

HO CHI MINH CITY UNIVERSITY OF TECHNOLOGY  
FACULTY OF COMPUTER SCIENCE AND ENGINEERING



PROJECT REPORT  
PRACTICE ON SOFTWARE ENGINEERING

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**SMART FOOD COURT SYSTEM**

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### Changelog:

No.	Date	Changes	Actors
1		“Section I Introduction” initialized “Section II.1 Functions” initialized “Section II.2 Use case diagram” initialized “Section II.3 Methods of implementation” initialized	
2		“Section II.4.a Login system” initialized	<b>Pham Nguyen Anh Tai</b>
		“Section II.4.b Food ordering” initialized	<b>Phan Dinh Su</b>
		“Section II.4.c Make payment” initialized	<b>Nguyen Duy Thin</b>
		“Section II.4.d Food Delivery – Manage Menu” initialized	<b>Thai Minh Tien</b>
		“Section II.4.e Online reporting and System management” initialized	<b>Pham Van Thanh</b>
3		“Section III Implementation view” initialized “Section IV Architecture design” initialized “Section V Evaluation” initialized “Section VI UI preview” initialized “Section VII. Conclusion” initialized	
4			
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### Task assignment:

- Pham Nguyen Anh Tai: Login system
- Nguyen Duy Thin : Make payment
- Thai Minh Tien: Food Delivery – Manage Menu
- Phan Dinh Su: Food ordering
- Pham Van Thanh: Online reporting and System management



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## I. Introduction

In fast paced time of today, when everyone is squeezed for time, the majority of people are inconvenient when it comes to waiting for the employees to take order in the food court. Instead, there should be some machine with touch screen around the food court or mobile app for ordering food.

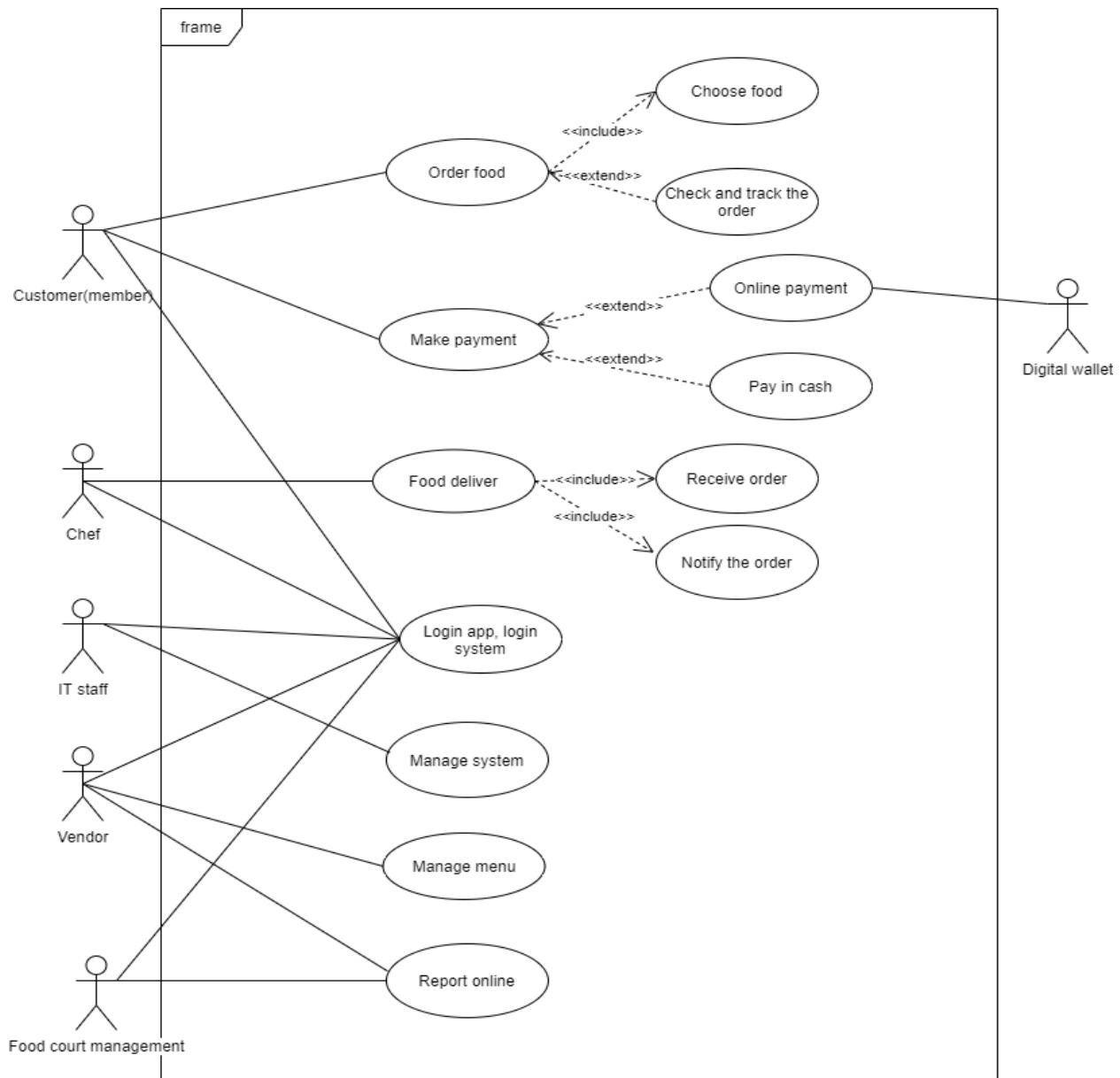
In this project, we want to deploy a **Smart food court system which** greatly simplifies the ordering process for both the customer and **the vendor owner**. System presents an interactive and up-to-date menu with all available options in an easy to use manner. Customer can choose one or more items to place an order which will land in the Cart. Customer can view all the order details in the cart before checking out. At the end, customer gets order confirmation details. Once the order is placed it is entered in the database and retrieved in pretty much real time. This allows **food stall employee** to quickly go through the orders as they are received and process all orders efficiently and effectively with minimal delays and confusion.

## II. Functional requirements

### 1. Function

- *Login system*: Customers can login, create an account, reset password if forgot.
- *Food ordering*: Customer can order food.
- *Make payment*: Customers pay their bills.
- *Food delivery*: The employees can view customers' order and confirm that they have received the order.
- *Manage Menu*: The vendor can edit menu.
- *Manage user*: The IT Staff and manager can manager users.
- *Online Report*: The manager can receive monthly report.

### 2. Use case diagram



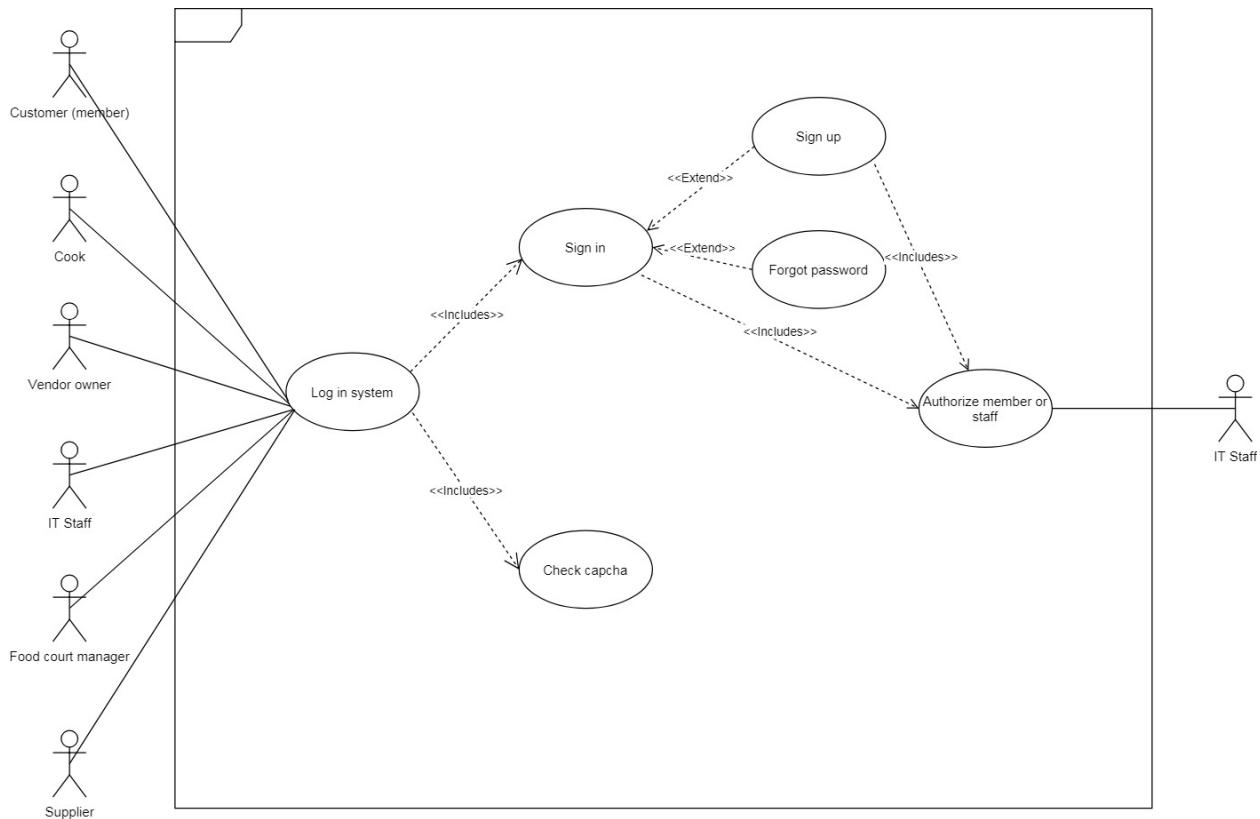
### 3. Methods of implementation

- *Platform:* website.
- *Front-end:* ReactJS.
- *Back-end:* ExpressJS
- *Database:* MySQL using XAMPP.

### 4. Use case description

#### a. Login system

### Use case and scenario :



Use-case name	Sign in
Actor	User (members or staff of smart food court)
Description	Users use the app to sign in the system by their account.
Preconditions	The app must be ready and connected to Internet. Database must be loaded.
Normal flow	<ol style="list-style-type: none"> <li>1. The app displays the login form, there are 5 fields:             <ol style="list-style-type: none"> <li>a. Your Account</li> <li>b. Password</li> <li>c. Sign up</li> </ol> </li> <li>2. Users type their account's name and password and must type the capcha code into the box to improve they are not spam. Users can check the box Auto-login to save both account and password for the next signing in.</li> <li>3. The form disappears and the app is ready for users to do their activity, which authorized by IT staff.</li> </ol>
Exception	Exception 1: at step 2 2a. If users haven't have an account, select field "Sign up", system will allow users to create new account by usecase Sign up.
Alternative flow	Alternative flow 1: at step 2 2a. If users enter wrong account or password or both, system will display the

