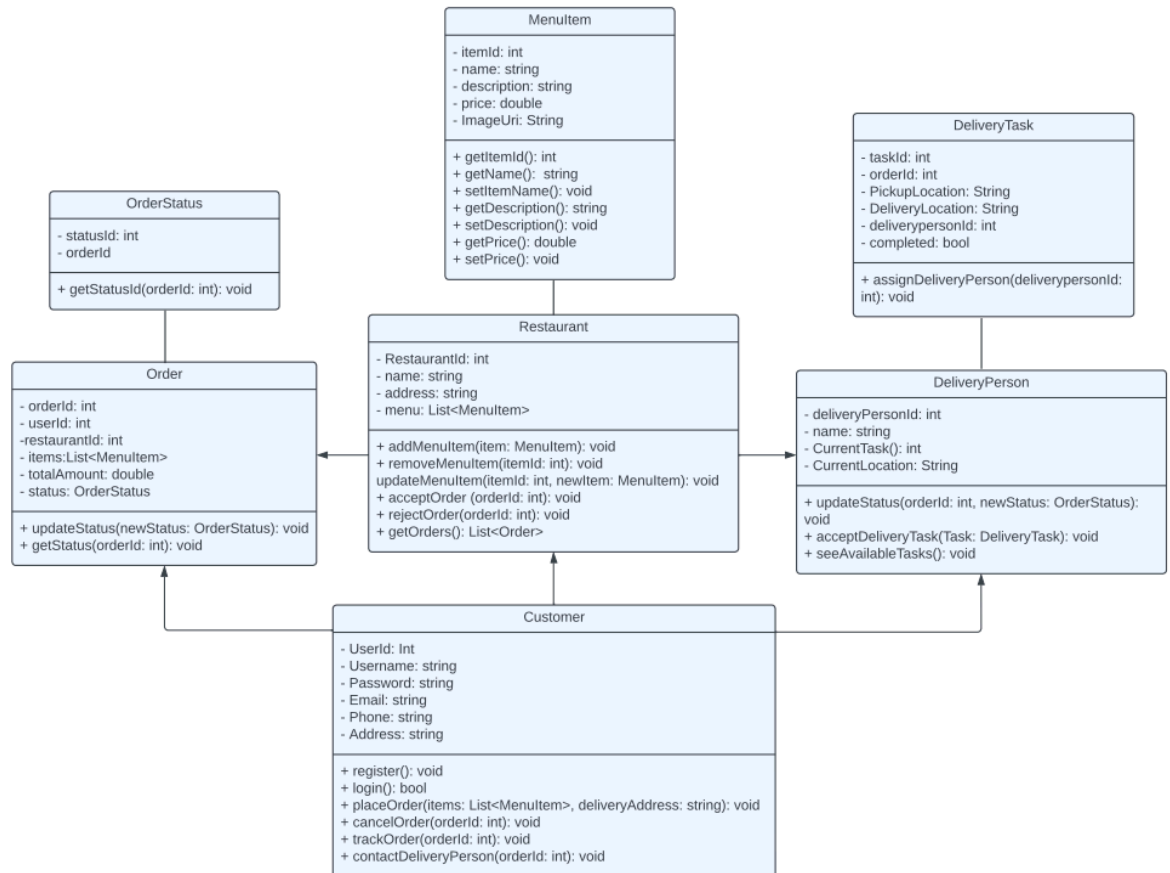


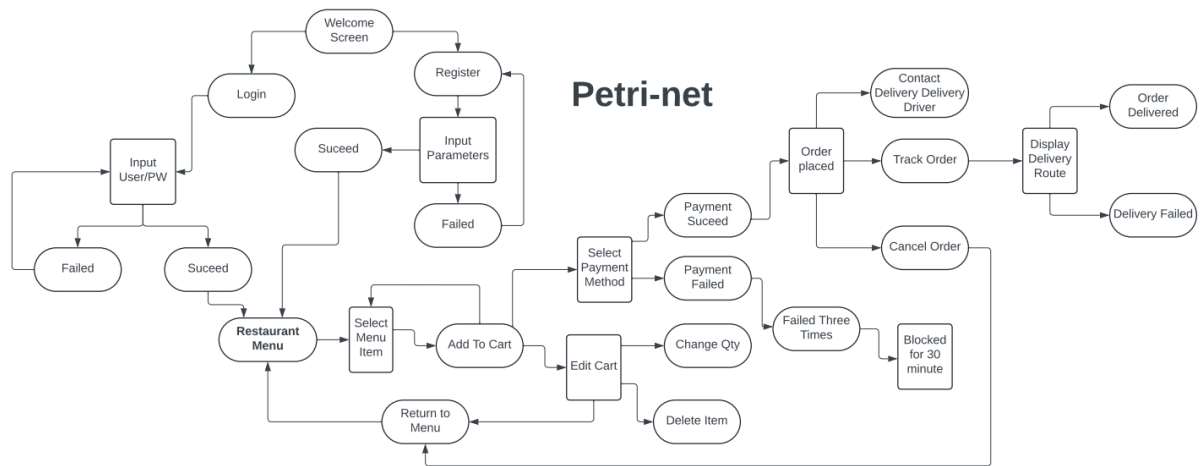
Group T: Phong Nguyen, Kevin Chau, Dahyeon Park, Sonam Lhamo, and LingJie Pan  
Report 2: Supereats

[https://lucid.app/lucidchart/3389705d-572e-4f95-b21c-feaec2f950c1/edit?beaconFlowId=26AF7D6F3DEA764E&invitationId=inv\\_a56efa45-e746-473f-b71c-694029b7202c&page=0\\_0#](https://lucid.app/lucidchart/3389705d-572e-4f95-b21c-feaec2f950c1/edit?beaconFlowId=26AF7D6F3DEA764E&invitationId=inv_a56efa45-e746-473f-b71c-694029b7202c&page=0_0#)

