1. Introduction

Attract more customers to your restaurant and increase your table reservations by creating a mobile app for your Restaurant.

Some of the silent features of the app are

* Menu Creation
* Login/Regiser
* About the restaurant/Contact us
* Reserve tables
* Favoriting a dish/viewing the recipe.
* Shareing via facebook/twitter.
* View comments of the others

2. Design and Implementation

The Idea started as a course project and then slowly started to ccreate the mock ups of the app workflow. Attached are some of the work flows of the app.

Then came to server part that our app will be using to server the ui.

Configuring the Server

At any convenient location on your computer, create a new folder named json-server, and move to this folder.

Download the db.json file provided above to this folder.

Move to this folder in your terminal window, and type the following at the command prompt to start the server:

\_\_

This should start up a server at port number 3000 on your machine. The data from this server can be accessed by typing the following addresses into your browser address bar:

\_\_

Type these addresses into the browser address and see the JSON data being served up by the server. This data is obtained from the db.json file

Serving up the Images

The json-server also provides a static web server. Any resources that you put in a folder named public in the json-server folder above, will be served by the server at the following address:

\_\_

Shut down the server by typing ctrl-C in the terminal window.

Create a public folder in your json-server folder.

Download the images.zip file that we provide above, unzip it and move the images folder containing the images to the public folder.

Restart the json-server as we did before. Now your server will serve up the images for our Ionic app. You can view these images by typing the following into your browser address bar:

Now that we have our backend ready, we needed to decide on the frontend of the application/web.

As we wanted both the app and the website we decided to go with the Ionic and Angular which will help us to have one code for multiple platforms,

The above technologies will support both Web and Mobile which with less maintaince(write one code for all the platforms.)

Varous modules in the project are:

1. Login/Register – In this module user will be able to Login with the existing credentials / Register with the new credentials.
2. About page – This page gives a little brief about the Resturant and its history.
3. Contact –Us : This page give information about how you can contact the restaurant through Phone/Email/Fax.
4. Menu – This page gives details about the various dishes along with he picture.
5. Dis details – This page gives details about a particular dish and also lets you to favourite the dish.
6. Favourites – this pages lets user go through his favourite dishes, and lets him/her unfavourite the dish at any point of time in the app.
7. Reserve a Table – This age lets user book a able in advance so that once he reaches the restaurant he does not have to wait for a table.

Include a few screen shots of your website in the report

3. Conclusions

* The results after creating this app are really great, the restaurant is now able to reach ot many users.
* As there are various new features that can be added to the project – like users should be able to order the food, make payment online, user should be allowed to see recepies of a dis and order the ingridents with respect to the dish.

4. References

Wireframing, Mockups and UI Design

* [Wireframe.cc](https://wireframe.cc/)
* [Moqups.com](https://moqups.com/)
* [Axure](http://www.axure.com/)
* [proto.io](https://proto.io/)
* [framerjs.com](http://framerjs.com/)
* [The 20 best wireframe tools](http://www.creativebloq.com/wireframes/top-wireframing-tools-11121302)
* [Web Design Inspirations](http://www.webdesign-inspiration.com/)
* [Adobe Experience Design](http://www.adobe.com/products/experience-design.html)
* [Free Bootstrap Wireframing Set for PowerPoint](https://onextrapixel.com/free-bootstrap-wireframing-set-for-powerpoint/)

UI Templates

* [Bootstrap Expo](http://expo.getbootstrap.com/)
* [Ionic Showcase](http://showcase.ionicframework.com/)

Information Architecture

* [A visual vocabulary for describing information architecture and interaction design](http://www.jjg.net/ia/visvocab/)
* [The Elements of User Experience](http://www.jjg.net/elements/)
* [The Elements of User Experience: User-Centered Design for the Web and Beyond (2nd Edition) (Voices That Matter)](http://www.amazon.com/The-Elements-User-Experience-User-Centered/dp/0321683684/ref=pd_cp_14_1?ie=UTF8&refRID=0RXJWKFHY0TNF5QM2764)

