FOODIE APP

In this project we have designed a food ordering app called "Foodie" in Java. This project fulfilled the concepts of:

- 1. Abstract Factory Pattern
- 2. Decorator Pattern
- 3. Observer Pattern
- 4. MVC Pattern
- 5. Java Swing
- 6. File I/O (XML)

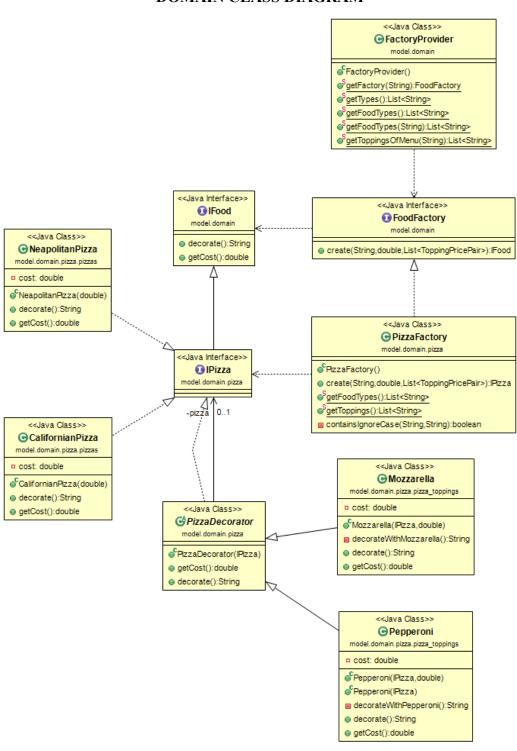
In this application, abstract factory pattern is used to create the food with its toppings by utilizing the decorator pattern. The factory provider takes the food type as a string to create either a PizzaFactory or a HamburgerFactory (can be expanded). It also takes the toppings as a list of strings which is then given to the PizzaFactory or the HamburgerFactory. These two factories create the given food which can be different types such as Neapolitan, New York Style etc. And then they go through the list of toppings to wrap the created IFood item in a decorator pattern. In the end, the created IFood item is returned all the way. The complete food string can be obtained by using the decorate method of IFood. Total cost can be obtained by using the getCost method. Both of these methods work by utilizing the decorator pattern.

There are two user types and both of these extend the User class with some added properties and methods. The customer has the currentOrder and the restaurant has the menu as the extra properties. The restaurant is able to manipulate the menu by creating new menu items, editing existing menu items or removing menu items. The customer is able to initialize the order, add an item to order, remove an item from order and place the order. Both of these classes utilize the observer pattern to let the views and controllers know about the changes happening to the user/restaurant information and menu items.

There is a Repository class that keeps track of all the objects in the current state of the program. This class uses the IO class to input and output the objects. The IO class uses the IOParser class to parse the objects from and to XML format. For any changes to the users etc. the FoodieService is used as an abstraction for the controllers as this is the only class with access to the Repository. After every change to the objects, the outputData method is called which calls the output method of the Repository.

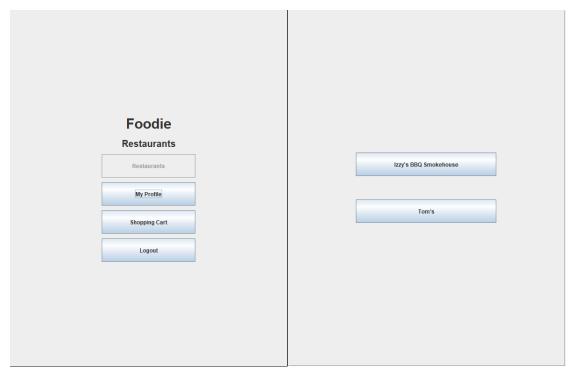
View classes are used to render the data and buttons. The functionality to these buttons are added by that view's respective controller. Both the view and controller classes are observers of the user classes that are the subjects of the current window so that any changes will trigger an update immediately.

