FINAL REPORT

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Software Engineering at NIIT University

- 1. Software Requirements Specification
- 2. Software Design
- 3. Software Coding (Matrices)
- 4. Test Document
- 5. Minutes Of Meeting with Customer
- 6. Nature Of Customer
- 7. Testimonials from Customer/Users (Comprehensive/Regular/Quality Feedback)
- 8. Tools and Technology used during the Project
- 9. Novelity of the Project Idea
- 10. Sophistication value of the Project
- 11. Applicability of the Project(Usefulness)

Chapter-1

Software Requirements Specification

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1. Introduction

1.1 Purpose

This Software Requirements Specification (SRS) specifies the requirements of the Happy Cafe android app which is an app build for a cafe named HAPPY in New Delhi. This document will be useful for the clients to ensure all specifications and requirements are conducive as mentioned by the software engineer to design the system.

1.2 **Document Conventions**

Main Section Titles

Font: ArialFace: BoldSize: 18

Sub Section Titles

Font: Times New Roman

Face: BoldSize: 14

Other Text Explanations

Font: ArialFace: NormalSize: 11

1.3 Intended Audience and Reading Suggestions

Clients: The users of the system will get a clear idea of the software and hardware requirements to be engaged.

Developers: Project developers have an advantage of quickly understanding the methodology enabled and personalizing the product.

The authors would suggest clients to go through the requirement section thoroughly before installing the software. Students and Developers can utilize the documentation as a resource in developing the project to a new product.

1.4 Product Scope

There is a cafe name Happy in New Delhi. The owner needs an android app for his cafe which will enhance his profit as it will be very user friendly. The customers can just use the app to see menu options, book a table in advance, order for home delivery and get the information about the cafe by using the app itself making it more convenient.

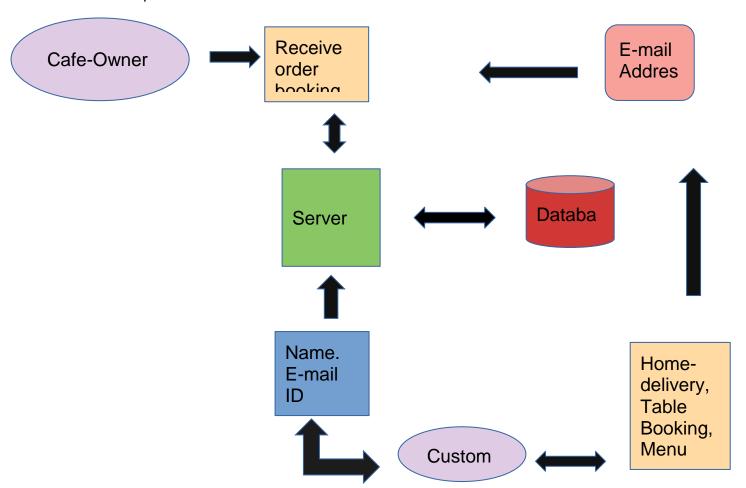
1.5 References

- http://www.vceit.com/p/SRS-sample.htm
- 1999 by Karl E. Wiegers.- document on SRS
- https://www.slideshare.net/sinhaprita/final-srs-of-academic-a-webpage-based-android-app
- <u>https://krazytech.com/projects/sample-software-requirements-specificationsrs-report-airline-database</u>

2. Overall Description

2.1 Product Perspective

Happy Cafe app is a new project and not a follow up of any other project. It will basically run on an android platform.



2.2 Product Functions

In this app there are functions for:

- **Home Delivery Orders**: You can place orders online and the order will be delivered to the customer's entered address.
- Menu page: The Menu which can be delivered will be mentioned.
- **Bookings in advance**: Pre-bookings can be done for table reservation and for any other special occasion.
- Contact details: The details of the café will be mentioned for placing orders.
- Information about the café: The required information will be provided to the concerned ones.

2.3 User Classes and Characteristics

- Cafe Owner: He will be able to get orders via E-mail. Every order detail will be saved in a database as well. Any type of delivery, booking or inquiry will directly be sent to the Owner's E-mail ID.
- General Customers: The Customers will be able to see the menu page, order for home delivery, book tables in advance, can get the details about the cafe and can directly contact the owner for any inquiry.

2.4 Operating Environment

- Hardware Requirement: An android phone or tablet
- Software Requirements: Android Studio, XML (front end), Java (back end)

2.5 Design and Implementation Constraints

This app is limited only to the android device users. It will not work on any other platform. The users will be able to enter their order and booking details. Their details will be kept confidential

2.6 User Documentation

The product is under development stage and requires a complete implemented prototype to explain the user documentation. Once the prototype is designed and implemented online manuals, user manuals can be provided.

2.7 Assumptions and Dependencies

- The device operating the app must always be connected to the internet
- The users need to specify their correct details
- They will have a user ID and password

3. External Interface Requirements

3.1 User Interfaces

- Login Page: The user enter login ID and Password or Register.
- Menu page: Complete details of the menu: item name and price.
- Booking page: date and time of booking
- home delivery page: items selected, total cost
- contact us: contact details of the cafe
- info: information about the cafe

3.2 Hardware Interfaces

Android smartphone

No.	Feature Name	Description	Pri ority	Stimulus	Functional Requiremen
		rements Specificat	ion for <project></project>		Page 7
1	Login	signing in	high	The user will be able to sign in into his/her account if already registered as per the database. If info present they will successfully log in.	You will need: 1: Username 2:Password If any of the two is wrong you will receive an error message and will be prompted to retif you can't login after many trials you need to change your password by clicking "forgot password" butto
2	Registratio n	signing up	high	If the user is new to the app and using it for the first time then he/she needs to register so as to keep their info in the database.	If you are a new user, you need to enter all de like: 1:E-mail Id 2: User name 3: Password 4: Address 5: Contact details. So, that his data gets stored in database for further use.
3	Menu	order options	medium	It gives the user a details info regarding the dishes available for order. He can choose multiple	This include: 1: Menu tab
				options to complete the order as per their desire	By clicking on menu, all menu will get visible
4.	Add to Cart	Add to Cart	medium	It gives the user to add the selected products to place order	This include: 1: A "+" button When user clicks it, the gets included in its cart payment.
5.	Bookings	Pre-Bookings done here	medium	User can do pre-bookings and reserve seat for any small get-togethers	This includes: 1.Reservation tab 2. ocassions button
					The user can choose an them according to their
6	Reservatio n seats	Pre- reservation of seats	low	User can pre-book the number of seats according to their requirements.	This includes text-button 1. Number of seats
					The user can book seat before the final call. This booking can be do 24-hrs of the actual time
7	Occasions	Pre-booking	low	User can opt for pre- booking of the café for certain time-limit for	This includes text-butto 1:Time-limit

