



VALET-L♥VE

*By Eloïse Vallee & Raphaël Amour*

This project is leading by Eloïse Vallee and Raphaël Amour, bests web developpers of the Silicon Valley.

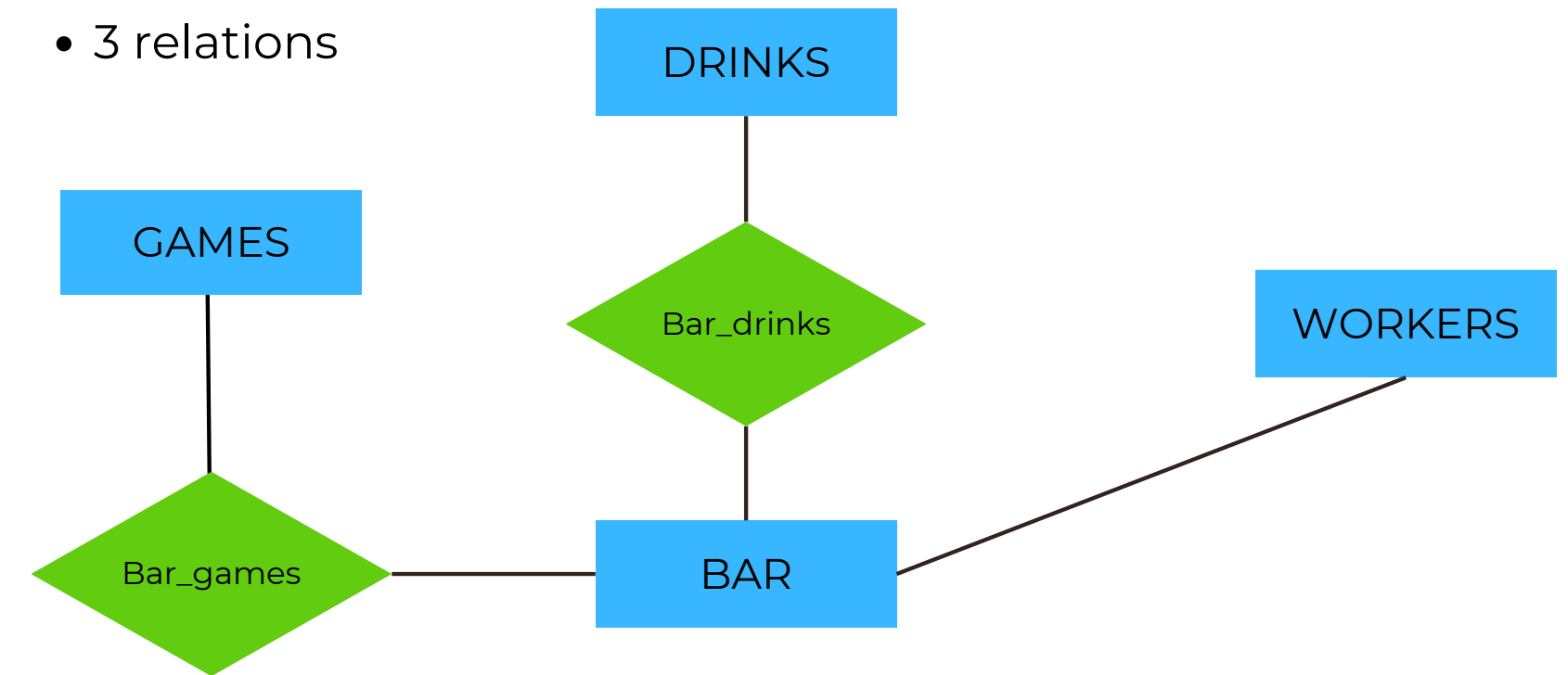
The objective is to help entreprise to manage their bar, employee and attraction proposed. It is also permit to follow the cost to optimisate the gain of the entreprise. This project aims to create a database modeling the organizational structure of a company that owns multiple bars. It links various entities such as the parent company, the bars it owns, the employees working in each bar, as well as the drinks and games offered in these establishments. The goal is to structure and organize this data to facilitate the management and visualization of the relationships between the company, its bars, their staff, and the services available to customers, to makes bar more attractive.

The only chance you need is **us**



# ER Diagram

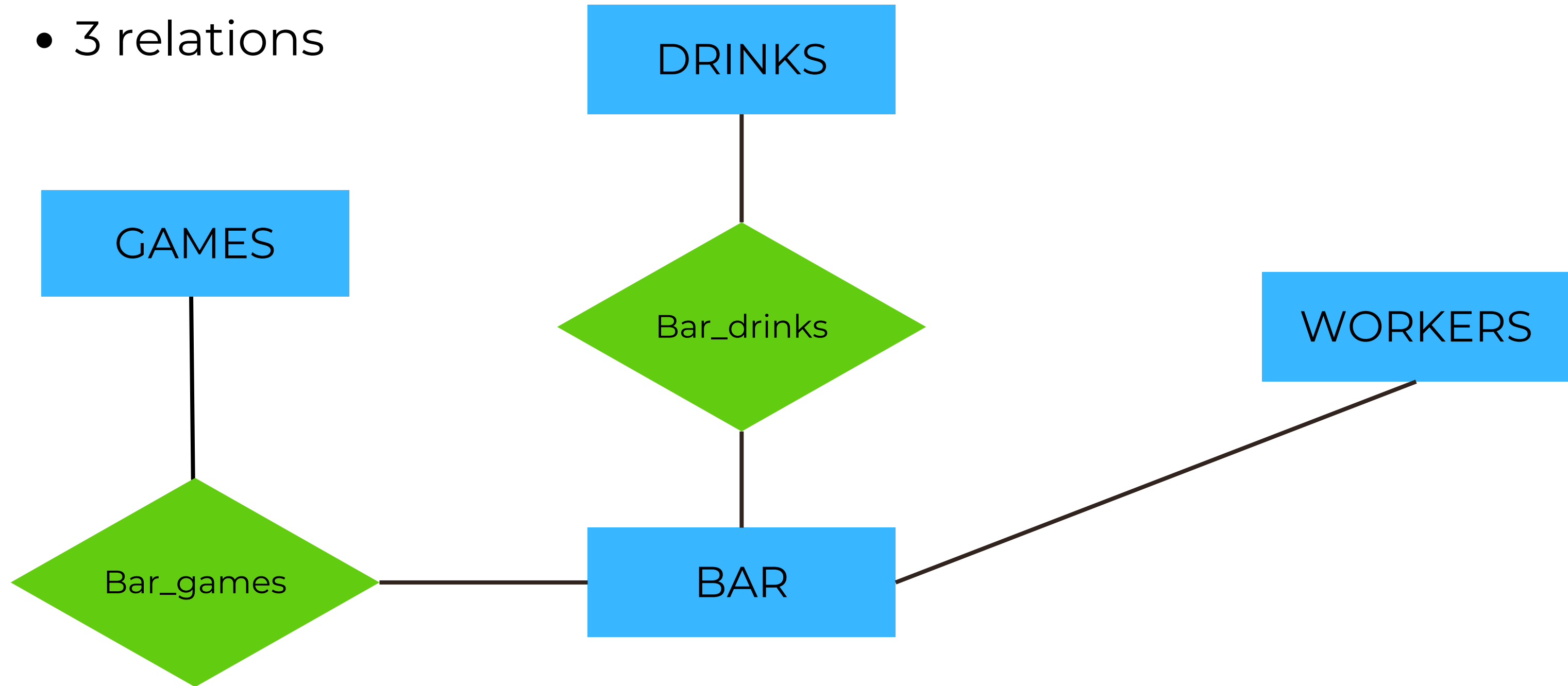
- 4 entities
- 3 relations



This entity-relationship diagram illustrates the main entities of the "Valet-Love" system and their interactions. Bars are at the center of the model, connected to three other entities: Games, Drinks, and Workers. The relationships Bar\_games and Bar\_drinks indicate, respectively, which games and drinks are available in each bar. Additionally, Workers are linked to the bars where they work. This model allows for efficient management of information about the services and resources of each bar while ensuring clear organization among the entities.