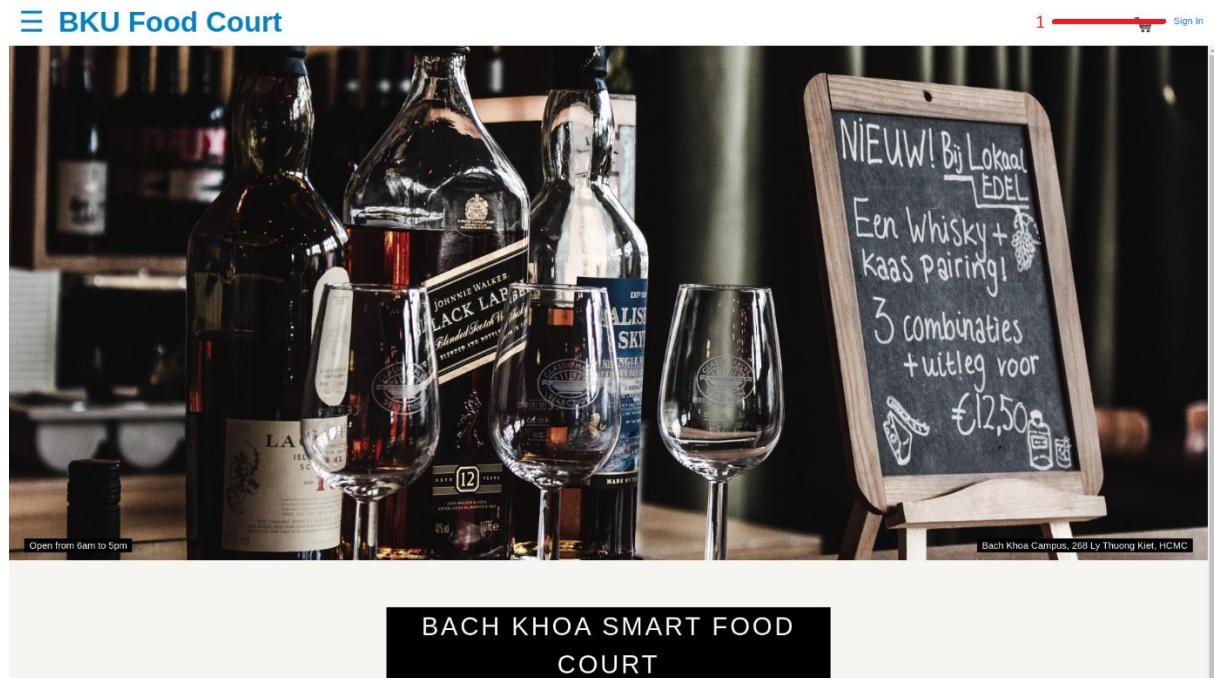


	alertness "You entered wrong information" and back to step 1.
Non-funtional requirement (invidual)	<ul style="list-style-type: none"><li>- Response time of process signing in doesn't exceed 3 seconds.</li><li>- The application should be able to handle simultaneous access of at least 1,000 people.</li><li>- Users's information (account, password, email,...) must be protected.</li></ul>

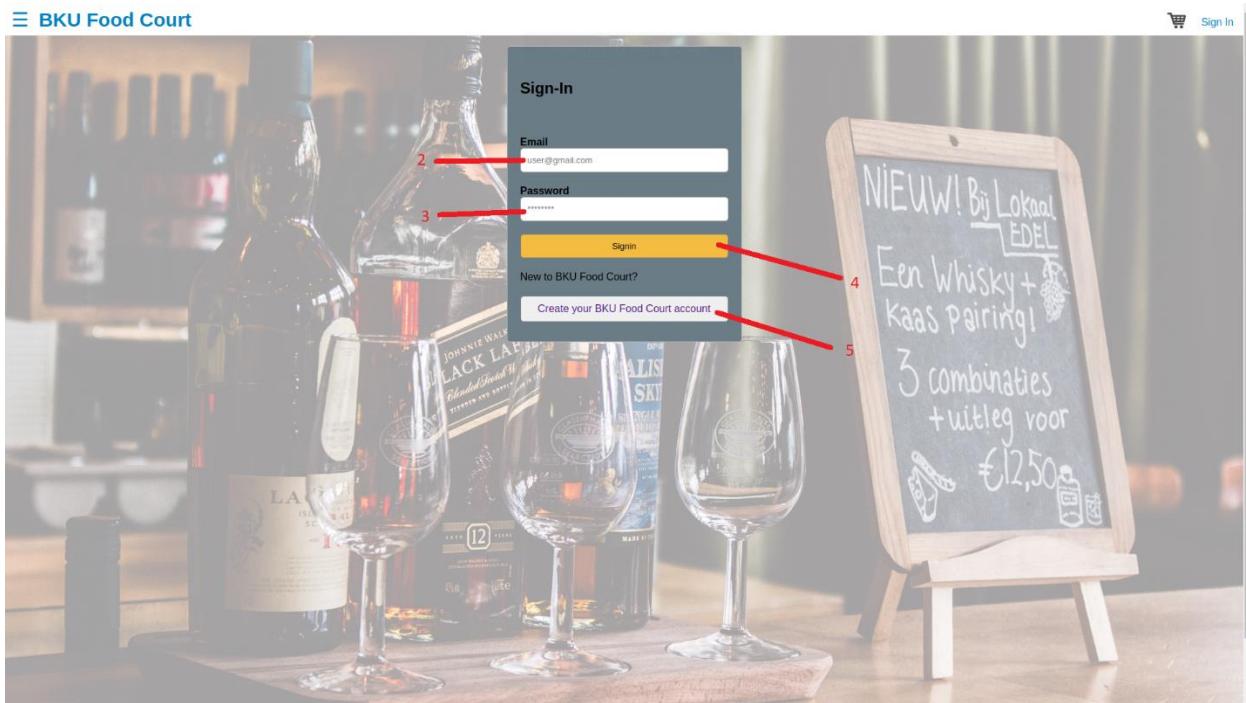
### User story:

- First thing users need to do to use the app is having an account or sign up to system. IT staff will authorize for user and user can do what they authorized after they log in. For example, members can order food by app, vendor owner can manage data,....

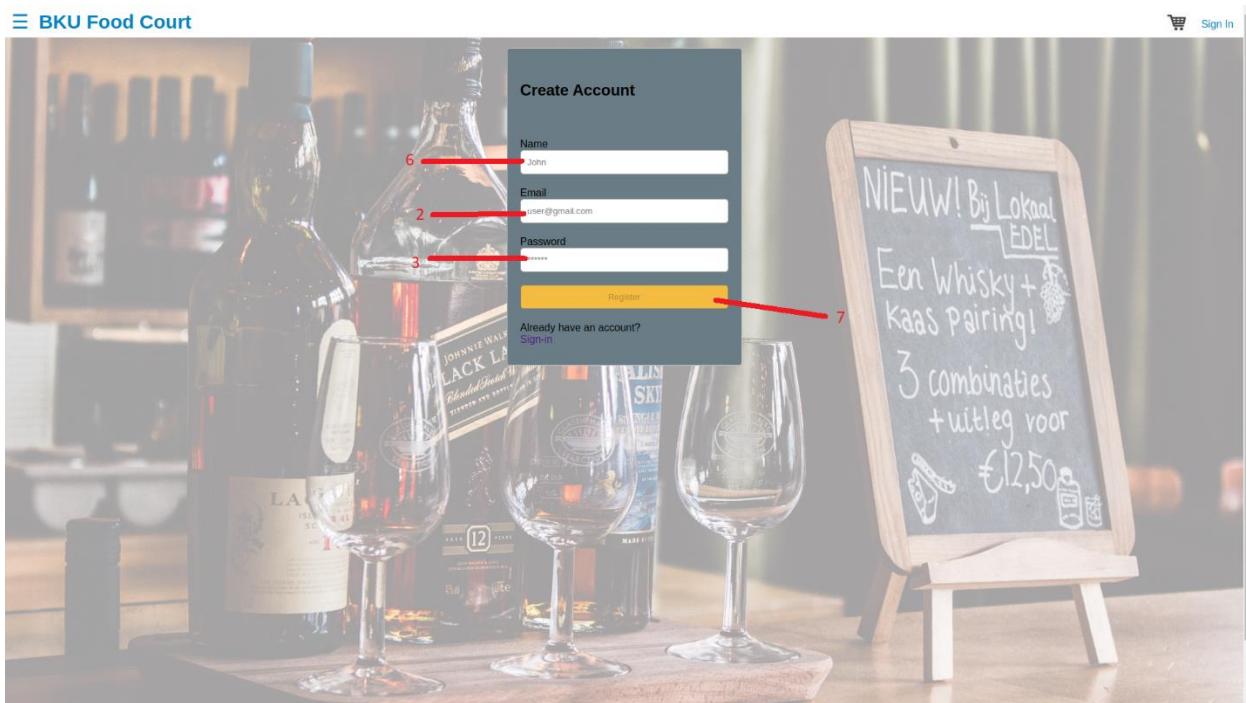
### Mock-up:



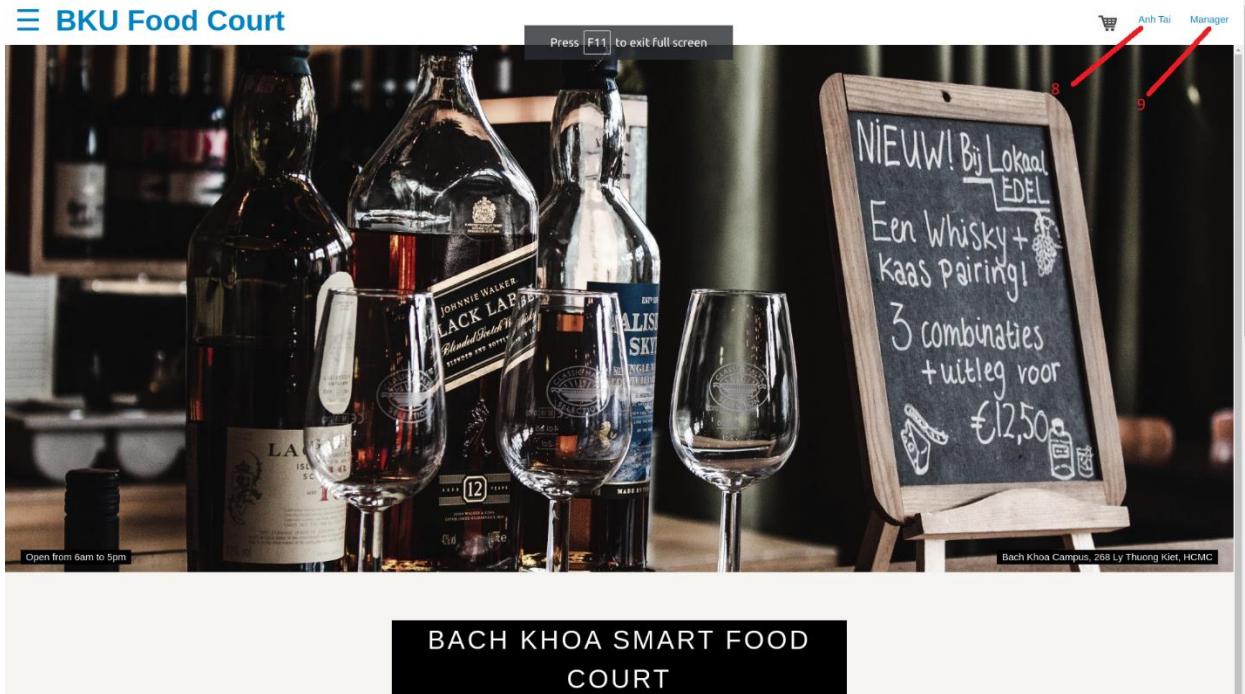
Mockup-1. Homepage



Mockup-2. Sign in form



Mockup-3. Sign up form



Mockup-4. Homepage after sign in

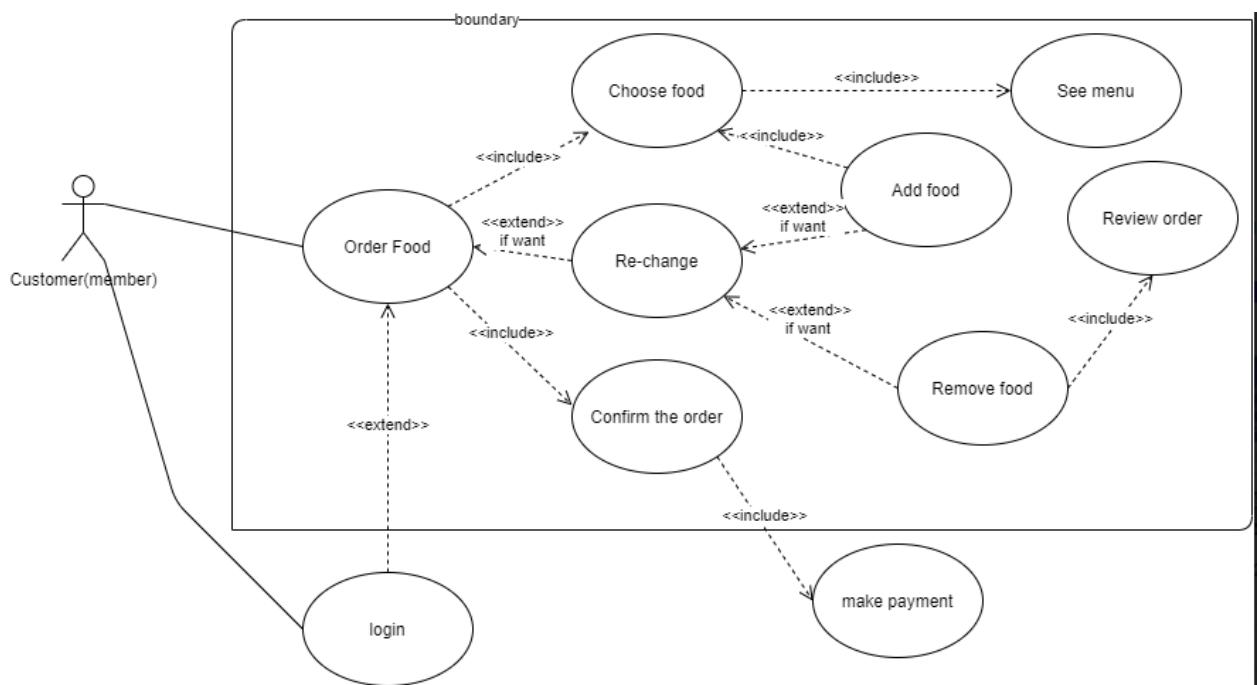
**Description:**

No	Field Name	Description	Control Type	Data Type	Mandatory	Default Value
1	Sign in button	Link to sign in form.	Button	N/A	Yes	N/A
2	Email	Enter user's email.	Text input	Text	Yes	N/A
3	Password	Enter user's password	Text input	Text	Yes	N/A
4	Sign in submit button	Submit email and password of user to login.	Button	N/A	Yes	N/A
5	Sign up button	Link to sign up form.	Button	N/A	No	N/A

