

# Sri Lanka Institute of Information Technology



SE2030-Software Engineering

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**Web-Based Catering System**

**Design Pattern**

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## **Design Pattern(s) Used :**

- Singleton Pattern
- Factory Pattern

### **01. Singleton Pattern**

**Where Used :** All @Service, @Repository, @Controller, and @Component annotated classes

**Files:** all Services, all repositories, all controllers, DataInitializer.

#### **Justification:**

#### **Why This Pattern Was Chosen:**

##### **1. Resource Efficiency**

- Creating multiple instances of service/repository classes wastes memory
- Services are stateless - no need for multiple copies
- Single instance serves all requests efficiently

##### **2. Consistency**

- All parts of application use same service instance
- Ensures consistent business logic execution
- Prevents conflicting state across multiple instances

##### **3. Centralized Control**

- Single point of access for business operations
- Easier to manage dependencies and lifecycle
- Simplifies testing and debugging

##### **4. Spring Framework Best Practice**

- Default scope for Spring beans

- Thread-safe by design
- Managed automatically by Spring container

➤ Service Layer

```
@Service 3 usages Muhammed-Shaahidh
public class EventOrderService {

    @Autowired
    private EventOrderRepository orderRepository;

    @Autowired
    private UserRepository userRepository;

    @Autowired
    private CateringPackageService packageService;
```

```
@Service 2 usages Muhammed-Shaahidh
public class UserService {

    @Autowired
    private UserRepository userRepository;
```

```
@Service 3 usages Muhammed-Shaahidh
public class CateringPackageService {

    @Autowired
    private CateringPackageRepository packageRepository;
```

```
@Service 2 usages Muhammed-Shaahidh
public class InventoryService {

    @Autowired
    private InventoryRepository inventoryRepository;
```

```
@Service 2 usages  👤 Muhammed-Shaahidh
public class MenuItemService {

    @Autowired
    private MenuItemRepository menuItemRepository;
```

```
@Service 2 usages  👤 Muhammed-Shaahidh
public class PaymentService {

    @Autowired
    private PaymentRepository paymentRepository;

    @Autowired
    private EventOrderRepository orderRepository;

    @Autowired
    private EventOrderService orderService;
```

```
@Service 2 usages  👤 Muhammed-Shaahidh
public class StaffAssignmentService {

    @Autowired
    private StaffAssignmentRepository assignmentRepository;

    @Autowired
    private UserRepository userRepository;

    @Autowired
    private EventOrderRepository orderRepository;
```

### ➤ Controller Layer

```
public class CateringPackageController {

    @Autowired
    private CateringPackageService packageService;
```

```
public class EventOrderController {

    @Autowired
    private EventOrderService orderService;
```

```
public class InventoryController {

    @Autowired
    private InventoryService inventoryService;
```

```
public class MenuItemController {

    @Autowired
    private MenuItemService menuItemService;
```

```
public class PaymentController {

    @Autowired
    private PaymentService paymentService;
```

```
public class StaffAssignmentController {

    @Autowired
    private StaffAssignmentService assignmentService;
```

```
public class UserController {

    @Autowired
    private UserService userService;
```

## ➤ Repository Layer

```
@Repository 3 usages Muhammed-Shaahidh
public interface CateringPackageRepository extends JpaRepository<CateringPackage, Long> {
```

```
@Repository 7 usages Muhammed-Shaahidh
public interface EventOrderRepository extends JpaRepository<EventOrder, Long> {
```

```
@Repository 3 usages Muhammed-Shaahidh  
public interface InventoryRepository extends JpaRepository<Inventory, Long> {
```

```
@Repository 3 usages Muhammed-Shaahidh  
public interface MenuItemRepository extends JpaRepository<MenuItem, Long> {
```

```
@Repository 3 usages Muhammed-Shaahidh  
public interface PaymentRepository extends JpaRepository<Payment, Long> {
```

```
@Repository 3 usages Muhammed-Shaahidh  
public interface StaffAssignmentRepository extends JpaRepository<StaffAssignment, Long> {
```

```
@Repository 7 usages Muhammed-Shaahidh  
public interface UserRepository extends JpaRepository<User, Long> {
```

