CANTEEN RECOMMENDATION SYSTEM

BY GROUP 1

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DEMO….

Application

User Interface & File Management

By Aditya

Finding the Shortest Distance and Displaying the Path

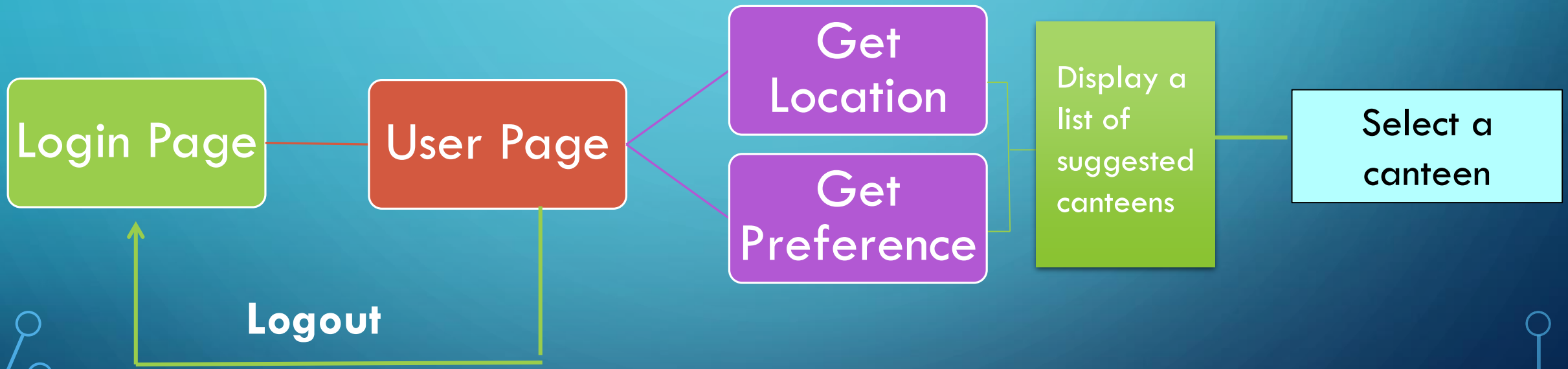
By Gaurav

Functions Relating to Canteen

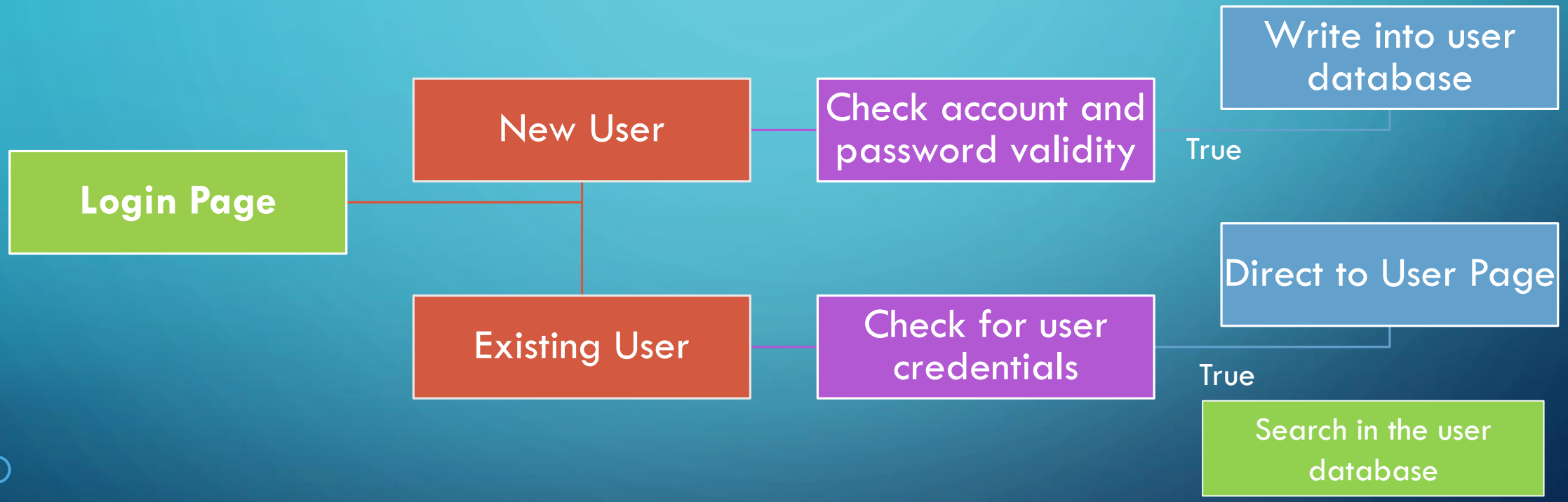
By Pramurta

USER INTERFACE

Developed using Tkinter



LOGIN PAGE


Login Page
New User
Existing User
Check account and password validity
Check for user credentials
Write into user database
True
Direct to User Page
True
Search in the user database

FILE MANAGEMENT

Data is stored in binary file using shelve module in a dictionary like format.

- Canteen objects are shelved with their name as the key.
- Passwords are shelved with username as the key

DATA STRUCTURES

- **Lists**
  - Suggested canteen names
  - Tags of canteens
- **Dictionaries**
  - Details of canteens with name as the key

class canteen

Name,Tags,Opening Hours, Ending Hours,Ratings

update_items()

display_details()

get_time()

GAURAV A. KUMAR - OVERVIEW

- Passwords
- Pygame Display
- Graphing
- Distance related functions

SHORTEST DISTANCE

- User Gives input of user location
- User Chooses the desired canteen
- Dijkstra Algorithm Used to calculate shortest distance from User location to Canteen
- Path Highlighted using Pygame

GRAPHING

- 135 Nodes
- 327 Weights

DISTANCE RELATED CODES

- Password Set up
- Distance Cal
- Total Distance calculation
- Distance comparison
- Sorting Canteens according to by shortest distance
- Identifying closest canteen

THANK YOU