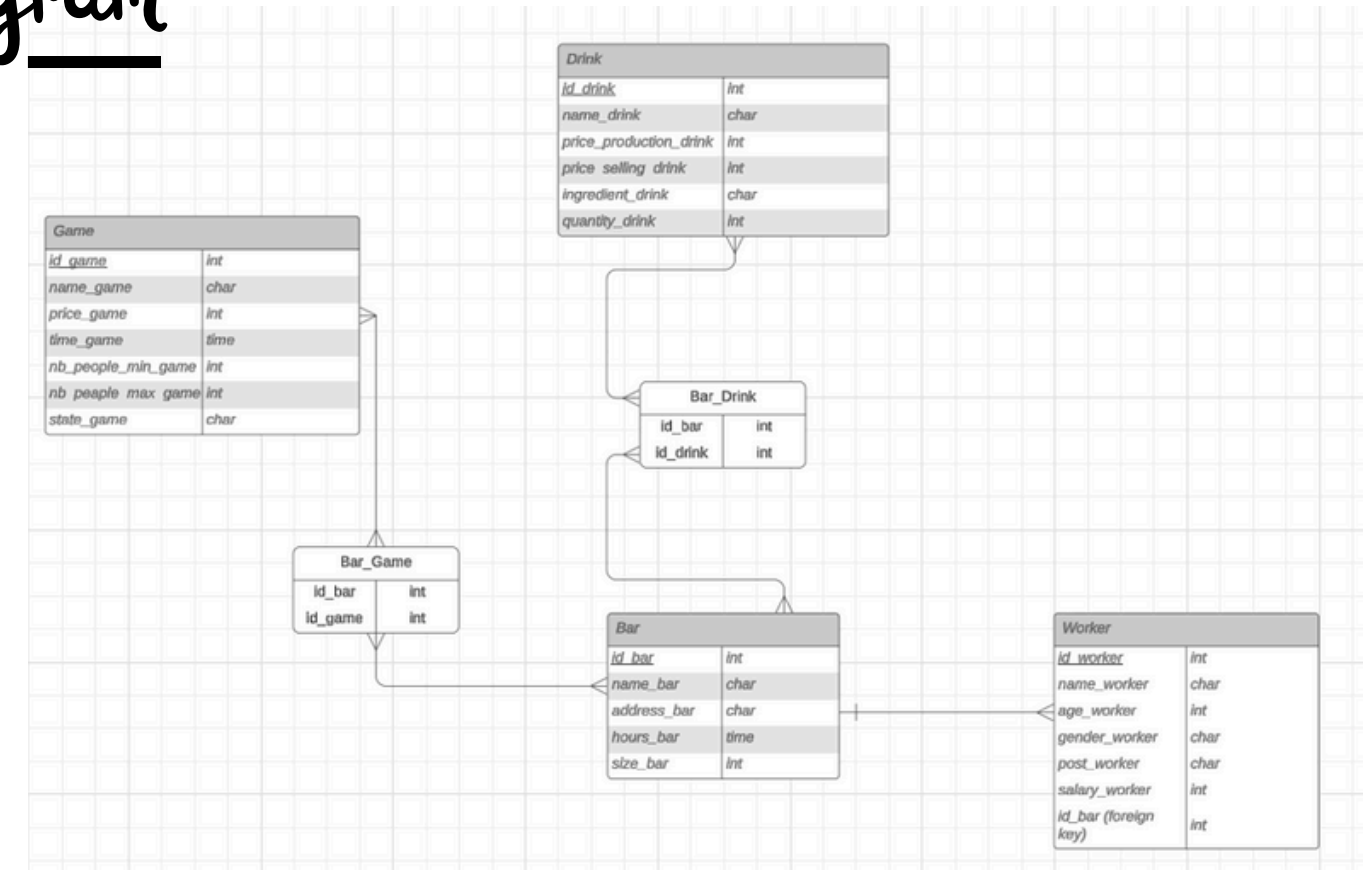
# ER Diagram

- 4 entities
- 3 relations

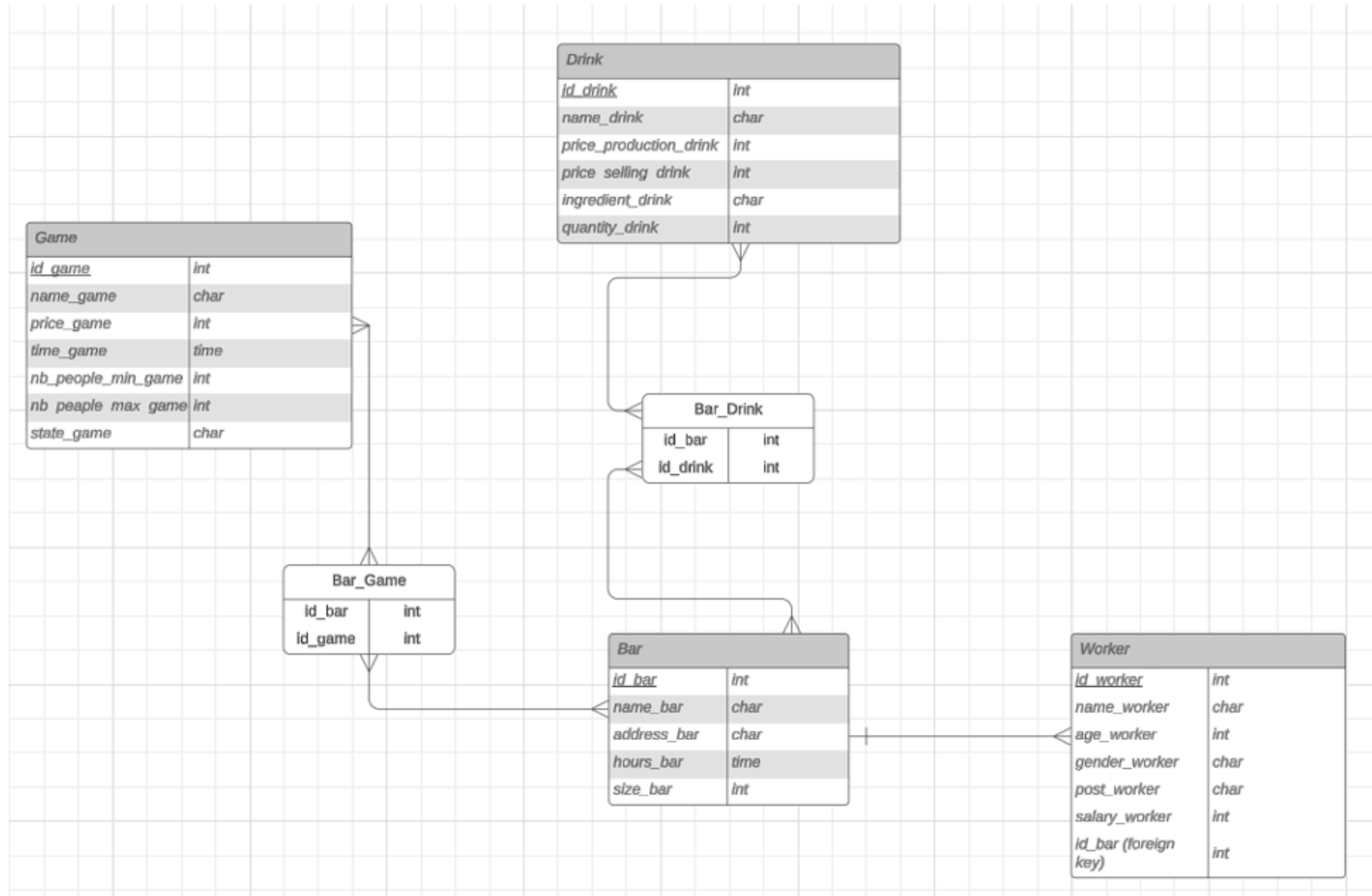


# Table Structure Diagram

We find here ou four entities, with all their attributes and the two intermediates table. We find here informations proposed for customers and gestion data.  
the relations are explicit and tables easy to undersand to a better performance