				any special occasions.	2:Date 3:Decoration-type include buttons: 1. High 2. Average 3. Low.
8	Offer	Offer	medium	User will be able to see the recent offers provided by the owner	This includes display pa Where the offers would displayed
9	Payment	Total bill, Cash on delivery	high	It displays the total amount to be paid by the user and gives them the option to omit any	This includes radio-butt 1.Cash On Delivery 2. Debit/Credit Card 3. PayTM If none of the options ch then you can't proceed
10	Place Order	The final call for placing order	medium	Here if the user is sure about their he may further proceed to finalize the order and it will be sent to the owner	This includes a "Order" which on clicking you ca your order and move for payment.
11	Notificatio ns	Notifications	low	The User can put on notification button to receive notifications like if any special offer is introduced by the owner then the user can receive it in a form of notification	This includes a radio-bu which when clicked, the customers will start rece order.
12	Review Section	User can Put up their reviews	high	The user can put up their reviews regarding the café and also view others comment and reviews.	This includes a 1. Review button we clicked the review others are visible comment button clicked they can their comment.

3.3 Software Interfaces

Following are the software used for the Happy Cafe app:

Software used	Description
Database	firebase(SQL)

3.4 Communications Interfaces

This project supports and device running on Android platform. We are using electronic form for order details

4. System Features

This section contains all of the functional and quality requirements of the system. It gives a detailed description of the system and all its features.

5. Other Nonfunctional Requirements

5.1 Performance Requirements

- The product will be based on local server.
- *The product will take initial load time.*
- The performance will depend upon hardware components.
- Payment system will be fully secure through POS system.
- Different database for employee.

5.2 Safety Requirements

If there is extensive damage to a wide portion of the database due to catastrophic failure, such

as a disk crash, the recovery method restores a past copy of the database that was backed up

to archival storage (typically tape) and reconstructs a more current state by reapplying or redoing the operations of committed transactions from the backed up log, up to the time of failure.

5.3 Security Requirements

Security systems need database storage just like many other applications. However, the special

requirements of the security market mean that vendors must choose their database partner carefully.

The review section should be carefully handled because good review increases the scope of customer number.

5.4 Software Quality Attributes

- MAINTAINABILITY: The administrators should maintain correct availability of menu. It should also tell correctly about the availability of the cafes for small parties.
- USABILITY: It should satisfy a maximum number of customers needs.

5.5 Business Rules

Only the cafe owner can receive the email stating the order details.

- The customers can view only their order details
- The customers can make bookings only on their name.

6. Other Requirements

6.1 Licensing Requirements

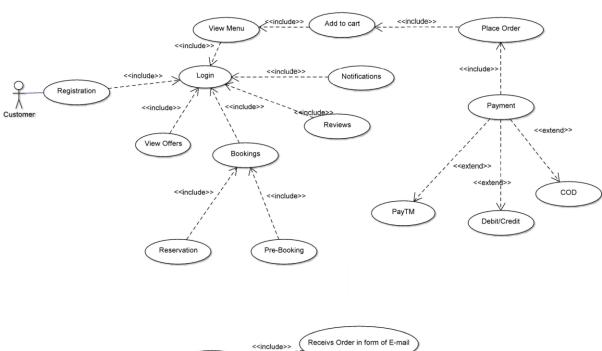
Not Applicable.

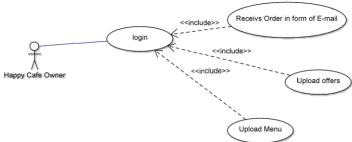
6.2 Legal, Copyright, Other Notices

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Appendix A: Analysis Models

Use-Case Diagram:





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Chapter-2

Software Design Specification

1.	Introduction
2.	Logical Architecture (Sequence Diagram, State Diagram, Class Diagram)
3.	Logical architecture description
	3.1 State Diagram:
	o Login
	o Register
	o Home
	o About Us
	o Menu
	 Sent a mail of selected menu to the owner of café
	o Menu items
	o Logout
	3.2 Sequence Diagram:
	o Login
	o Register
	o Home
	 Select Order
	o Delete Order
	 Sent a mail of selected menu to the owner of
	café
	o Logout
4.	Execution Architecture
	4.1 Reuse and Relationship between two products

5.	Design Decision and Tradeoff
6.	Pseudo Codes
7.	Tools And Technologies used during the project development:
8.	Novelity of the Project Idea
9.	Sophistication value of the project
10	Applicability of the project

1. Introduction

The Software Design Document is a document to provide documentation which will be used to aid in software development by providing the details for how the software should be built. Within the Software Design Document are narrative and graphical documentation of the software design for the project including use case models, sequence diagrams, collaboration models, object behaviour models, and other supporting requirement information .

1.1 Purpose of this document

This document will define the design of the one runway simulator. It contains specific information about the expected input, output, classes, and functions. The interaction between the classes to meet the desired requirements are outlined in detailed figures at the end of the document.

1.2 Scope of the development project

We describe what features are in the scope of the website and what are not in the scope of the website to be developed.

1.2.1 **In Scope**:

The users will easily find all the information about the Cafe and will know all the menu available in the café.

1.2.2 Out of Scope:

There is no online payment, cash on delivery will be available.

1.3 Definitions, acronyms, and abbreviations

IEEE: Institute of Electrical and Electronics Engineers

SDS: Software Design Specification

CRS: Campus Recruitment System

Mieten: The name of CRS, an android application.

1.4 References

1.4.1 R. S. Pressman, Software Engineering: A Practioner's Approach, 5th Ed, McGraw-Hill, 2001.

1.4.2 IEEE SDS template

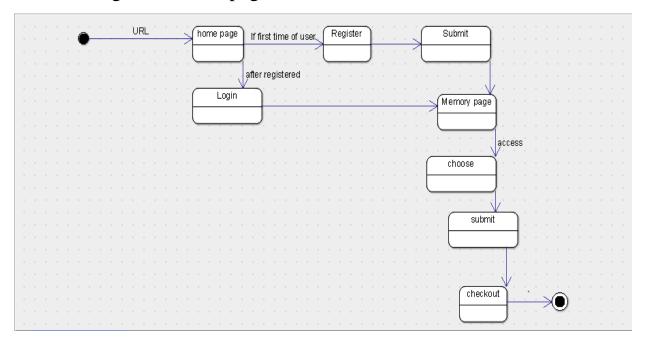
- 1.5 **Overview of document**: This SDS is divided into seven sections with various sub-sections. The sections of the Software Design Document are:
- 1. Introduction: describes about the document, purpose, scope of development project definitions and abbreviations used in the document.
- 2. Conceptual Architecture/Architecture Diagram: describes the overview of components, modules, structure and relationships and user interface issues.
- 3. Logical Architecture: describes Logical Architecture Description and Components.