6	Name	Enter user's name.	Text input	Text	Yes	N/A
7	Name of user	Display name of user if signed in, and link to profile if clicked.	Button	Text	Yes	N/A
8	Position of user	If user is working for food court, display their position.	Text input	Text	No	""

## b. Food ordering

Use case and scenario :



Use-case name	Order food
Actor	Customer
Description	Customers use food ordering to choose the dishes they want .

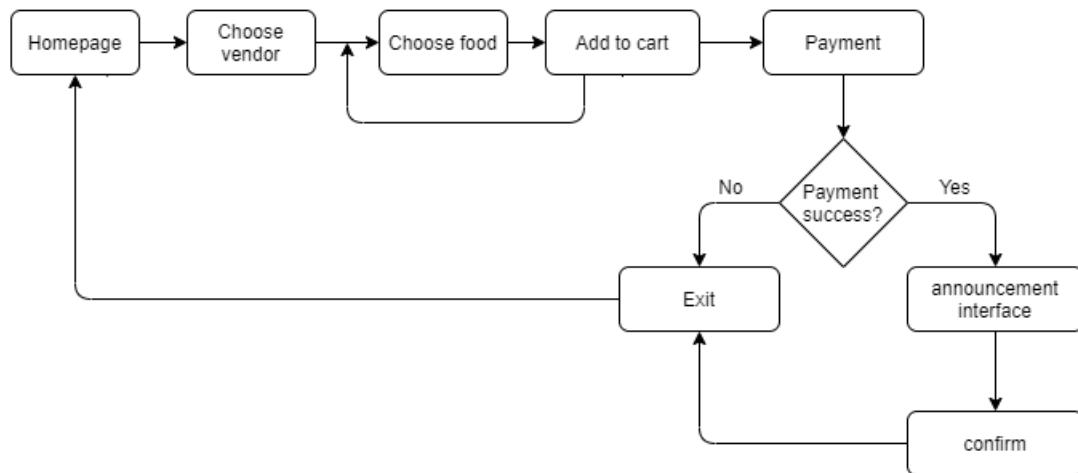


Preconditions	must log in on the app or use the device at the station. The Food must be on the menu.
Normal Flow	1. After login or use the device at the station, customers will choose the food displayed on the menu that they want to buy. 2. Customer change the order. if they want, they can add or remove, else countinue. 3. Customer confirm the order after the payment completed. 4. Confirmation system and successful order.
Exception	Exception 1: at step 3 3a. If the invoice payment is not completed the order will be canceled. order will end
Alternative flow	Alternative flow 1: at step 2 2a. If the customer wants add food, back to step 1. 2b. If they want remove 2b1. orders are displayed, they review and remove the food that they want. Once completed, go to step 3.

### User story:

- Customer can order by app on the phone or machine at the station. Customer will see the menu and select the food if they want. After making your selection, if you want to change, you can add or remove the food. Once the customers finish ordering food, system will send the order to the employees. Once the food has been selected, the customer must confirm the order.

### Main flow:



### Mock-up:



Select vendor



☰ BKU Food Court

Back To Vendorpage

• Red Bull

• Price: 12000 VND

Energetic drinks for studying and working

Price: 12000 VND  
Status: 90 items available  
Quantity:  Add To Cart

2

3

EDEL  
Een Whisky +  
Kaas pairing!  
3 combinaties  
+ uitleg voor  
€12,50

Enter quantity of product

☰ BKU Food Court

Shopping Cart

• Red Bull  
• Quantity: 12  
Delete

Order something else?

4 Subtotal ( 12 items ) : \$ 144000  
Price Proceed to Checkout

5  
NIEUW! Bij Lokaal  
EDEL  
Een Whisky +  
Kaas pairing!  
3 combinaties  
+ uitleg voor  
€12,50

6  
7

Checkout



☰ BKU Food Court

Special requirement

You can enter your special requirements for the food to chef such as spicy or not spicy, not too salty, low sugar, after how long you come to receive the food

Shopping Cart

Red Bull Qty: 12

Order Summary

Items	Order Total
Price	\$144000
Place Order	\$144000

NIEUW!  
Een whisky +  
Kaas pairing!  
3 combinaties  
+ uitleg voor  
€12,50.

Enter special requirement and checkout

☰ BKU Food Court

User Profile

Name Tai  
Email arnhtai@gmail.com  
Logout

ID	DATE	TOTAL	Status	Detail	Actions
73	2020-07-08T15:40:30.000Z	144000	Your food is not ready!	<a href="#">Detail</a>	<a href="#">I had it!</a>

12Red Bull

localhost:3000/profile/5#

NIEUW! Bij Lokaal  
EDEL  
Een Whisky +  
Kaas pairing!  
3 combinaties  
+ uitleg voor  
€12,50.

Done, customer will see order in their profile

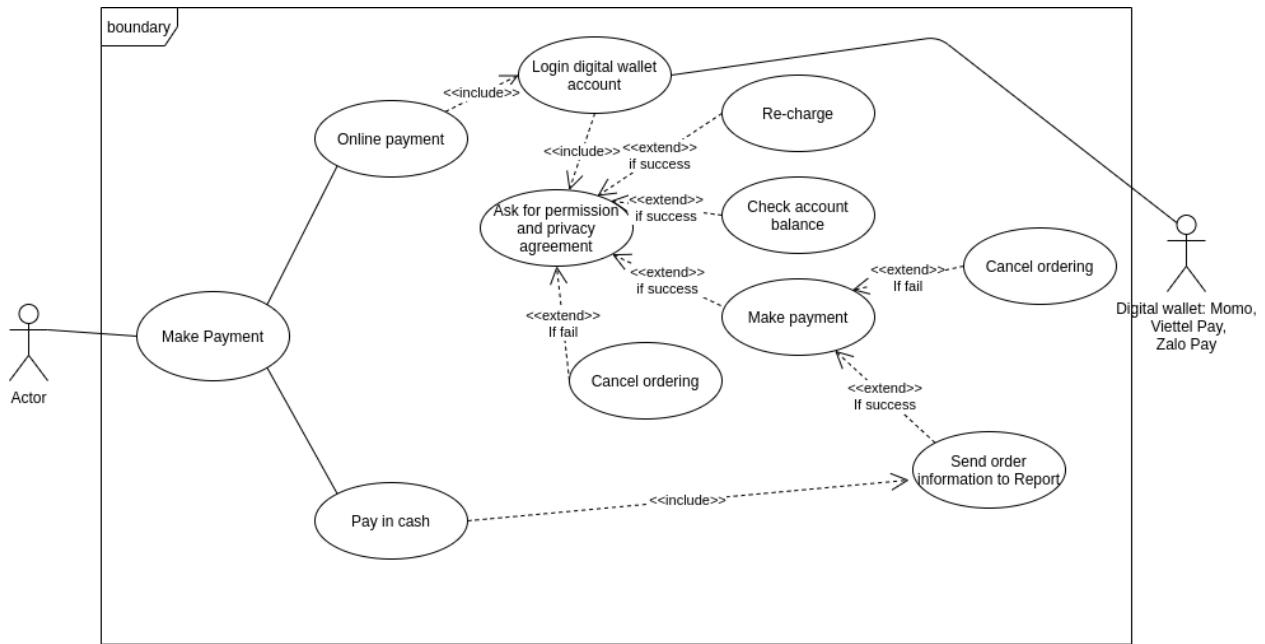
Description:



No	Field Name	Description	Control Type	Data Type	Mandatory	Default Value
1	List of link to vendor	Link to vendor when user click	List of link	N/A	Yes	N/A
2	Quantity	Enter product's quantity.	Integer input	Integer	Yes	1
3	Add to cart	Add product to user's cart.	Button	N/A	Yes	N/A
4	Subtotal	Displays the total amount of all products	Display	Text	Yes	total amount of all products
5	Checkout button	Link to process checkout.	Button	N/A	Yes	N/A
6	Delete button	Delete product from user cart.	Button	N/A	Yes	N/A
7	Link to order something else	Link to vendor page for user to order anything else.	Link	N/A	Yes	N/A
8	Special requirement	User enter their requirement about order.	Text input	Text	No	""
9	Place order button	Submit order.	Button	N/A	Yes	N/A
10	Oder detail	User's order detail.	Display	Text	No	N/A

### c. Make payment

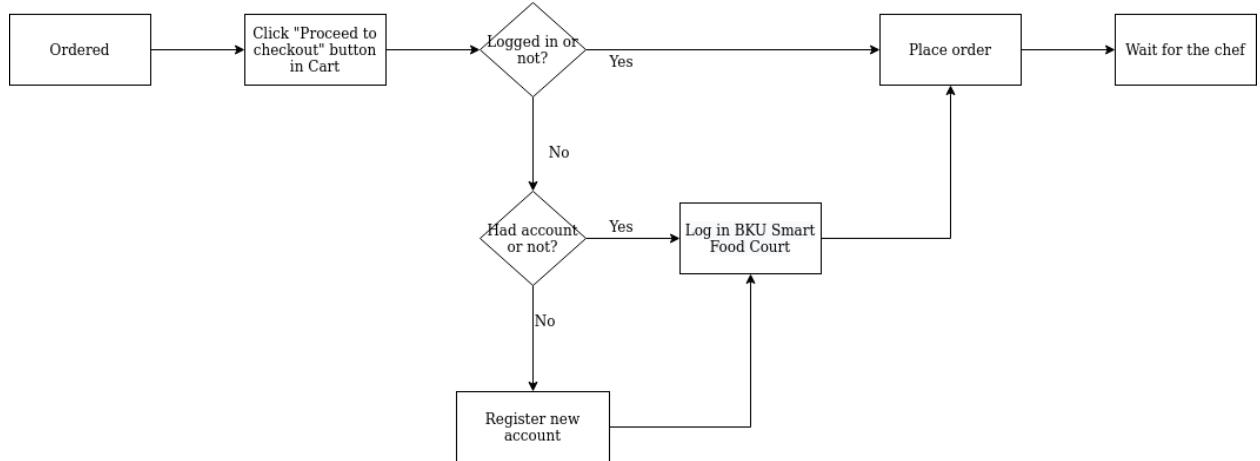
**Use case and scenario :**



### User story:

- The customer will proceed to payment to complete the order process. Depending on how customers order through the app or at the stall, there are two ways of payment: online payment via e-wallet and cash payment.