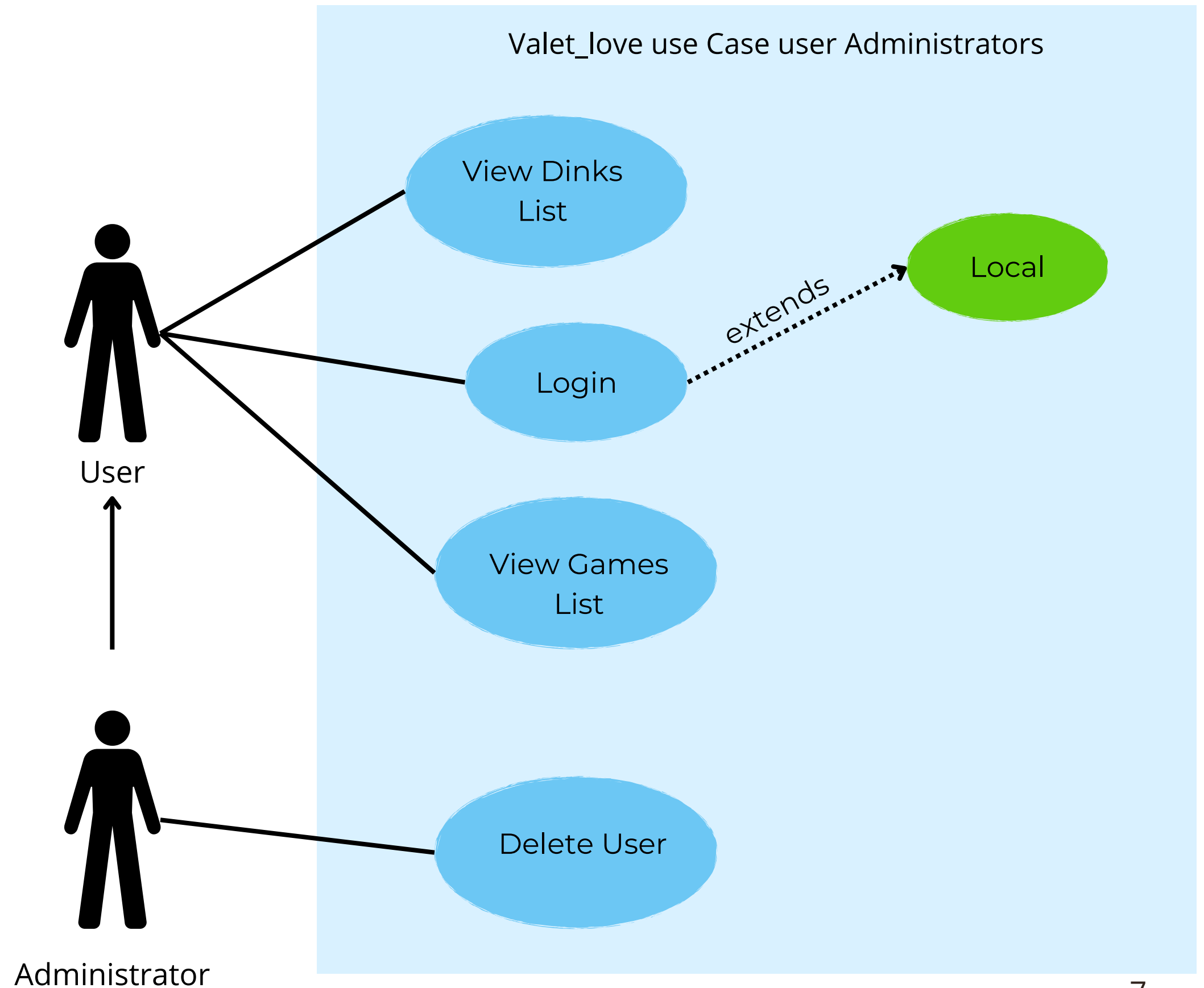


# Table Structure Diagram



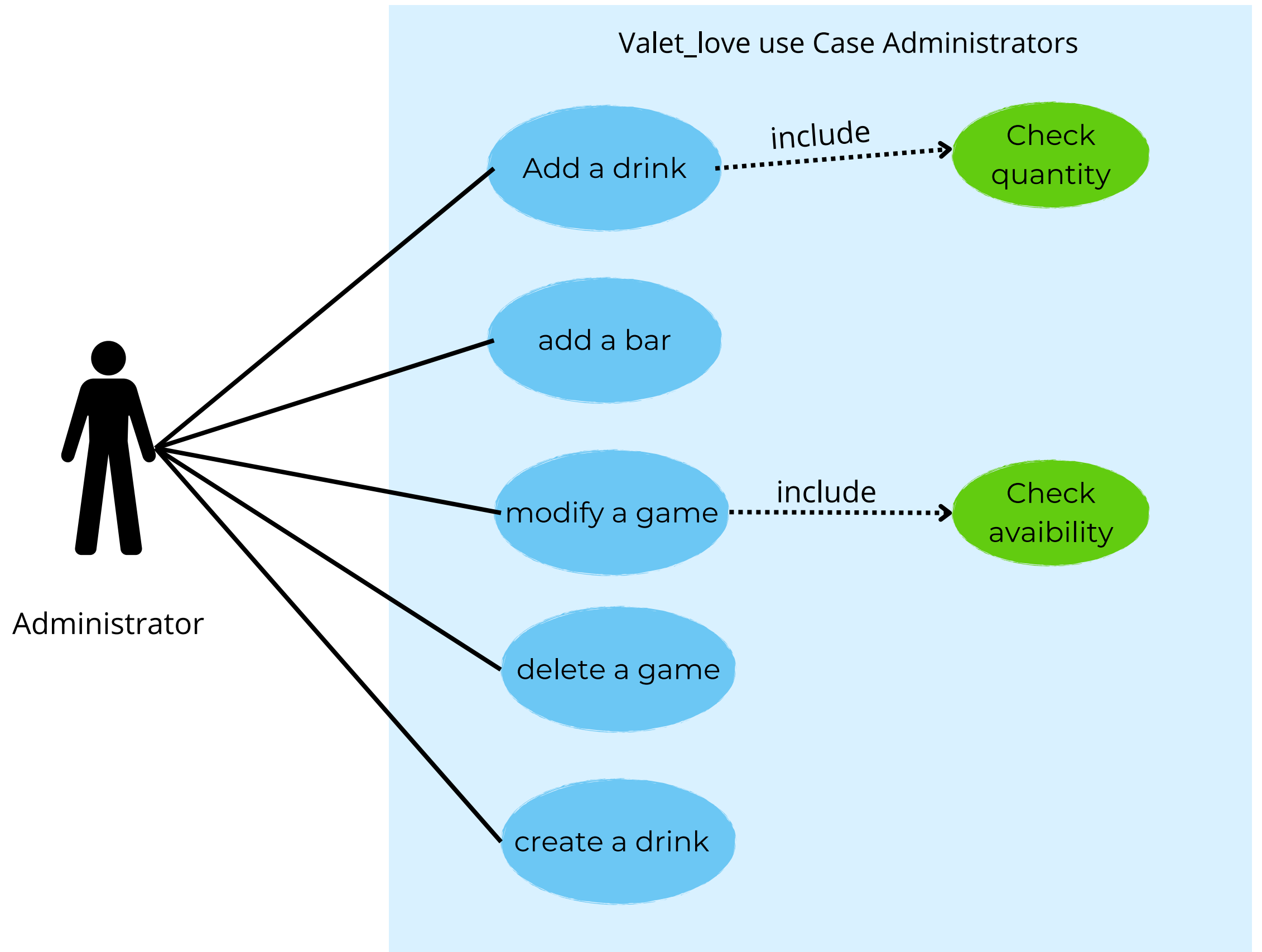
# Use case user Administrators

This diagram illustrates the interactions of users and administrators with the system. Users can view lists (drinks, games) and log in, while administrators can additionally delete users. An extension is added to the "Login" action to include a local functionality.



