

EndTerm Project Initial Summary

Student: Turganbek Dulat

Group: IS-1808K

Project title:« Online Ordering Food »

Plan: 1. Introduction

2. Design Patterns

1.Introduction

My project is online ordering food from a restaurant to your home. This is a system that allows the client to order any type of food from any restaurants that are located in our city, the purpose of this system is to provide the convenience for the client to order food at home.

in this system, the client fills in his data, place of residence, name, etc. and the system shows the status of the order.

2.Design Patterns

I'm going to use 4 patterns in this project, they are Facade, The Chain of Responsibility, Visitor and State patterns

1)The Chain of Responsibility using this pattern, the client fills in information about himself such as: name, place of residence, and so on.

2)The next pattern is State pattern I'm going to use this pattern to find out the status of an order, such as a new order has shipped or an order confirmed etc.

3)Visitor this type of pattern will be used to identify regular customers or those who order in the first time using our application , why do I define a client in such ways, because regular customers have a discount also we have two type of clients first one simple client and second is Student we have good discount for students

4)The last pattern is a facade this pattern is usually used to facilitate our main class, In my project I will create a separate class for the facade pattern, the main processes will be executed in that class and in the main class I will just call the methods and data of the facade class

