

Burger Bistro

CPSC 254-03 Final Project

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Project Summary

Burger Bistro is a web application for our made-up burger restaurant. The purpose of this project is to make ordering from our restaurant convenient for customers. It also gives customers a chance to look at the menu beforehand before they place an order or show up at the restaurant.

The features of this project are:

1. View and Search from the Menu
2. Make Reservations
3. Find Restaurant Locations
4. Write Reviews
5. Pay Online
6. Exchange Points for Rewards

1. View and Search from the Menu (Bradley):

The user will view the menu categories and the food items within the categories (burgers, deluxe burgers, sides, drinks). When the user is looking at the food items, they can view information about the food such as their ingredients and price. To quickly search for specific items on the menu, the user can type in keywords in the search bar. For example, if the user typed in "chicken", food items with chicken in them will appear on screen.

2. Make Reservations (Vanessa):

When the customer goes onto our web application they will have a make reservation tab that will allow them to make a reservation to ensure they get a table before arriving at the restaurant. Upon arrival they will check in with the host. If tables are available a confirmation message will be displayed, if there are no tables another message saying "No tables available at the moment" will be shown.

3. Find Restaurant Locations (Jose):

Before proceeding with an online order a message will appear for them to input their zip code. Once inputted the nearest 3 locations will appear and the customer will be able to choose which location is convenient for them.

4. Write Reviews (Bradley):

Users will rate the restaurant by clicking on the number of stars they want to give. The rating is out of 5 stars. They can also write a review by typing in a text box. After they input their review, they can click cancel or save. If the user clicks "Cancel", all inputs will be discarded and the user will return to the homepage. If the user clicks "Save", the review will be shown on the review section of the web application. Once the review is posted, the user will have the option to edit or delete their review.

5. Pay Online (Vanessa):

Once the customer is done with their order they will be able to proceed to the payment screen, in which they will be able to select their card type in which only Visas, MasterCards, and AMEX will be accepted. Once they input their information of their card details look good a message on the screen will appear that their card was accepted, if not then an error message will be displayed.

6. Exchange Points for Rewards (Jose):

The customers who order online will be able to receive points in which later if they obtain so many points they will be able to exchange points for food items. For example if they have 150 points, items that they can get for 150 points will show up and they will be able to select one item and at the end of the check out process they will select the "use burger points" option.

Project Tools

Linux Environment: Kubuntu

Coding Environment: Visual Studio Code.

Programming Languages: C++ and CSS

GUI: GTK v3.0 (Gtkmm)

Code Base: GitHub

- manage the project's files
- manage version control
- GitHub Desktop used to push and pull from the repository

Software Design Documentation Tool: diagrams.net/ draw.io

Other tools: Clip Studio Paint

- used to draw menu items and background

Code Compilation:

CPP Files that use the GUI are compiled and executed by running these commands in the terminal:

```
g++ filename.cpp -o filename `pkg-config gtkmm-3.0 --cflags --libs`
```

```
./filename
```

CPP Files that don't use the GUI (reservations.cpp and locations.cpp) are compiled executed by running these commands in the terminal:

```
g++ filename.cpp -o filename
```

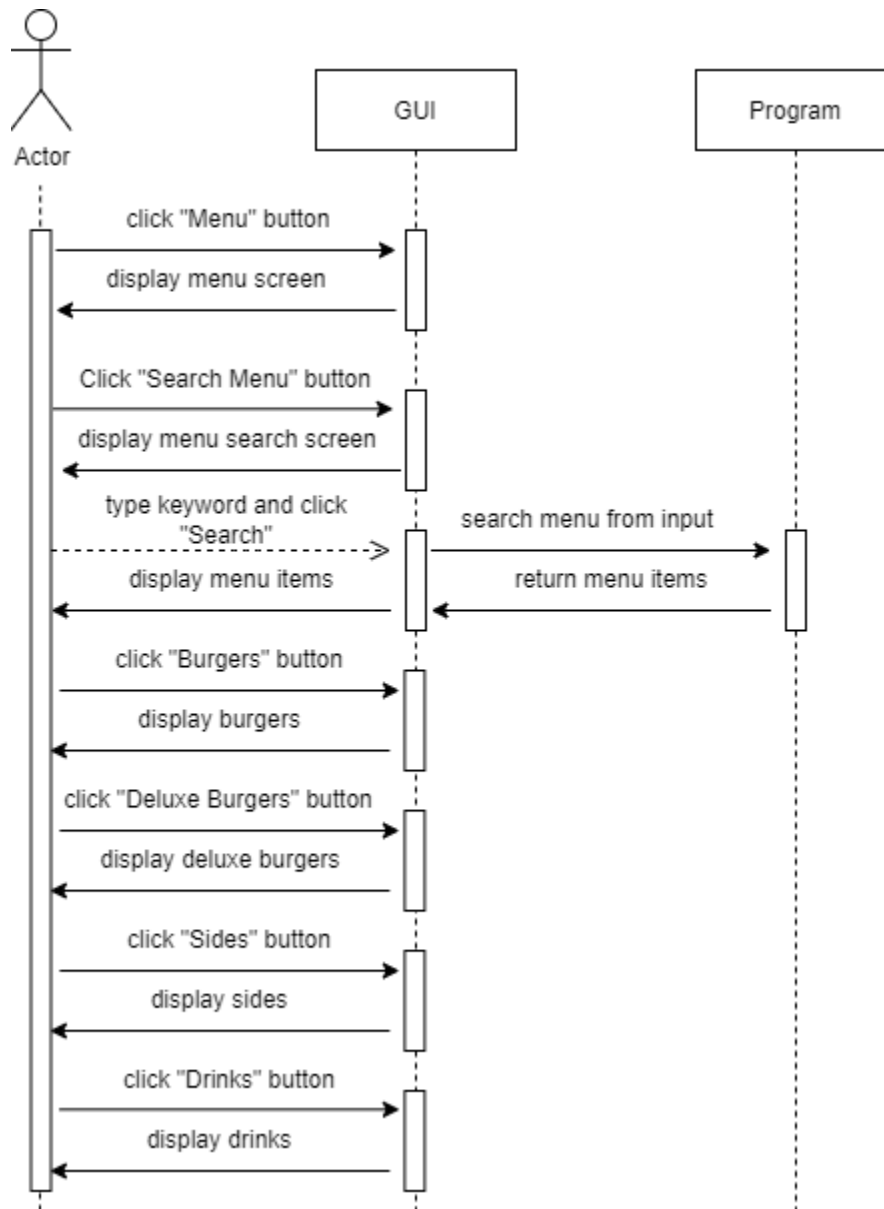
```
./filename
```

Diagrams

View and Search from the Menu:

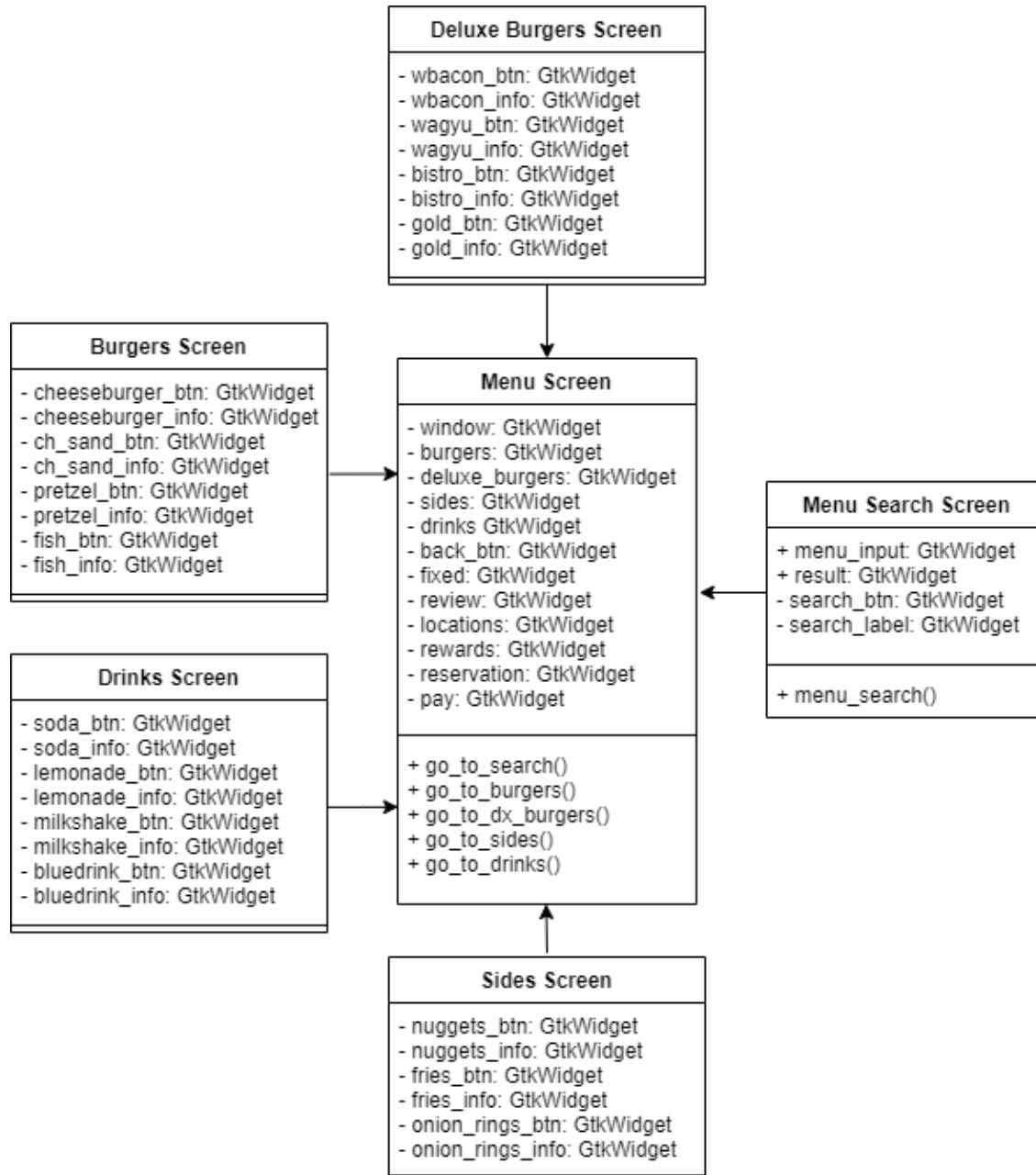
Sequence Diagram:

When clicking the “Menu button”, the user will be directed to the menu screen. On the menu screen, there will be 5 buttons. The buttons labeled as “Burgers”, “Deluxe Burgers”, “Sides”, and “Drinks” will show menu items in their respective categories. The “Search Menu” button will direct the user to another screen where the user is able to type in a keyword in a search bar and have a list of menu items relating to the keyword shown to them when they click “Search”.



Class Diagram:

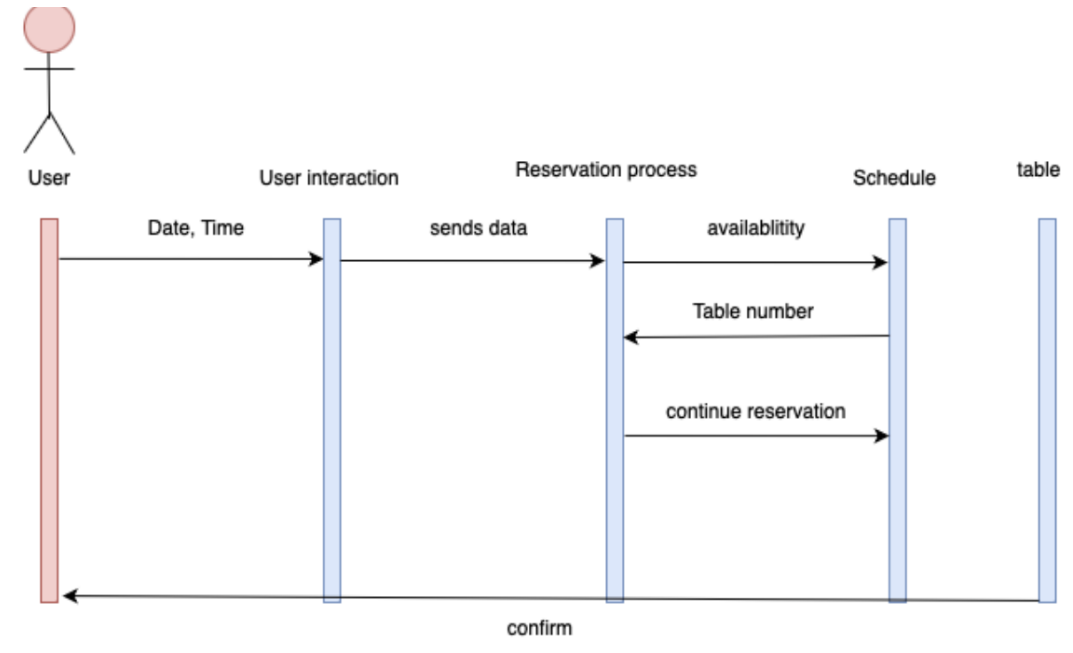
The “Menu Screen” class contains attributes that make up the navigation bar of Burger Bistro and other buttons on the menu screen. The screens that display the menu items such as “Burgers Screen” contain attributes showing the image and information of each menu item on the screen. The “Menu Search Screen” has attributes that set up user input and show menu results.



Make Reservations:

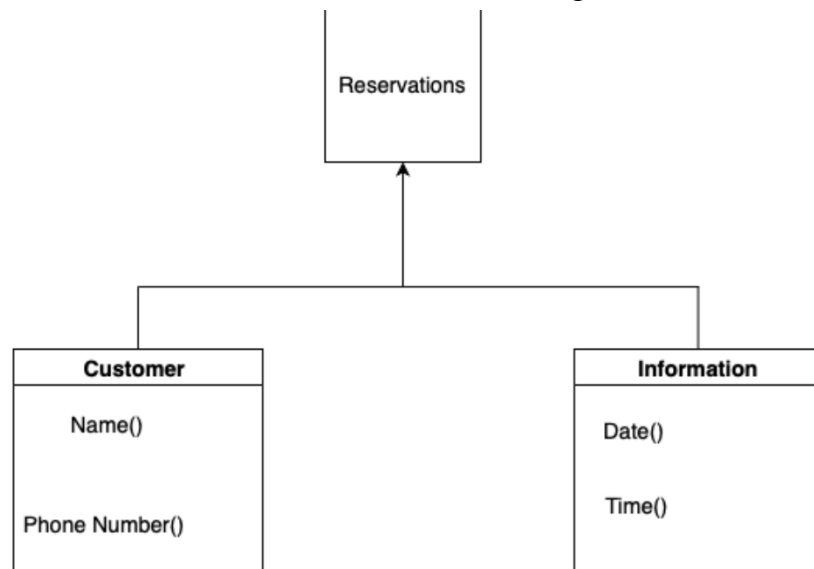
Sequence Diagram:

When clicking the reservation button, the user will interact with our GUI which will have 4 different prompts asking for the date of dining, the time, their first name and phone. But before proceeding to the name prompt the data for time and date will be sent to the reservation process to see if any tables are available for that day and time if so they will be able to proceed and a confirmation message will display.



Class Diagram:

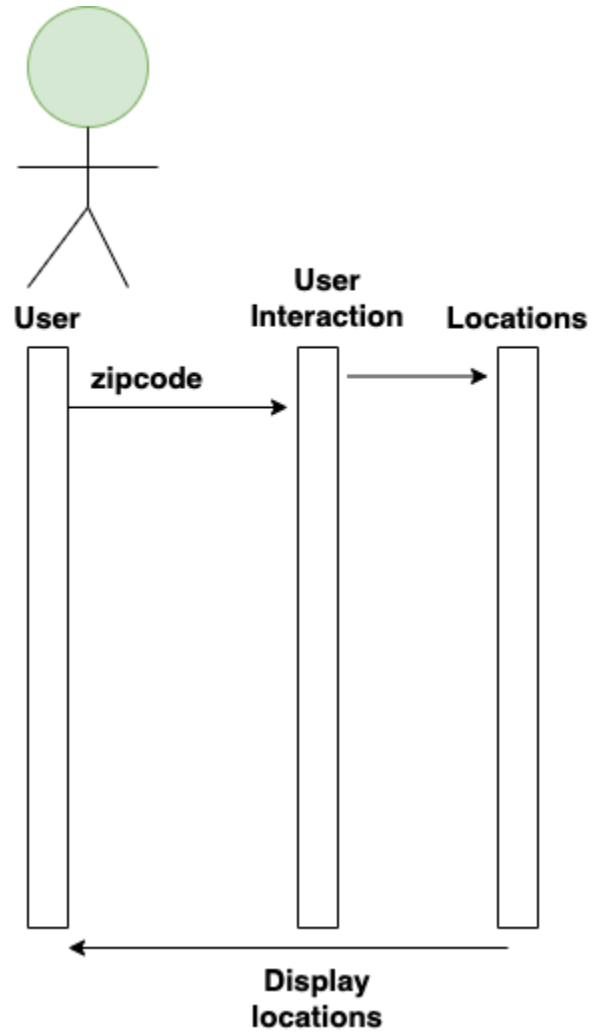
The main two classes being used are the “customer information” and the “reservation details,” the customer information class will consist of the customer’s name and phone number. The reservation details class consist of the date of when the dining in will occur and the time.