## 1. Introduction:

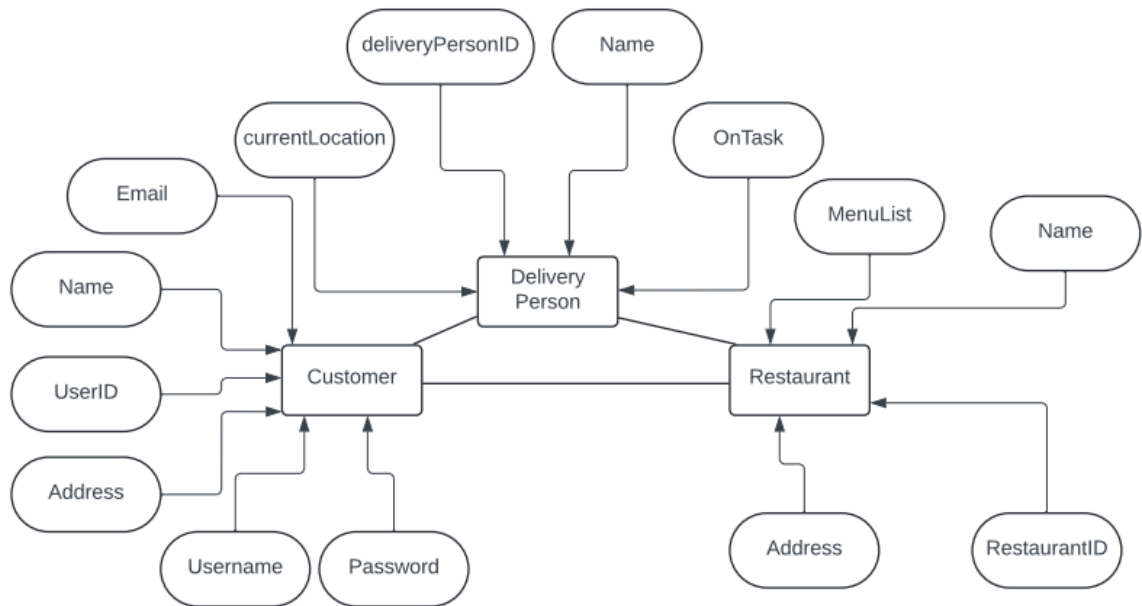


2. All use cases:



3. E-R diagram for the entire system:

## E-R Diagram



4. Detailed design:

```

/*OrderStatus Class*/
int getStatusId(orderId){

```

```

    return orderId.status.statusId
}

/*For Order Class that inherits OrderStatus*/
void updateStatus(orderStatus){
    this.orderStatus = !this.orderStatus;
}

void getStatus(){
    return this.Status;
}

/*Restaurant*/
+ acceptOrder (orderId: int): void
+ rejectOrder(orderId: int): void
+ getOrders(): List<Order>

void addMenuItem(MenuItem item){
    //item into List
    this.list.append(item);
}

void removeMenuItem(int itemId){
    for(int i = 0; i < list.size(); i++){
        if(list[i] == itemId){
            list.removeat(i);
        }
    }
}

void updateMenuItem(int itemId, MenuItem newItem){
    /*We will determine how to handle this after we have built the frontend.
    This function will serve to allow the Admin of the restaurant to edit and
    update the list of menuItems
    */
}

void acceptOrder(MenuItem<list> items){
    //orderId will be the last orderId + 1
    this.orders.append(items, orderId)
}

```

```

}

void rejectOrder(MenuItem<list> items){
    // will need to show the user there is an error and then throw away their order.
    console.log("Reject Order")
}

void getOrders(){
    for(int i = 0; i < list.size(); i++){
        console.log(list[i]+"\\n");
    }
}

/*Delivery Task*/
void assignDeliveryPerson(deliveryPersonID deliveryPerson, int orderID){
    deliveryperson.currentTask = orderID;
}

/*DeliveryPerson*/
void updateStatus(int OrderID, orderStatus newStatus){
    /*
    Check for orderID and allow the deliveryPerson to update the status of the order.
    If they are unable to complete it, update as such.
    If they have completed the order, update as such.
    */
}

void acceptDeliveryTask(DeliveryTask Task){
    /*
    Change the status of the Task to accepted if the driver decides to take the task
    */
}

void seeAvailableTasks(DeliveryTask<list> Task){
    for(int i = 0; i < Task.size(); i++){
        console.log(Task[i]);
    }
}

/*Customer*/