- 4. Execution Architecture: defines the runtime environment, processes, deployment view.
- 5. Design Decisions and Trade-offs: describes the decisions taken along with the reason as to why they were chosen over other alternatives.
- 6. Pseudocode for components: describes pseudocode, as the name indicates.
- 7. Appendices: describes subsidiary matter if any.

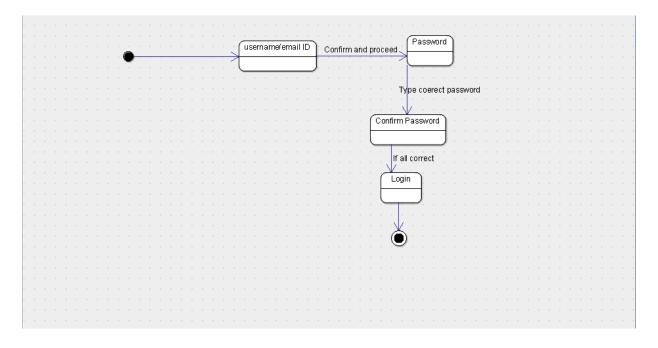
2 .Logical Architecture:

2.1 StateDiagrams

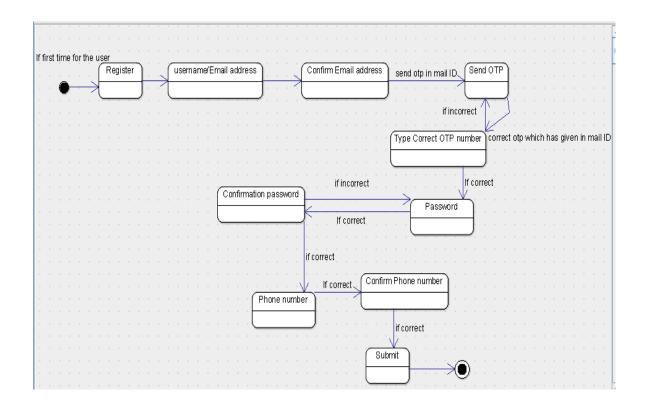
State Diagram: Home page



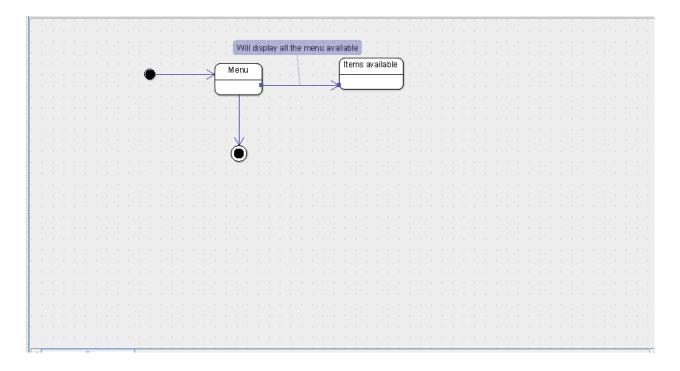
State Diagram: Login page



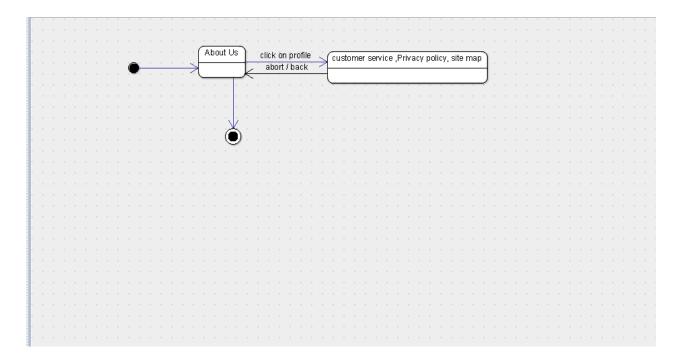
State Diagram : Register page



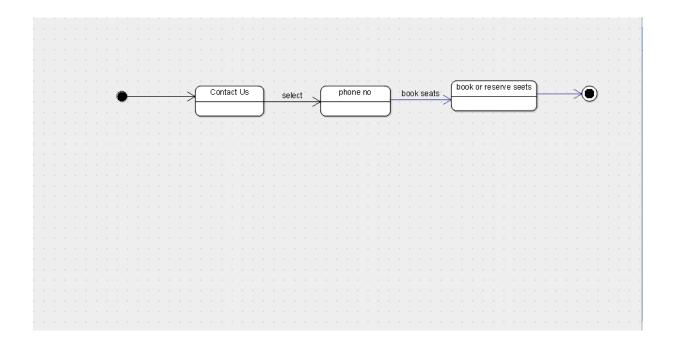
State diagram: Menu



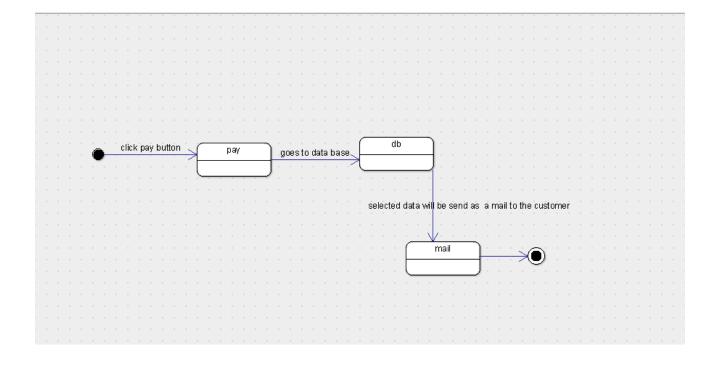
State Diagram: About US

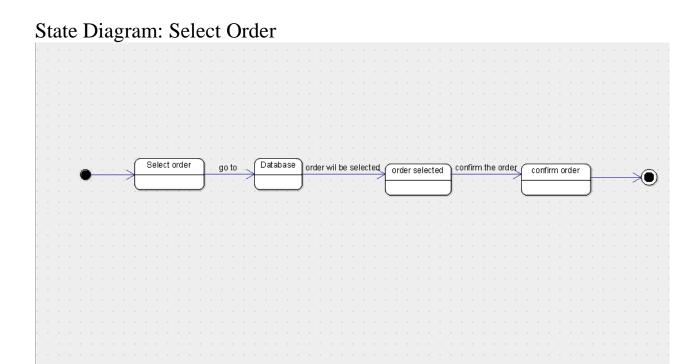


State Diagram: Contact Us

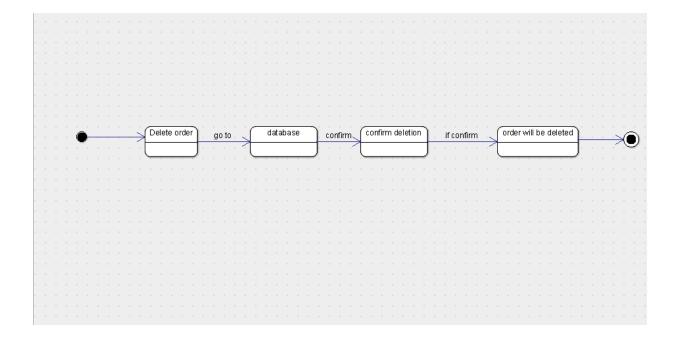


State Diagram: Send slected items of menu in mail to the owner of the cafe

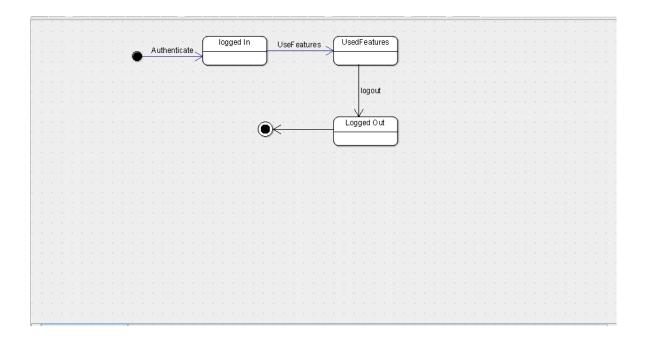




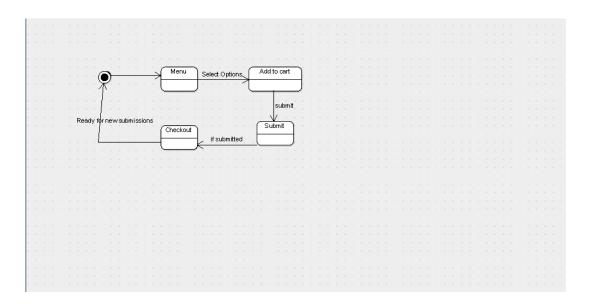
State Diagram: Delete Order



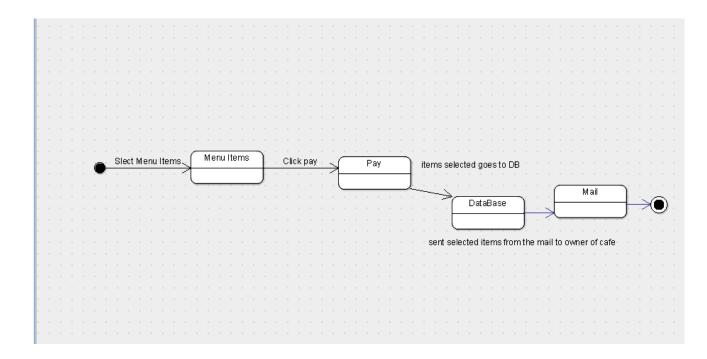
State Diagram: Logout



State Diagram: Checkout

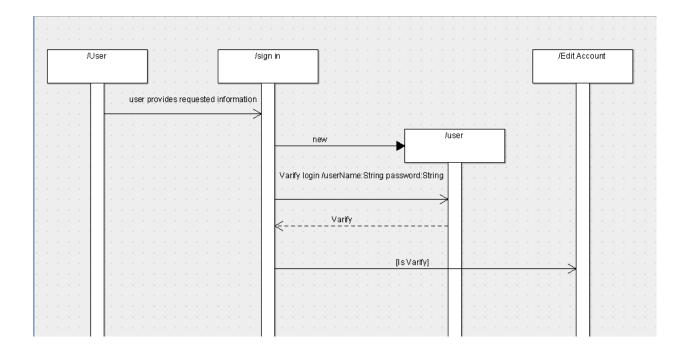


State Diagram: Menu Items

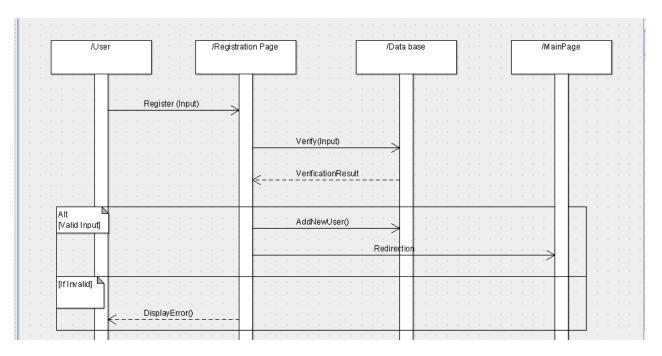


2.2 Sequence Diagrams:

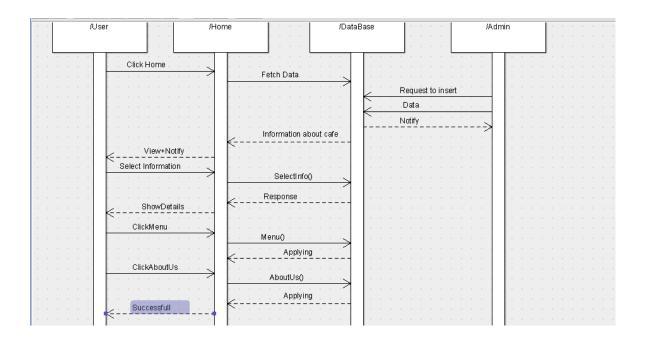
Sequence Diagram: Login page



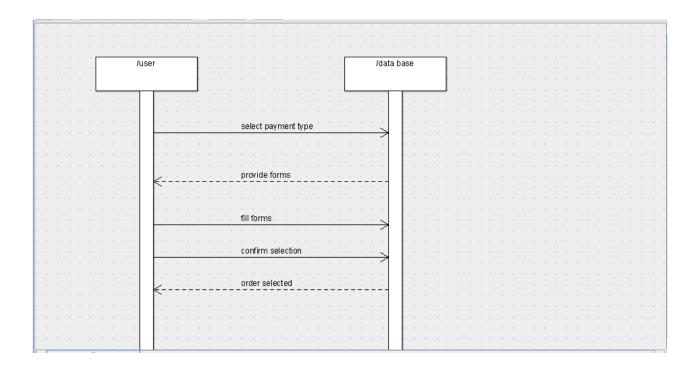
Sequence Diagram: Register



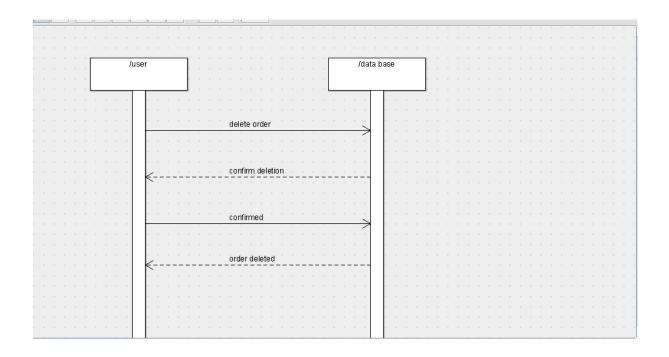
Sequence Diagram: Home



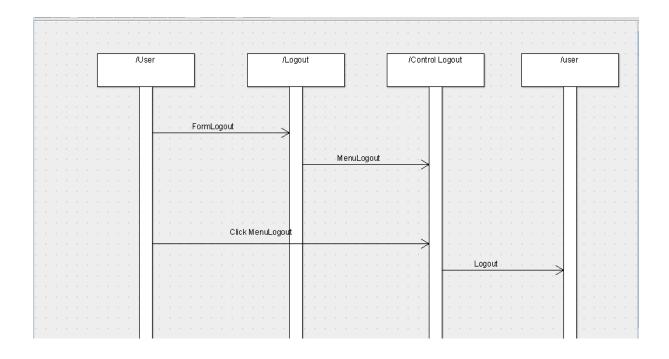
Sequence Diagram: Order



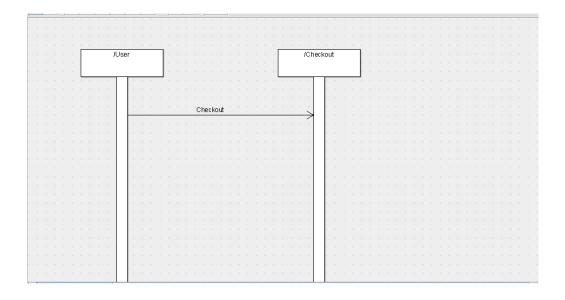
Sequence Diagram: Delete Order



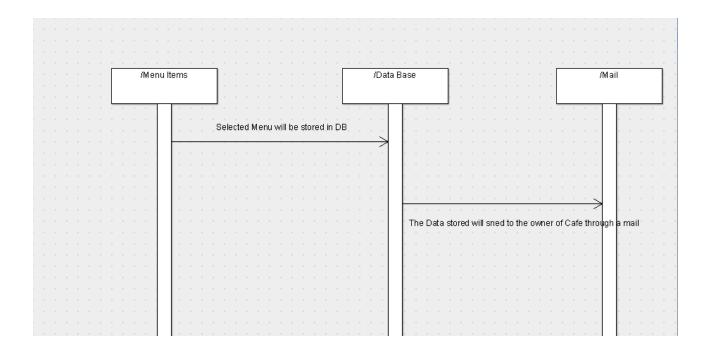
Sequence Diagram: Logout



Sequence Diagram: Checkout



Sequence Diagram: Selected Menu will be sent through mail to the Owner of a Cafe



3.0 Logical Architecture Description

3.1 Sequence Diagram:

- Arrow line signifies there is a send message taken place. Response is being shown by dotted arrows.
- About page: signifies Admin puts data on about page regarding cafe,
 which later can be viewed by customers on their Website About page.
- Home: Admin posts cafe data through their InsertCafe Page, which later is visible on the Home Page of the students. It also allows customer to order food.
- Login Page: It allows customers or users to login with their username and password. The password should contain atleast six characters otherwise it will show error and the user has to type again from scratch.
- Register Page: It allows customers or users who are visiting the website for the first time to register themselves. The register page contains email address or username, if correct then proceed to password then conform password, phone no.
- Menu page: The menu page will contain about all the information about the menu available in the café.

3.2 State Diagram

Initial state is being shown by starting with a black dot. Final State is being shown by the black dot surrounded by an empty circle.

Register: This will be the starting point of the state diagram. The first user who will visit to this website will register him/herself with the correct information and make an account.

Login: On this button the user can only come after he/she has registered themselves. In this button the user have to give the username and password which he has submitted during the registration.

Admin About page: On clicking Add button, it lands up the user to the Add Data page which takes input the café data and statistics. On clicking Back, it returns to the parent page

Menu: When you will click on menu button You will be able to see the menu of the café with the prices.

Home: when you open the first page of the website you will see the Home page in which you will get all the information about the café – about us, menu ,more information .