### ➤ Component

```
@Component Muhammed-Shaahidh  
public class DataInitializer implements CommandLineRunner {  
  
    @Autowired  
    private UserRepository userRepository;  
  
    @Autowired  
    private CateringPackageRepository packageRepository;  
  
    @Autowired  
    private MenuItemRepository menuItemRepository;  
  
    @Autowired  
    private InventoryRepository inventoryRepository;  
  
    @Autowired  
    private EventOrderRepository orderRepository;  
  
    @Autowired  
    private StaffAssignmentRepository staffAssignmentRepository;  
  
    @Autowired  
    private PaymentRepository paymentRepository;
```

## 02. Factory Pattern

**Where Used:** DataInitializer.java (lines 95-303)

**Factory Methods:** createUser(), createMenuItem(), createPackage(), createOrder(), createPayment(), createAssignment(), createInventoryItem()

**Justification:**

**Why This Pattern Was Chosen:**

### 1. Complex Object Creation

- Entities like User, EventOrder, Payment have multiple fields
- Need default values, timestamps, status initialization
- Example: EventOrder requires calculating totalAmount, setting createdAt, initializing status and paymentStatus

### 2. Consistency in Object Construction

- Without factory: Risk of forgetting to set required fields
- With factory: Guaranteed complete and valid objects every time
- Example from line 228: order.setTotalAmount(pkg.getPrice().multiply(BigDecimal.valueOf(guests)))

### 3. Code Reusability

- Lines 78-92: Creates 6 different users using same factory method
- Reduces code duplication from ~10 lines per user to 1 line

### 4. Maintainability

- If User entity changes (e.g., add new required field), only modify factory method
- Don't need to update 50+ places where User objects are created

## ➤ User Factory

```
95 @ private User createUser(String username, String password, String email, String fullName, 6 usages 1 Muhammed-Shaahidh
96     String phoneNumber, UserRole role) {
97     User user = new User();
98     user.setUsername(username);
99     user.setPassword(password);
100    user.setEmail(email);
101    user.setFullName(fullName);
102    user.setPhoneNumber(phoneNumber);
103    user.setRole(role);
104    user.setActive(true);
105    user.setCreatedAt(LocalDateTime.now());
106    return user;
107 }
```

## ➤ MenuItem Factory

```
130 @ private MenuItem createMenuItem(String name, String description, BigDecimal price, 8 usages 1 Muhammed-Shaahidh
131     FoodCategory category, String dietaryInfo, Integer prepTime) {
132     MenuItem item = new MenuItem();
133     item.setName(name);
134     item.setDescription(description);
135     item.setPrice(price);
136     item.setCategory(category);
137     item.setDietaryInfo(dietaryInfo);
138     item.setPreparationTime(preptime);
139     item.setAvailable(true);
140     item.setCreatedAt(LocalDateTime.now());
141     return item;
142 }
```

## ➤ CateringPackage Factory

```
159 @ private CateringPackage createPackage(String name, String description, String theme, 5 usages 1 Muhammed-Shaahidh
160     BigDecimal price, Integer minGuests, Integer maxGuests) {
161     CateringPackage pkg = new CateringPackage();
162     pkg.setName(name);
163     pkg.setDescription(description);
164     pkg.setTheme(theme);
165     pkg.setPrice(price);
166     pkg.setMinGuests(minGuests);
167     pkg.setMaxGuests(maxGuests);
168     pkg.setAvailable(true);
169     pkg.setCreatedAt(LocalDateTime.now());
170     return pkg;
171 }
```



## ➤ Inventory Factory

```
186 @ private Inventory createInventoryItem(String itemName, String description, Integer currentQty, 8 usages ⚙ Muhammed-Shaahidh
187     Integer minQty, String unit, String supplier) {
188     Inventory item = new Inventory();
189     item.setItemName(itemName);
190     item.setDescription(description);
191     item.setCurrentQuantity(currentQty);
192     item.setMinQuantity(minQty);
193     item.setUnitOfMeasure(unit);
194     item.setSupplierInfo(supplier);
195     item.setActive(true);
196     item.setLastRestocked(LocalDate.now().minusDays((long) (Math.random() * 30)));
197     item.setCreatedAt(LocalDate.now());
198     return item;
199 }
```

