Store
Web Application

CIS-17B Spring 2023
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Introduction

This program simulates placing an online food order from a restaurant. The application was originally created as a C++ program, and then it was converted to a web application that leverages JavaScript, PHP, and a MySQL database.

Objective

Login as a user and place an online order from a sushi restaurant.

Rules

- A user must sign-up for an account.
- A registered user must login to their account correctly to place an order.
- After an order is submitted an order confirmation will display.

Development Summary

Objectives Completed

- Converted C++ classes to JavaScript objects: User, Store, Cart, Items.
- Store.html reads any cookies saved in the browser and sets a User object.
- Store.html prints store items dynamically.
- When an order is submitted, the submit button is hidden and the updated User's profile as well an order confirmation is displayed in the console log.

Objectives Incomplete

I ran out of time. It needs to copy survey_html and apply the php and database set up to it.

GitHub Repository

- https://github.com/koa2019/e-store
- **Latest version:** store_html_v3.1

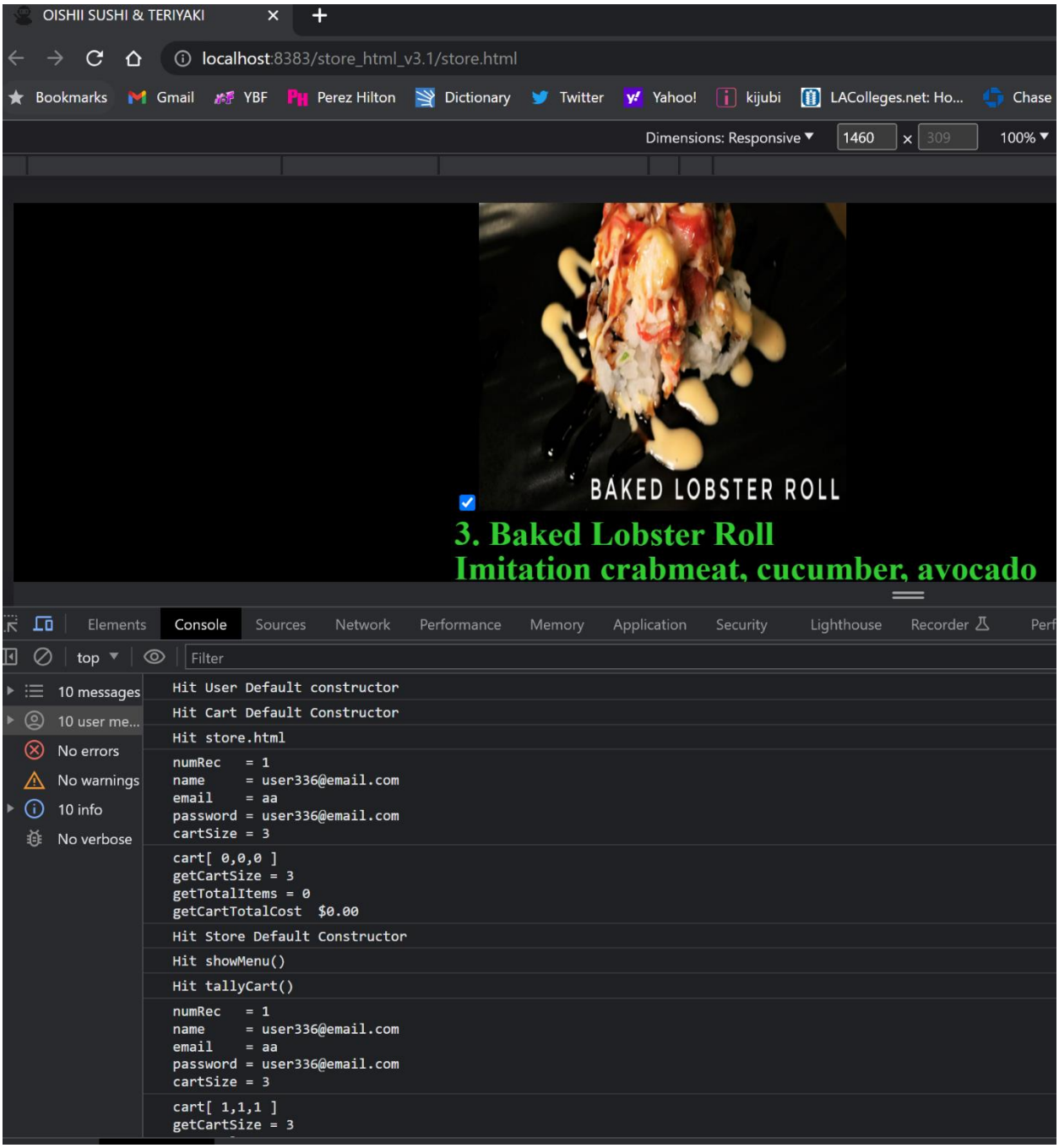
Run Configuration Setup

This application is not setup with the database, so run in store.html NetBeans on a web browser locally.

Sample Sign Up and Login

If there's a cookie stored in your web browser, it will read and print cookie.name.
Store items are printed dynamically to store.html.

When an order is submitted, the submit button is hidden and the order confirmation prints in the console log.