Ionic Resources

* [Split Pane API](http://ionicframework.com/docs/api/components/split-pane/SplitPane/)
* [Desktop Support](http://ionicframework.com/docs/resources/desktop-support/)
* [Ionic Grid](http://ionicframework.com/docs/components/#grid)
* [Ionic Row API](http://ionicframework.com/docs/api/components/grid/Row/)
* [Ionic Column API](http://ionicframework.com/docs/api/components/grid/Col/)

Other Resources

* [Build Awesome Desktop Apps with Ionic’s NEW Responsive Grid](http://blog.ionic.io/build-awesome-desktop-apps-with-ionics-new-responsive-grid/)
* [New Split Pane and more, Ionic 2.2.0 is out!](http://blog.ionic.io/ionic-2-2-0-is-out/)

Ionic Resources

* [Ionic Storage](http://ionicframework.com/docs/storage/)

Ionic Deploying to a Device

* [Deploying to a Device](http://ionicframework.com/docs/intro/deploying/)

Preparing your Computer for Android Development: Cordova Guide

* [Android Platform Guide](http://cordova.apache.org/docs/en/latest/guide/platforms/android/index.html)

**Note: For iOS development and deployment you need a Mac running OS X.**

Ionic Deploying to a Device

* [Deploying to a Device](http://ionicframework.com/docs/intro/deploying/)

Preparing your Computer for iOS Development: Cordova Guide

* [iOS Platform Guide](http://cordova.apache.org/docs/en/latest/guide/platforms/ios/index.html)

Ionic Resources

* [Deploying to a Device](http://ionicframework.com/docs/intro/deploying/)

Cordova Resources

* [Android Platform Guide](http://cordova.apache.org/docs/en/latest/guide/platforms/android/index.html)
* [iOS Platform Guide](http://cordova.apache.org/docs/en/latest/guide/platforms/ios/index.html)

Ionic Resources

* [Ionic Grid](http://ionicframework.com/docs/components/#grid)
* [Ionic Row API](http://ionicframework.com/docs/api/components/grid/Row/)
* [Ionic Column API](http://ionicframework.com/docs/api/components/grid/Col/)
* [Ionic Storage](http://ionicframework.com/docs/storage/)

Ionic and Cordova Resources

* [Ionic Native](http://ionicframework.com/docs/native/)
* [Ionic Platform API](http://ionicframework.com/docs/api/platform/Platform/)
* [Ionic Cordova Resources](http://ionicframework.com/docs/cli/cordova/resources/)
* [Ionic Native Splashscreen Plugin](http://ionicframework.com/docs/native/splash-screen/)
* [Cordova Splashscreen Plugin](https://github.com/apache/cordova-plugin-splashscreen)

Android Resources

* [Android Studio and Android SDK](http://developer.android.com/sdk/index.html)

Java Development Kit (JDK)

* [JDK Installation](http://www.oracle.com/technetwork/java/javase/downloads/jdk8-downloads-2133151.html)

iOS Resources

* [XCode (App Store)](https://itunes.apple.com/us/app/xcode/id497799835?mt=12)
* [Apple Developer Downloads](https://developer.apple.com/downloads/index.action)

Ionic Resources

* [Ionic CLI](http://ionicframework.com/docs/cli/)
* [Ionic Cordova Platform](http://ionicframework.com/docs/cli/cordova/platform/)
* [Ionic Cordova Build](http://ionicframework.com/docs/cli/cordova/build/)
* [Ionic Cordova Emulate](http://ionicframework.com/docs/cli/cordova/emulate/)
* [Ionic Cordova Run](http://ionicframework.com/docs/cli/cordova/run/)
* [Deploying to a Device](http://ionicframework.com/docs/intro/deploying/)

Android Resources

* [Run Apps on a Hardware Device](https://developer.android.com/studio/run/device.html#developer-device-options)
* [Configure On-Device Developer Options](https://developer.android.com/studio/debug/dev-options.html)