Project Report

$Database\ Phase-2$

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CS-B

Project Report
Database Phase – 2
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Detailed Functional Requirements of each Module

• Login Page:

First Page is the login page. There are three buttons included in it. One is sign up, one is login and the third one is the customer. Signup button is for the Manager to register into the management system. Then the login button was there for the manager to log into the management system. The Cashier will also use the same login button as the cashier and the manager have the same login page. The email and password will be checked for both the cashier and the manager. The third button on the page is for the Customer that will take the customer to the signup and login page for the customer.

• Signup Page:

When the sign-up button is pressed, it will take the manager to the sign-up page. It will take credentials from the manager and hit the register button. It will register the manager into the database.

• Login Page:

When the login button is pressed, it will take the manager or the cashier to the login page where they will enter the email and password. Then the cashier and manager will login respectively.

• Customer:

When the customer presses the customer button. It will take the customer to the login and signup button where the customer will first register entering its credentials. Or a registered customer can just log in giving their username and password.

• Manager Form:

After the manager has logged into the form. It will show a menu page to the manager. On the menu page the manager will see the menu of the cafe system. It can add another item to the menu by pressing the add button. Or it can pass the ID and the price and press the update button. Then it will update the price of the certain item with that ID.

• Add item:

When the add button is pressed, it will take the manager to the add item form where it can add the credentials of the item and then it will add the item in the menu at the button press.

• Cashier button:

When the cashier button is pressed, it will open the cashier panel for the manager, where there is a view of all the cashiers in the café management system. This panel has a button to add cashiers that opens a forum for cashier credentials which the manager provides to register the cashier in the management system. There is a remove button which takes the cashier's id and when pressed, removes the cashier from the database.

• Inventory button:

When the inventory button is pressed, it will take the manager to the inventory where the manager can see the whole inventory of the café system, where it can see the quantity of all the items on the menu. It can add a larger quantity of the items after providing the ID and the quantity of the item. Or it can give the id of the item and then press then remove button that will remove that item from the inventory and also, from the menu.

• Feedback button:

When the feedback button is pressed. It will take the manager to the panel where all the feedback is stored in the data grid view. The manager will see the name of the customer, the comment, the date of the feedback submitted and the rating of the feedback.

• Report button:

When this button is pressed, it will take the user to the panel where the manager can press the generate button and it will update the total customers of the day and the total sales of the café management system.

• Logout button:

When pressed the logout button, it will log out the manager and take it back to the main screen of the management system.

• Cashier Login:

When the cashier will login from its email and password from the login button on the main screen, then it will see a panel where all the orders are shown in the grid view. It will show which orders are still processing and which orders are completed. It will enter the id of the customer to process it. If it is already completed. It will show that the order is completed.

Else it will take the cashier to the receipt generation. It will ask the username of the customer and show the total amount the user has to pay. It will take payment to the customer and return change and then complete the order.

• Customer Login:

When the customer button is pressed on the main screen, it will ask for credentials if it's the first-time user for registration. Then it will allow the user to enter with the username and its password. Then the user will see different panels. All the panels are described below:

• Customer Menu:

Customer will see the menu, where it can give the ID of the item and the amount of the item and on pressing the add to cart button, it will add that amount of the product into its cart. The amount will be deducted from the inventory after checking if it is still available.

• Customer Cart:

After pressing the cart button, it will show the panel where the customer can see its complete final order. It can remove an item from the cart by giving its item ID. After pressing the order button, it will update the order table that will be sent to the cashier.

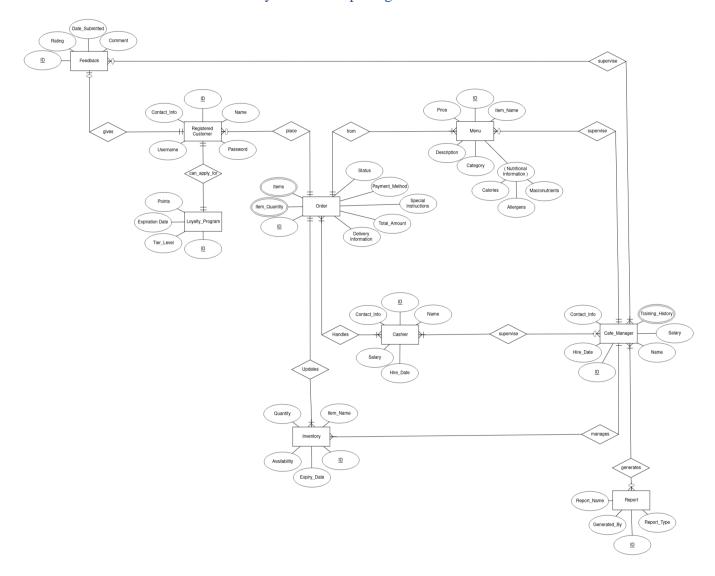
• Customer Feedback:

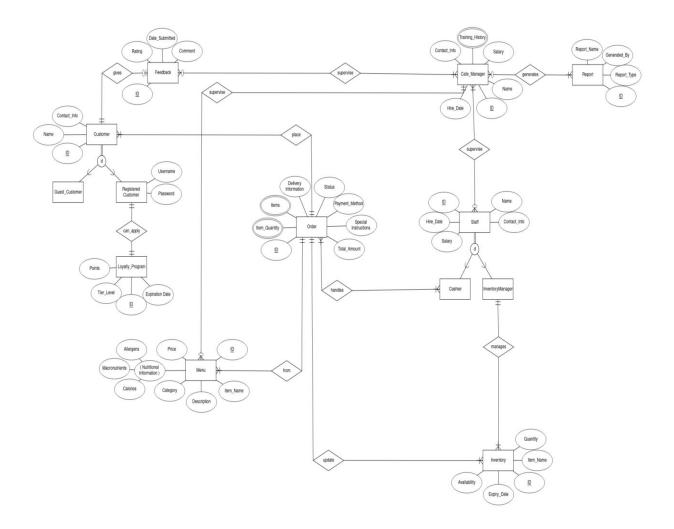
In this button, a menu will be shown to the customer where it can give feedback.

• Loyalty Points:

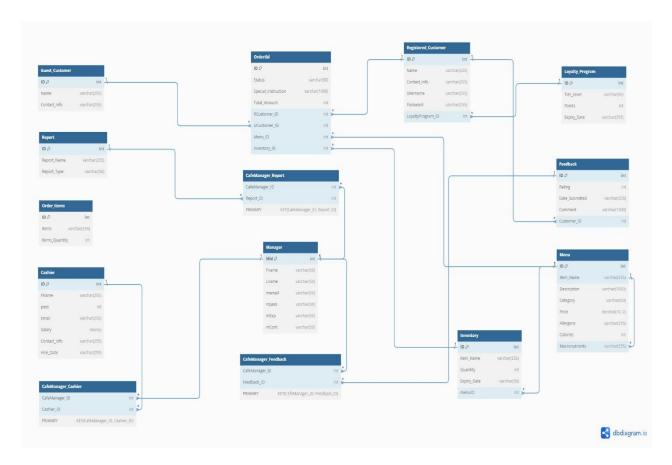
In this button, a panel will be shown to the customer where it can see its updated loyalty points, its tier level in the management system and program ID.

Entity Relationship Diagram





Relational Schema/Logical Schema with Normalization



User Documentation and Help – usage guidelines

1. Login Page

Upon accessing Campus Bites, you will be greeted with a login page featuring three buttons:

Sign Up: For managers to register into the management system.

Login: For both managers and cashiers to log into the system.

Customer: For customers to access the signup and login pages.

• Signup Page:

Managers can register by providing credentials and hitting the register button, ensuring their inclusion in the system's database.

• Login Page:

Managers and cashiers can enter their email and password to log in securely.

• Customer:

Customers can register by entering their credentials on the signup page or log in if already registered, providing a seamless experience.

2. Manager Form

After a successful login, the manager is directed to a menu page with various features:

• Add Item:

Managers can add items to the menu by entering item details and pressing the add button.

• Cashier Button:

Opens the cashier panel for managing cashiers, allowing addition and removal of cashier credentials.

• Inventory Button:

Takes the manager to the inventory, where quantities can be adjusted, and items can be added or removed.

• Feedback Button:

Opens a panel displaying customer feedback, including names, comments, dates, and ratings.

• Report Button:

Generates reports on total customers and sales for the day.

• Logout Button:

Logs the manager out, returning to the main screen.

3. Cashier Login:

Upon cashier login:

- Orders Panel: Displays orders with status (processing/completed).
- **Process Orders:** Enters the customer ID to process orders or generate receipts.
- Receipt Generation: Asks for the customer's username, displays the total amount, processes payment, and completes the order.

4. Customer Login:

Upon pressing the customer button:

• Customer Menu:

Allows customers to select items from the menu by providing item ID and quantity.

Customer Cart:

Displays the final order, allowing customers to remove items by providing the item ID. Pressing the order button updates the order table sent to the cashier.

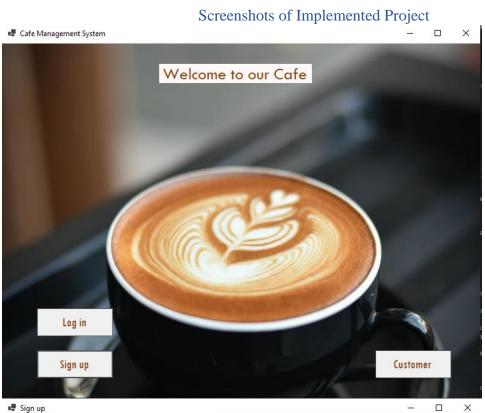
Customer Feedback:

Allows customers to provide feedback.

• Loyalty Points:

Displays updated loyalty points, tier level, and program ID.

Campus Bites aims to streamline cafeteria operations and enhance the overall dining experience for all users. If you have any queries or require further assistance, please reach out to the system administrator. Thank you for choosing Campus Bites!



■■ Sign up			-	×
ID First Name Last name Email Password Experience Contact	Sign up	My Cafe		×