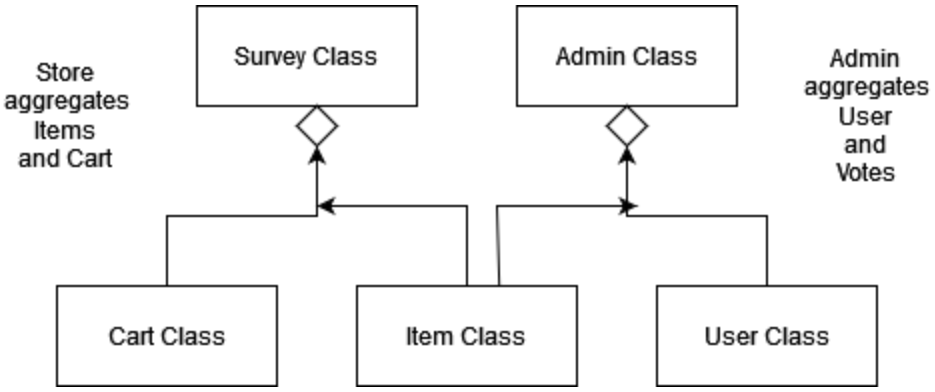


Where to Find Concepts

MVC - How you delineated your objects	User.js Item.js Cart.js Store.js Cookies.js
Objects - JavaScript/PHP - Serialization	User.js Item.js Cart.js Store.js Cookies.js
Reading/Writing Files/Local Storage	
Databases SQL	
Form Validation	
User-Admin-Login	
Cookies - Sessions - Securing Pages	getForm.html getForm.js cookies.js

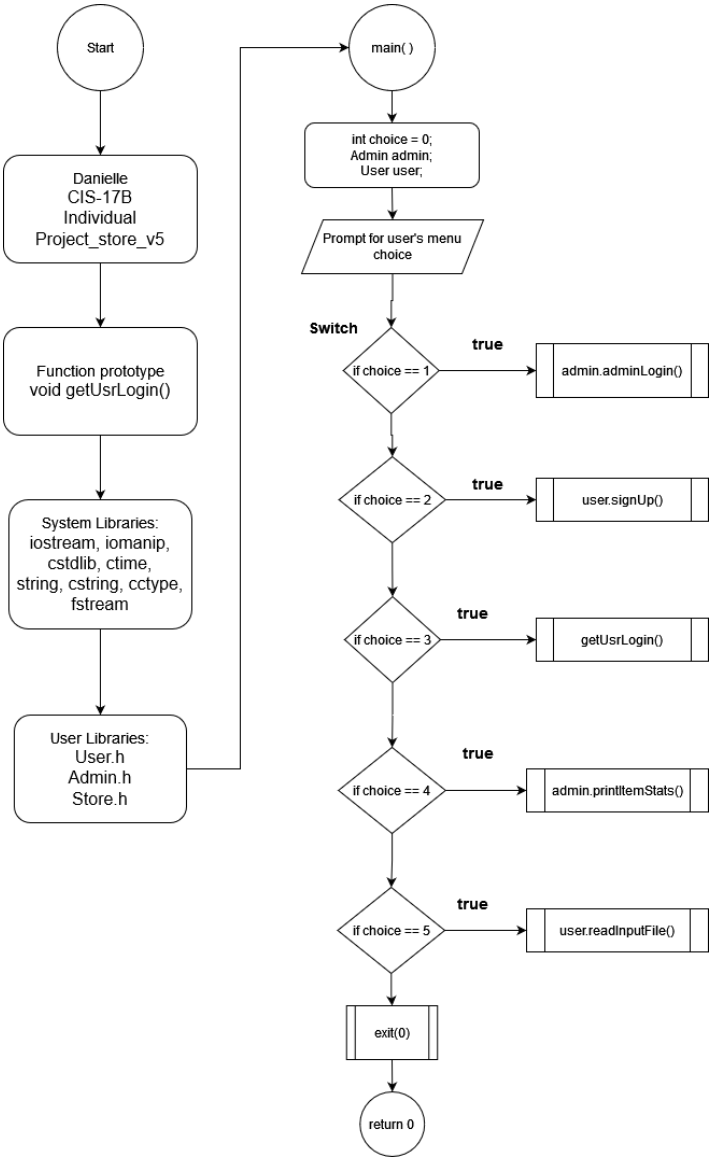
Store C++ UML Chart

The full version of this chart is in the store>docs>charts folder.



Flow Chart Survey C++

The full version of this flowchart is in the store_cpp>docs>charts folder.



Pseudo Code

1. Convert all C++ classes to JavaScript objects.
2. Create login.html
    a. Login form redirects to Store.html.
    b. Sign up form creates new record and redirects to login.
3. Add cookies and PHP to handle sign up and login.
    a. Reference Dr. Lehr's DBConnect, ShopLogin programs.

Reference

1. Lehr, Mark. "2023_Spring_CSC_CIS_17B · ml1150258/2023_spring_csc_cis_17b." GitHub, 2023, https://github.com/ml1150258/2023_Spring_CIS_CSC_17B.

2. Nixon, Robin. *Learning PHP, MySQL & Javascript: With jQuery, CSS & HTML5*. 5th ed., O'Reilly Media Inc., 2018.