### Main flow:



### Mock-up:

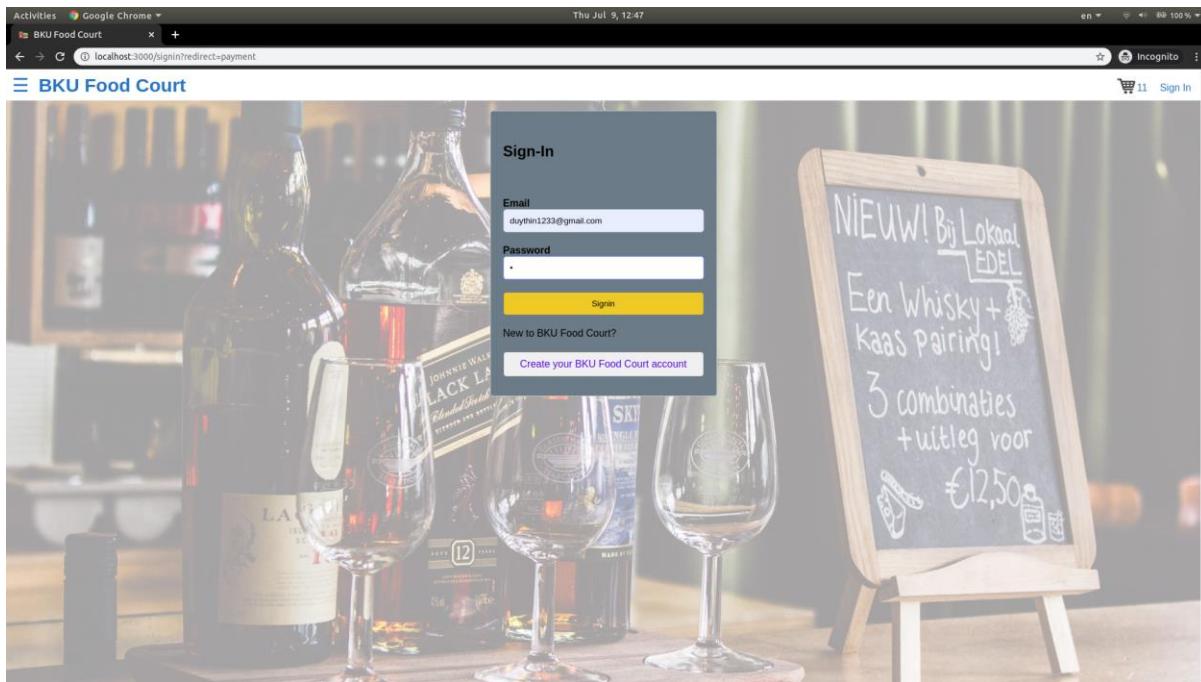


The screenshot shows a shopping cart interface. On the left, there are two items listed: "Red Bull" (Quantity: 10) and "Noodle with beef" (Quantity: 1). Both items have a "Delete" button next to them. To the right of the cart is a promotional sign for a "Whisky + Kaas pairing". The sign lists three combinations for €12,50 each. The subtotal for the cart is \$145000. A yellow "Proceed to Checkout" button is visible at the bottom right of the sign.

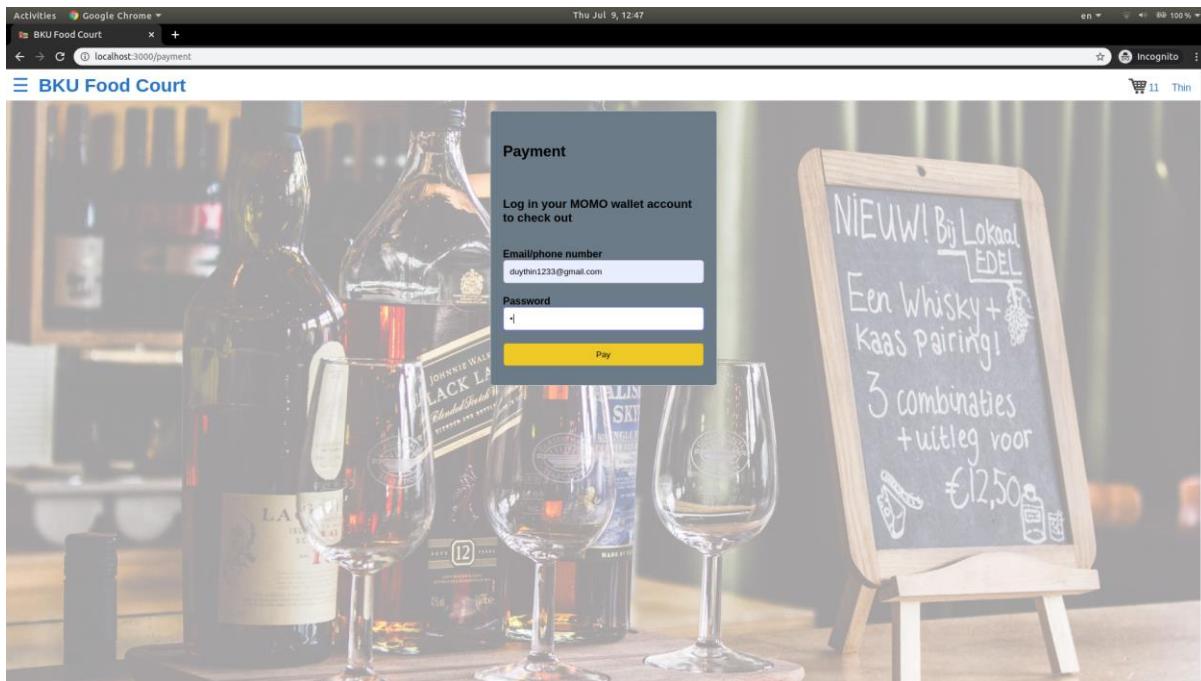
**After choosing food, move on Checkout by pressing "Proceed to checkout" button**

The screenshot shows a sign-in form overlaid on the food court background. The form has fields for "Email" and "Password", a "Signin" button, and links for "New to BKU Food Court?" and "Create your BKU Food Court account". The background features a blurred image of various bottles and glasses on a bar counter, with a chalkboard sign for a whisky and cheese pairing.

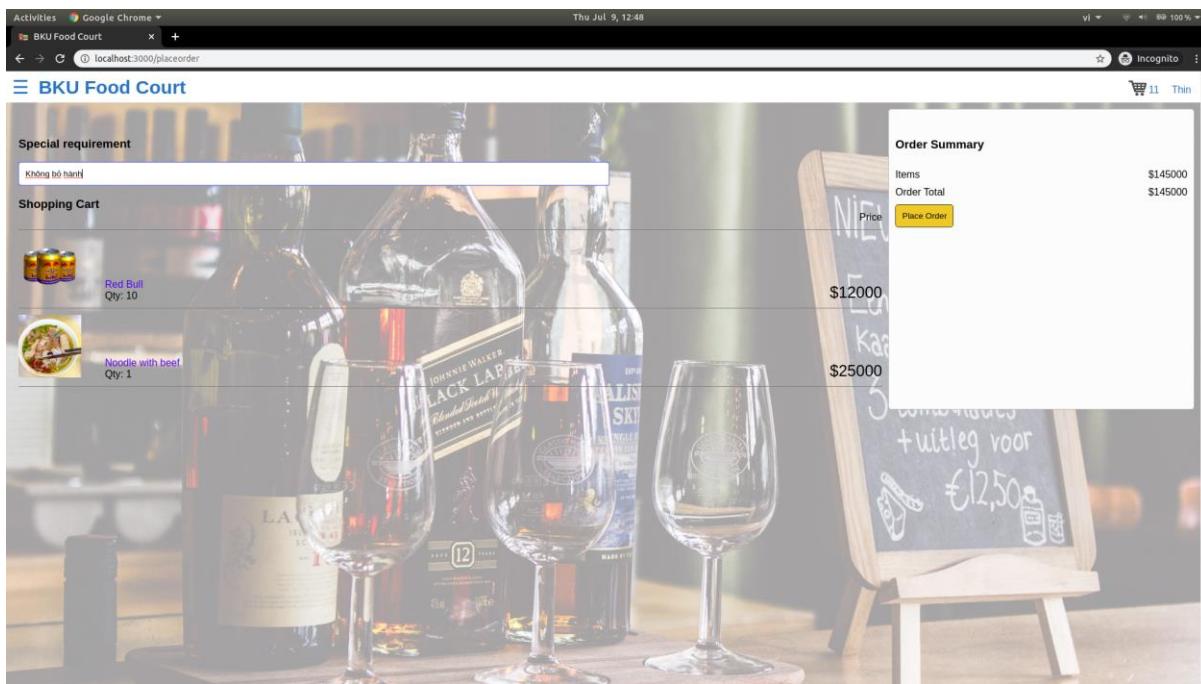
**If the customer has not logged in before, log in now.**



