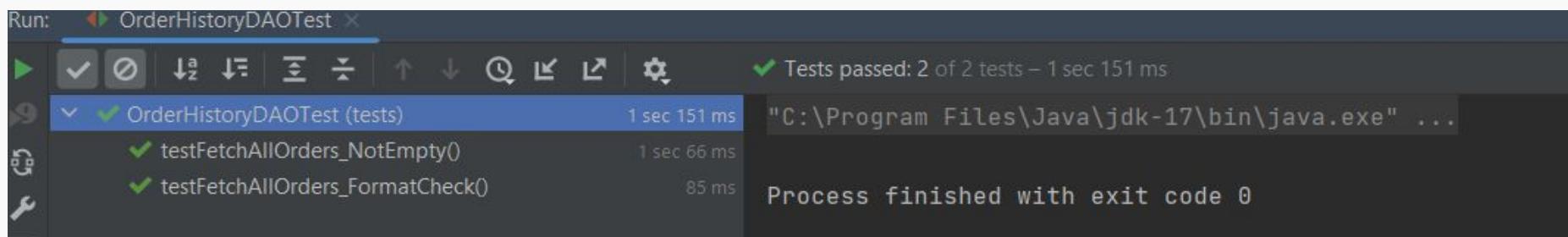
- 🧪 Test Case 1 — Go to “Login” page and Enter admin PIN .
- 🧪 Test Case 2 — Go to “Login” page and Enter worker PIN
- 🧪 Test Case 3 — Go to “Menu” page and Display the current menu
- 🧪 Test Case 4 — Go to “Report” page and Display the current report
- 🧪 Test Case 5 — Go to database and Add a new Menu Item via code, then display it from Menu page.
- 🧪 Test Case 6 — Go to Inventory and Add a new ingredient, then deduct it and check if updated.
- 🧪 Test Case 7 — Add a Recipe (Dish + Ingredient), then fetch ingredients of the Dish via code.
- 🧪 Test Case 8 — Save a new Order from backend (OrderDAO), then check order\_items table to verify.
- 🧪 Test Case 9 — From backend, call fetchAllOrders() from OrderHistoryDAO and confirm recent orders are shown.

## Test Case 8 -- Save a new Order from backend (OrderDAO), then check order\_items table to verify.

| Result Grid |      |          |              |          |       |
|-------------|------|----------|--------------|----------|-------|
|             | id   | order_id | item_name    | quantity | price |
| ▶           | 1    | 1        | Tomato Soup  | 1        | 10    |
| ▶           | 2    | 2        | Tomato Soup  | 1        | 10    |
| ▶           | 3    | 3        | Tomato Soup  | 1        | 10    |
| ▶           | 4    | 4        | Cheeseburger | 1        | 10    |
| ▶           | 5    | 5        | Cheeseburger | 1        | 10    |
| ▶           | 6    | 6        | Cheeseburger | 1        | 10    |
| ▶           | 7    | 7        | Tomato Soup  | 1        | 10    |
| ▶           | 8    | 8        | Cheeseburger | 1        | 10    |
| ▶           | 9    | 9        | Cheeseburger | 1        | 10    |
| ▶           | 10   | 10       | Cheeseburger | 1        | 10    |
| ▶           | 11   | 11       | Cheeseburger | 2        | 50    |
| *           | NULL | NULL     | NULL         | NULL     | NULL  |

| Result Grid |      |          |              |          |       |
|-------------|------|----------|--------------|----------|-------|
|             | id   | order_id | item_name    | quantity | price |
| ▶           | 1    | 1        | Tomato Soup  | 1        | 10    |
| ▶           | 2    | 2        | Tomato Soup  | 1        | 10    |
| ▶           | 3    | 3        | Tomato Soup  | 1        | 10    |
| ▶           | 4    | 4        | Cheeseburger | 1        | 10    |
| ▶           | 5    | 5        | Cheeseburger | 1        | 10    |
| ▶           | 6    | 6        | Cheeseburger | 1        | 10    |
| ▶           | 7    | 7        | Tomato Soup  | 1        | 10    |
| ▶           | 8    | 8        | Cheeseburger | 1        | 10    |
| ▶           | 9    | 9        | Cheeseburger | 1        | 10    |
| ▶           | 10   | 10       | Cheeseburger | 1        | 10    |
| ▶           | 11   | 11       | Cheeseburger | 2        | 50    |
| ▶           | 12   | 12       | UnitTestItem | 2        | 10    |
|             | NULL | NULL     | NULL         | NULL     | NULL  |

