

→ flapkart

Solving Design Problems - Level II

Course on Solving Real World OOPs Design Problems

- Cache
- CacheService
- CacheDAO
- enum (with 4)

Foodkart:

10-52

Description:

Flapkart is starting a new online food ordering service. In this Service, users can order food from a restaurant which is serviceable in their area and the restaurant will deliver it.

Features:

1. Restaurants can only serve one specialized dish.
2. Restaurants can serve in multiple areas.
3. At a time, users can order from one restaurant, and the quantity of food can be more than one.
4. Users should be able to rate any restaurant with or without comment.
5. Rating of a restaurant is the average rating given by all customers.

catch



Rest
↳ dish name
↳ dish price
↳ quantity

Rest
↳ List < Pin codes >

Rest
↳ overall Rating
↳ List < Review >
↳ vote count

$$R = \frac{r_1^2 + r_2^2 + \dots + r_n^2}{n}$$

Other Details:

1. Do not use any database or NoSQL store, use in-memory store for now.
2. Do not create any UI for the application.
3. Write a driver class for demo purposes. Which will execute all the commands at one place in the code and test cases.
4. Please prioritize code compilation, execution and completion.
5. Please do not access the internet for anything EXCEPT syntax.
6. You are free to use the language of your choice.
7. All work should be your own. If found otherwise, you may be disqualified.

Expectations:

1. Code should be demoable (very important)
2. Complete coding within the duration of 90 minutes.
3. Code should be modular, with Object Oriented design. Maintain good separation of concerns.
4. Code should be extensible. It should be easy to add/remove functionality without rewriting the entire codebase.
5. Code should handle edge cases properly and fail gracefully.
6. Code should be readable. Follow good coding practices:
7. Use intuitive variable names, function names, class names etc.
8. Indent code properly.
9. Once the code is complete please zip the source code and upload it to:
<https://docs.google.com/>

Requirements:

1. Register a User:
 - a. register_user(user_details)
 - b. user_details: name, gender, phoneNumber(unique) and pincode.
2. Users should be able to login, and all the operations will happen in the context of that user. If another user logged in, the previous user will automatically be logged out.
 - a. login_user(user_id): this should set the context for all the next operation to be done by this user.
3. Register a restaurant in context of login user:
 - a. Register_restaurant(restaurant_name, list of serviceable pin-codes, food item name, food item price, initial quantity).
4. Restaurant owners should be able to increase the quantity of the food item.
 - a. update_quantity(restaurant name, quantity to Add)
5. Users should be able to rate(1(Lowest)-5(Highest)) any restaurant with or without comment.
 - a. rate_restaurant(restaurant name, rating, comment)
6. User should be able to get list of all serviceable restaurant, food item name and price in descending order: show_restaurant(rating/price)
 - a. Based on rating
 - b. Based on Price

comparator → rating
7. Place an order from any restaurant with any allowed quantity.
 - a. place_order(restaurant name, quantity)

Bonus:

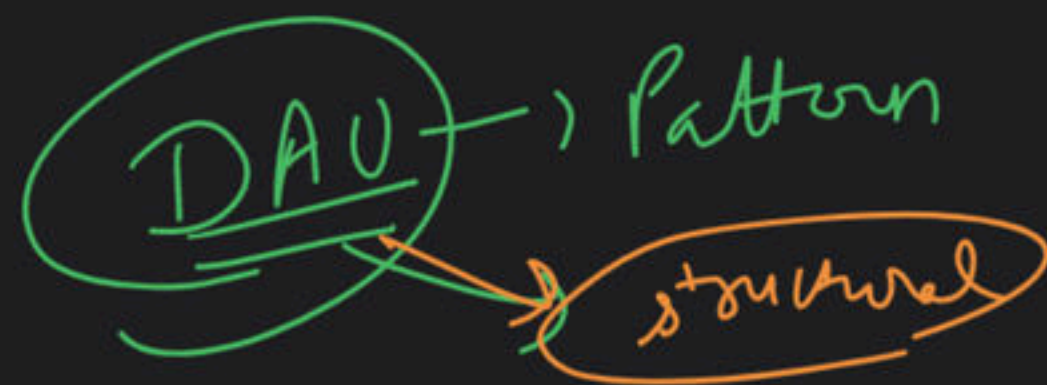
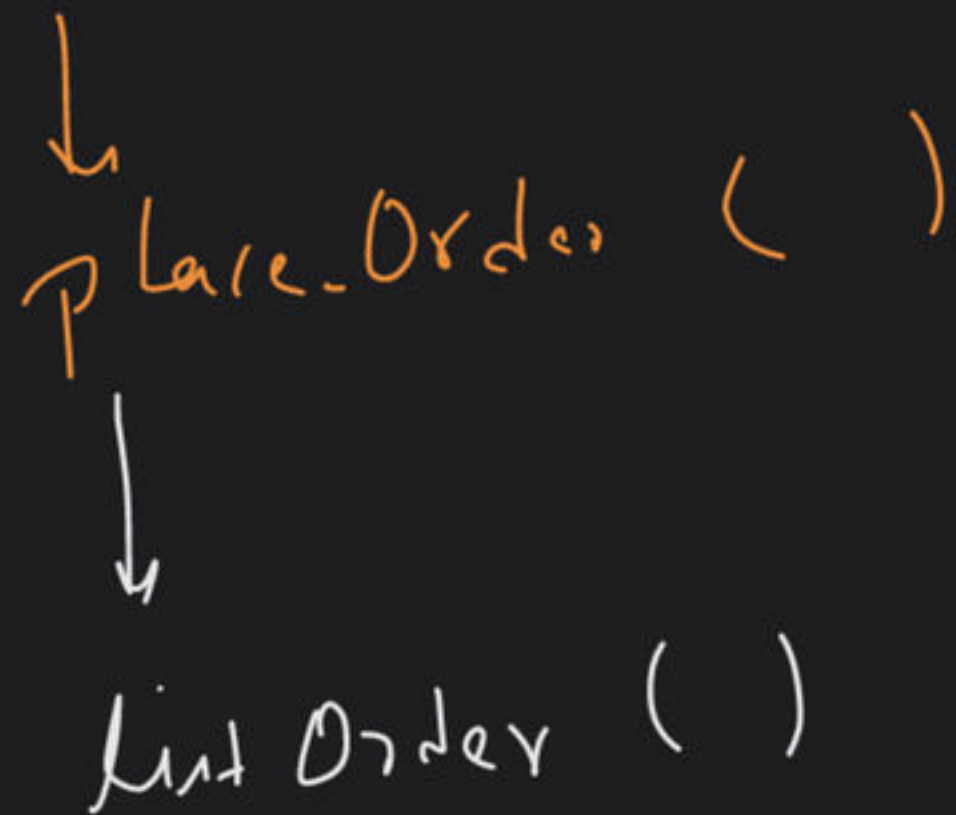
1. Order History of User: For a given user you should be able to fetch order history.

User Service
↓
register User
↓
login User

Rest. Service
↓
register()
↓
update quantity()
↓
rate rest()
↓
ID handler
↓
show Rest
↓
off the

enum header
m, it
User
↓
name
↓
gender
↓
phone
↓
pincode
↓
userID
↓
rate (K)
Rest
↓
name
↓
ID
Review
↓
score
↓
comment
↓
ID

Order service



Principles

→ DRY



Order

- ↳ id
- ↳ userID
- ↳ itemID
- ↳ item
- ↳ price
- ↳ timestamp
- ↳ quantity
- ↳ ~~address~~

Models

(3)



User:-

- ① user ID
- ② name
- ③ phone
- ④ pincode
- ⑤ gender
- ⑥ List < Restaurant >
- ⑦ List < Order >