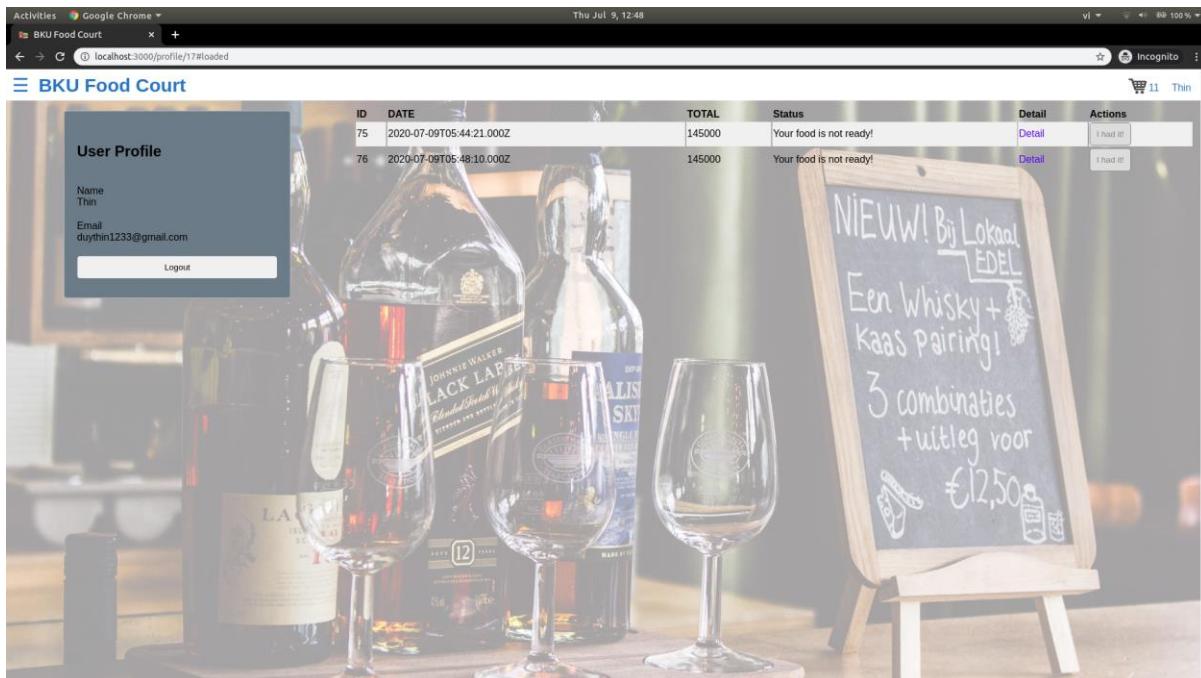
**Enter username and password**



**Then, log in to Digital Wallet account.**



**Customer can leave some note, and then press "Place order"**



**Checkout successfully.**

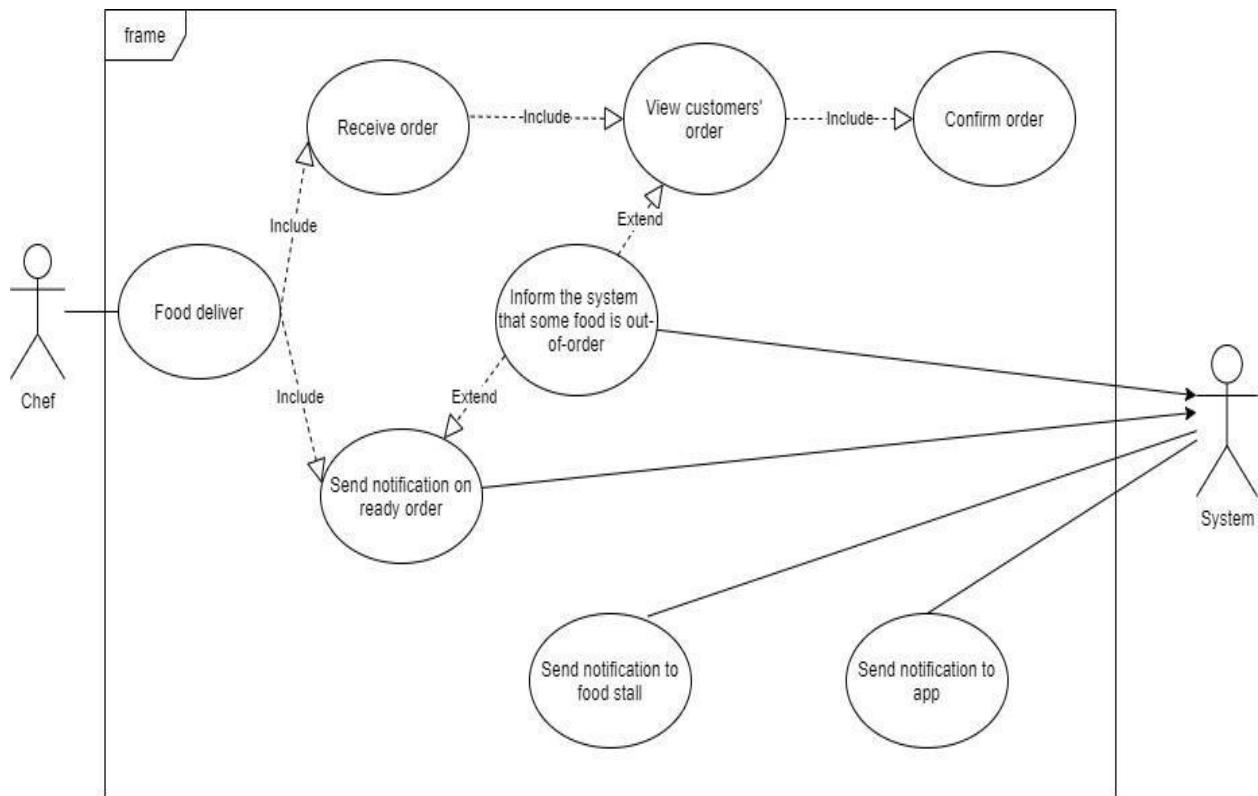
**Description:**



No	Field name	Description	Control type	Data type	Mandatory	Default value
1	View cart	Confirm the order and checkout	Display	Text	Yes	N/A
2	Log in BKU Food Court	Redirect to login if has not logged in before.	Input	Text	Yes	N/A
3	Log in digital wallet account	Log in digital wallet account to checkout	Input	Text	Yes	N/A
4	Confirm Order	Confirm the order and may leave some note to Food Court.	Input Display	Text	No	N/A
5	Check out	Make payment through digital wallet	Button	N/A	Yes	N/A

#### d. Food Delivery – Manage Menu

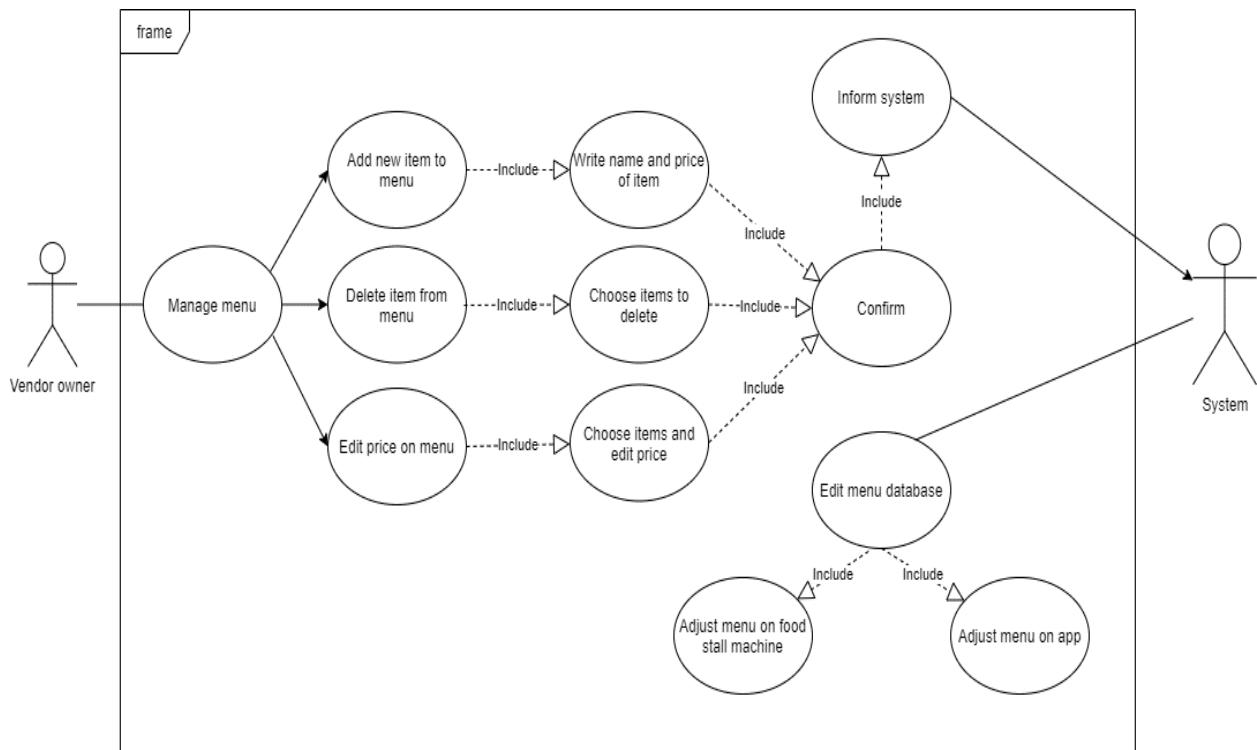
**Use case and scenario :**



Use-case name	Food deliver
Actor	Chef
Description	Chef can receive the order and see the order list. The chef then can confirm the order to inform that the food is process. If the food is ready or out of order, the chef can inform system.
Preconditions	Chef must log in to system and be authenticated.



Normal Flow	<ol style="list-style-type: none"><li>1. System receives the order from customers and put it in order list.</li><li>2. Chef views the order list.</li><li>3. Chef chooses an order in the list and confirm the order, then it will be displayed as being in process in the list.</li><li>4. After finishing prepare the food, the chef will inform the system that the food is ready.</li><li>5. The system will send the notification on the order to the customers through:<ol style="list-style-type: none"><li>a. Paper calling system if the customer orders through ordering machines.</li><li>b. Mobile app if the customer orders through app.</li></ol></li><li>6. Go back to step 2</li></ol>
Exception	At step 2: If the order list is empty, the system will present a notification to inform the chef.
Alternative Flow	At step 5: 5a. After step 4, chef inform the system that some food is out-of-order 5b. The system will fade the options in the menu of the ordering machines and mobile app and won't let the customers choose them. Continue step 5 in normal flow.



Use-case name	Manage menu
Actor	Vendor owner
Description	Vendor owners change or update the menu of their food stalls
Preconditions	Vendor owners must log in to system and be authenticated.

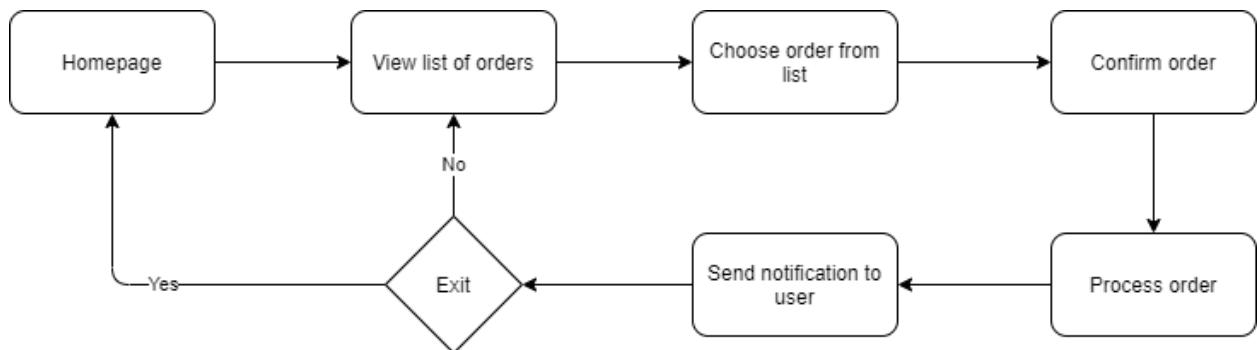
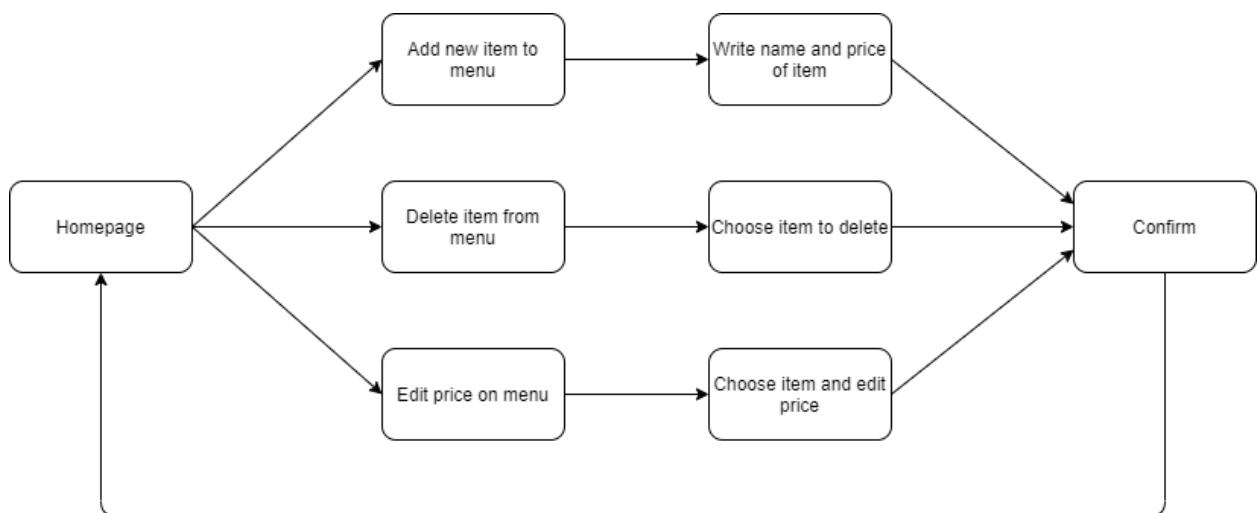


Normal Flow	<p><b>1.</b> Display the menu of the food stall</p> <p><b>2.</b> Vendor owner chooses option to manage menu:</p> <ul style="list-style-type: none"><li><b>A.</b> Add new item to menu</li><li><b>B.</b> Delete item from menu</li><li><b>C.</b> Edit price on menu</li></ul> <p>Case A: 3. Vender owner writes the name and price of item.</p> <p>Case B: 3. Vender owner chooses items to delete from menu.</p> <p>Case C: 3. Vender owner chooses item and edit price of the item.</p> <p><b>4.</b> Confirm change.</p> <p><b>5.</b> System will be informed about the change of menu.</p> <p><b>6.</b> System edit menu database.</p> <p><b>7.</b> Adjust menu on food stall machine and mobile app.</p>
Exception	At case A step 3: If the item already exists, the system will present a notification to inform the vendor owner and make no change.

### User story:

- Food delivery: Once the customers finish ordering food, system will send the order to the employees. The employees can view customers' order and confirm that they have received the order, they also can inform the customers whether the food is ready or the food is out of order.
- Manage Menu: The vendor owner can add items, delete items or edit the price of items on menu.

