

# PES UNIVERSITY RR CAMPUS OBJECT ORIENTED ANALYSIS AND DESIGN

PROJECT - REPORT UE20CS352

SECTION: 'F'

TOPIC: AN ONLINE FOOD DELIVERY

**SYSTEM** 

**PROJECT:9** 

**TEAM DETAILS:** 

| S/N | NAME              | SRN           |
|-----|-------------------|---------------|
| 1   | RAHUL ROSHAN G    | PES1UG20CS320 |
| 2   | ROHIT ROSHAN      | PES1UG20CS355 |
| 3   | S M SUTHARSAN RAJ | PES1UG20CS362 |

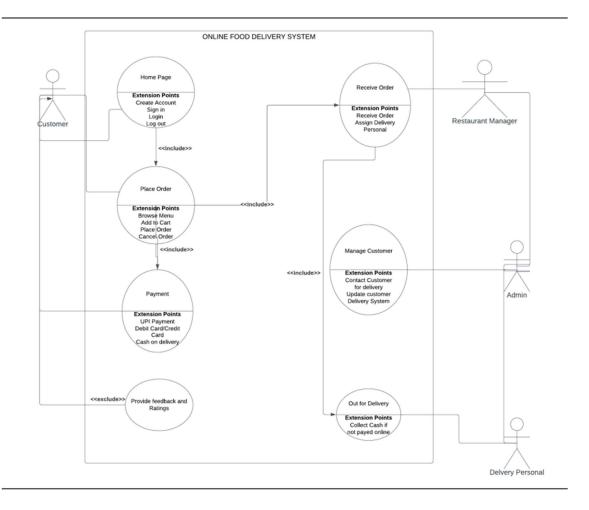
#### PROBLEM STATEMENT & SYNOPSIS:

This is the project on "An Online Food Delivery System", where it includes the same features of Swiggy / Zomato client app. This app is built using Java Swing, a popular Java GUI framework in collaboration with "Apache Netbeans" to provide the suitable environment to work with Java files, GUI and XML files. In this project XML files are used as the database for the project, where all the food, restaurant and customer details are stored and retrieved. Also, takes into consideration of insertion of customer details too. This project includes features of browsing through food, selecting the quantities of food required, cart option, viewing of orders, generation of bills, different categories of food, descriptions, delivery mode, etc...... We have much more to display and we have put down the same in the screenshots provided below.

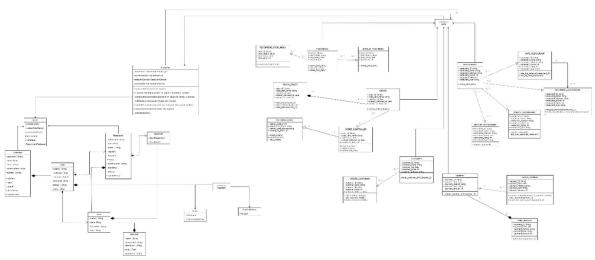
We have followed the MVC architectural pattern and followed suitable design principles and patterns wherever applicable as described below in the further lines.

**MODELS (USE CASE AND CLASS MODELS):** 

**USE CASE DIAGRAM:-**



#### **CLASS DIAGRAM:-**



This link gives the detailed view (Click below): <a href="CLICK\_HERE">CLICK\_HERE</a>

https://drive.google.com/file/d/1ccoJ0QdaKPlUJGWpivWPMhubvjEs-ouR/view?usp=share\_link

# ARCHITECTURE PATTERNS, DESIGN PRINCIPLES AND DESIGN PATTERNS:

**USE CASE: 1: DISPLAY FOOD ITEMS** 

**CONTRIBUTOR: RAHUL ROSHAN G** 

Thye code displays three food items with their names and prices in a JPanel. The images and data of food items are read from an XML database. The images are loaded as Imagelcons and stored in an Image array. A Timer object is used to create a fading effect between the food items.

#### **Architecture Patterns:**

Model-View-Controller (MVC) pattern: The code follows the MVC pattern by separating the UI (View) from the business logic (Controller) and data (Model) of the application. The code defines the UI components (JPanel, JButton, JLabel) in a separate method, initComponents(), and encapsulates the business logic of reading data from the XML database and updating the UI in the constructor of the class.

### **Design Principles:**

 Single Responsibility Principle (SRP): The class follows SRP by having only one reason to change - updating the UI of the Lazy Mode feature. • Separation of Concerns (SoC): The code separates the UI and business logic, making it easy to maintain and extend.

#### **Design Patterns:**

- Observer Pattern: The class implements the ActionListener interface, which is used to receive events from the Timer object.
- Composite Pattern: The AlphaComposite class is used to set the alpha value for the images, creating a fading effect between the food items. Overall, the code follows good design principles and patterns, making it easy to maintain and extend in the future.

**USE CASE: 2: CUSTOMER ORDERING FOOD AND RELATED** 

**TRIGGERS** 

**CONTRIBUTOR: ROHIT ROSHAN** 

#### **Architecture Patterns:**

Model-View-Controller (MVC) Pattern: The code follows the MVC pattern where MainWindow class acts as a view that displays the user interface and also updates the model, based on the user's actions, which is maintained by some other class.

#### **Design Principles:**

- Single Responsibility Principle (SRP): Each class has a single responsibility, and their methods serve that single responsibility.
- Open/Closed Principle (OCP): The code is open for extension but closed for modification. For example, the model classes can be extended or replaced, but the MainWindow class does not need to be changed.
- Dependency Inversion Principle (DIP): High-level classes like MainWindow depend on abstractions (interfaces) of low-level classes like JList, ButtonGroup, etc., rather than the concrete classes themselves.
- Liskov Substitution Principle (LSP): Subtypes of a class, such as JPanel or JButton, can be used interchangeably with their parent class in the code.
- Interface Segregation Principle (ISP): The code uses interfaces to segregate methods into smaller, cohesive groups, making them easier to manage and understand.