# Use Case Administrators

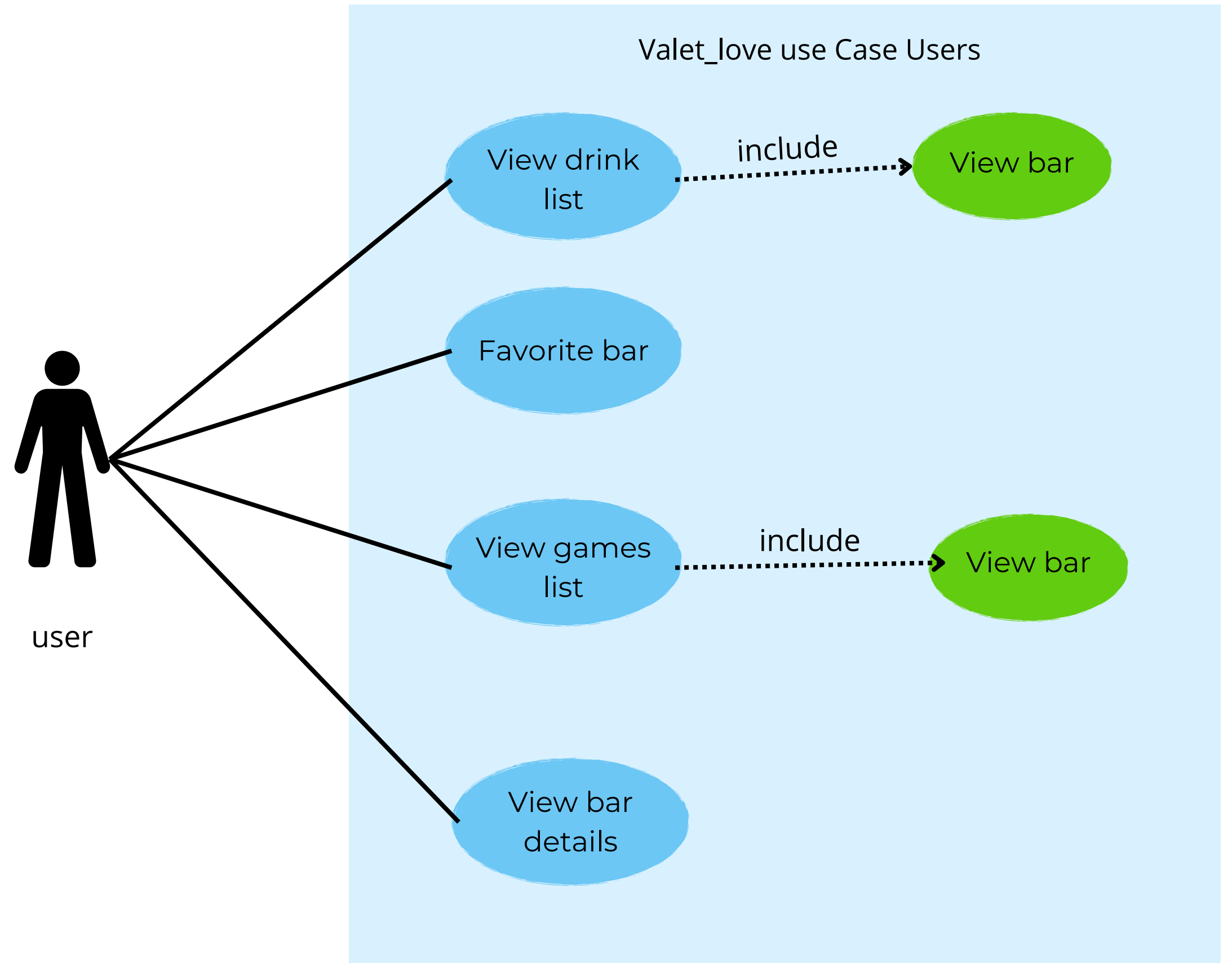
This use case diagram illustrates the administrator's actions in managing the system. Administrators can add or create drinks, add bars, modify or delete games, with "Check quantity" and "Check availability" included as supporting functionalities for specific actions. It highlights the key responsibilities and dependencies of the administrator role.





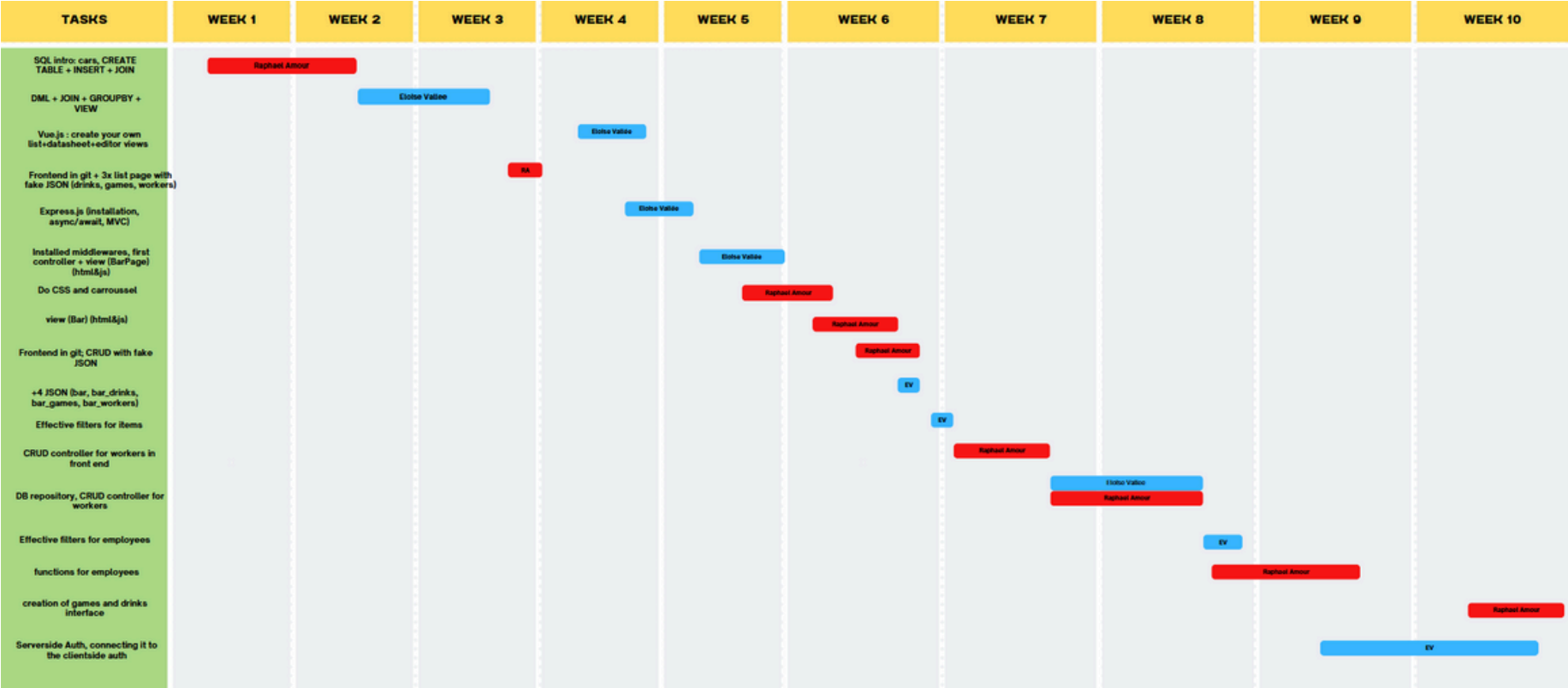
## Use Case Users

This use case diagram illustrates user interactions with the system. Users can view drink and game lists, mark favorite bars, and access bar details, with the "View bar" action included as a dependency for some tasks. It highlights the main functionalities available to regular users.

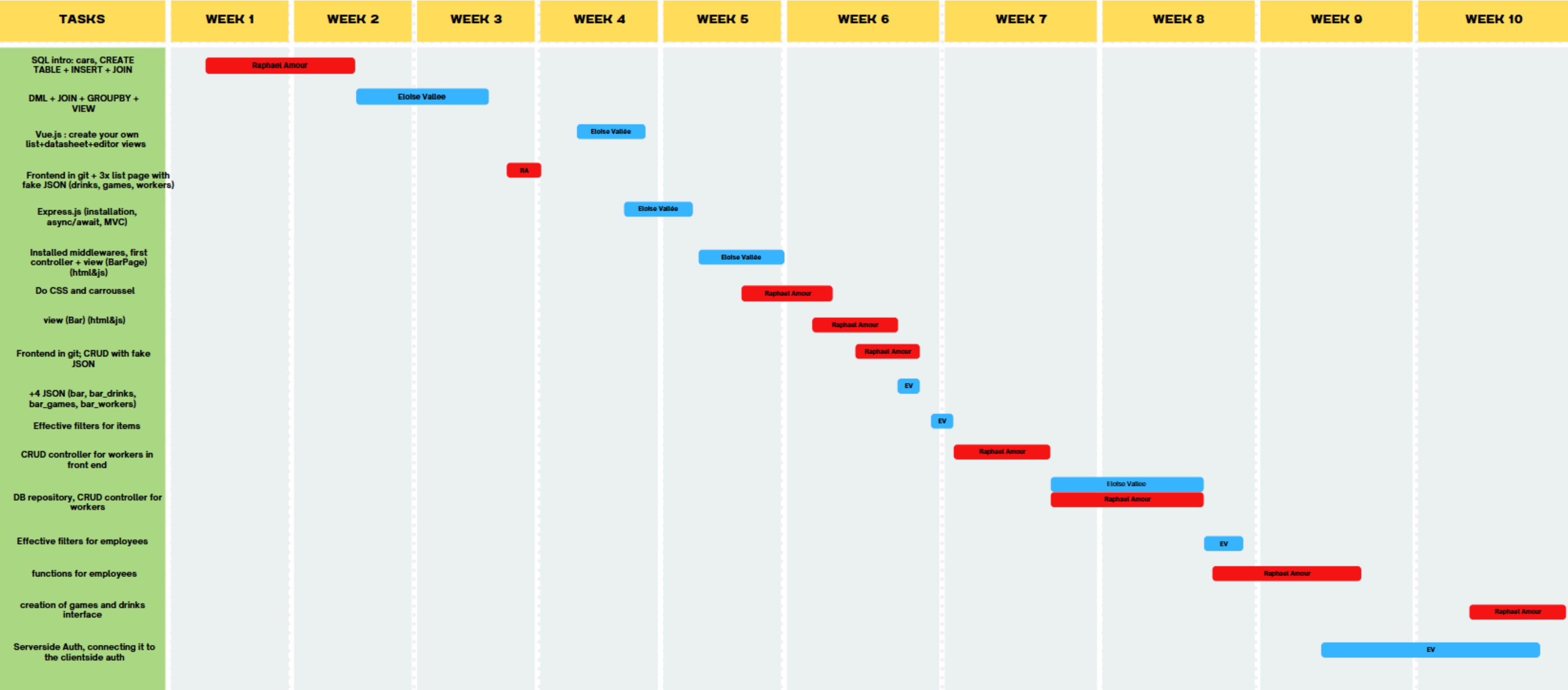


# Gantt Diagram

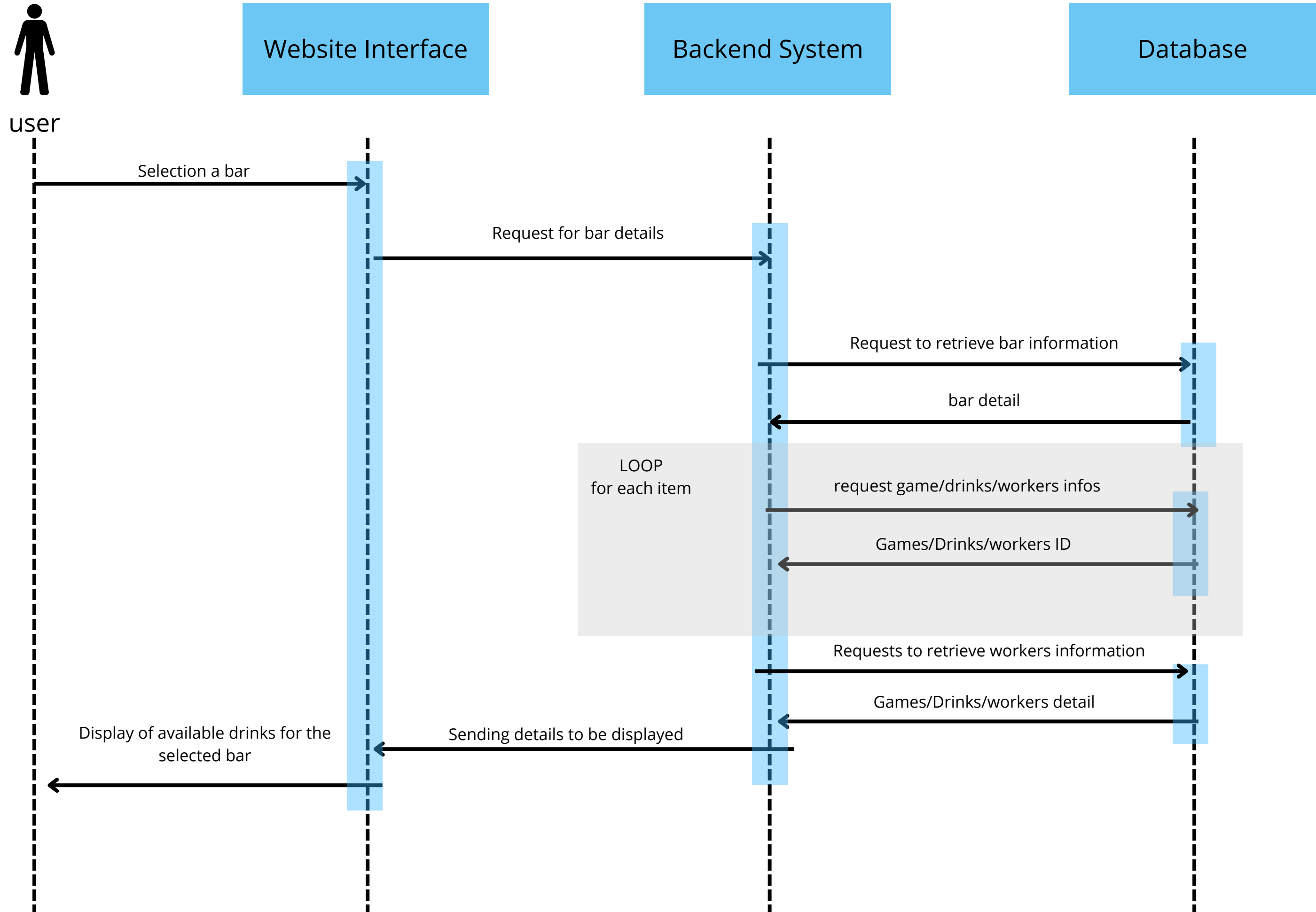
As true professionals we use gantt diagram



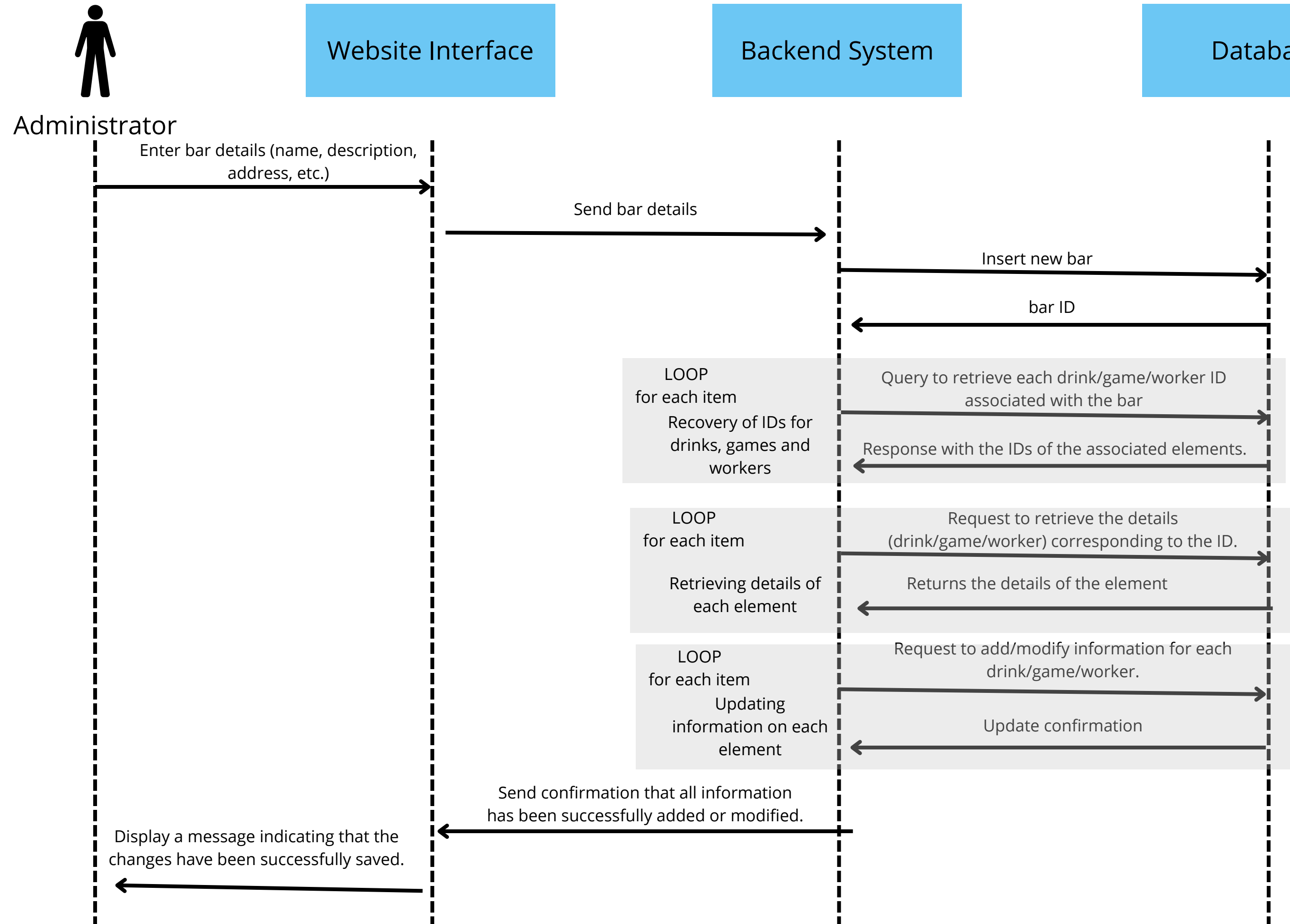
# Gantt Diagram



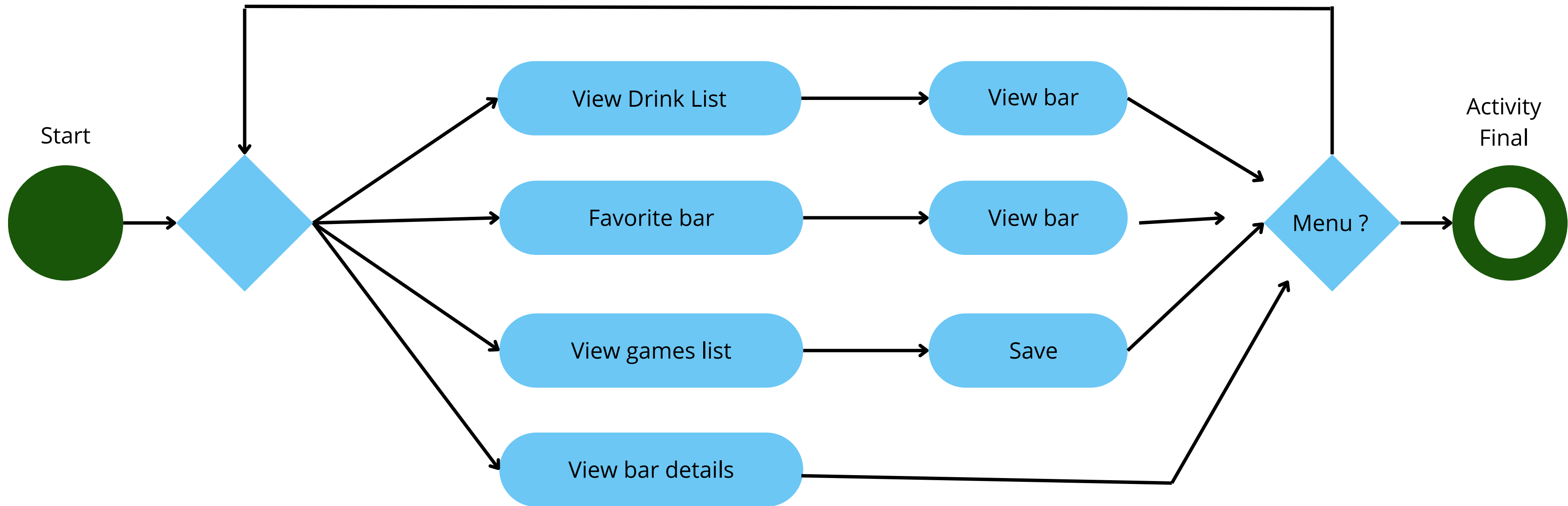
# Sequence Diagram User



# Sequence Diagram Administrator

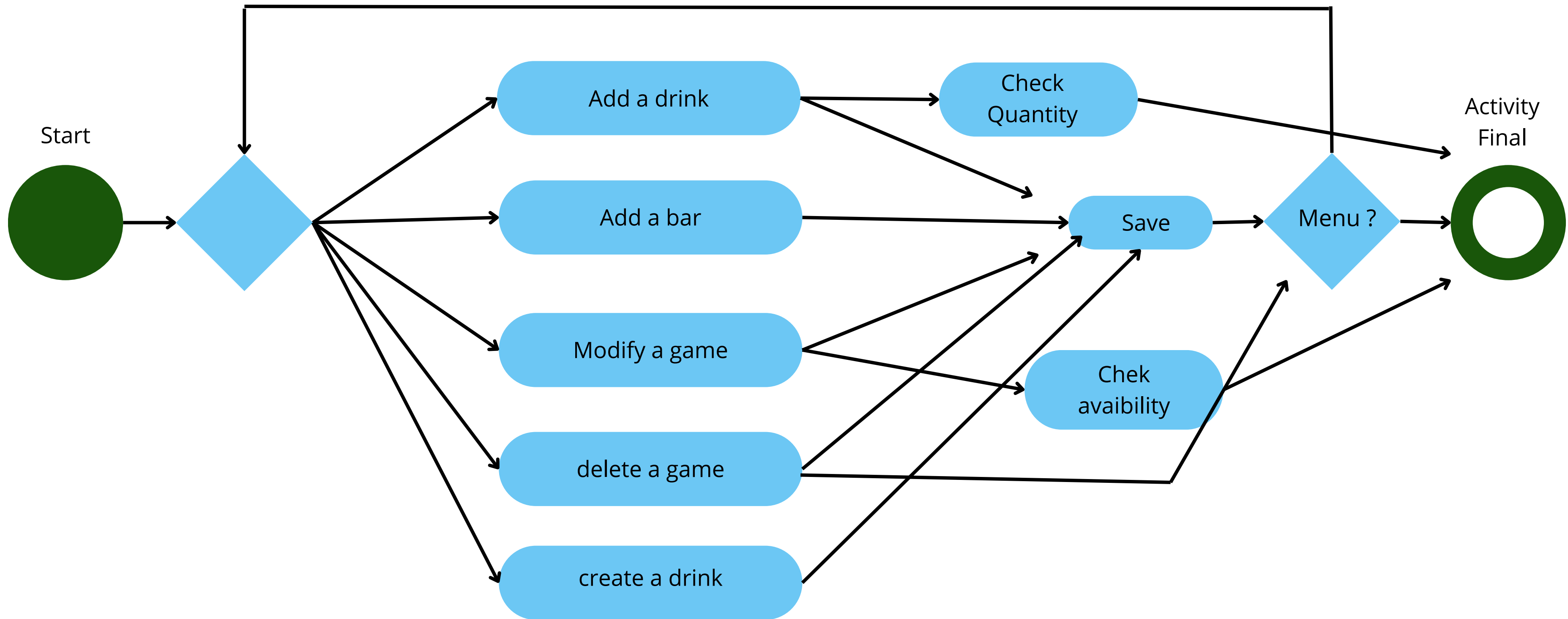


# Activity User Diagram



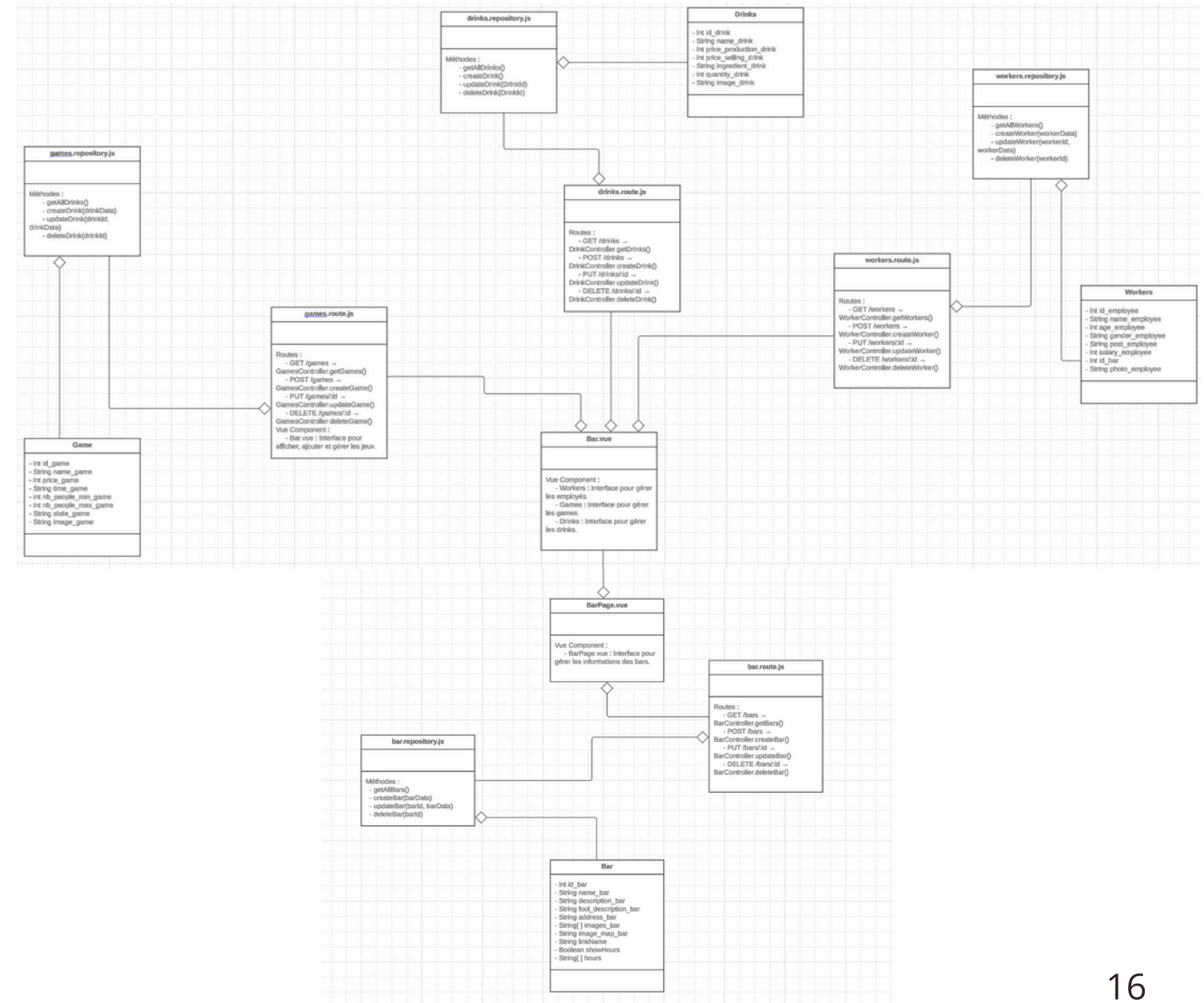
This activity diagram illustrates the various actions a user can take within the "Valet-Love" application. Starting from the initial state, the user can choose one of four options: viewing a drink list, favoriting a bar, viewing a list of games, or checking bar details. Each action leads to additional steps, such as saving or navigating to a bar's details. At the end of each path, the user is prompted to return to the main menu or exit the activity. The diagram highlights the sequential flow of user interactions, emphasizing flexibility in navigating the app's features.

# Activity Administrator Diagram



Here is the Class Diagram.

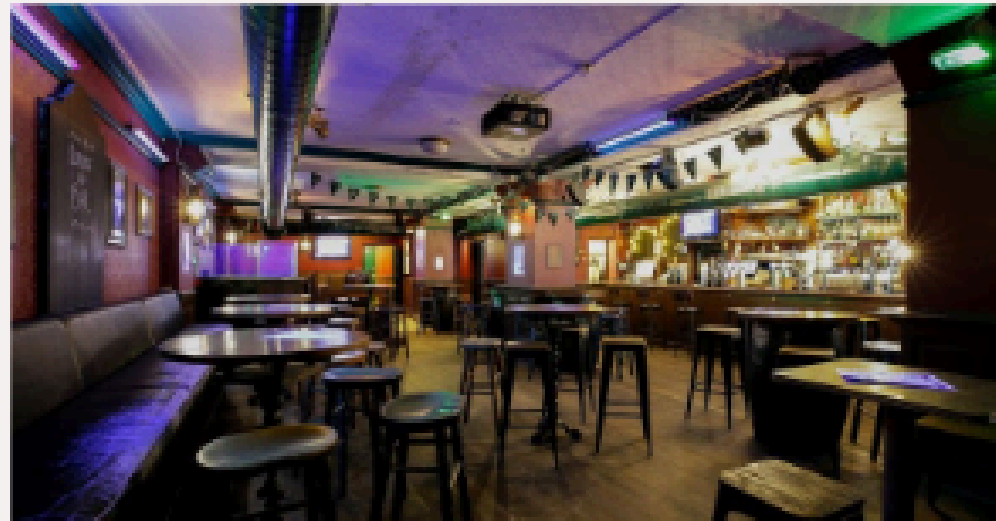
It shows the difference class and their method using in our code. We can see that all of them a link to our bar, and have common method that permit a really dynamic coding adapting for your actual and future bar.





# Class Diagram





## The financier

Discover the warm atmosphere and unique cocktails of the Financier bar. An ideal place to relax and socialise.

Address : 15 Rue du Départ, 75014 Paris

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## The Bateau Ivre

A modern bar with innovative drinks and a dynamic atmosphere.

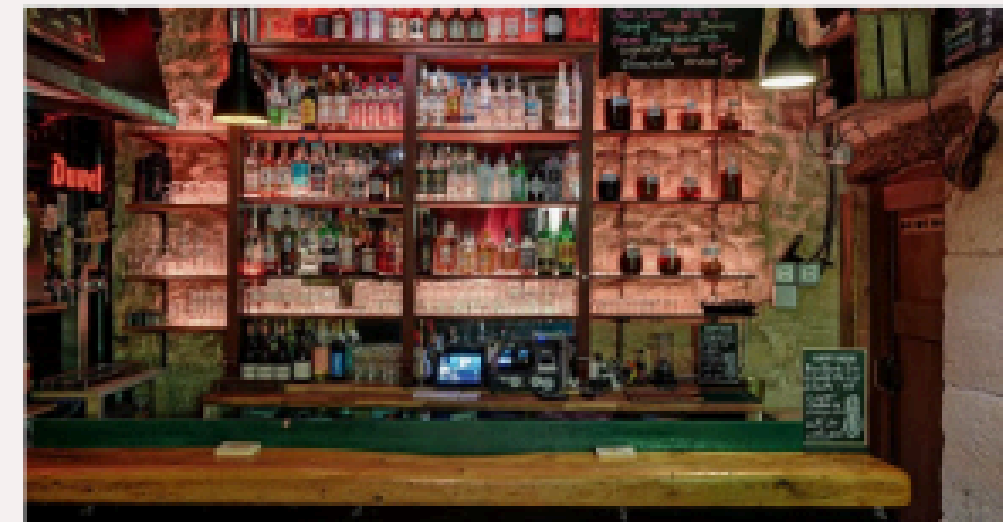
Perfect for evenings out with friends.

Address : 40 Rue Descartes, 75005 Paris

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## THE BATEAU IVRE

A modern bar with innovative drinks and a dynamic atmosphere. Perfect for evenings out with friends.

The Bateau Ivre is a warm and welcoming bar, spread across two levels, with a cozy basement that adds to its unique charm. Designed to provide a pleasant experience for all, it is the perfect place to gather with friends, whether to relax or have fun over an original drink. The atmosphere at Bateau Ivre is modern and dynamic, with tasteful decor that combines comfort and conviviality

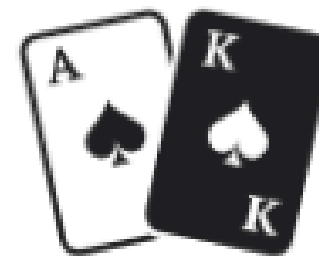
On the ground floor, you'll find a spacious and bright area, ideal for chatting or enjoying the many games available. The basement, on the other hand, offers a more intimate and subdued setting, perfect for those seeking a quieter atmosphere, yet equally friendly. Whether you're here to savor one of our creative cocktails, discover a new beer, or engage in a fun board game, every corner of this bar is designed to make you feel at home.

Bateau Ivre is more than just a bar; it's a place where friends come together, where laughter fills the air, and where moments of fun and camaraderie are shared, all in a relaxed and festive atmosphere



DRINKS

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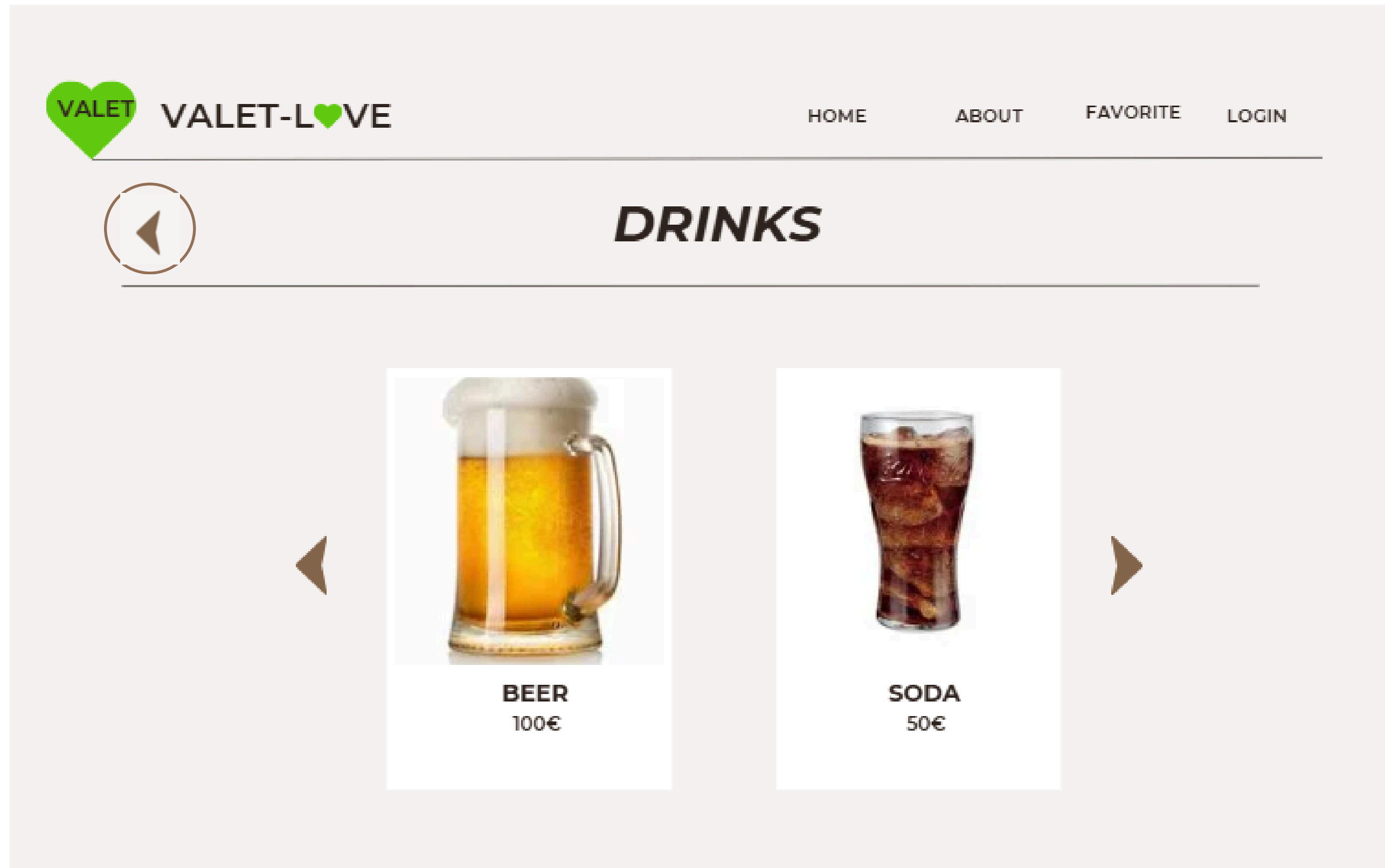
GAMES

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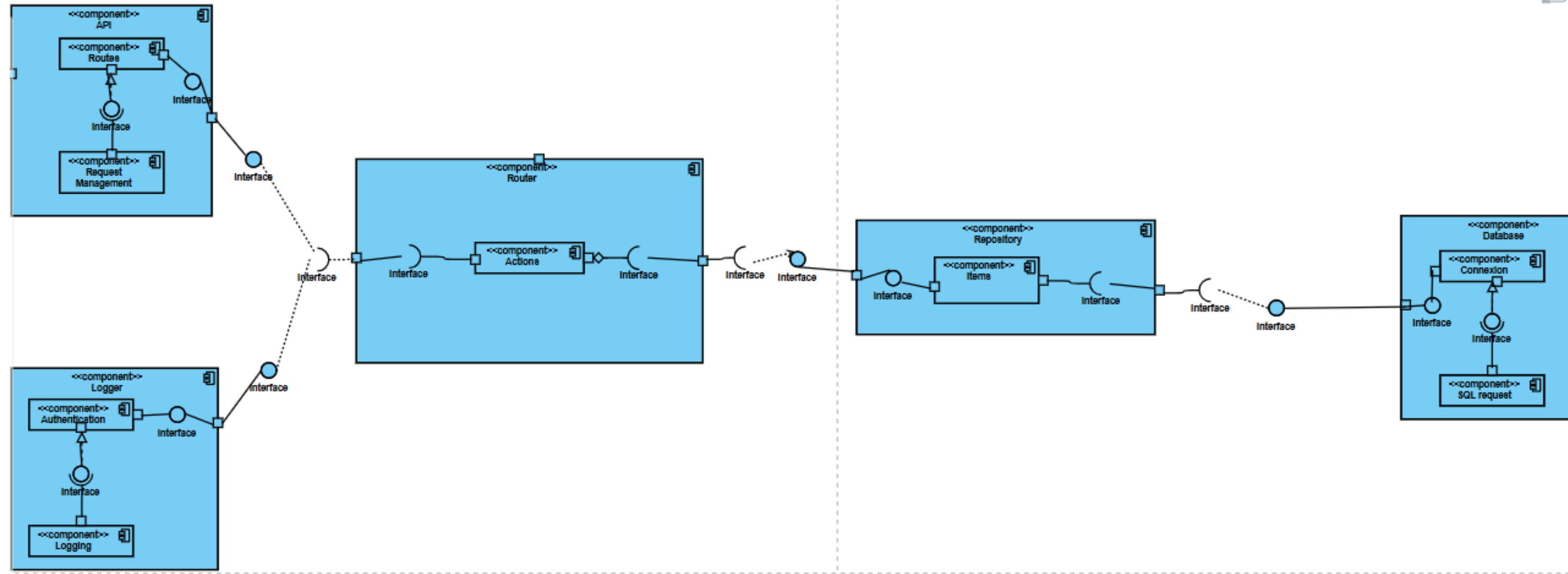
WORKERS

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# Back end Component Diagram

This component diagram illustrates the modular architecture of an application. It shows the interaction between various modules, such as the API, request management, and authentication, communicating through well-defined interfaces. The "Router" component directs requests to appropriate modules like actions or logging. Data flows to a repository that interacts with the database to execute SQL queries. Each module is independent, ensuring easier maintenance and scalability of the system.



# Front end Component Diagram

This component diagram represents a system where a UI interacts with a backend through defined interfaces. The UI has components for searching and accessing favorites, as well as for printing and viewing items. These components communicate with the backend's Actions and API modules. The backend handles logic and data processing, ensuring that user interactions in the UI are seamlessly connected to the appropriate services. This modular architecture facilitates maintainability and scalability.