### Main flow:



**Mock-up:**



BKU Food Court

localhost:3000/chef

Orders

ID	DATE	TOTAL	USER	DETAILS	ACTIONS
76	2020-07-09T05:48:10.000Z	145000	17	3 Order list Requirement	<input type="button" value="Done"/>
77	2020-07-30T03:57:40.000Z	25000	14	10Red Bull Noodle with beef Order list Requirement	<input type="button" value="Done"/>
78	2020-07-30T04:09:48.000Z	57000	14	Order list Requirement	<input type="button" value="Done"/>
79	2020-07-30T04:11:12.000Z	57000	12	Order list Requirement	<input type="button" value="Done"/>

Een Whisky + Kaas pairing!  
3 combinaties + uitleg voor €12,50

localhost:3000/chef#

Type here to search

11:18 AM 7/30/2020

BKU Food Court

localhost:3000/chef

Orders

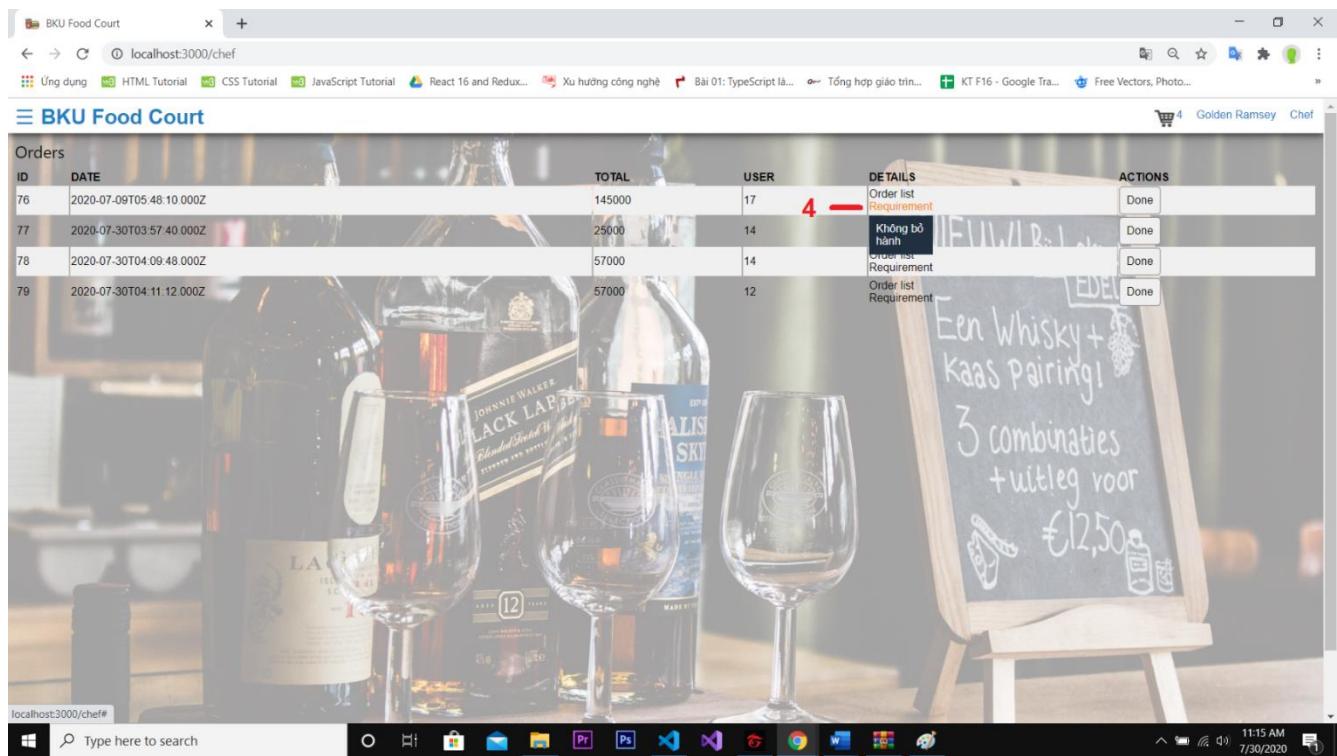
ID	DATE	TOTAL	USER	DETAILS	ACTIONS
76	2020-07-09T05:48:10.000Z	145000	17	Order list Requirement	<input type="button" value="Done"/> 1
77	2020-07-30T03:57:40.000Z	25000	14	Order list Requirement	<input type="button" value="Done"/>
78	2020-07-30T04:09:48.000Z	57000	14	Order list Requirement	<input type="button" value="Done"/>
79	2020-07-30T04:11:12.000Z	57000	12	Order list Requirement	<input type="button" value="Done"/> 2

Een Whisky + Kaas pairing!  
3 combinaties + uitleg voor €12,50

localhost:3000/chef#

Type here to search

11:18 AM 7/30/2020



No	Field Name	Description	Control type	Data type	Mandatory	Default value
1	Order information	Display the order information including ID, date, total price, id of the customer who made order and some details	Display	N/A	Yes	N/A
2	Done	Inform the customer that food is ready	Button	N/A	Yes	N/A
3	Order list	List of product customer order	Display	Text	Yes	N/A
4	Requirement	Customer's requirement	Display	Text	Yes	N/A



1

2 Create Product

3

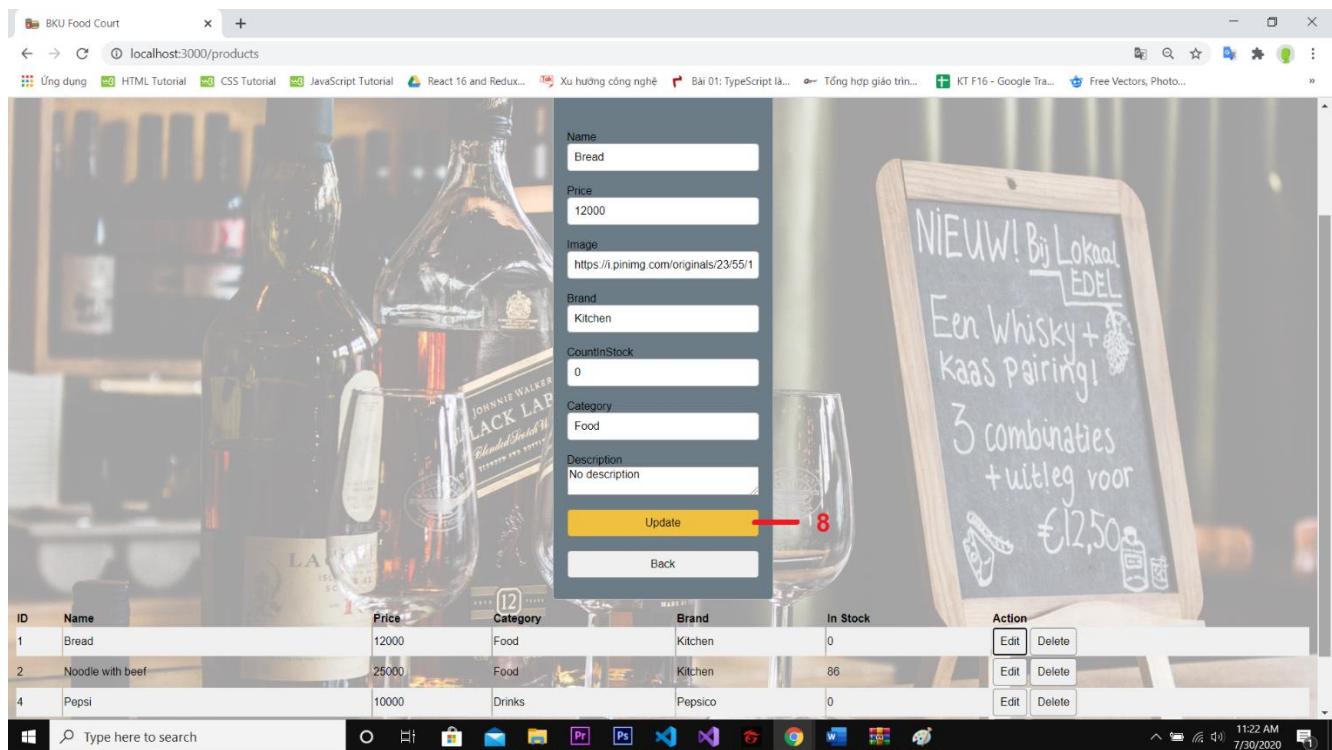
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6

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The image shows two screenshots of a web application titled "BKU Food Court".  
The top screenshot displays a table of products with columns: ID, Name, Price, Category, Brand, In Stock, and Action. The products listed are Bread (ID 1), Noodle with beef (ID 2), Pepsi (ID 4), and Red Bull (ID 7). A red arrow labeled "1" points to the "Name" column header. A red arrow labeled "2" points to a yellow "Create Product" button in the top right corner of the table. A red arrow labeled "3" points to a red "Delete" button in the action row of the Red Bull entry. A red arrow labeled "4" points to the "Delete" button in the action row of the Red Bull entry.  
The bottom screenshot shows a "Create Product" modal window. It contains fields for Name, Price, Image, Brand, CountInStock, Category, and Description. Below these is a "Create" button and a "Back" button. A red arrow labeled "5" points to the "Create" button. A red arrow labeled "6" points to the "Back" button. A red arrow labeled "7" points to the "Delete" button in the action row of the Red Bull entry in the background table.



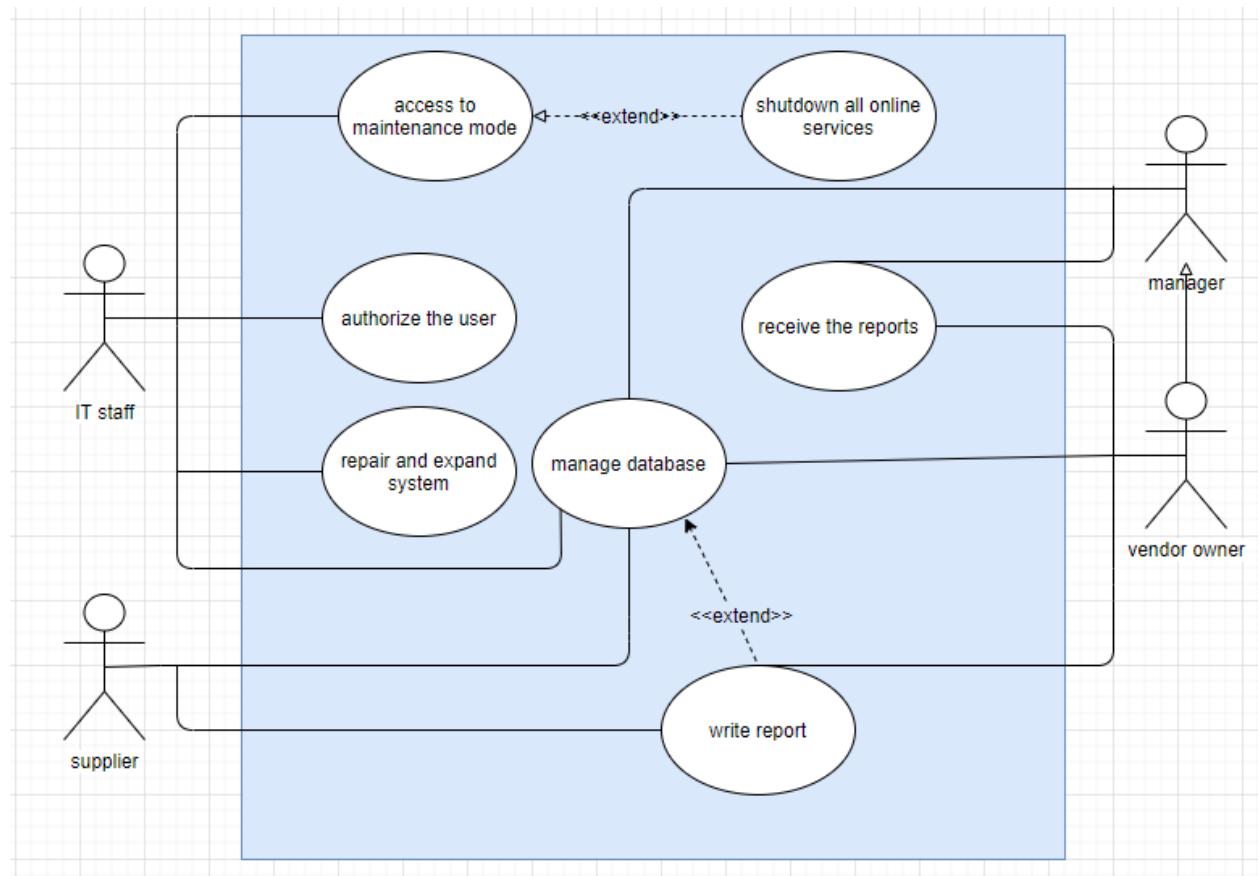
## Description:

No	Field Name	Description	Control type	Data type	Mandatory	Default value
1	Product details	Display the product information in menu including ID, name, price, category, brand and amount in stock	Display	N/A	Yes	N/A
2	Create Product	Add new product to menu	Button	N/A	Yes	N/A
3	Edit	Edit product information in menu	Button	N/A	Yes	N/A
4	Delete	Delete product from menu	Button	N/A	Yes	N/A

5	Product information	Create or update product information in menu	Text input	Text	Yes	N/A
6	Create	Confirm new product information	Button	N/A	Yes	N/A
7	Back	Undo change	Button	N/A	Yes	N/A
8	Update	Update new product information	Button	N/A	Yes	N/A

### e. Online reporting and System management

Use case and scenario :



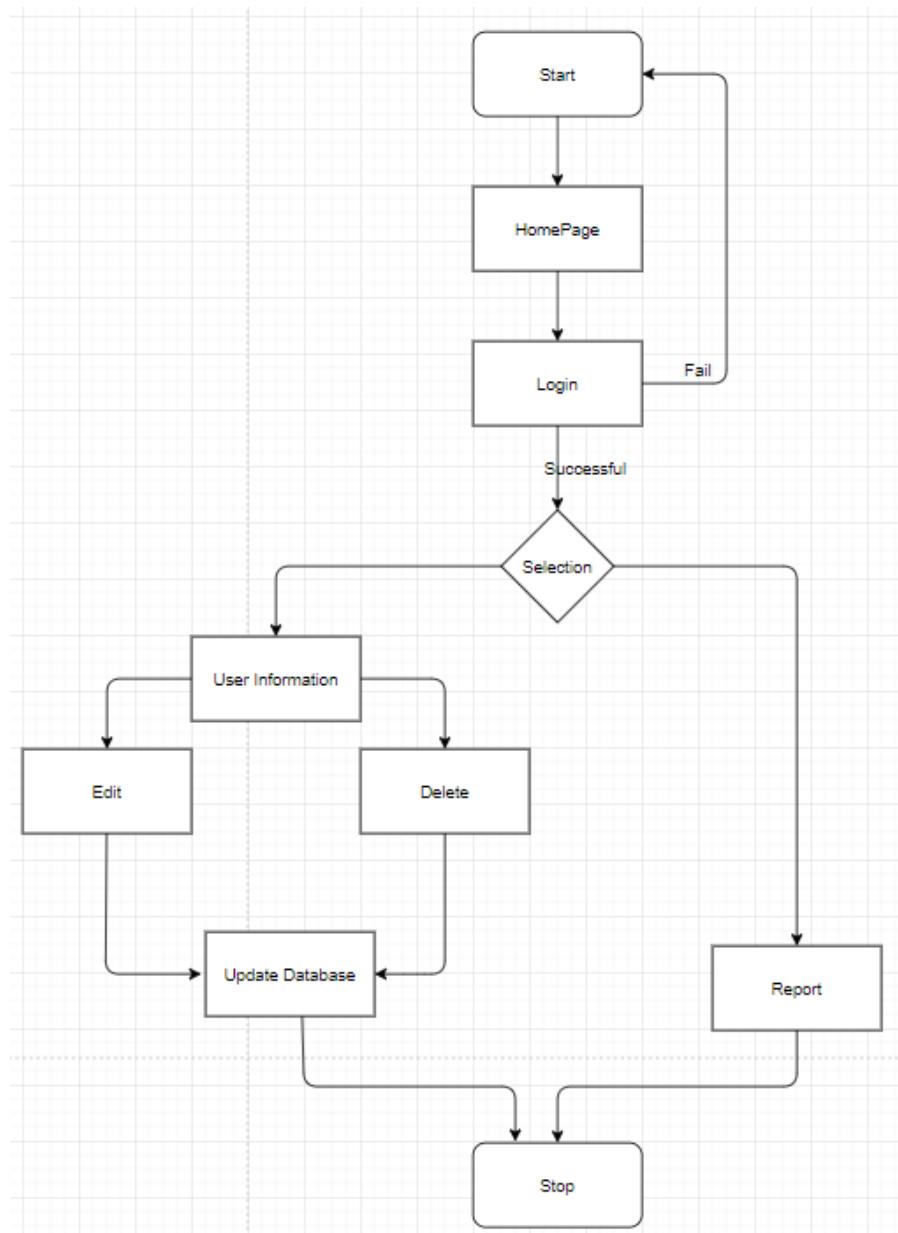


Name	User management
Actor	IT staff
Description	Admin manages all customer data, can delete if necessary, prevents attacks, ensures all requests from users execute well.
Preconditions	Manager must log in to manage and view reports
Normal flow	<ol style="list-style-type: none"><li>1. Login</li><li>2. Click user information</li><li>3. edit, delete if necessary</li><li>4. Make sure the website works properly with user data</li><li>5. Exit</li></ol>
Exception	At step 1, if the login is unsuccessful, the system cannot be accessed
Alternative flow	At step 2, manager can click to view the report and jump to step 5 exit.

### **User story:**

-Manage system: IT staff have access to the system for authorization, modification, update or maintenance.

### **Main flow:**





### Mock-up:

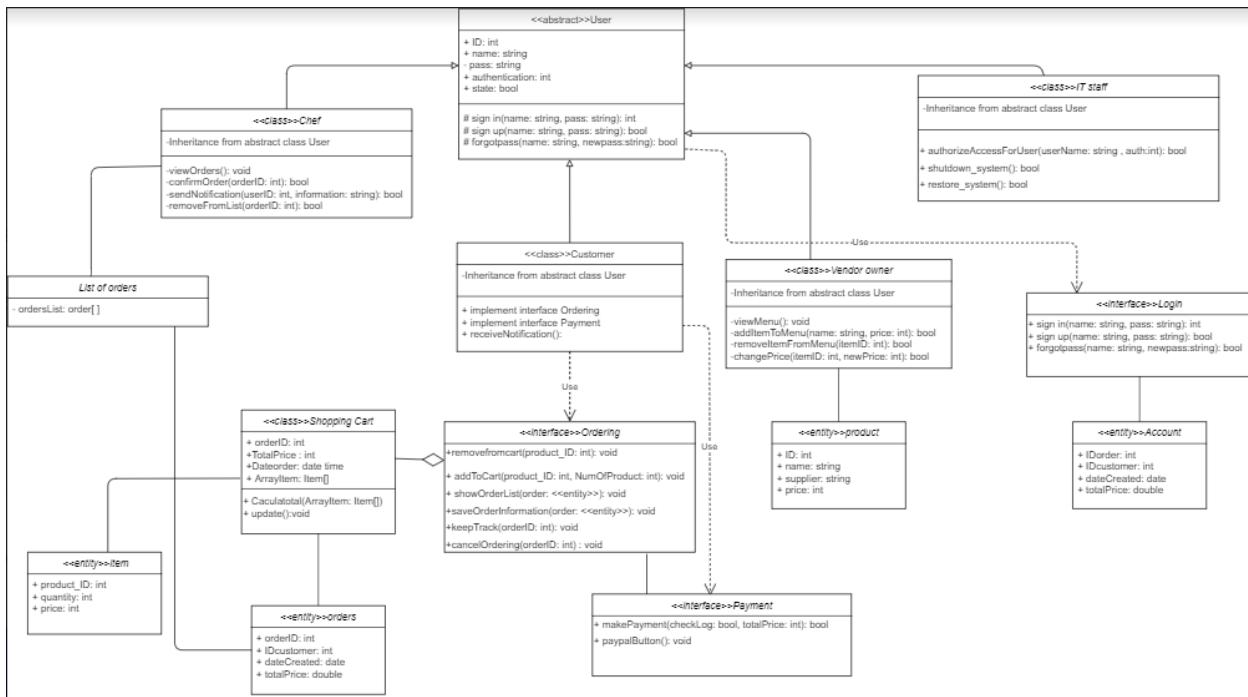
The screenshot shows a web application titled "BKU Food Court" running in a browser. The URL is "localhost:3000/staff". The interface has a header with "User Information" and "Maintenance Mode" tabs, and a navigation bar with "Bill Gate" and "IT Staff" buttons. Below the header is a table with the following columns: ID, NAME, EMAIL, isMANAGE, isCHEF, and ACTIONS. The table contains the following data:

ID	NAME	EMAIL	isMANAGE	isCHEF	ACTIONS
16	Anh Tai	manager@gmail.com	Enter vendor you want to add this	Enter vendor you want to add this	<button>addManager</button> <button>addChef</button>
15	Jeff	vendor2@gmail.com	Yes: Electronic Department	Enter vendor you want to add this	<button>deleteManager</button> <button>addChef</button>
14	Mark	vendor1@gmail.com	Yes: Computer Department	Enter vendor you want to add this	<button>deleteManager</button> <button>addChef</button>
13	Bill Gate	itstaff@gmail.com	Enter vendor you want to add this	Enter vendor you want to add this	<button>addManager</button> <button>addChef</button>
12	Golden Ramsey	chef@gmail.com	Enter vendor you want to add this	Yes: Computer Department	<button>addManager</button> <button>deleteChef</button>
8	taideptrai	anhtai123@gmail.com	Enter vendor you want to add this	Yes: Electronic Department	<button>addManager</button> <button>deleteChef</button>
5	Tai	anhtai@gmail.com	Enter vendor you want to add this	Enter vendor you want to add this	<button>addManager</button> <button>addChef</button>
1	Anh Tai	anhtaipng@gmail.com	Yes:	Yes:	<button>deleteManager</button> <button>deleteChef</button>

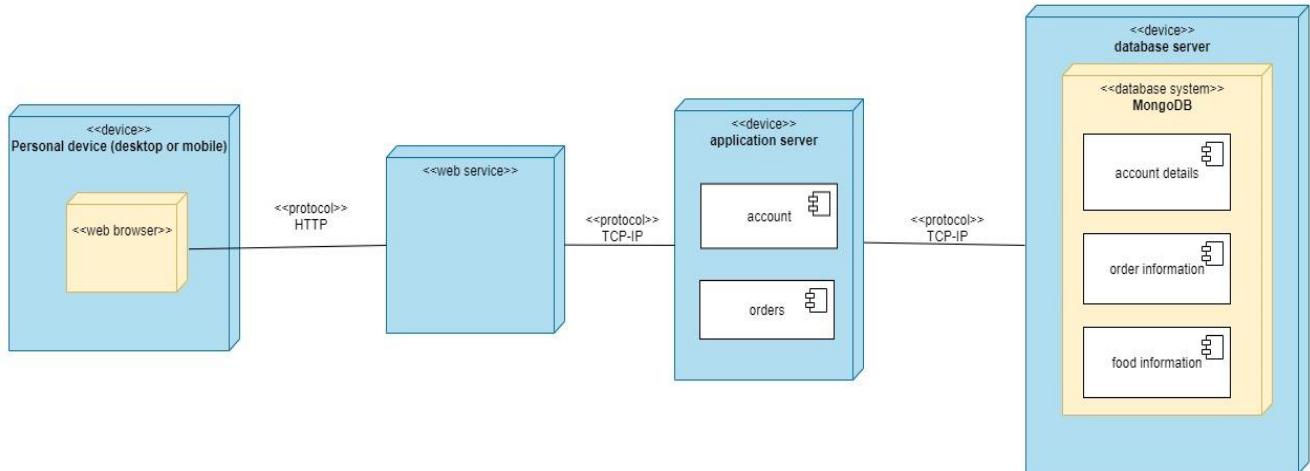
### Description:

Field Name	Description	Control type	Data type	Mandatory	Default value
ID	User identifier	Display	Number	Yes	N/A
Name	User name	Display	Text	Yes	N/A
Email	Email login	Display	Text	Yes	N/A
IsManage	Whether the user has a management role	Display	Bool	N/A	0
isChef	Whether the user has a chef role	Display	Bool	N/A	0
Actions	Add and delete buttons, change user roles.	Button	N/A	N/A	N/A

### III. Implementation view



## IV. Architecture design



## V. Evaluation

Member	Task	Function	Evaluation
Phạm Nguyễn Anh Tài	Login system	Sign in	100%
		Sign up	100%
		Reset password	0%
Nguyễn Đình Sỹ	Food ordering	Add to cart	100%



		Checkout	100%
		Make order	100%
Nguyễn Duy Thìn	Make payment	Pay with Momo(fake)	90%
Thái Minh Tiến	Food delivery and manage menu	Send order to chef	100%
		Send information about food to customer	100%
		Vendor owner can edit their menu	100%
Phạm Văn Thành	Manage user	Manager can edit user's authorization	100%
		Monthly online report	0%

## VI. UI preview



Opening hours: everyday from 6am to 5pm.

