1. What is it?

The project aims to develop the software of a self-service machine for a ramen restaurant using Agile methods. To develop this system, we meet first to discuss and pool our ideas to identify specific needs. Fact-finding techniques, such as interviews, observations, etc., are used to define needs with sufficient clarity and precision. The java code was then written through an iterative process. Finally, we improved the user interface and wrote user manuals. We hope all restaurants and customers using our system t can be satisfied.

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2. How to run it?

```
1) Just click Software_Engineering.jar
2) Open your command line. Go to ` ./Project/target/classes ` . And input ` java seventeen.group.GUI.Start `
```

3. What have we achieved?

```
Customer part:
    Order the meal
    Choose staple food
    Choose the basic ingredient (soup,noodles,spring onion,nori,chashu,boiled egg,spiciness)
    Choose extra ingredient (nori, boiled eggs, shoots, chashu)
    Check the order again before pay it
    Choose eat-in or take-out
    Become the member
    Member login
    Select the mode of payment(cash/postcard). The number of stamps will automatically grow if purchased with cash
    Check the final bill

Manager part:
    Login to the manager account
    Change the price / availability of staple food or ingredient.
    View statistics
    Check the sale situation for all food.
    View sales report for different types of product.

Discount: (Just a Painted Eggshell for fun!)
    The price of food will halve on Thursday!
```

4. Key structure of folder src.

```
src
L main
    resources
java
        META-INF
seventeen
            L group
                  DAO ----- AvailableDao.java
                       ----- BillDao.java
                       ----- CustomerDao.java
                       ---- PriceDao.java
                       ---- ReceiptDao.java
                       ----- Impl ----- AvailableDaoImpl.java
                                   ---- CustomerDaoImpl.java
                                   |----- PriceDaoImpl.java
                  Entity ---- Available.java
                          ---- Bill.java
                          ---- Customer.java
                          ---- MostPopMeal.java
                          ---- Price.java
                          L---- Statistics.java
                  GUI ---- Start.java
                      |---- DirectPay.java
                       ---- DirectPay2.java
                       ---- Login1.java
                       ---- Login2.java
                       L____ ... ...
                 Service ----- AvailableService.java
                           |---- BillService.java
                           ---- CustomerService.java
                           ---- PriceService.java
                           ---- ReceiptService.java
                           L---- Impl ----- AvailableServiceImpl.java
                                      |---- BillServiceImpl.java
                                      ----- CustomerServiceImpl.java
                                      ----- PriceServiceImpl.java
----- ReceiptServiceImpl.java
```