User.java

↳ D.M

↳ getter/setter

enum Gender

{

MALE

FEMALE

OTH

}

Review

└→ id
└→ score
└→ comment

}

Review Jane
└→ DM
└→ g/s

Order



order ID

user ID

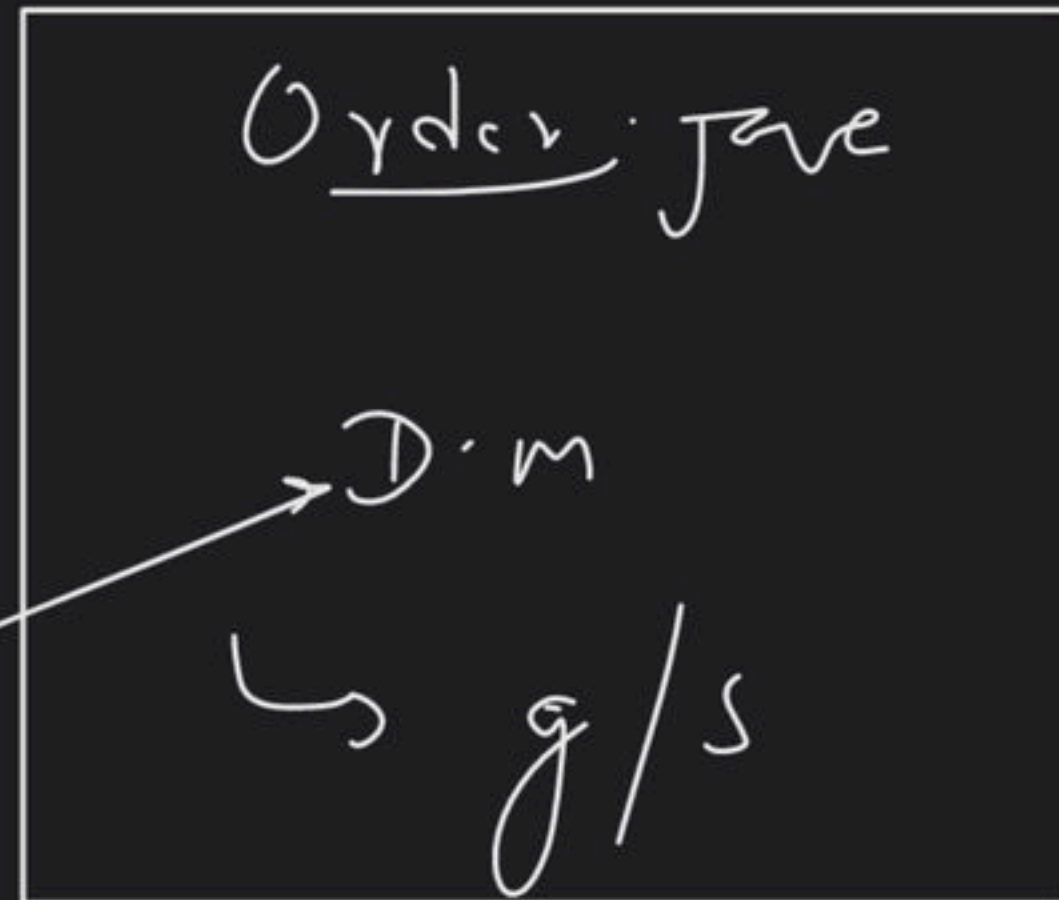
res ID

name

price

quantity

~~timestamp~~



Restaurant



rate
score



IDGenerator.java

```
    id = 0  
    start  
    {  
        getId()  
        id++  
        return Id;  
    }
```

Model

↳ User
↳ Rent
↳ Room
↳ Order

util

↳ IDGenerator

Constant

↳ Gender

data

↳ UserDO

Service

↳ UserService
↳ RentService
↳ OrderService

User Service []

register User ()
login User ()

val?
→ User
→ Map →
→ h

==

Restaurant Service

register Restaurant ()
update Quantity ()
show Restaurant ()
rate Restaurant ()

