Introducing the Restaurant Review System

Hi, I'm Suhani and this is my solo Java project — the Restaurant Review System.
It's a desktop-based application that lets users register, log in, rate restaurants from 1 to 5 stars, and view their previous reviews.
The inspiration came from platforms like Yelp and Zomato, but I wanted to create a simpler version using Java's AWT and Swing.
The main problem I wanted to solve was making it easy to collect feedback and show it clearly in a clean interface all in a beginner-friendly, object-oriented setup.

Key Features of the Review System

- **User Registration & Login**

  Users can easily create an account and log in to submit reviews.

- **Dropdown Menu of Restaurants**

  A convenient dropdown menu allows users to select their preferred restaurant.

- **Rating System**

  A simple 1–5 star rating system enables users to express their experience.

- **Comment Box**

  Users can provide additional feedback through a text box for comments.

- **View Submitted Reviews**

  Users can view all submitted reviews through a popup feature.

Classes and OOP Structure Overview

Understanding the Key Components of the System

- **User Class**

  Handles login logic ensuring secure user authentication.

- **Reviewer Class**

  Extends User class to manage and store reviews submitted by users.
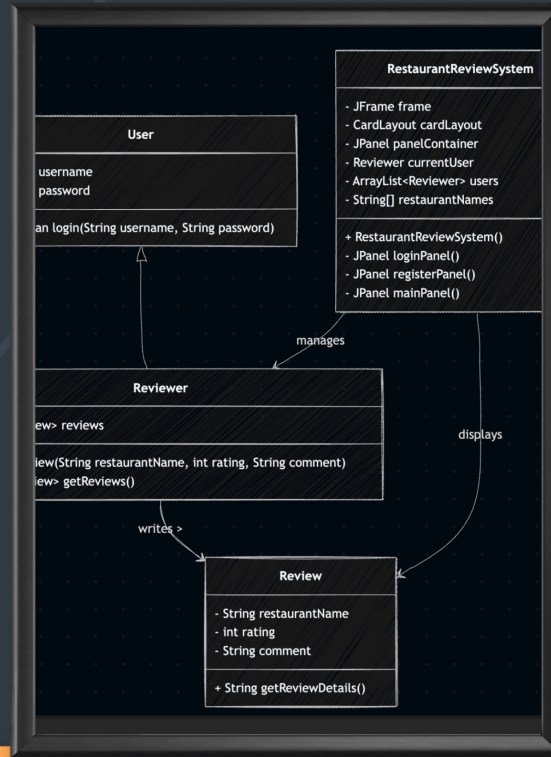
- **Review Class**

  Contains essential details such as restaurant, rating, and user comments.

- **RestaurantReviewSystem Class**

  Manages the user interface and overall program flow for the application.

UML Class Diagram Overview

RestaurantReviewSystem

- JFrame frame
- CardLayout cardLayout
- JPanel panelContainer
- Reviewer currentUser
- ArrayList<Reviewer> users
- String[] restaurantNames

+ RestaurantReviewSystem()
- JPanel loginPanel()
- JPanel registerPanel()
- JPanel mainPanel()

User

username
password

an login(String username, String password)

manages

Reviewer

iew> reviews

iew(String restaurantName, int rating, String comment)
iew> getReviews()

writes >

displays

Review

- String restaurantName
- int rating
- String comment

+ String getReviewDetails()

Understanding Class Relationships in UML

Created using presentations.AI

Key Learnings in Java GUI Programming

Insights from Java GUI Programming Experience

Java GUI Programming Basics

Learned the fundamentals of Java GUI programming using AWT and Swing frameworks.

Understanding Object-Oriented Design

Gained insights into object-oriented design principles, focusing on inheritance and encapsulation.

Managing GUI Panels Effectively

Developed skills in managing multiple GUI panels for a coherent user experience.

Version Control with Git and GitHub

Learned to utilize Git and GitHub for effective version control of projects.

Debugging and Logic Implementation

Gained experience in debugging user interfaces and implementing logic from scratch.

Launching the Application

To run the app, simply paste the command into the terminal.

Command to Execute

Use the following command: java p1.RestaurantReviewSystem.

User Credentials

Login and Register using Username: demo123 and Password: pass123dmo.

System Requirements

Ensure you have Java installed to run the application smoothly.

Troubleshooting

If you encounter issues, check terminal errors for guidance.

Live Demo – Running the App

Step-by-step guide to run the Restaurant Review System