#### **Design Patterns:**

- Singleton Pattern: The MainWindow class is implemented as a singleton, meaning there can be only one instance of it throughout the entire application.
- Factory Pattern: The code uses a factory method (initComponents()) to create and initialize UI components (JList, JRadioButton, JButton, etc.) in a consistent way.
- Observer Pattern: The code uses the observer pattern to listen for changes in the JList (FoodCategory\_jList) and ButtonGroup (orderType\_buttonGroup) components, and updates the UI accordingly.

USE CASE: 3: USER ACCOUNT MAINTENANCE AND TRANSACTION OF ORDERS WITH BILL

**CONTRIBUTOR: S M SUTHARSAN RAJ** 

**Architecture patterns:** 

The code is designed using the Model-View-Controller (MVC) architectural pattern. The "UserAccount" class represents the view, responsible for the GUI. The "CurrentCustomer" class is the model, responsible for holding user data. The "ActionPerformed" methods act as the controller, handling user interactions with the GUI. This pattern separates the application into three interconnected parts, making it easier to maintain and extend.

#### **Design principles:**

- Single Responsibility Principle (SRP): The code adheres to the Single Responsibility Principle (SRP) as each class has a specific responsibility. The "UserAccount" class is responsible for the GUI, the "CurrentCustomer" class is responsible for holding the user's data, and the "ActionPerformed" methods are responsible for handling the user's interactions with the GUI.
- The Separation of Concerns (SoC) design principle is also followed as the code separates the application's concerns into different modules or components.

Design patterns:

- Observer Pattern: The class implements the ActionListener interface, which is used to receive events from the Timer object.
- Composite Pattern: The AlphaComposite class is used to set the alpha value for the images, creating a fading effect between the food items. Overall, the code follows good design principles and patterns, making it easy to maintain and extend in the future.
- The code uses the DefaultTableModel class from the javax.swing.table package to create a table model that holds data for a JTable component. This is an example of the Model-View-Controller (MVC) pattern, where the JTable component acts as the view, the DefaultTableModel class acts as the model, and the "ActionPerformed" methods act as the controller, updating the table model based on the user's interactions with the GUI. While no other design patterns are used explicitly, the code follows good design principles, making it easier to maintain and extend in the future.

#### **GITHUB LINK:**

https://github.com/smsraj2001/ONLINE-FOOD-DELIVERY-SYSTEM-JAVA

# SCREENSHOTS WITH INPUT VALUES POPULATED AND OUTPUT SHOWN:

Registration:





## Sign In:



Food order: DELIVERY





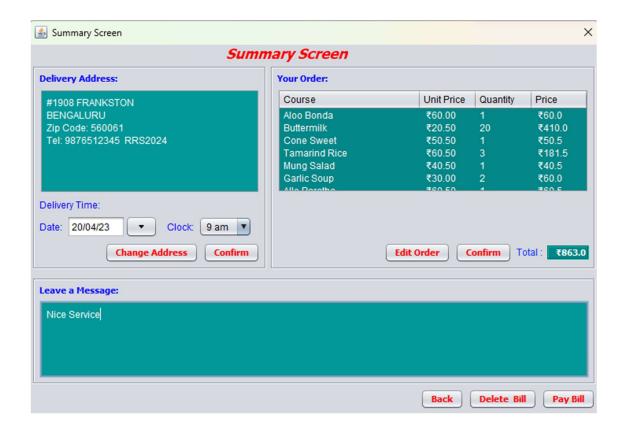








Summary Screen:-



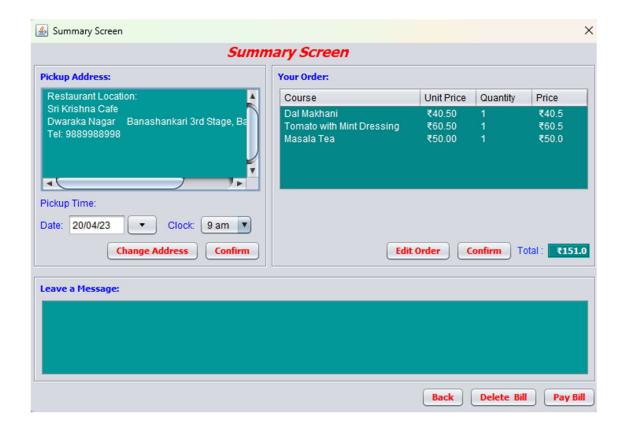
#### Paying the bill :-



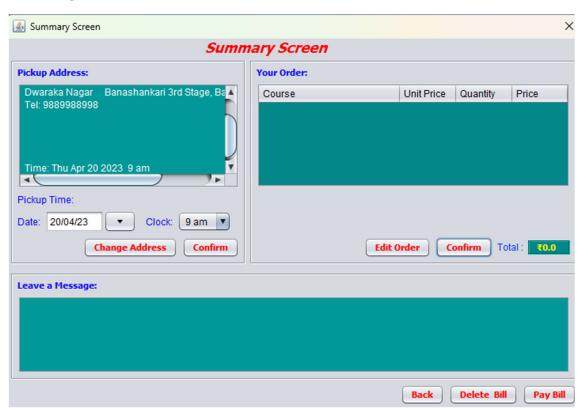
# Food order: PICK – UP and use of "I am Feeling Hungry"



Paying bill: PICKUP MODE:-



#### Deleting the bill :-



# My account button :-



**THANK YOU**