Address: Bach Khoa Campus, 268 Ly Thuong Kiet Street, HCMC, Vietnam

#### THE MENU

Eat

Drink



Homepage

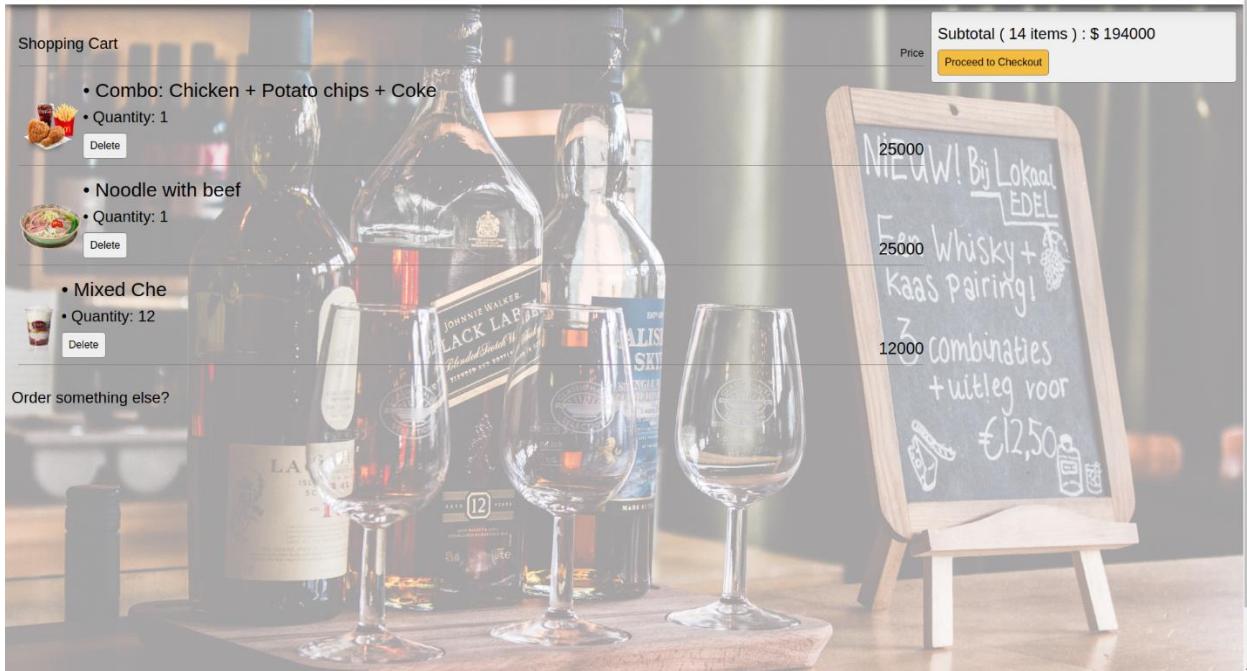


≡ BKU Food Court



## List of food

≡ BKU Food Court



## Cart screen



≡ BKU Food Court

Special requirement  
Che not too much sugar!

Shopping Cart

Item	Qty	Price
Combo: Chicken + Potato chips + Coke	1	\$194000
Noodle with beef	1	\$25000
Mixed Che	12	\$12000
<b>Total:</b>		<b>\$194000</b>

Order Summary

Items	Order Total
	\$194000

**Place Order**

A screenshot of the BKU Food Court mobile application's order screen. The top navigation bar shows the app name and a shopping cart icon with 14 items. The main area has a blurred background of a bar with various bottles and glasses. On the left, there's a 'Special requirement' input field with the text 'Che not too much sugar!'. Below it is a 'Shopping Cart' section with three items: 'Combo: Chicken + Potato chips + Coke' (Qty: 1), 'Noodle with beef' (Qty: 1), and 'Mixed Che' (Qty: 12). Each item has a small thumbnail image. To the right is an 'Order Summary' table showing the total order value as \$194000. At the bottom right is a large orange 'Place Order' button.

Order screen

≡ BKU Food Court

User Profile

Name	Tai
Email	anhthaitai@gmail.com

**Logout**

ID	DATE	TOTAL	Status	Detail	Actions
73	2020-07-08T15:40:30.000Z	144000	Your food is not ready!	<b>Detail</b>	<input style="border: none; background-color: #f0f0f0; padding: 2px 5px;" type="button" value="I had it!"/>
74	2020-07-30T15:01:55.000Z	194000	Your food is not ready!	<b>Detail</b>	<input style="border: none; background-color: #f0f0f0; padding: 2px 5px;" type="button" value="I had it!"/>

A screenshot of the BKU Food Court mobile application's profile screen. The top navigation bar shows the app name and a shopping cart icon with 14 items. The main area has a blurred background of a bar with various bottles and glasses. On the left, there's a 'User Profile' section with fields for 'Name' (Tai) and 'Email' (anhthaitai@gmail.com). Below it is a 'Logout' button. To the right is a table showing two recent orders. The first order (ID 73) was placed on 2020-07-08 at 15:40:30.000Z with a total of 144000 and a status of 'Your food is not ready!', with a 'Detail' button and an 'I had it!' button. The second order (ID 74) was placed on 2020-07-30 at 15:01:55.000Z with a total of 194000 and a similar status, also with a 'Detail' button and an 'I had it!' button.

Profile screen



≡ BKU Food Court

Orders

ID	DATE	TOTAL	USER	DETAILS	ACTIONS
73	2020-07-08T15:40:30.000Z	144000	5	Order list Requirement	<button>Done</button>
74	2020-07-30T15:01:55.000Z	194000	5	Order list Requirement	<button>Done</button>



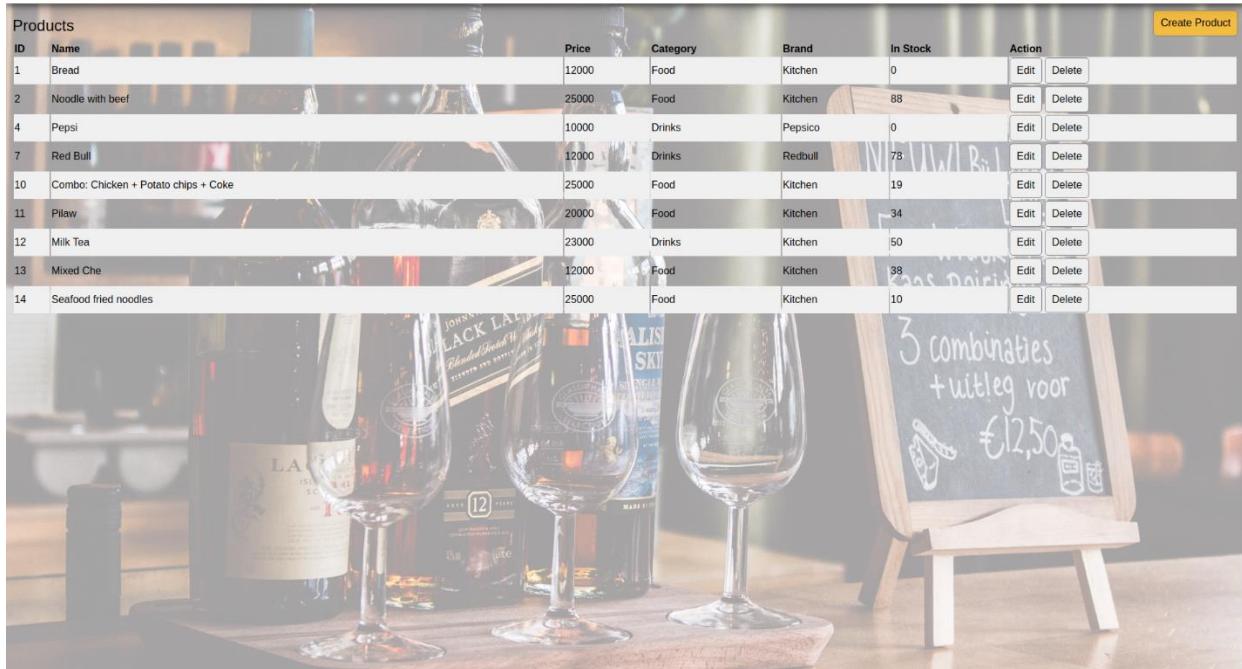
NIEUW! Bij Lokaal EDEL  
Een Whisky + Kaas pairing!  
3 combinaties + uitleg voor €12,50

Chef screen

≡ BKU Food Court

Products

ID	Name	Price	Category	Brand	In Stock	Action
1	Bread	12000	Food	Kitchen	0	<button>Edit</button> <button>Delete</button>
2	Noodle with beef	25000	Food	Kitchen	88	<button>Edit</button> <button>Delete</button>
4	Pepsi	10000	Drinks	Pepsico	0	<button>Edit</button> <button>Delete</button>
7	Red Bull	12000	Drinks	Redbull	78	<button>Edit</button> <button>Delete</button>
10	Combo: Chicken + Potato chips + Coke	25000	Food	Kitchen	19	<button>Edit</button> <button>Delete</button>
11	Pilaw	20000	Food	Kitchen	34	<button>Edit</button> <button>Delete</button>
12	Milk Tea	23000	Drinks	Kitchen	50	<button>Edit</button> <button>Delete</button>
13	Mixed Che	12000	Food	Kitchen	38	<button>Edit</button> <button>Delete</button>
14	Seafood fried noodles	25000	Food	Kitchen	10	<button>Edit</button> <button>Delete</button>



3 combinaties + uitleg voor €12,50

Vendor owner screen (edit menu)



≡ BKU Food Court

Orders

ID	DATE	TOTAL	USER	DETAIL	STATUS
74	2020-07-30T15:01:55.000Z	194000	5	Detail	The food is not ready
73	2020-07-08T15:40:30.000Z	144000	5	Detail	The food is not ready
72	2020-07-05T15:26:12.000Z	10000	8	Detail	The food is not ready

Vendor screen (see order)

≡ BKU Food Court

USER

ID	NAME	EMAIL	isMANAGE	isCHEF	ACTIONS
16	Anh Tai	manager@gmail.com	Enter vendor you want to add this	Enter vendor you want to add this	<a href="#">addManager</a> <a href="#">addChef</a>
15	Jeff	vendor2@gmail.com	Yes: Electronic Department	Enter vendor you want to add this	<a href="#">deleteManager</a> <a href="#">addChef</a>
14	Mark	vendor1@gmail.com	Yes: Computer Department	Enter vendor you want to add this	<a href="#">deleteManager</a> <a href="#">addChef</a>
13	Bill Gate	itstaff@gmail.com	Enter vendor you want to add this	Enter vendor you want to add this	<a href="#">addManager</a> <a href="#">addChef</a>
12	Golden Ramsey	chef@gmail.com	Enter vendor you want to add this	Yes: Computer Department	<a href="#">addManager</a> <a href="#">deleteChef</a>
8	taidepartral	anh tai123@gmail.com	Enter vendor you want to add this	Yes: Electronic Department	<a href="#">addManager</a> <a href="#">deleteChef</a>
5	Tai	anh tai@gmail.com	Enter vendor you want to add this	Enter vendor you want to add this	<a href="#">addManager</a> <a href="#">addChef</a>
1	Anh Tai	anh tai ping@gmail.com	Yes:	Yes.	<a href="#">deleteManager</a> <a href="#">deleteChef</a>

Manager screen (edit user's authorization)



## VII. Conclusion

- Github repo: [https://github.com/anhtaipng/bku\\_smart\\_court](https://github.com/anhtaipng/bku_smart_court)
- Overall, the project runs as expected. The completion rate is 85%.