Contact Us: when you click this you will get the all contact details of the café through which you can reserve seats and also book for parties in café

Our Offers : When you click this you will see all the offers, discount available on that day in the café .

My Account: This contains new products, specials, manufacturers and suppliers. New products: when you click this you will get all the new products available on that day in café.

Logout: This will make you sign out from your account. Feedback: when you come into this you will see

3.3 Method Description:

Intents are asynchronous messages which allow application components to request functionality from other Android components. This method allows student to login through their Google account. SignIn Intent stores the resultant value by checking whether the sign from Google is authorized login or not . If

the user is not a Google client then the login will fail and if it is a authorized login then it will lead to student landing page.

4.0 Execution Architecture

Runtime environment required is any device supporting Website with the minimum version of Ice-cream Sandwich, Android Studio as a deployment platform.

4.1 Reuse and relationships to other products NIL

5.0 Design decisions and tradeoffs

The design decision to use two screens separately for admin and student is to provide encapsulation. It may have been possible to get all the information on one screen. However, using two screens will keep the data of admin separate from the data being accessed by students.

6.0 Pseudo codes for components:

```
: <asp: textbox ID="Text_Username1" runat="server" placeholder="Username" height="35px" Width="250px"> </asp:textbox></asp:TableCell>
```

```
: <asp: textbox ID="Text_Password1" runat="server" placeholder="Password " height="35px" Width="250px"></asp:textbox></asp:TableCell>
```

Home page:

{

Registeration button which redirects to Registration page : protected void btnRegister_Click(object sender, EventArgs e)
Response.Redirect("Register.aspx"); }