```

```

void Register(){
    /*This will be handled on the frontend such that when the user registers
    their information will be pushed to the backend*/
}

void login(){
    /*Check backend with user information to see if their data
    validates*/
}

void placeOrder(List<MenuItem> List, String DeliveryAddress){
    1. Send order to restaurant
    2. Restaurant accepts
    3. Send to delivery driver
    4. Delivery driver delivers
    //Edge cases will break the sequence of events and display an error with their order
    //to the customer
}

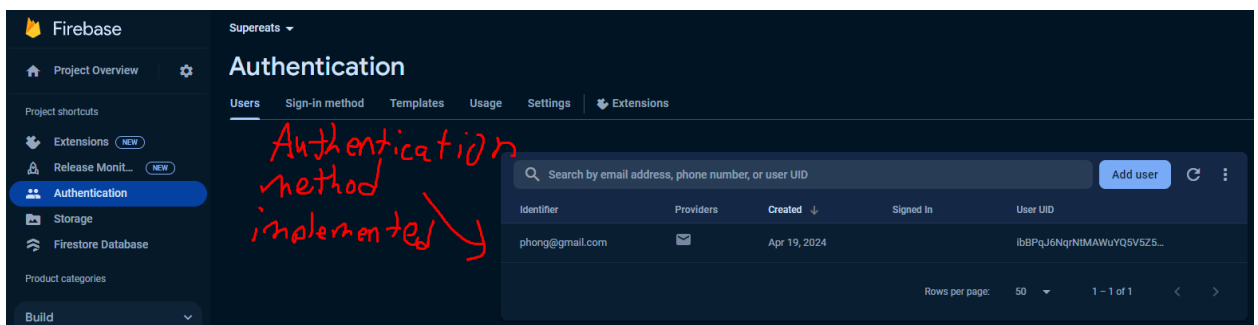
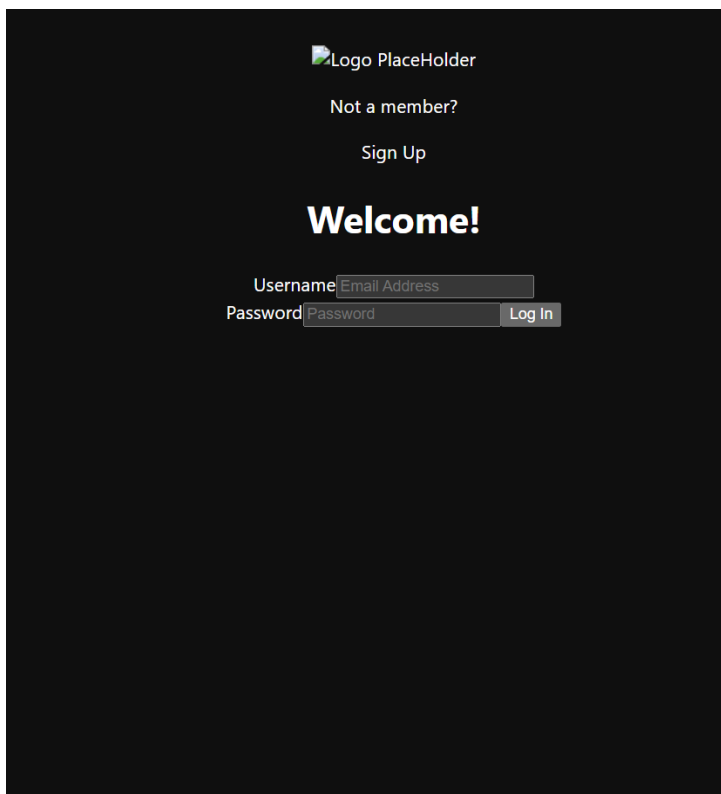
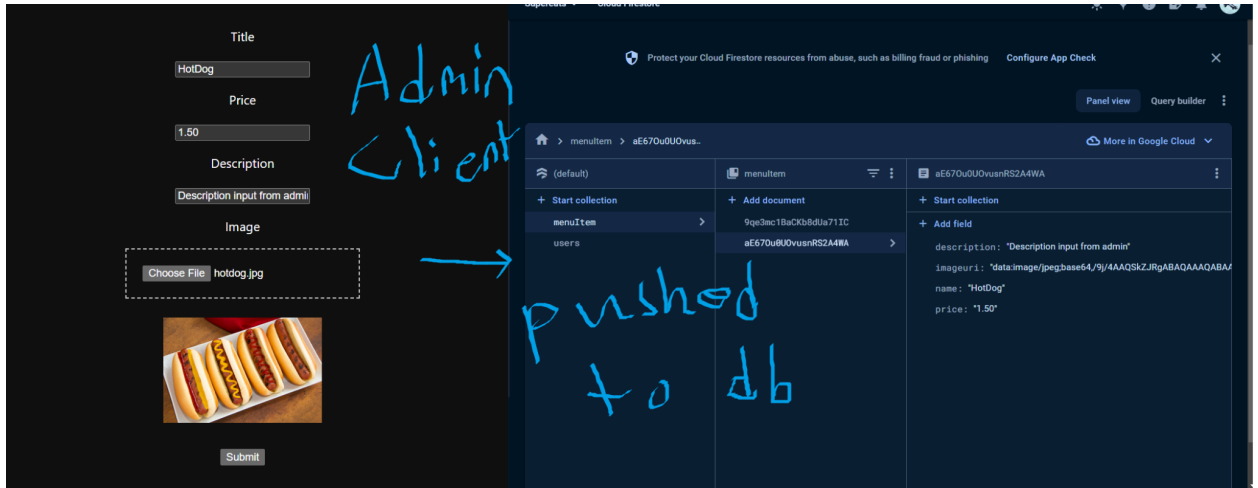
void cancelOrder(int orderID){
    //sends data to the system telling to cancel the order
}

void trackOrder(int orderID){
    /*Handled by frontend logic*/
}

void ContactDeliveryPerson(int orderID){
    /*handled by frontend logic*/
}

```

## 5. System screens:



# Sign Up

Username

Password

6. Memos of group meetings and possible concerns of team work:

Our group holds weekly meetings on Thursdays to discuss weekly progress as well as what each member will be working on until next Thursday's weekly meeting. We

have two members working on backend(Firebase) and three members working on frontend. In each meeting, 2-3 tasks are assigned to each member to complete. There are no concerns of teamwork.

7. <https://github.com/1forbidden1/Supereats>