## Test Case 9 — From backend, call fetchAllOrders() from OrderHistoryDAO and confirm recent orders are shown.



## Test Case 7 — Add a Recipe (Dish + Ingredient), then fetch ingredients of the Dish via code.

| Result Grid |      |              |                 |          |
|-------------|------|--------------|-----------------|----------|
|             | id   | dish_name    | ingredient_name | quantity |
|             | 1    | Cheeseburger | Bun             | 1        |
|             | 2    | Cheeseburger | Beef Patty      | 1        |
|             | 3    | Cheeseburger | Cheese          | 1        |
| ▶           | 4    | Cheeseburger | Lettuce         | 1        |
| *           | NULL | NULL         | NULL            | NULL     |

| Result Grid |      |               |                     |          |
|-------------|------|---------------|---------------------|----------|
|             | id   | dish_name     | ingredient_name     | quantity |
| ▶           | 1    | Cheeseburger  | Bun                 | 1        |
|             | 2    | Cheeseburger  | Beef Patty          | 1        |
|             | 3    | Cheeseburger  | Cheese              | 1        |
|             | 4    | Cheeseburger  | Lettuce             | 1        |
|             | 8    | TestDish_Unit | TestIngredient_Unit | 3        |
| *           | NULL | NULL          | NULL                | NULL     |

# Some Potential Risks:

## Testing Risks

### Requirements

The test plan and test schedule are based on the current Requirements Document. Any changes to the requirements could affect the test schedule.

### Time

The schedule for each phase is very aggressive and could affect testing. A delay in one of the other phases could result in a subsequent delay in the test phase. Project management support is required to reduce the risk and meet the forecasted completion date.

### Environment

Missing/unstable local MySQL setup could hinder integration testing

### Personnel

All developers should be familiar with the testing tools. Unexpected turnovers can impact the schedule. All developers will also need the following resources available: developers and test users.

# Some Constraints:

-  Only authorized users (e.g., waitstaff or manager) can log in
-  Requires active database connection for all operations
-  System runs only on desktop environments (Java SE required)

# Cocomo Analysis:

## Function Point Calculator

The Madison Utilities, Department of Computer Science, James Madison University

| Total | Factor | FP        |
|-------|--------|-----------|
| 106   | 0.83   | <b>88</b> |

| Direct Measure                  | Simple | Average | Complex | Weighted Measure |
|---------------------------------|--------|---------|---------|------------------|
| External Inputs (EIs)           | 2      | 2       | 1       | 20               |
| External Outputs (EOs)          | 2      | 2       | 1       | 25               |
| External Inquiries (EQs)        | 1      | 1       | 0       | 7                |
| Internal Logical Files (ILFs)   | 2      | 2       | 1       | 49               |
| External Interface Files (EIFs) | 1      | 0       | 0       | 5                |

**Clear**

| Value Adjustment Factor  | 0                                | 1                                | 2                                | 3                     | 4                                | 5                                |
|--|----------------------------------|----------------------------------|----------------------------------|-----------------------|----------------------------------|----------------------------------|
| The system requires reliable backup and recovery.                              | <input type="radio"/>            | <input checked="" type="radio"/> | <input type="radio"/>            | <input type="radio"/> | <input type="radio"/>            | <input type="radio"/>            |
| Specialized data communications are required.                                  | <input type="radio"/>            | <input checked="" type="radio"/> | <input type="radio"/>            | <input type="radio"/> | <input type="radio"/>            | <input type="radio"/>            |
| There are distributed processing functions.                                    | <input checked="" type="radio"/> | <input type="radio"/>            | <input type="radio"/>            | <input type="radio"/> | <input type="radio"/>            | <input type="radio"/>            |
| Performance is critical.   | <input type="radio"/>            | <input checked="" type="radio"/> | <input type="radio"/>            | <input type="radio"/> | <input type="radio"/>            | <input type="radio"/>            |
| The system runs in an existing, heavily utilized operational environment.      | <input checked="" type="radio"/> | <input type="radio"/>            | <input type="radio"/>            | <input type="radio"/> | <input type="radio"/>            | <input type="radio"/>            |
| The system requires on-line data entry.  | <input checked="" type="radio"/> | <input type="radio"/>            | <input type="radio"/>            | <input type="radio"/> | <input type="radio"/>            | <input type="radio"/>            |
| The on-line data entry requires transactions over multiple screens/operations. | <input checked="" type="radio"/> | <input type="radio"/>            | <input type="radio"/>            | <input type="radio"/> | <input type="radio"/>            | <input type="radio"/>            |
| ILFs are updated on-line.  | <input checked="" type="radio"/> | <input type="radio"/>            | <input type="radio"/>            | <input type="radio"/> | <input type="radio"/>            | <input type="radio"/>            |
| The inputs, outputs, files or inquiries are complex.                           | <input type="radio"/>            | <input type="radio"/>            | <input checked="" type="radio"/> | <input type="radio"/> | <input type="radio"/>            | <input type="radio"/>            |
| The internal processing is complex.  | <input type="radio"/>            | <input type="radio"/>            | <input checked="" type="radio"/> | <input type="radio"/> | <input type="radio"/>            | <input type="radio"/>            |
| The code is designed to be reusable.   | <input type="radio"/>            | <input type="radio"/>            | <input type="radio"/>            | <input type="radio"/> | <input checked="" type="radio"/> | <input type="radio"/>            |
| Conversions /installation are included in the design.                          | <input type="radio"/>            | <input type="radio"/>            | <input checked="" type="radio"/> | <input type="radio"/> | <input type="radio"/>            | <input type="radio"/>            |
| The system is designed for multiple installations in different organizations.  | <input checked="" type="radio"/> | <input type="radio"/>            | <input type="radio"/>            | <input type="radio"/> | <input type="radio"/>            | <input type="radio"/>            |
| The system is designed to facilitate change and ease of use.                   | <input type="radio"/>            | <input type="radio"/>            | <input type="radio"/>            | <input type="radio"/> | <input type="radio"/>            | <input checked="" type="radio"/> |

# Cocomo Calculator



\* Languages with updated gearing factors.

+ New languages for which gearing factor data was not previously reported.

| QSM SLOC/FP Data              |     |        |     |      |
|-------------------------------|-----|--------|-----|------|
| Language                      | Avg | Median | Low | High |
| ABAP (SAP) *                  | 28  | 18     | 16  | 60   |
| ASP*                          | 51  | 54     | 15  | 69   |
| Assembler *                   | 119 | 98     | 25  | 320  |
| Brio +                        | 14  | 14     | 13  | 16   |
| C *                           | 97  | 99     | 39  | 333  |
| C++ *                         | 50  | 53     | 25  | 80   |
| C# *                          | 54  | 59     | 29  | 70   |
| COBOL *                       | 61  | 55     | 23  | 297  |
| Cognos Impromptu Scripts +    | 47  | 42     | 30  | 100  |
| Cross System Products (CSP) + | 20  | 18     | 10  | 38   |
| Cool:Gen/IEF *                | 32  | 24     | 10  | 82   |
| Datastage                     | 71  | 65     | 31  | 157  |
| Excel *                       | 209 | 191    | 131 | 315  |
| Focus *                       | 43  | 45     | 45  | 45   |
| FoxPro                        | 36  | 35     | 34  | 38   |
| HTML *                        | 34  | 40     | 14  | 48   |
| J2EE *                        | 46  | 49     | 15  | 67   |
| Java *                        | 53  | 53     | 14  | 134  |
| ---                           | --  | --     | --  | --   |

## Mike's Basic COCOMO Calculator!

Enter the number of estimated lines of code and the calculator will determine how much time and how many people will be needed!

Thousands of Lines of Estimated Code.

### Perform Calculation

### Organic Values

Number of Months Needed:  Number of People Needed:

### SemiDetached Values

Number of Months Needed:  Number of People Needed:

### Embedded Values

Number of Months Needed:  Number of People Needed:

# What We Have Done So Far:

| Task Name                      | Duration | Start        | Finish       | Predecessors |
|--------------------------------|----------|--------------|--------------|--------------|
| « Restaurant Automation System | 38 days  | Tue 15.04.25 | Wed 4.06.25  |              |
| « Iteration 1                  | 20 days  | Tue 15.04.25 | Sun 11.05.25 |              |
| Backend Functionality          | 18 days  | Tue 15.04.25 | Thu 8.05.25  |              |
| Data Modelling                 | 2 days   | Fri 9.05.25  | Sun 11.05.25 | 3            |
| « Iteration 2                  | 12 days  | Sun 11.05.25 | Mon 26.05.25 | 2            |
| Interface Coding               | 8 days   | Sun 11.05.25 | Tue 20.05.25 |              |
| Storage Integration            | 4 days   | Fri 9.05.25  | Tue 13.05.25 | 3            |
| « Iteration 3                  | 8 days   | Mon 26.05.25 | Wed 4.06.25  | 5            |
| Interface Improvements         | 3 days   | Wed 21.05.25 | Fri 23.05.25 | 6            |
| Integration Testing            | 3 days   | Mon 26.05.25 | Wed 28.05.25 | 9            |
| Bug Fixing                     | 4 days   | Thu 29.05.25 | Tue 3.06.25  | 10           |