Sign in button which redirects to Sign in page: protected void btnSign_Click(object sender, EventArgs e) Response.Redirect("SignIn.aspx"); Submit: protected void Register_Submit1_Click(object sender, EventArgs e) con.Open(); if (Text_Username1.Text == dr[0].ToString() && Text_Password1.Text == dr[1].ToString()) { Response.Redirect("Menu.aspx"); } else Response.Write("<script>alert('Please enter correct details')</script>"); con.Close(); } **Registration Page:** ➤ To login page: protected void btnSign_Click(object sender, EventArgs e) Response.Redirect("SignIn.aspx");

```
> To Register Page:
                     protected void btnRegister_Click(object sender, EventArgs e)
                  Response.Redirect("Register.aspx");
                  }
                     > Submit
                 protected void Register_Submit_Click(object sender, EventArgs e)
           {
               con.Open();
           string duplicate = "select username from f_data where username = "" +
Text Username.Text + "'";
       SqlDataAdapter da = new SqlDataAdapter(duplicate, con);
       DataSet ds = new DataSet();
      da.Fill(ds);
      if (ds.Tables[0].Rows.Count>0)
         Response.Write("<script>alert('Username already Exits')</script>");
         Text Username.Focus();
      }
      else
         SqlCommand command;
         //SqlDataAdapter adapter = new SqlDataAdapter();
         String sql = "";
         sql = "Insert into f_data values(@Val1, @Val2, @Val3, @Val4, @Val5)";
         command = new SqlCommand(sql, con);
         //adapter.InsertCommand = new SqlCommand(sql, con);
         command.Parameters.AddWithValue("@Val1", Text_Name.Text);
         command.Parameters.AddWithValue("@Val2", Text_address.Text);
         command.Parameters.AddWithValue("@Val3", Text_Email.Text);
         command.Parameters.AddWithValue("@Val4", Text_Username.Text);
         command.Parameters.AddWithValue("@Val5", Text Password.Text);
         command.CommandType = CommandType.Text;
```

```
command.ExecuteNonQuery();
    //adapter.InsertCommand.ExecuteNonQuery();
    command.Dispose();

    id2.Visible = false;
    id3.Visible = true;
}
con.Close();
}
```

• Login page:

Response.Write("<script>alert('Please enter correct details')</script>");

Menu:

```
> Register:
protected void btnRegister_Click(object sender, EventArgs e)
       con.Open();
       Response.Redirect("Register.aspx");
    }
   > SignIn:
protected void btnSign_Click(object sender, EventArgs e)
    {
       Response.Redirect("SignIn.aspx");
    }
   Order:
private void btn_order_Click(object sender, EventArgs e)
    {
         int price, quantity;
         string item;
   Cancel Order:
      private void btn_orderCancle_Click(object sender, EventArgs e)
             if (listView2.SelectedItems != null)
                int deduct=0;
                var confirm = MessageBox.Show("Are Sure You Want Cancle
      Order", "DELETE
      ORDER", MessageBoxButtons. YesNo, MessageBoxIcon. Warning);
                if (confirm == DialogResult.Yes)
                {
                  for (int i = 0; i < listView2.ltems.Count; i++)
                     if (listView2.ltems[i].Selected)
                       deduct = int.Parse(listView2.Items[i].SubItems[1].Text);
                       listView2.Items[i].Remove();
                       i--;
                  } }
```

```
Logout:
          Protected void Inkbtnlogout_Click(object sender,EventArgs e)
          {
          Session.Abandon();
          Session.Clear();
          Response.Redirect("~/page1.aspx");
          )
```

A possible tradeoff when considering links is to use buttons instead of items in the menu. This design decision - to use buttons for navigating between screens - is to enhance visibility. Text links in the menu bar located at the bottom of the PDA's screen can be hard to see. The tradeoff for buttons with descriptive labels rather than text links in the menu bar will be that navigation from screen to screen will be easier. Descriptive labels will let the user know where he is navigating. Buttons are larger than the text links located in the menu bar of the PDA. Therefore, it is easier for the user to locate the mechanisms needed to navigate from screen to screen

Chapter-3

Tools And Technologies used during the project development:

Tool for Developing program:

- We have used visual studio for developing program of a website's front end as well as back end.
- Visual Studio uses Microsoft software development platforms such as Windows API,
 Windows Forms, Windows Presentation Foundation, Windows Store and Microsoft Silver light.

Tool For making Website:

- We used GitHub which is a command line tool provides a web page graphical interface It also provides access control and several collaboration features, such as basic task management tools for a project.
- We also used debugging tool called debugger to debug the code.

Chapter-4

Novelity of the Project Idea:

 Our customer (Mr Satish Dabbiru) who own a Café in Delhi (Happy Café). He wants us to make an app first when we told him about our project but later he changed his mind and told us to make a website for his café as he don't have the recognition for café.

- Then we started to make website. We used c# for backend and javascript ,html for front end . We used Visual studio as a tool for developing our code. The pictures of front end were taken randomly from internet because our client told us to do.
- Our customer that the whole idea of making a website should be little bit different from other websites
 as we kept this feature of Cash on delivery option. The idea is that when a user will select the items
 which he want from the menu available in the café then the selected items will go to the admin ie the
 owner of the café then he will receive all the selected menu and send it as home delivery.
- Many times, a novel research might just mean disproving what is already known. The novelty will largely depend on your in-depth knowledge of the field. With the increasing amount of research output, many high impact journals are now seeking highly novel information to publish.
- This paper aims for the development of a concept that shows how the degree of novelty of product ideas can be used for idea management. Therefore, a definition of the degree of novelty of product ideas is developed at first. The degree of novelty is divided in different dimensions regarding what aspect of an idea is new, how new this aspect is and to whom this aspect is new. Based on that, it is shown how the degree of novelty can be implemented in the stages of idea description and evaluation.
- C# is a program that is new for us we used this language for our backend for this web site and also few things like debugging the code of c# and make a website for café as the customer wants was new for us.
- We also used this new feature that when the user will all the form with is email Id then the admin will send a otp number to user's mail and then the user have to type that correctly otherwise he will not be registered.
- We also kept the session feature which is absolutely new to us. Whenever the user will regester or login into the website, if he/she leaves for more than 5 minutes then the page will automatically gets refreshed and the user has to type all the information again.
- We also kept the feedback field in this website, the idea is after selecting the food from menu and clicking in the button of cash on delivery he/she can come to the feedback and rate on 5 about what they think of food or café and then this will be displaying all the time to the user whenever he/she will login and also the admin can see the feedback that the user has given.

Chapter-5

Sophistication value of the project:

• The project was not easy to make for us as we are doing it for first time but we have divided our work between us according to the skills we have and mainly because of our customer (Mr Satish Dabbiru) and our mentor (Surbhi Chaitanya) it was helpful for us to make this project.

Accessibility

Undoubtedly, the web has become increasingly important in several aspects of our lives. The very first challenge in website creation is to make your website as much accessible as possible. But, how do you define 'web accessibility'? Well, website or web accessibility can be defined as the practice of making websites accessible for people of various backgrounds,

abilities and disabilities. To create a website which is accessible, you need to design and develop it in a way that all users have an equal access to the information, functionality and features of the site.