Order Service

place Order ()

User Data

① Method

② D.S

map < int + User > User Map
In Obj

→ map < id, list > photo User Map

map < string, Rat >
name obj

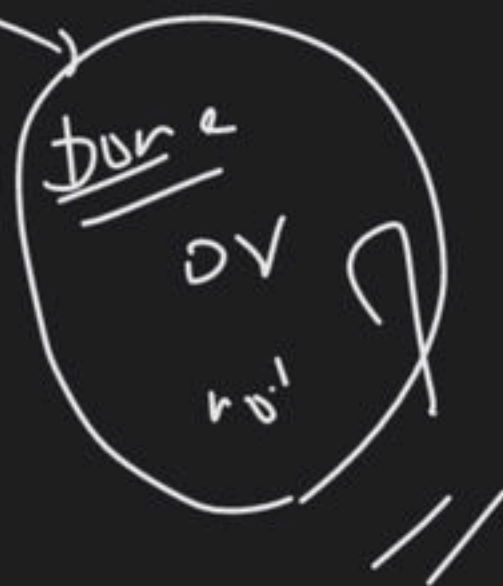
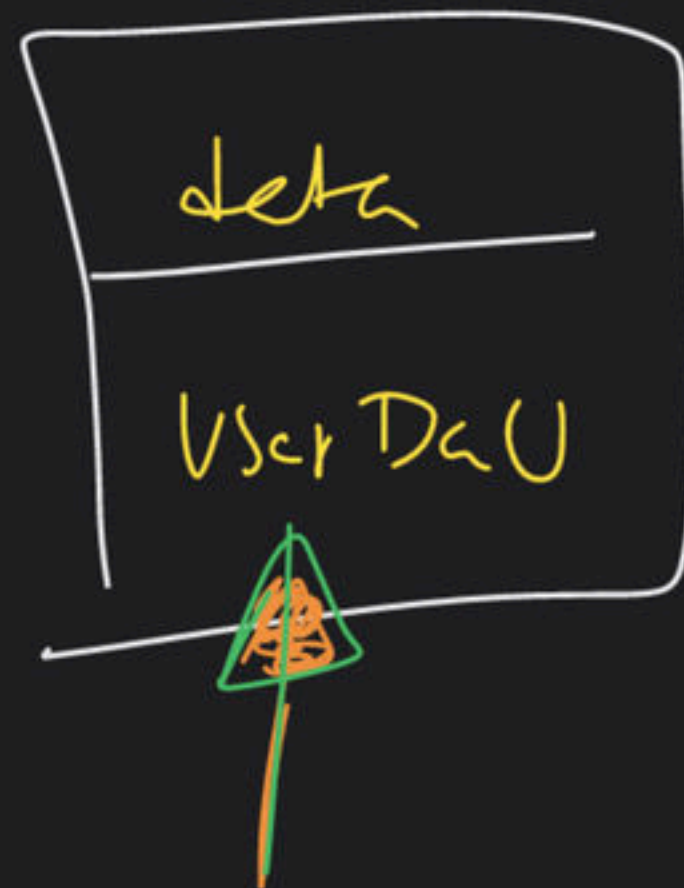
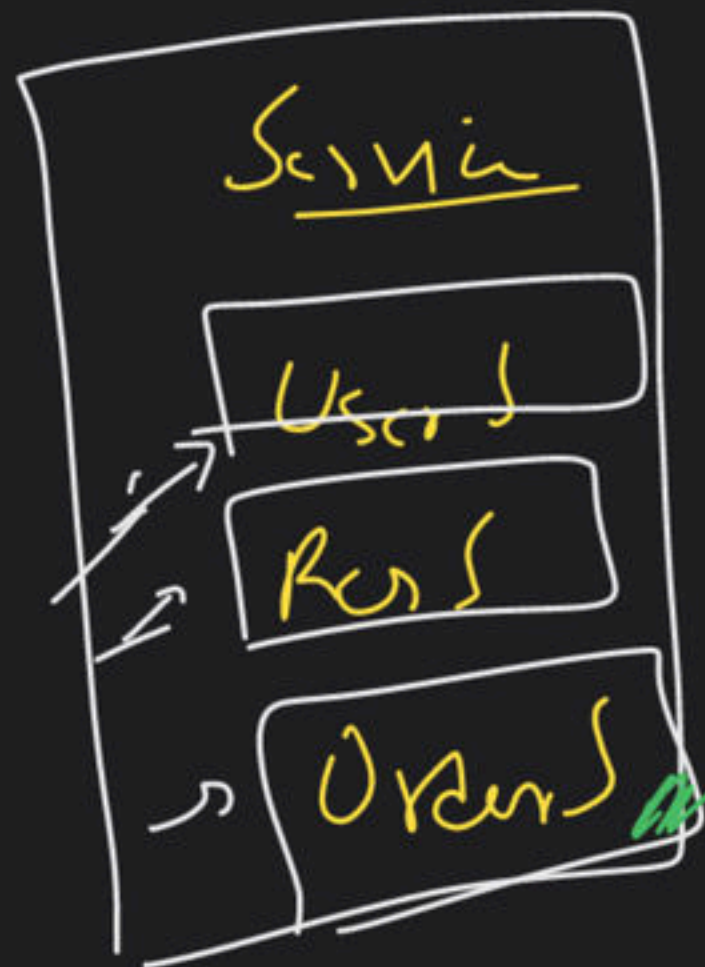
Rat+Map;



model

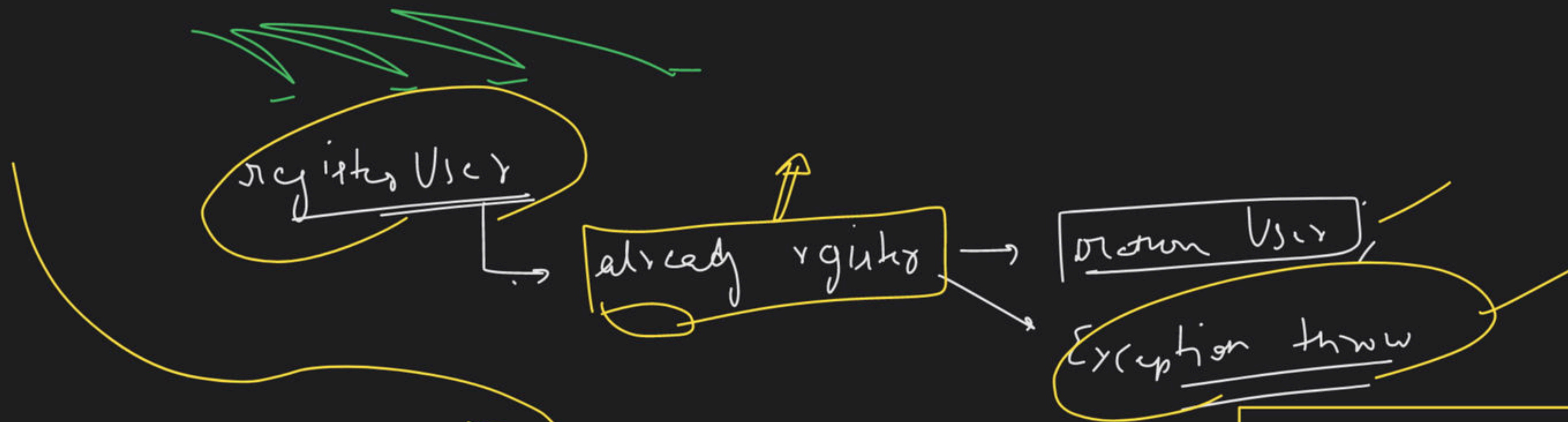


util
ID generator



2 mis

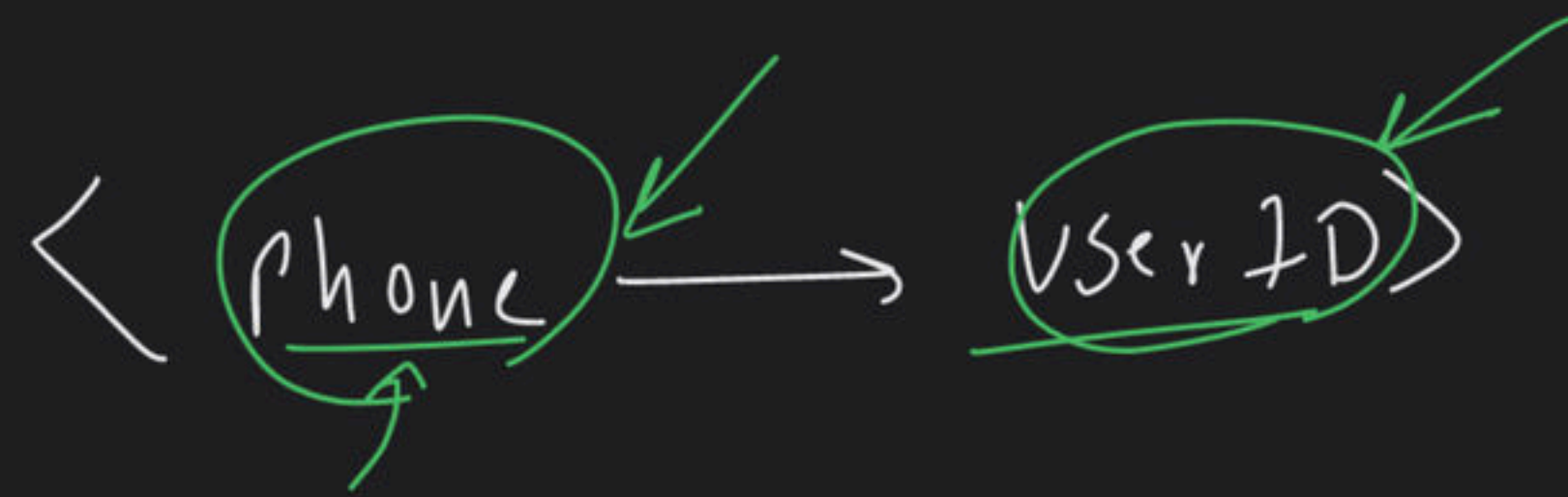
10 way



login ↘
if user exist

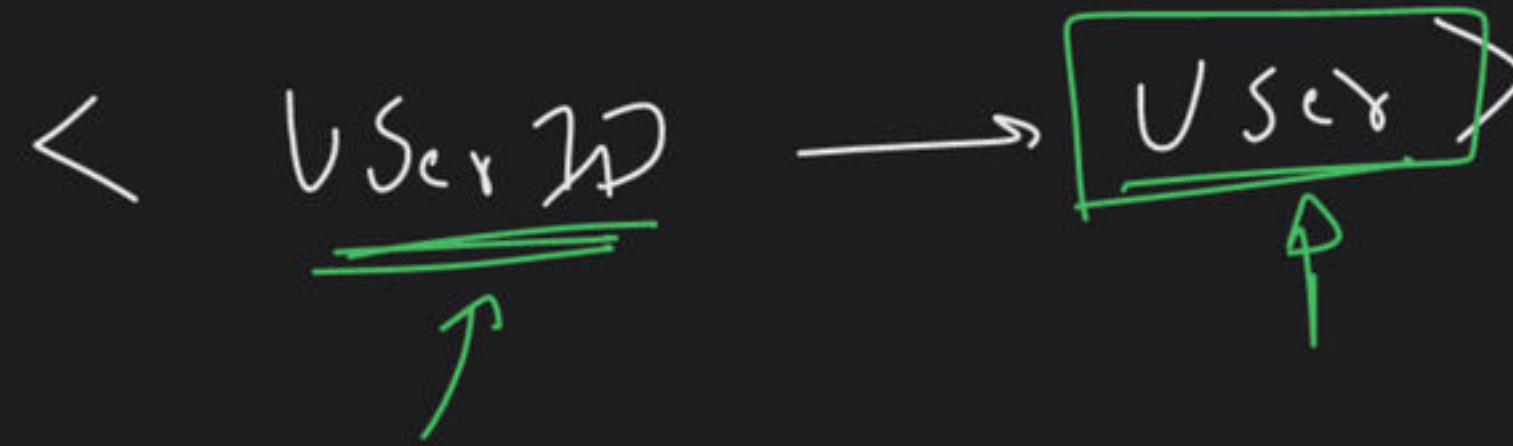
2 mark
1 PB
↳ US
↳ 100M
↳ 100P
↳ 1/N
(2 day)

Phone Map



code login(phone)

User Map



login(user)
↑

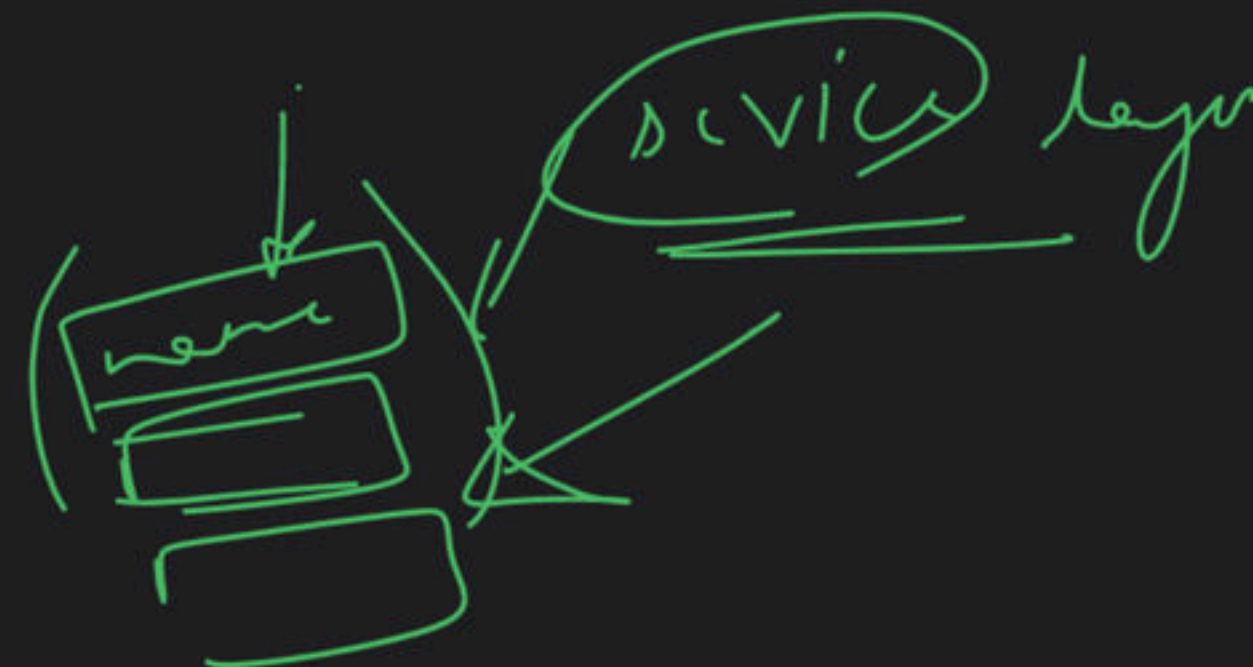
→ register Rat

↳

already restaurant

Data layer

Rat Map Data

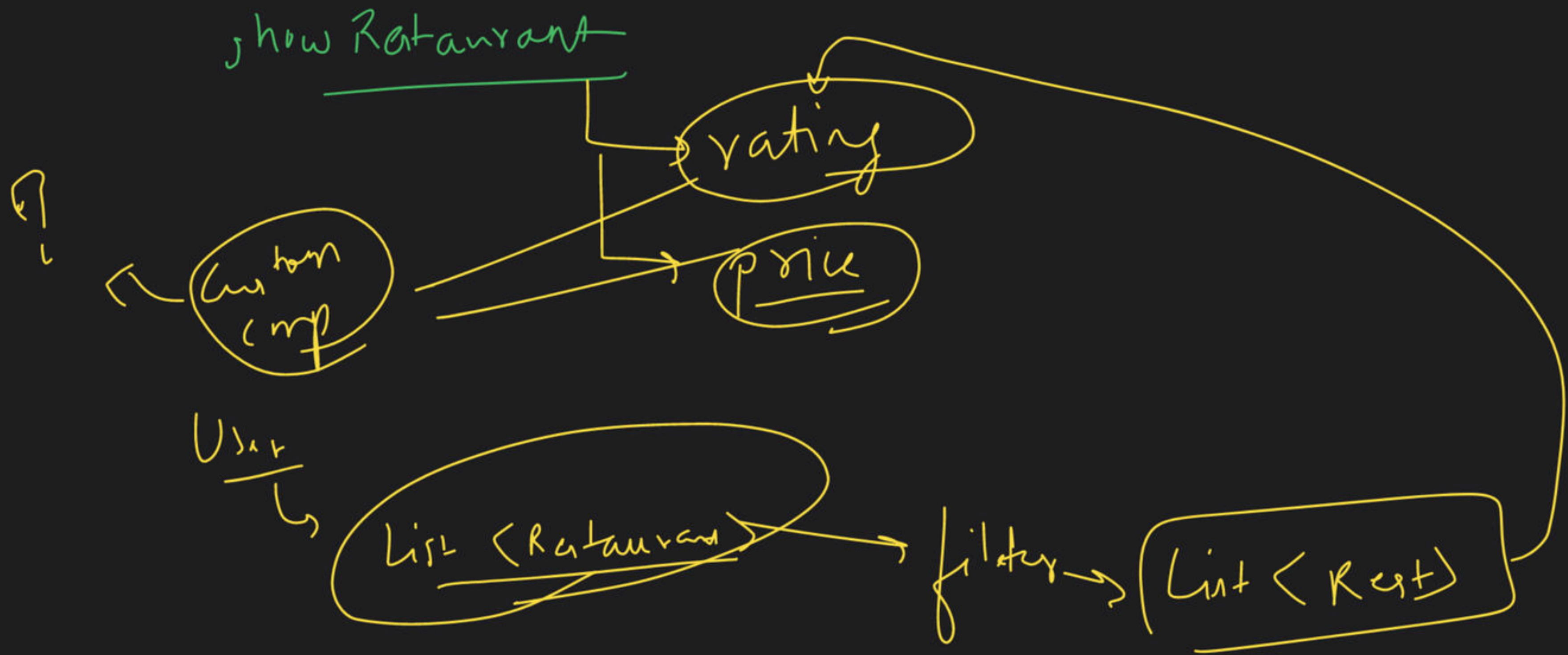


I^{th} review →

overall rating = rating

n^{th} review =

$$\frac{(\text{Overall Rating} * \text{Total Reviews} + \text{rating})}{(\text{Total Reviews} + 1)}$$



Driver class → ?
=

2hr+





