Find Restaurant Locations:

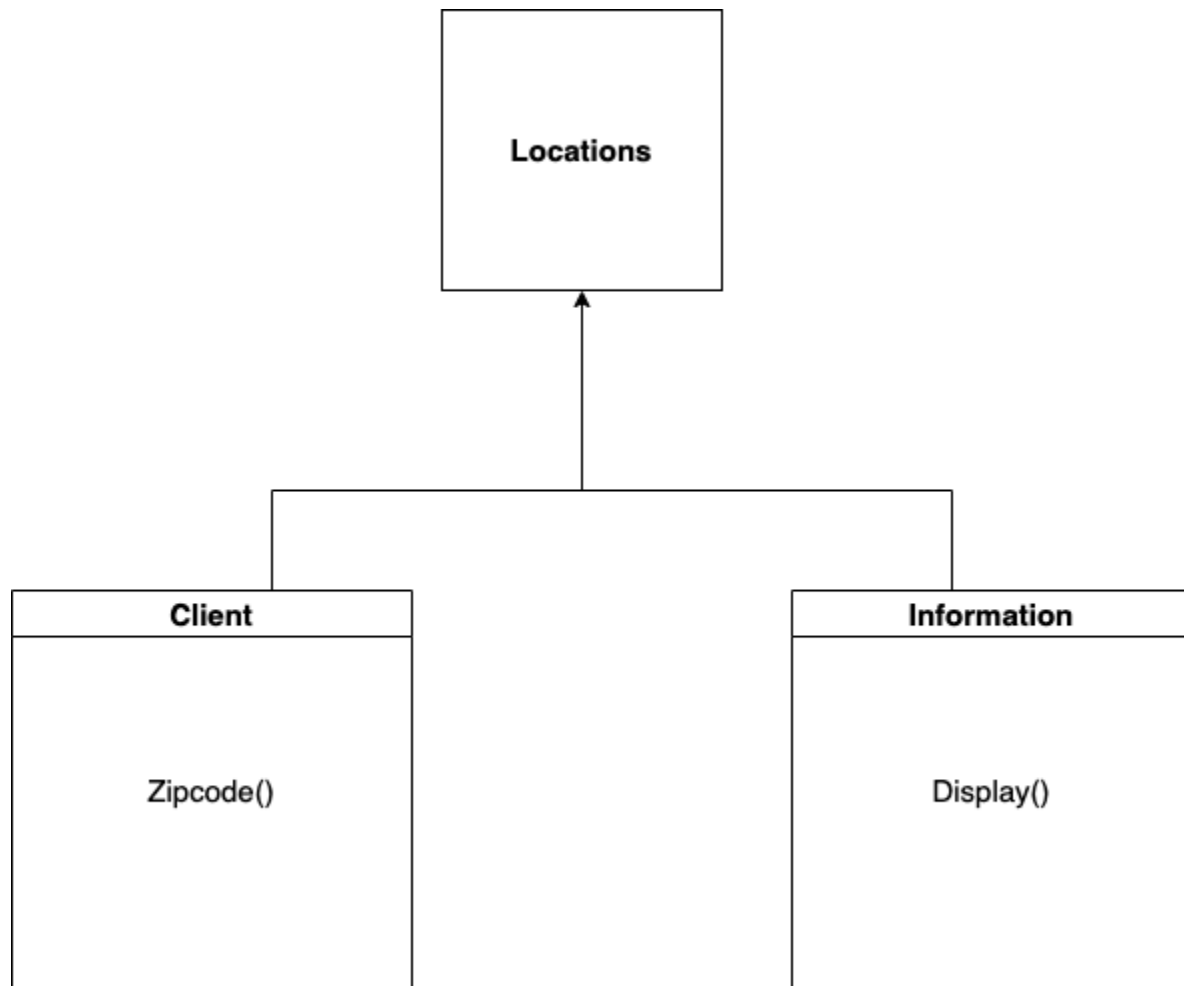
Sequence Diagram:

When clicking the locations button, the user will be asked to input their zip code which in turn will display the three nearest restaurant locations.



Class Diagram:

The two main classes are the client and the information, which includes the client's zip code and the locations of the three nearest restaurants.

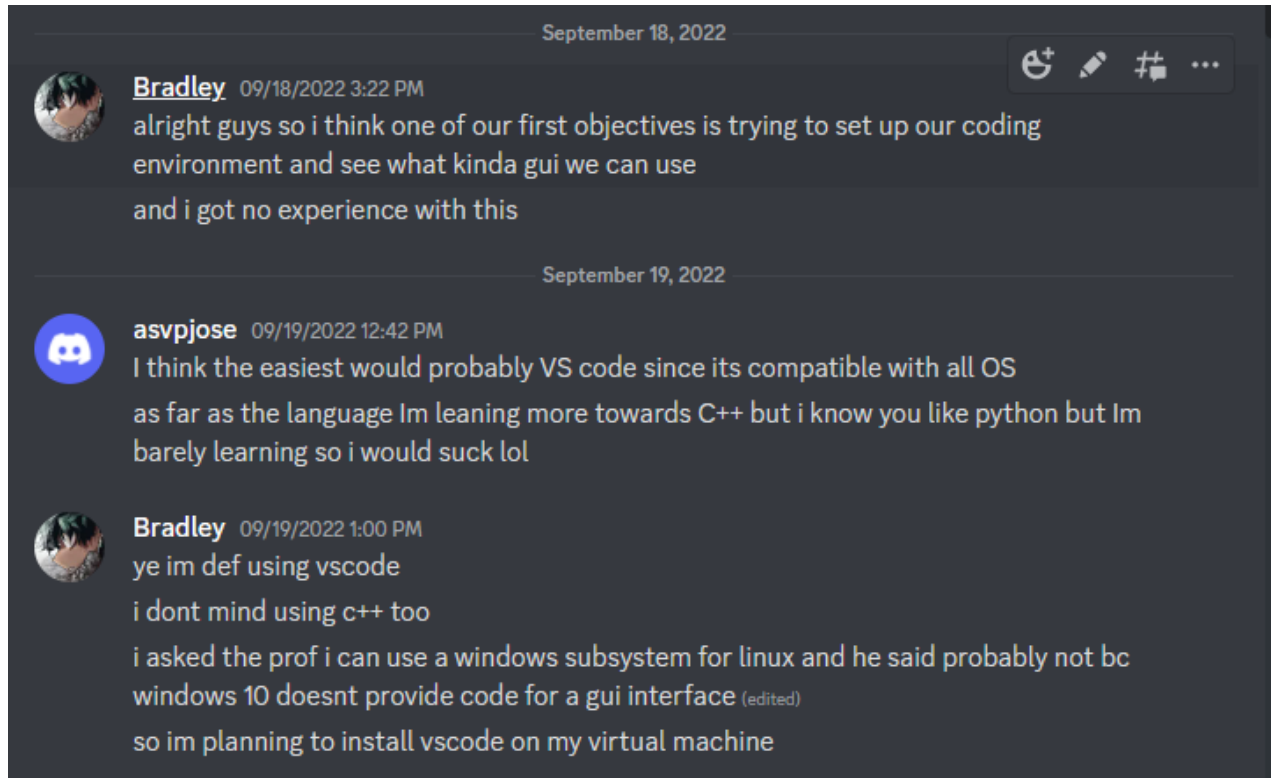


Group Communication/ Contribution to the Code Base

Discord was our main form of communication so most of our project discussion is found here.


Discord Link: <https://discord.gg/upth82CH>

Example screenshots of the Discord group chat:



Bradley 11/14/2022
https://docs.google.com/presentation/d/1an5PD1_DGgFRSuLMavxIffPBKyl-7ubEoarszDLqxcg/edit?usp=sharing

Google Docs
CPSC-254-Project

 2

i made some slides that we could use to present

November 23, 2022

Bradley 11/23/2022


To-do list:

- make diagrams for features
- submit code progress to github (so i can test it for myself)
- apply license to your files (see my files as example)
- fill out presentation (edited)

November 24, 2022

vunessah_ 11/24/2022

Okay I think we're good enough to start working on the project so we're going to try to knock out some stuff tonight

 1

November 26, 2022

vunessah_ 11/26/2022

anything else on the tasks? the diagrams are almost done, then the presentation is pretty much almost finished too

vunessah_ 11/26/2022

Do you think you could show us on Monday on to use the gui??

Cause I'm completely confused on it too

Bradley 11/26/2022

yea for sure

none of the files i made really connect with each other

they're each just their own separate contained entity

vunessah_ 11/26/2022

the reservation code is pushed to the github already

and locations

asvpjose 11/26/2022

I dumbed down the locations code or else it would've been impossible to do lol

But okay I can see about doing the converter too

Bradley 11/26/2022

so i looked at the code u guys submitted

and i think applying the reservations code to the gui is very possible

bc it's just simple inputs and displaying them

the closest thing to it is in review.cpp

vunessah_ 11/26/2022

do i have to code it like how you have it in the cpp files for it to work with the gui ? thats where im confused ..

and also is my diagram too simple?


i mean reservations are pretty straight forward lol

The Canvas discussion board was barely used, but there are posts on it that mainly discuss the major progress in our project.

Group 11 Canvas Discussion:


https://csufullerton.instructure.com/groups/971558/discussion_topics/20159581

Example screenshots of the Canvas Discussion:

**Bradley Diep (He/Him/His)**
Nov 14, 2022


Yesterday I was filling out and formatting our menu. I listed information about the items such as their ingredients and price. Only part of the food images are shown and I have been trying to resize them but no luck. I might have to resize them manually. I also tried to switch from one page to another with a click of a button but I still haven't figured it out.

↩ Reply


**Bradley Diep (He/Him/His)**
Nov 18, 2022

I managed to create a function that searches the menu based on a keyword. It's not on the GUI though, but I'll try and figure out how to apply the program to the GUI.

↩ Reply

**Bradley Diep (He/Him/His)**
Nov 21, 2022

Today I was finally able to add the search feature to the GUI and I added the GPL license to our project. I am still unsure how to connect all the pages together but hopefully I can figure it out soon. For now I'll try to make diagrams for my features.

**Vanessa Ayala**
Nov 23, 2022

Still working on the reservation code. Sorry haven't had much time to work on it since I got RSV, but will try to push that by Friday!

**Bradley Diep (He/Him/His)**

Nov 25, 2022



I just made the "write a review" feature today and did a bit of cleanup for the code. I've tried figuring out how to connect all the pages for awhile but I still go no clue how to do it. I don't think I'll be able to figure it out in time but I think what I have right now should be fine.

**Vanessa Ayala**

Nov 26, 2022



Have the reservation code done for the most part, will push to GitHub once I finish it. Still have a bit of trouble with the gtk stuff so will need help with that.

**Vanessa Ayala**

Nov 26, 2022



reservations code has been pushed to GitHub already, will be working on presentation slides next

**Vanessa Ayala**

Nov 28, 2022



finished diagrams for my features on the google slides

[↩ Reply](#)**Jose Delgadillo**

Nov 26, 2022



Posted the locations to GitHub

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- d) Convey the object code by offering access from a designated place (gratis or for a charge), and offer equivalent access to the Corresponding Source in the same way through the same place at no further charge. You need not require recipients to copy the Corresponding Source along with the object code. If the place to copy the object code is a network server, the Corresponding Source may be on a different server (operated by you or a third party) that supports equivalent copying facilities, provided you maintain clear directions next to the object code saying where to find the Corresponding Source. Regardless of what server hosts the Corresponding Source, you remain obligated to ensure that it is available for as long as needed to satisfy these requirements.
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