Compatibility

The next very important but sadly one of the most overlooked aspects of website creation is compatibility. Also referred to as 'browser compatibility', website compatibility focuses on making websites compatible across a range of browser platforms. Webmasters need to plan out an effective browser testing schedule. To test your website for compatibility, you need to check it on different browsers, operating systems and monitor resolutions among others.

A compatibility test will include the following –

- a) Plan out a testing schedule
- b) Select what to test
- c) Choose pages that you want to test
- d) Pick a testing platform
- e) Initiate the test
- f) Review results and retest

Navigability

If people are unable to easily navigate through a website, they will leave as quickly as they come. The navigational structure of the website is a big challenge for webmasters and web designers. In fact, navigability is the most important aspect of website design. An effective navigational structure of the website enhances usability. The users of a website are a heterogeneous mixture of people hailing from different backgrounds and geographical locations. Your website should be easily navigable for all users, irrespective of where they belong to. Site visitors should be able to easily find the information they are looking for. Whether it is the primary or the secondary navigation, they should be structured to orientate users on the website.

Readability

The fourth most important issue in website creation is 'readability'. Readability refers to the practice of delivering the write up in a way that enhances ease of reading. While creating a great website, you should focus on making it readable for all users, regardless of their backgrounds and age groups.

A website's readability includes three essential aspects –

- a) Typeface
- b) Layout or Design
- c) Colors

Arial, Verdana and Times are some of the most preferred typefaces. People are used to reading these typefaces. Therefore, it is always advisable to stick to the main typefaces. Always choose a typeface which is clear on screen and is easy to read. The same goes with the layout of the content and text color. Create a content layout (textual presentation) which users can easily skim and scan.

Usability

In fact, this is the sum total of the other four biggest challenges in website creation, mentioned above. Driving traffic to your website is only half the battle. For winning this battle, you need to engage the readers on your website and compel them to return over and over again. The success of website creation depends on whether or not it conforms to the usability guidelines. In terms of usability, your website should be easy to use and the information should be easy to retrieve for users. Websites that place restrictions (bookmarking not possible, printing problems, disabled back buttons, emailing of link not possible etc.) on users simply damage their website's usability.

Chapter-6

Applicability of the project:

The usefulness of the website are:

1. people research online before they buy or go to the café

A modern looking website with an easily accessible menu, address and opening hours, stunning photos of coffee and food you serve, your shop's interior (and maybe some funny photos of your happy staff and customers) will inspire potential customers to visit your coffee shop

2. A website make it easier to tell your story

We know 've started your shop because you have passion for coffee, and like most other coffee business owners, you probably have an incredible story to tell. We bet your customers would love to know about how and why you have started in this beautiful industry, and what the philosophy behind your coffee is. A website allows you to present your story the way we want by choosing a theme and design that fits your story the most — short or long, with lots of humour, or serious and conservative, colorful and funky, or minimalist and classy. Everything is up to you.

3. Having A Website Greatly Increases Your Visibility

Online visibility means Internet traffic, which means potential new customers and sales. Less online visibility means less potential new customers and sales. This is just what an average person would do

You have no control over social media platforms:

On top of that, social media platforms set their own rules and restrictions, which they change often and in major ways on a very short notice. They give you no choice but to either accept new rules or to not use their platform altogether. Even if you accept all the changes along they way, those rules are usually set out in lengthy terms and conditions and are not that straightforward. If you inadvertently violate them, your page may get suspended or even banned. You are also much more flexible in how you want to present your business to your fans on a website than on a social media platform.

4. A website keeps your competetors out of view:

Facebook, like most social media platforms today, is a publicly traded company, and its primary focus is — making money. And the way Facebook makes money (and lots of money) is through targeted ads. If people search for coffee shops on Facebook or look up their favorite shop there, they are likely to see ads tailored to their interests, which means they may see ads from other coffee shops, cafes, and restaurants running promotions or sales right on your page. This means that all the work that you put into getting fans to your page has just

greatly helped your competitors. Indeed, you've done all the work for them — attracted coffee shop lovers in a specific city or area to a Facebook page, where your competitors can easily place highly targeted ads. To the contrary, on your website, you keep your customers focused on your brand and not on the ads of other establishments in the area

5. You sell through website:

Finally, more and more shops and roasteries across the country are beginning to sell products online using their websites. Popular products to sell are different kinds of gifts (coffee samplers, gift cards, and gift baskets), merchandise (custom coffee mugs, t-shirts, and hoodies), equipment (French press, coffee dripper kits, Chemex coffee makers, and others), and of course, fresh coffee, offered simply by individual bags or through special roast clubs that you can create. Just think about how much shop space you can save by moving some of your retail to the cloud. The opportunities to sell through your website are limitless, and most of your customers will appreciate the convenience of shopping online. Click, click, done. Just make sure to ship on time and offer discounts.

<u>Chapter-7</u> <u>Testimonials from Customer/Users (Comprehensive/Regular/Quality</u> Feedback)

•	How easy was it to install our software?
	C Extremely easy Very easy Moderately easy Slightly easy Not
	at all easy
•	How quick was the installation process for our software?
	C Extremely quick Very quick Moderately quick Slightly
	quick Not at all quick
•	How user-friendly is our software's interface?
	C Extremely user-friendly Very user-friendly Moderately user-
	friendly Slightly user-friendly Not at all user-friendly
•	How successful is our software in performing its intended task?
	• Extremely successful • Very successful • Moderately successful •
	Slightly successful Not at all successful
•	Overall, are you satisfied with the performance of our software and our
	team , neither satisfied nor dissatisfied with it, or dissatisfied with it?
	C Extremely satisfied C Moderately satisfied C Slightly satisfied C
	Neither satisfied nor dissatisfied [©] Slightly dissatisfied [©] Moderately
	dissatisfied Extremely dissatisfied

•	How likely are you to recommend our software and the team to others? © Extremely likely © Very likely © Moderately likely © Slightly likely © Not at all likely
	 How approachable our team was Extremely approachable Very approachable moderately approachable very difficult to meet don't respond on time
	How do you rate the technical competence of the team • Extremely Talented Moderately Talented Not talented at all
	Would you like to continue with our team in future Would love to work Will at least give a thought Will not consider at all
	The project was done as a course project of CS 301. Would you like to participate in selecting the team from pool of students next time for another product?
	 Would love to work Will at least give a thought Will not consider at all
	How much business time is saved by the tool/product developed by our team compared to your traditional way of doing the business(e.g. without this product/tool/software)
	0-10 % © 10-30% © 30-60% © 60-80% © more than 80%
	Do you think the product is helpful to increase the business turn over
	Ouite sure It is likely to do so Don't know/can't say was waste of time. No improvement at all.
	How much percentage of your expectations /requirements are satisfied 100% 70-90% 40-60% below 40%

If you were the course supervisor how would you evaluate the project?