DOMAIN CLASS DIAGRAM

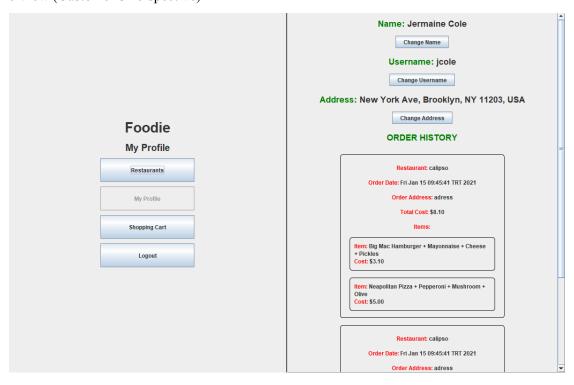


VIEWS

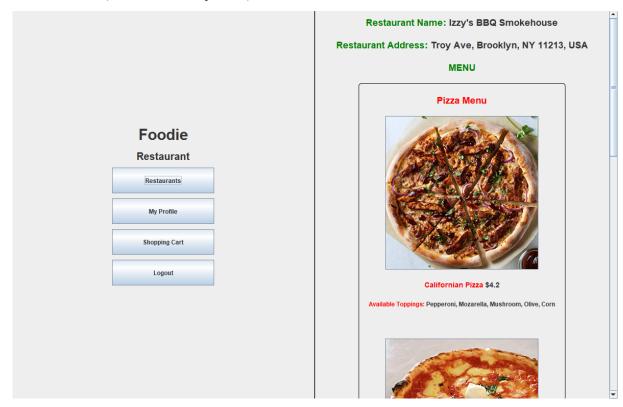
Restaurants View (Customer's Perspective)



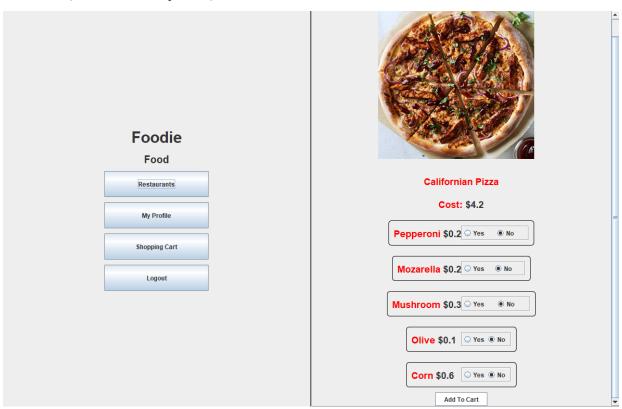
Profile View (Customer's Perspective)



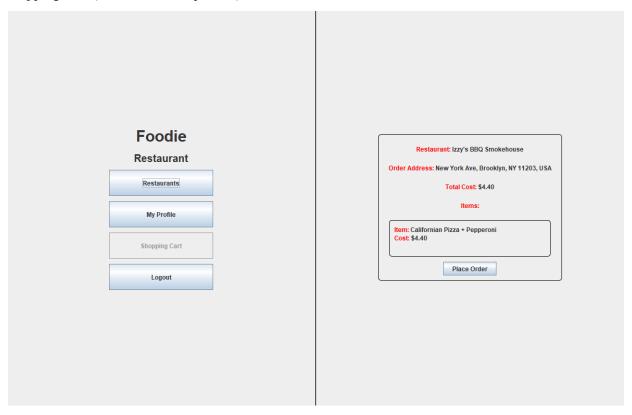
Restaurant View (Customer's Perspective)



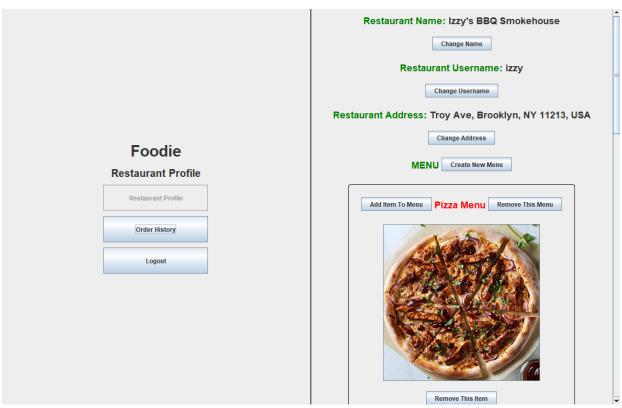
Food View (Customer's Perspective)



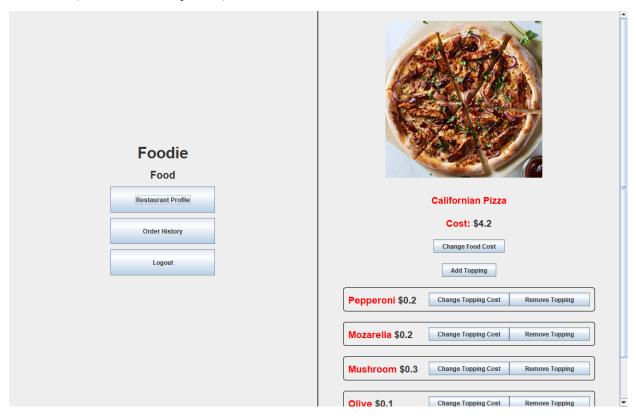
Shopping Cart (Customer's Perspective)



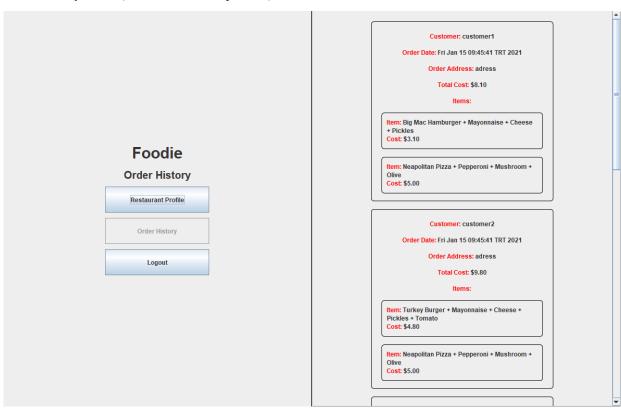
Restaurant Profile View (Restaurant's Perspective)



Food View (Restaurant's Perspective)

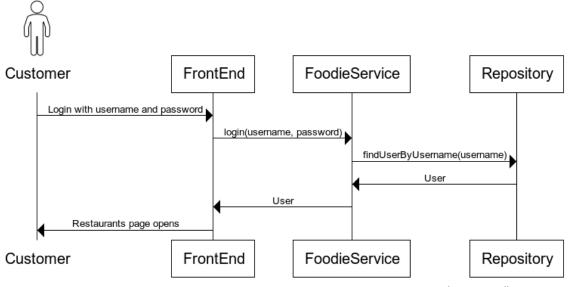


Order History View (Restaurant's Perspective)



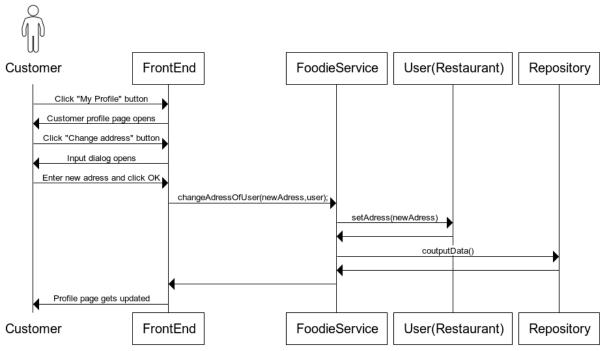
SEQUENCE DIAGRAMS

Login for customer



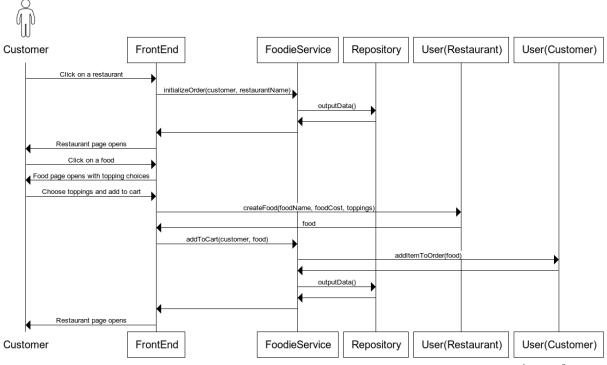
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Update Customer Info



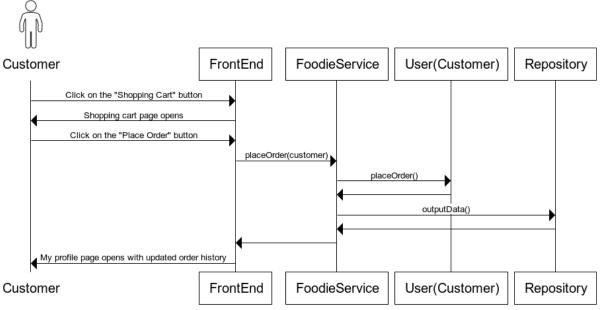
www.websequencediagrams.com

Add food to cart



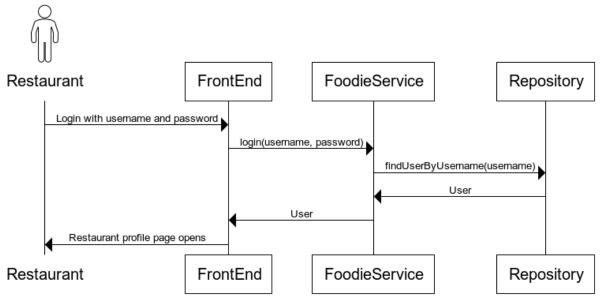
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Place order



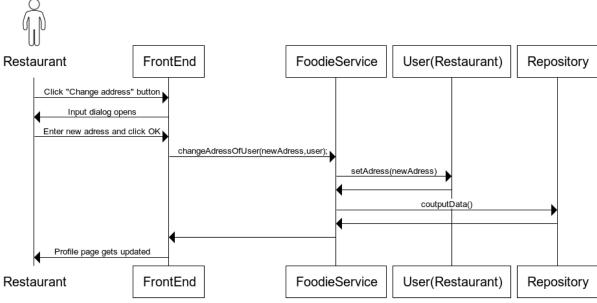
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Login for restaurant



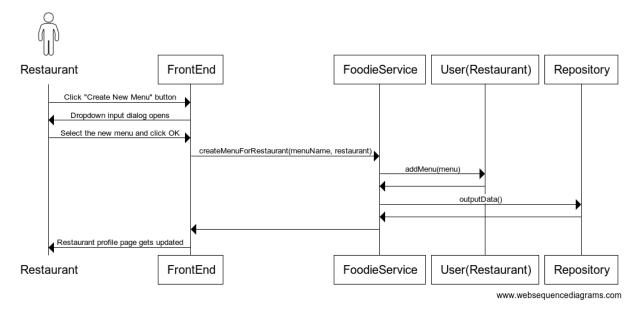
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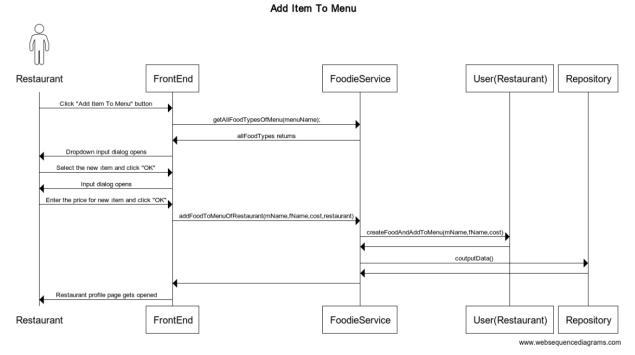
Update Restaurant Info



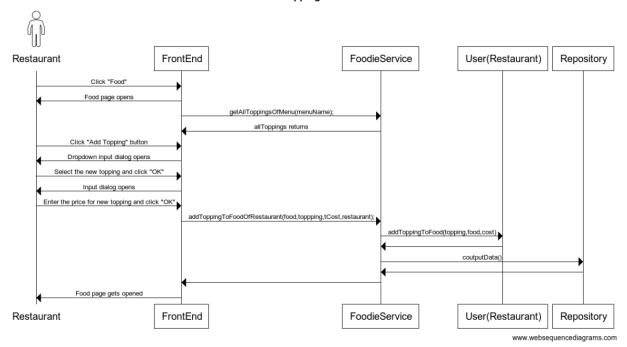
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Create new menu

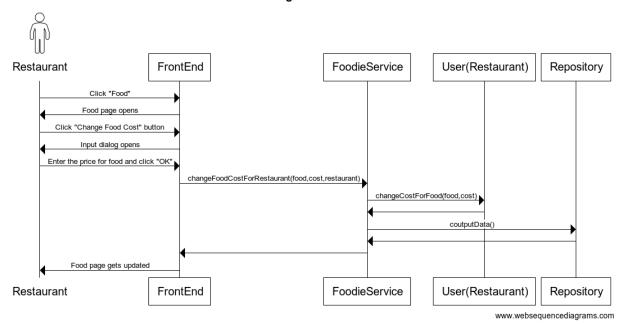




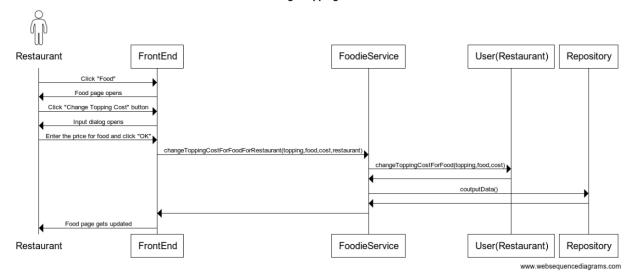
Add Topping To Item



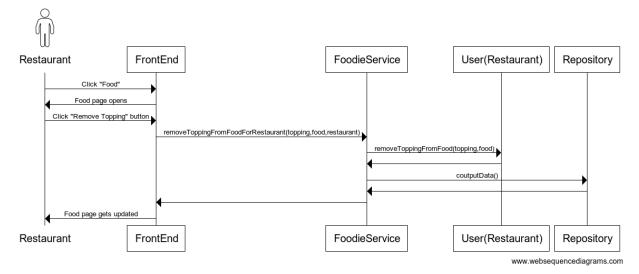
Change Food Cost



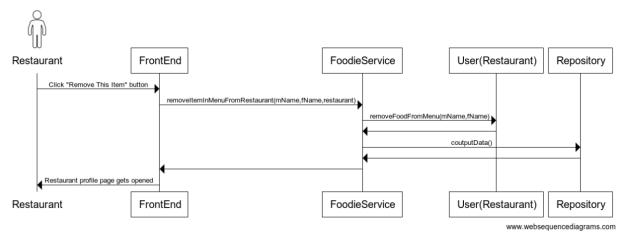
Change Topping Cost



Remove Topping



Remove Item From Menu



CLASS DIAGRAM

