Food Delivery

Team #28
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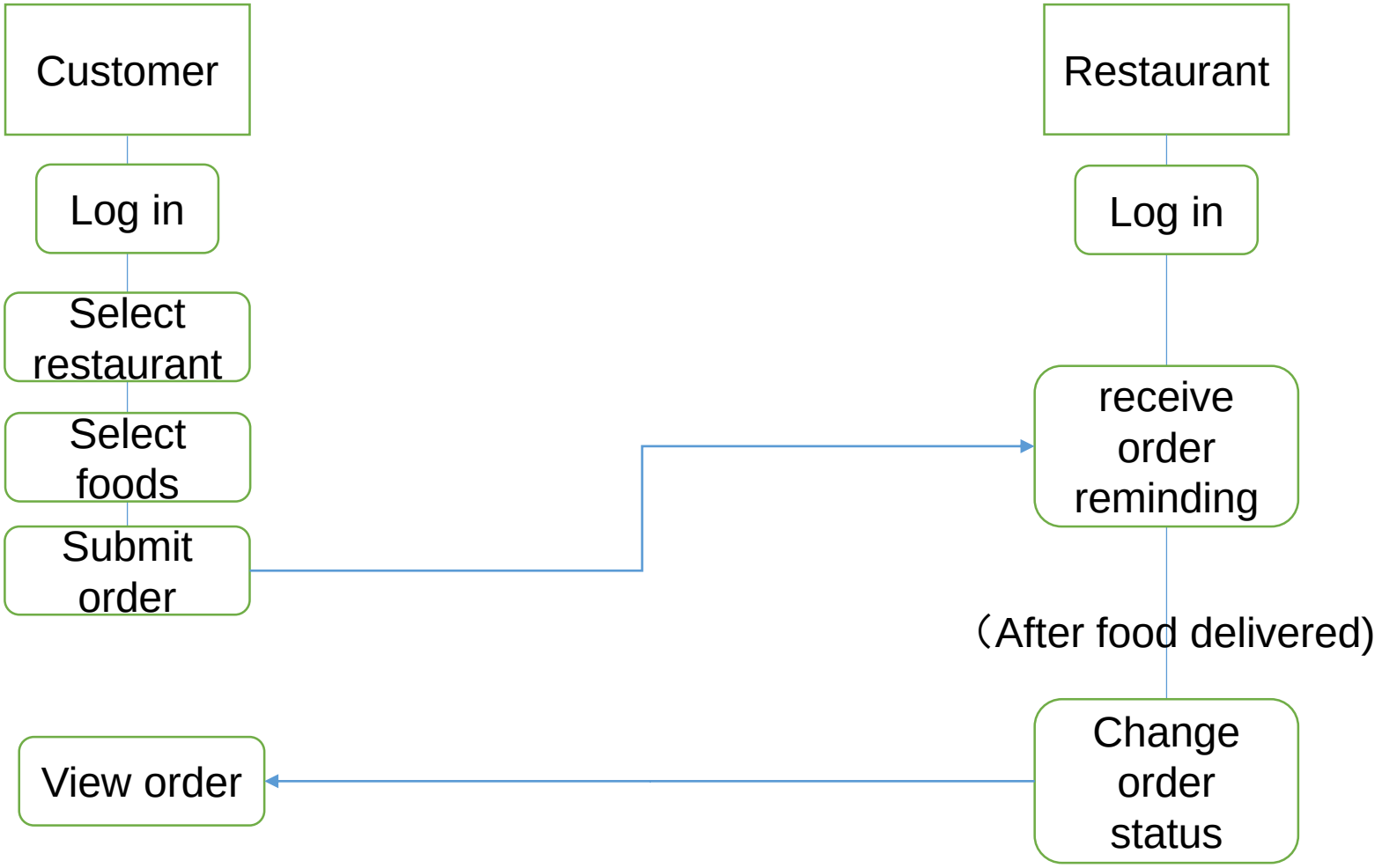
Project Proposal

- Customer can select his/her favorite restaurant and make order. The restaurant should begin cook the food and delivery it to customer's address.

- Restaurant can update restaurant information and food menu. It should be notified after an order have been made by a customer.

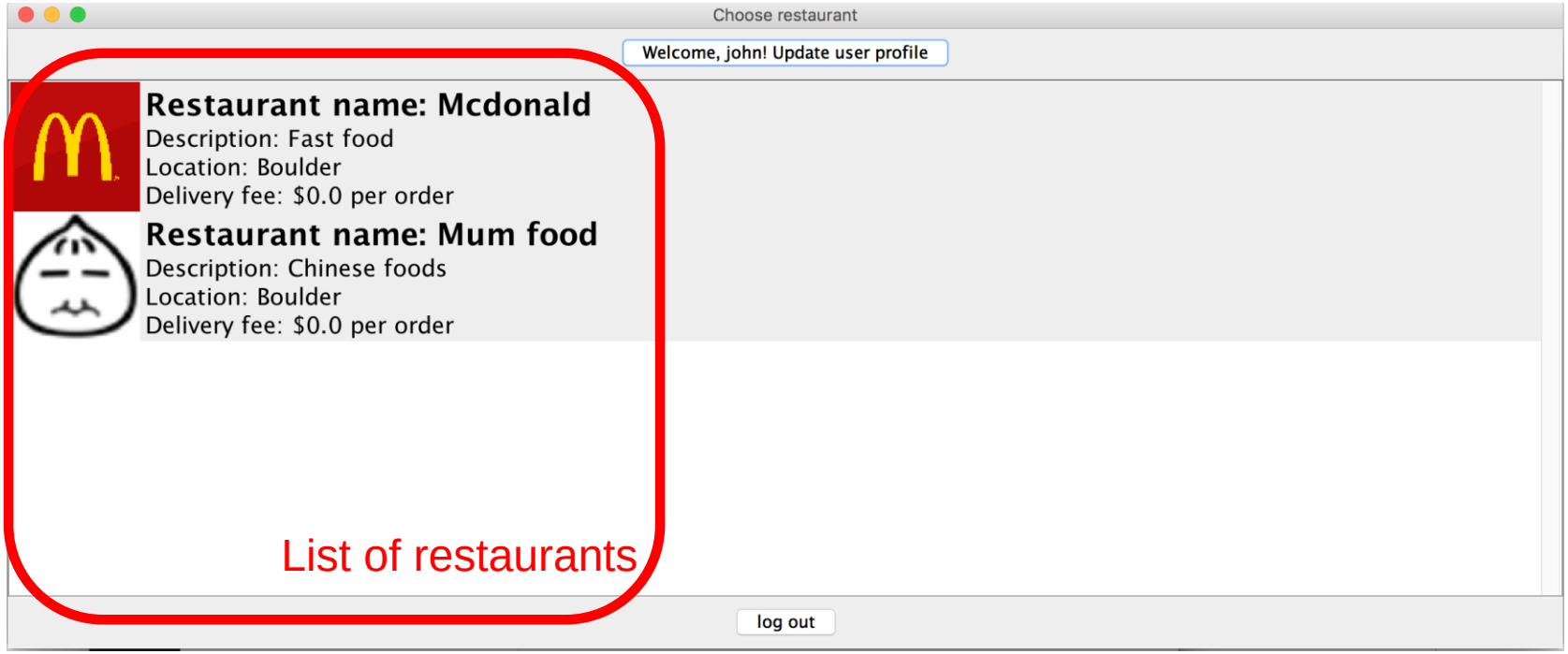
Overview


Customer
Log in
Select restaurant
Select foods
Submit order
View order
Restaurant
Log in
receive order reminding
（After food delivered)
Change order status

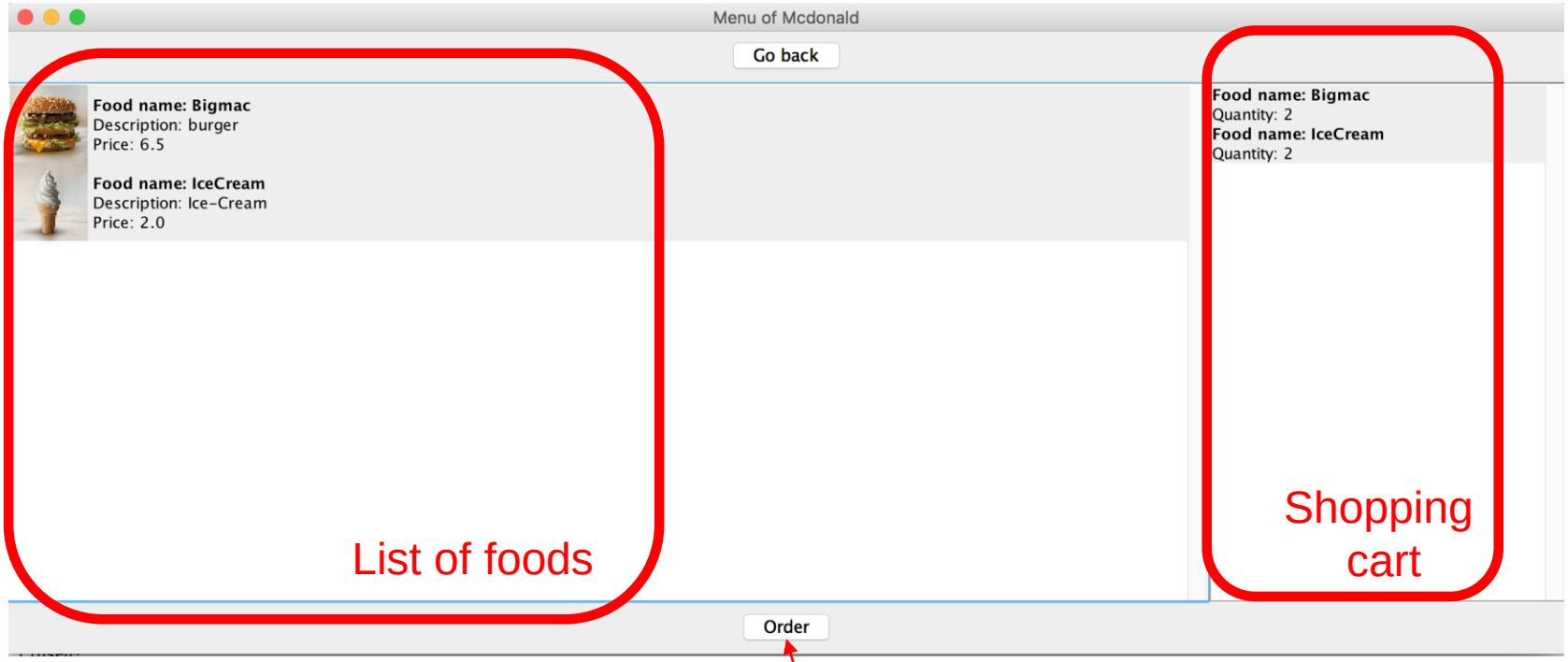
Use case

- UC-02 View food menu
- UC-03 Add foods into shopping cart
- UC-04 Create new order

Customer (select restaurants)



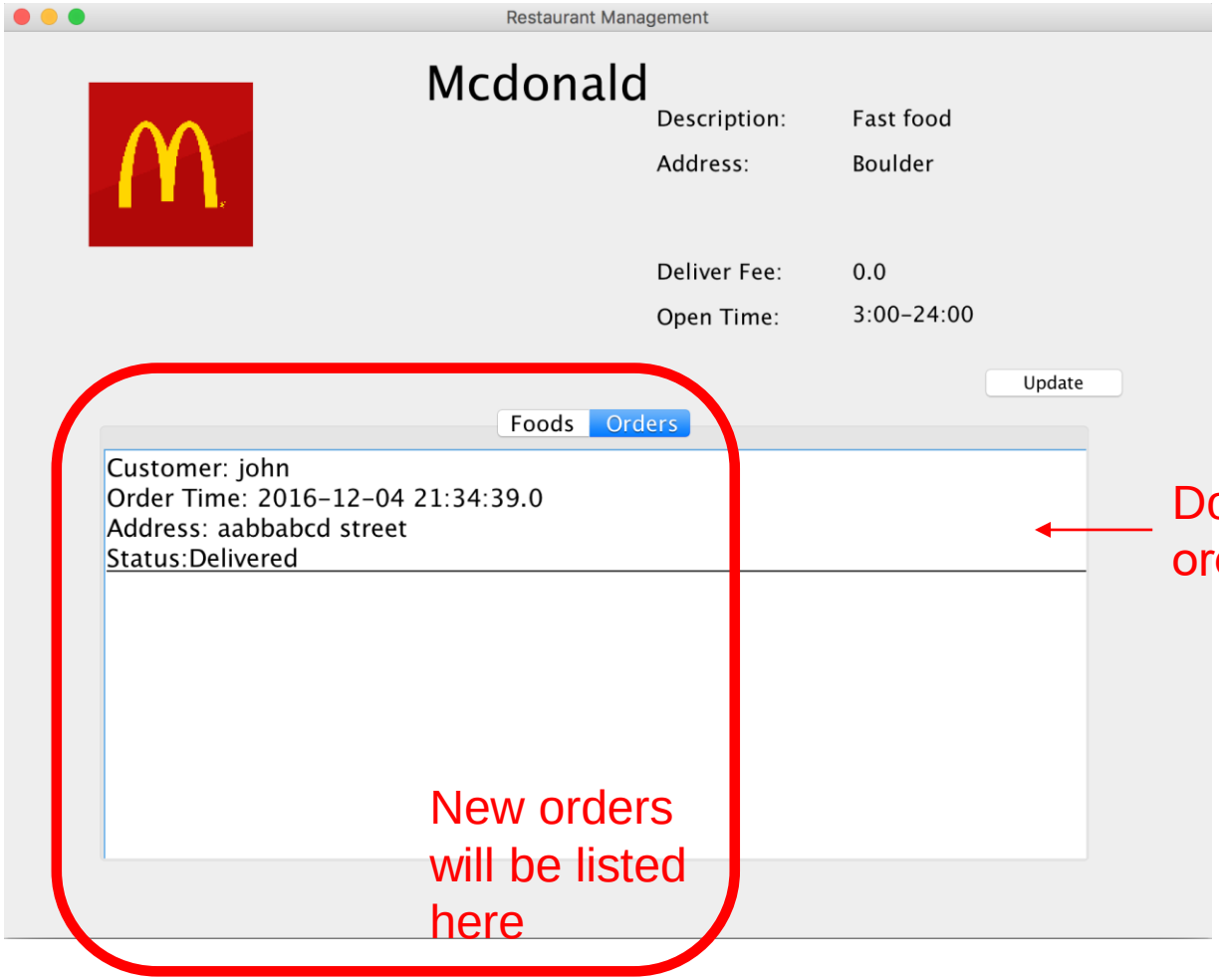
Customer (create order)



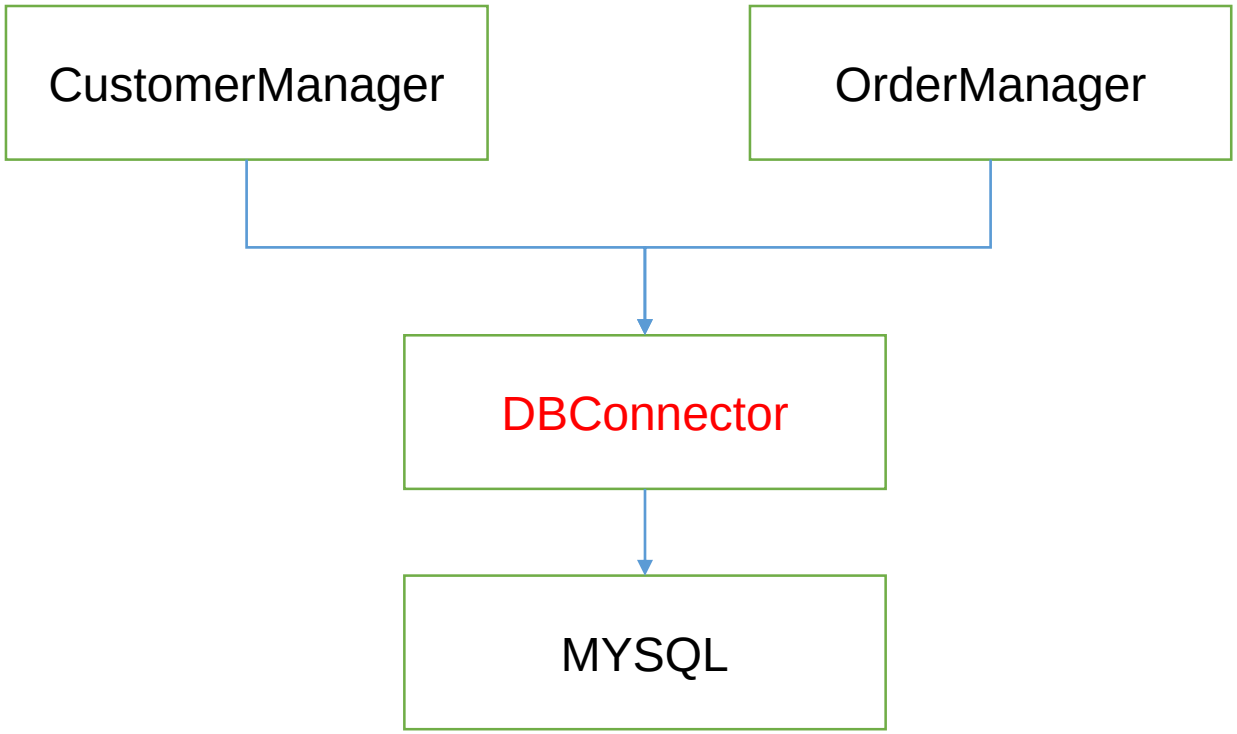
Use case

- UC-16 Update restaurant information
- UC-17 Add food
- UC-18 Update food information
- UC-19 Delete food
- UC-05 View new order
- UC-06 Complete order

Restaurant (manage orders)



Design Pattern: Singleton



Design Pattern: Singleton

```
public class DBconnector {
    private static Configuration cfg = null;
    private static SessionFactory factory = null;
    private static Session session = null;

    public DBconnector() {}
    public static synchronized void newSession() {
        if ( cfg == null ) {
            //creating configuration object
            cfg=new Configuration();
            cfg.configure("hibernate.cfg.xml");
            //creating session factory object
            factory=cfg.buildSessionFactory();
        }
        if ( session==null)
            //creating session object
            session=factory.openSession();
    }
```

Demo time

- https://github.com/chensqi/csci5448-food-delivery-project/blob/master/FoodDeliverySystem_Video.wmv