A+CABC+CCCD+CDCBelow DC

How would you rate the sincerity of the team

Any other suggestion/feedback/comment

extremely sincere CGood level of sincerity is there CModerate level of sincerity Not sincere at all



Chapter-8

Nature of the Customer:

Our customer (Mr Satish Dabbiru) is an employee in a Multinational company. He also owns a café of his own called Happy Café which is located in Delhi which is not yet recognized so he wants us to make an app before when we told him about our software project but later on he decided that a website would be better for is café first than a café . He told us all the requirements that he want for the website .He told us that there should be a feature home delivery. Because now a days the social media has tremendously grown people rather than going to a café can also order from home not by an app but from the website . The feature is that whenever the user will select the items and click on submit button a mail will go to the owner of the café and it will be home delivered and the payment process is Cash on delivery. As he is to be busy most of the time his café is taken care by his wife.

Chapter-9

TEST DOCUMENT:

Req ID	Module	Method Name	Input Parameter	Expected Output	Real Output	Status
Req 1	Register	Username()	Enter username be some integers also	Registerd	Registerd	pass
Req 2	Register	Password()	Enter unique password	Registerd	Registerd	pass
Req 3	Register	Confirm Password()	Enter the previous password to confirm	Registerd	Registerd	pass
Req 4	Register	Email Address()	Enter your email Id should be @gmail.com	Registerd	Registerd	pass
Req 5	Register	Address()	Enter your address	Registerd	Registerd	pass
Req 6	Register	ViewName()	Enter Name	Registerd	Registerd	pass
Req 7	Register	Submit()	Click Submit button	Registerd	Registerd	pass
Req 8	Login	Username()	Enter correct Username	log in successfully	Logged in	pass
			incorrect username	display an error	display an error	pass
Req 9	Login	Password()	Enter correct Password	log in successfully	Logged in	pass
-			incorrect password	display an error		
Req 10	Menu	Beverages()	Click on Beverages	The menu for the beverages will be available	The menu for the beverages will be available	pass
Req11	Menu	Coffee()	Click on Coffee	The menu for different types of coffee will appear	The menu for different types of coffee will appear	pass
Req 12	Menu	Veg Starter()	Click on Veg starter	The list of veg starters will appear	The list of veg starters will appear	pass
Req 13	Menu	Veg Maincourse()	Click on Maincourse	The list of maincourse will apear	The list of maincourse will apear	pass
Req 14	Menu	Pay()	Click pay	Generates a mail	Generates a mail	pass
Req 15	Menu	Delete Order()	When You want to delete the selected menu	Order will be delete	Order will be deleted	pass

Chapter-10

Minutes Of Meeting with Customer:

Discussion about the requirements with the customer (Mr Satish Dabbiru).

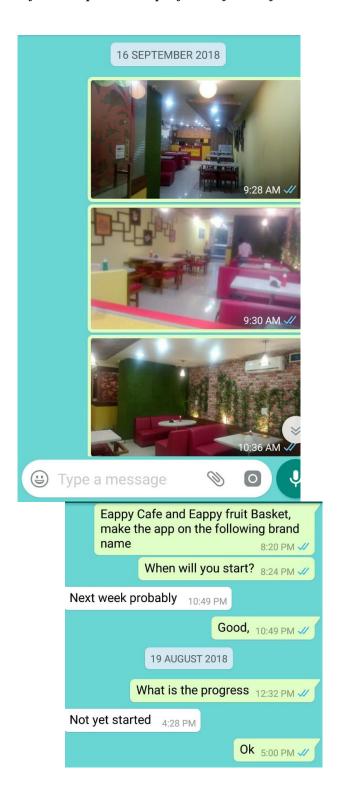
- 1. On the first meeting: The customer told us to make an android app and told all the requirements that we have to add while making an app.
- 2. On Second meeting :We had a conference call and discussed about the progress of the project.

- 3. On third meeting: The customer told us to make a website instead of an app and said all the features will be same except the ordering part will not be there.
- 4. On the fourth meeting: We had discussed the progress of website and the design templates that we are going to keep.
- 5.On the fifth meeting he gave us a menu that we have to put in the website.

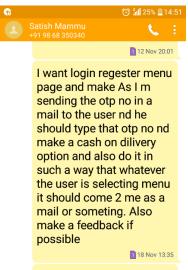
Action Items	Owner(s)	Status
SRS submission1	Group members	Completed
SRS submission2	Group members	Completed
Design template	Group members	Completed
Submission phase1		
Design template	Group members	Progress
Submission phase2		

Name of the person	Date of the meeting	Time Duration
Mr Satish Dabbiru 23 rd August		1 hour
Mr Satish Dabbiru	16 th September	30 minutes
Mr Satish Dabbiru	28 th September	1 hour
Mr Satish Dabbiru	2 nd October	30 minutes
Mr Satish Dabbiru	23 rd October	40 minutes

Few Screenshots of the conversation that took place between the Client and group members:



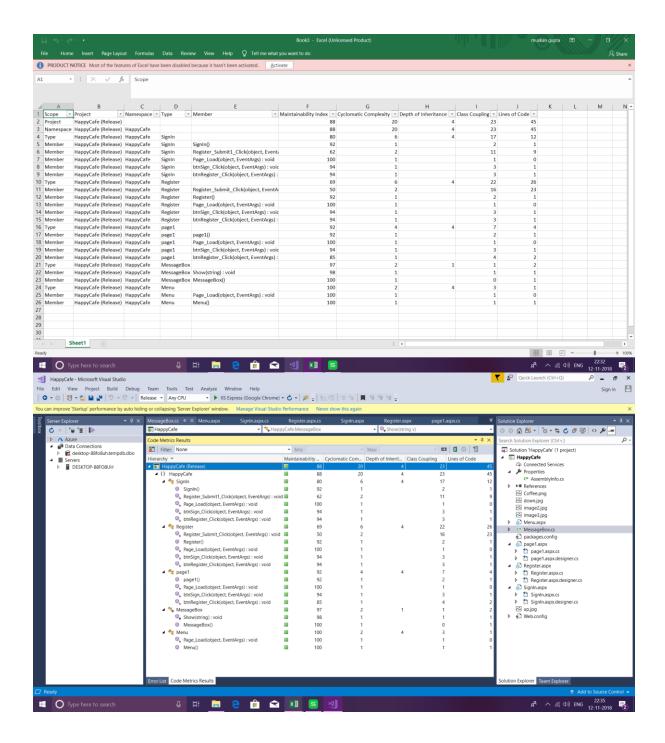




Chapter-11

Software Metrics

Metrics level defined:



Data Flow Diagram:

