

# CSE 111 Fall 2024: Project Checkpoint 3

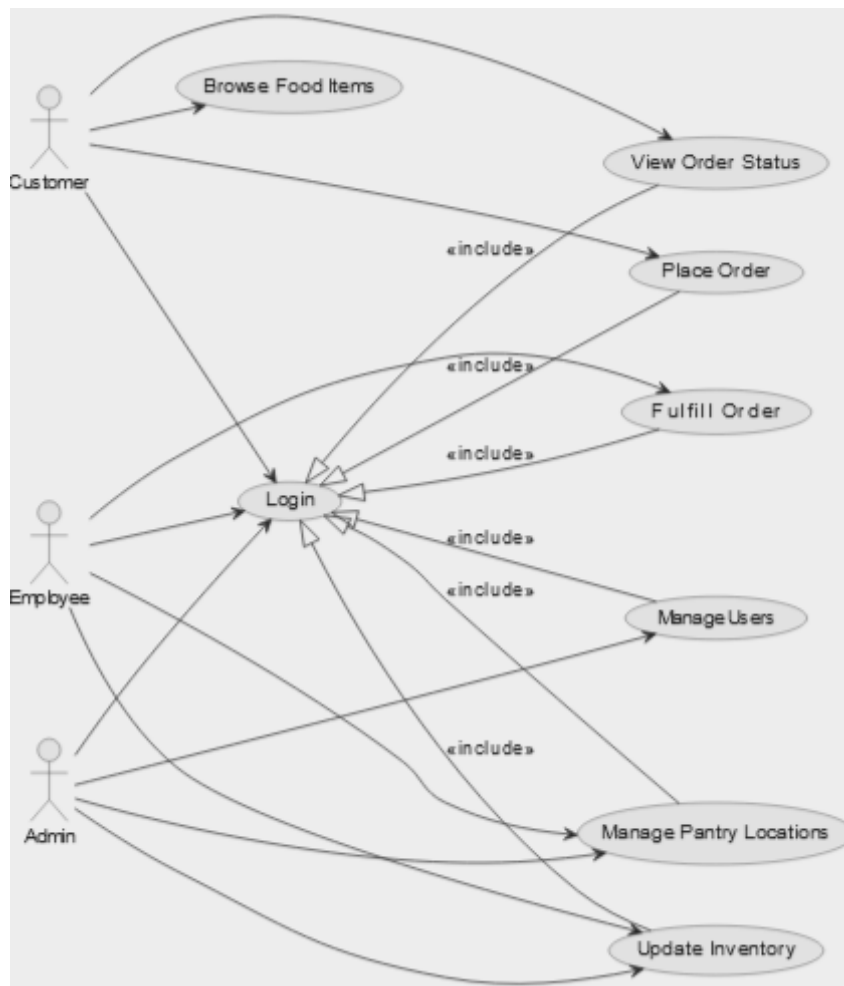
## Virtual Pantry

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### Synopsis

The goal of our project is to design and implement a Database for a virtual pantry. The system will allow customers to browse the pantry and order food online through a website. This is closely related to a curbside pickup or delivery model where employees receive and fulfill these orders by collecting items within the pantry and then updating the inventory after every order.

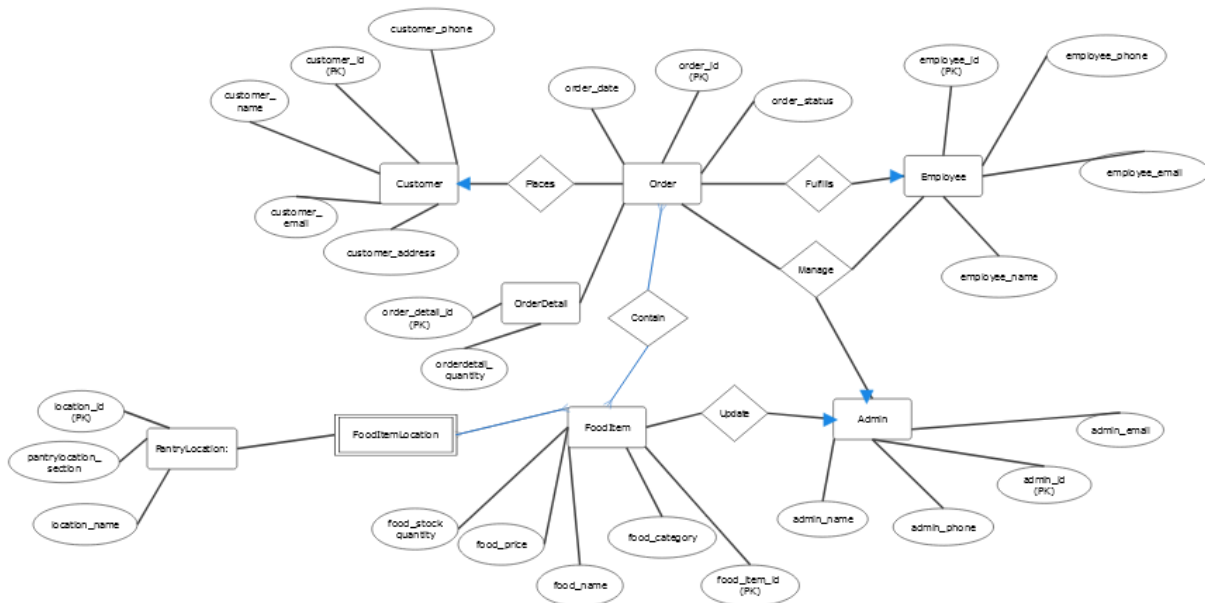
### UML Use Case Diagram



This system will allow visitors to visit the virtual pantry website, login, select food items, and place an order for curbside pickup or delivery. An employee will then be notified to pick up the items from within the pantry ensuring that the correct items are retrieved and prepared for the customer's pickup. The admin will be able to update the inventory when items are low or out of stock, manage users and the various pantry locations. This system will keep track of all the inventory, customer orders, employee tasks, and fulfillment process.

## ER Diagram

ER diagrams. The minimum requirement is 6 entities and 6 relationships (out of which at least 2 many-many)



# Relational Schema