## ➤ EventOrder Factory

```
218 @ private EventOrder createOrder(String eventName, LocalDateTime eventDate, String venue, 5 usages ⚙ Muhammed-Shaahidh
219     Integer guests, CateringPackage pkg, User planner, OrderStatus status) {
220     EventOrder order = new EventOrder();
221     order.setEventName(eventName);
222     order.setEventDate(eventDate);
223     order.setVenue(venue);
224     order.setNumberOfGuests(guests);
225     order.setCateringPackage(pkg);
226     order.setEventPlanner(planner);
227     order.setStatus(status);
228     order.setTotalAmount(pkg.getPrice().multiply(BigDecimal.valueOf(guests)));
229
230     // Set payment status based on order status
231     if (status == OrderStatus.COMPLETED || status == OrderStatus.CONFIRMED) {
232         order.setPaymentStatus(PaymentStatus.PAID);
233     } else if (status == OrderStatus.IN_PROGRESS) {
234         order.setPaymentStatus(PaymentStatus.PARTIALLY_PAID);
235     } else {
236         order.setPaymentStatus(PaymentStatus.PENDING);
237     }
238
239     order.setCreatedAt(LocalDate.now().minusDays((long) (Math.random() * 10)));
240     order.setSpecialInstructions("Please ensure all dietary requirements are met");
241     return order;
242 }
```

## ➤ StaffAssignment Factory

```
257 @ private StaffAssignment createAssignment(EventOrder order, User staff, User supervisor, 5 usages 1 Muhammed-Shaahidh
258         String task, AssignmentStatus status) {
259     StaffAssignment assignment = new StaffAssignment();
260     assignment.setEventOrder(order);
261     assignment.setStaffMember(staff);
262     assignment.setStaffSupervisor(supervisor);
263     assignment.setTask(task);
264     assignment.setStatus(status);
265     assignment.setAssignedDate(LocalDateTime.now().minusDays((long) (Math.random() * 5)));
266
267     if (status == AssignmentStatus.IN_PROGRESS) {
268         assignment.setStartTime(LocalDateTime.now().minusHours((long) (Math.random() * 8)));
269     } else if (status == AssignmentStatus.COMPLETED) {
270         assignment.setStartTime(LocalDateTime.now().minusDays(1));
271         assignment.setEndTime(LocalDateTime.now().minusHours((long) (Math.random() * 4)));
272         assignment.setCompletionNotes("Task completed successfully");
273     }
274
275     assignment.setCreatedAt(LocalDateTime.now());
276     return assignment;
277 }
```

## ➤ Payment Factory

```
288 @ private Payment createPayment(EventOrder order, PaymentStatus status, PaymentMethod method, String cardLast4) { 4 usages 1 Muhammed-Shaahidh
289     Payment payment = new Payment();
290     payment.setEventOrder(order);
291     payment.setAmount(status == PaymentStatus.PARTIALLY_PAID ?
292         order.getTotalAmount().multiply(new BigDecimal( val: "0.5")) :
293         order.getTotalAmount());
294     payment.setPaymentMethod(method);
295     payment.setStatus(status);
296     payment.setPaymentDate(LocalDateTime.now().minusDays((long) (Math.random() * 10)));
297     payment.setTransactionId("TXN" + System.currentTimeMillis() + (long) (Math.random() * 1000));
298     payment.setCardLastFour(cardLast4);
299     payment.setGatewayResponse(status == PaymentStatus.PAID ? "Payment successful" :
300         status == PaymentStatus.PARTIALLY_PAID ? "Partial payment received" : "Payment pending");
301     payment.setCreatedAt(LocalDateTime.now());
302     return payment;
303 }
```

## Proper use of Java classes

### Main Class – ( WebBasedCateringSystemApplication )

- **Purpose** :- Entry point for the Spring Boot application

```
1 package com.catering;
2
3 > import ...
4
5
6 @SpringBootApplication  Muhammed-Shaahidh
7 public class WebBasedCateringSystemApplication {
8     public static void main(String[] args) {  Muhammed-Shaahidh
9         SpringApplication.run(WebBasedCateringSystemApplication.class, args);
10    }
11 }
```

## Clear naming conventions and comments for better readability

### 1. Classes: PascalCase

- UserService, EventOrderController, CateringPackage

### 2. Methods: camelCase

- createUser(), getAllOrders(), updatePaymentStatus()

### 3. Variables: camelCase

- username, eventDate, totalAmount

### 4. Constants/Enums: UPPER\_SNAKE\_CASE

- BUSINESS\_OWNER, EVENT\_PLANNER, PENDING, APPROVED

### 5. Packages: lowercase

- com.catering.entity, com.catering.service, com.catering.controller