



**Cégep de la Gaspésie
et des Îles**

CAMPUS DE MONTRÉAL

Kitchen Anywhere
Mobile Programming for iOS
420-C05-MT

Group no. 326

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Introduction:

X-code provides developers a unified workflow for user interface design, coding, testing, and debugging. Our iOS mobile application name is “Kitchen Anywhere”. The name of the application says the functionality and usage of the app. Swift-UI helps you build great-looking apps across all Apple platforms with the power of Swift. It’s a modern way to declare a user interface for any Apple device.

The aim of the application is to provide regional dishes to the people. If one has a skill of cooking and wants to share the taste of his/her traditional cuisine to the world then without any kind of investment he/she can start the startup here. Here, a Foodie(customer who orders food) has a variety of foods to eat from different Chefs(customers who make a dish). Admin can manage both the Foodie and Chef. Here, foodies can enjoy diverse dishes of veg and non-veg from different regions.

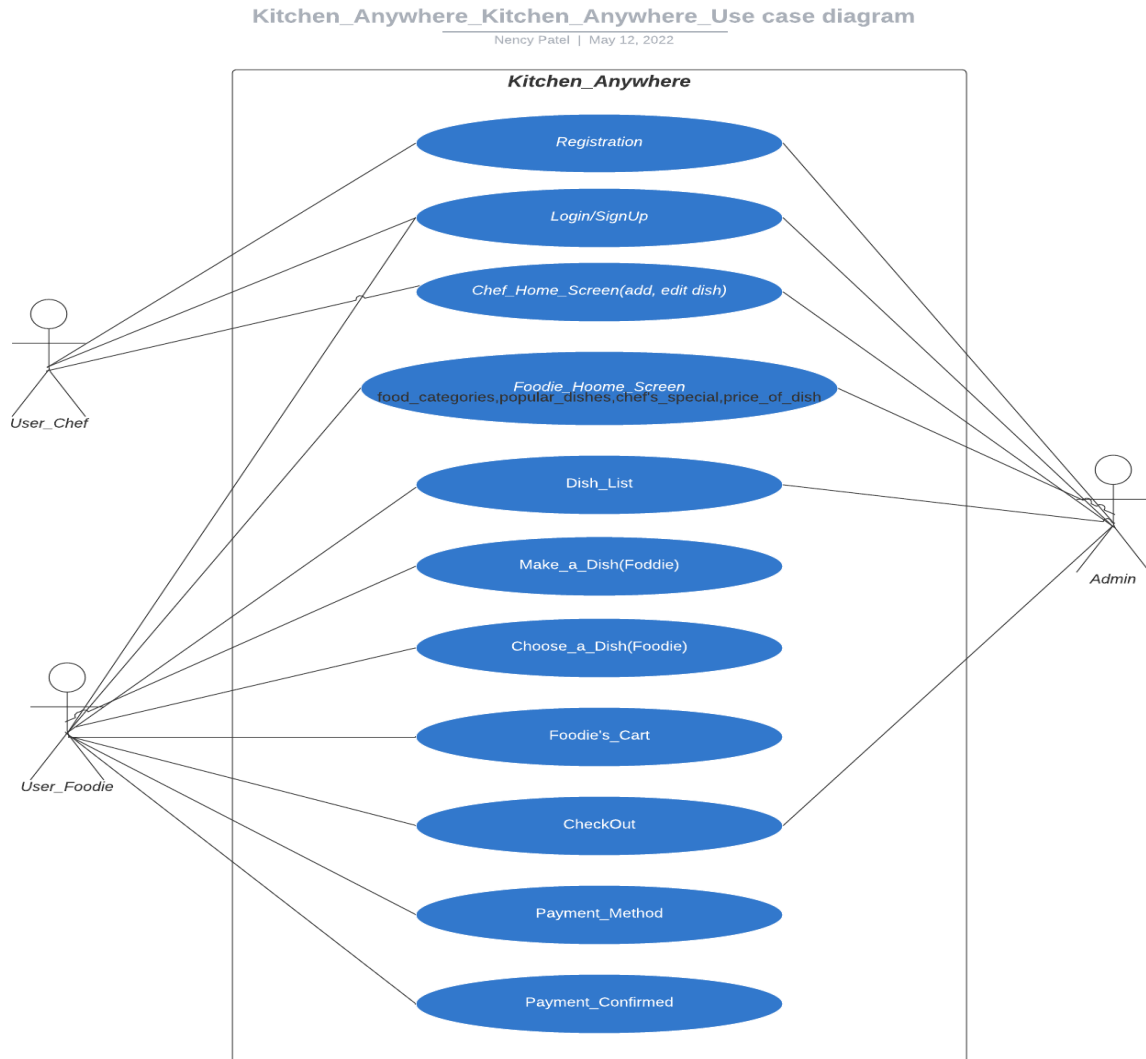
Scope:

In this application, Users(foodie and chef) register their details and select which kind of user he/she wants to be. If a user wants to be a chef then he/she has to fill in the details of the dish/dishes that he/she wants to represent to the world. If a user wants to be a foodie then he/she can see the foodie dashboard in that they get different categories like popular dishes, chef’s special, favorite dishes(only if registered user). Foodies can order any dishes and enjoy their cuisine. After that the foodie can place his/her order and make a payment . The Admin can manage all the things like admin can add/delete/edit in users(both chef and user) and he can add/delete/edit the dishes and till the checkout process.

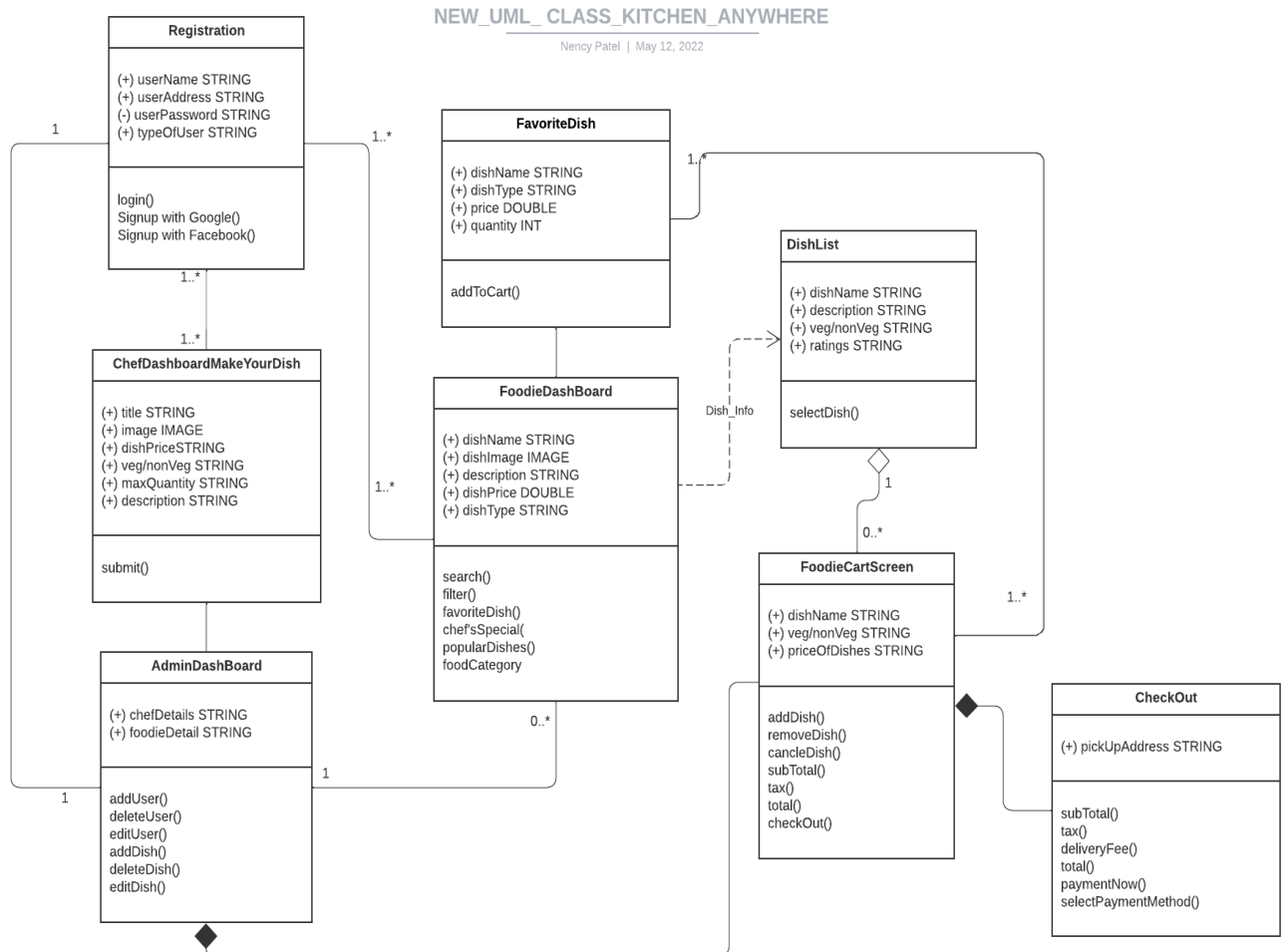
Functional requirements:

- 1) SignUp
 - Signup with google
 - Signup with facebook
- 2) Registration
- 3) Chef's Profile
 - Chef's can make his/her dishes
- 4) Foodie's dashboard
 - Search dish
 - Filter dish
 - Popular dishes
 - Favorite dishes
 - Different Categories
- 5) dish description
 - Dish name
 - Dish price
 - Dish type
 - Dish contains
- 6) Add to cart
- 7) Edit quantity
 - Add/remove/delete order
- 8) CheckOut
- 9) Make a payment
 - Select payment method
- 10) Pick up your address

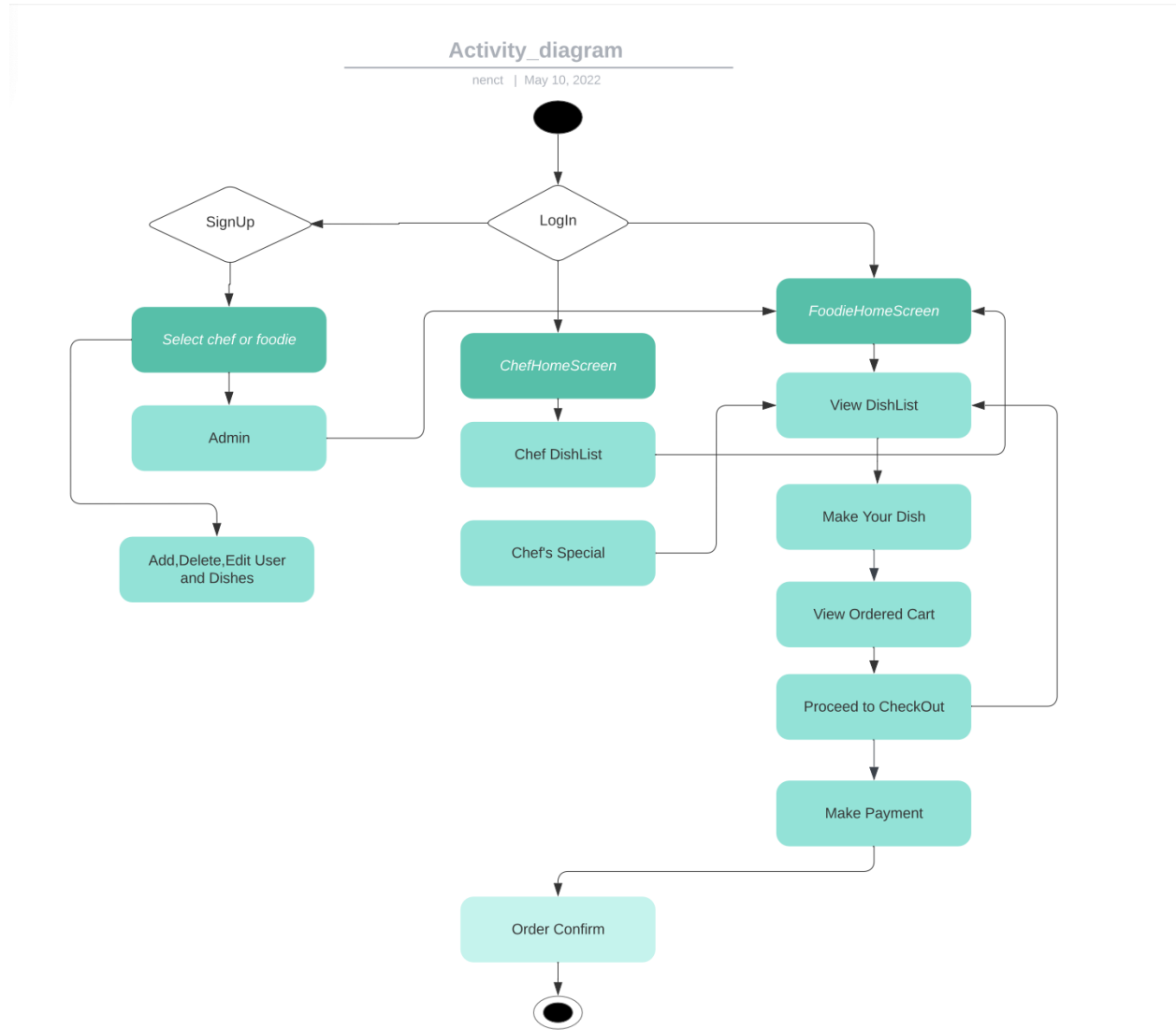
Use-case Diagram:



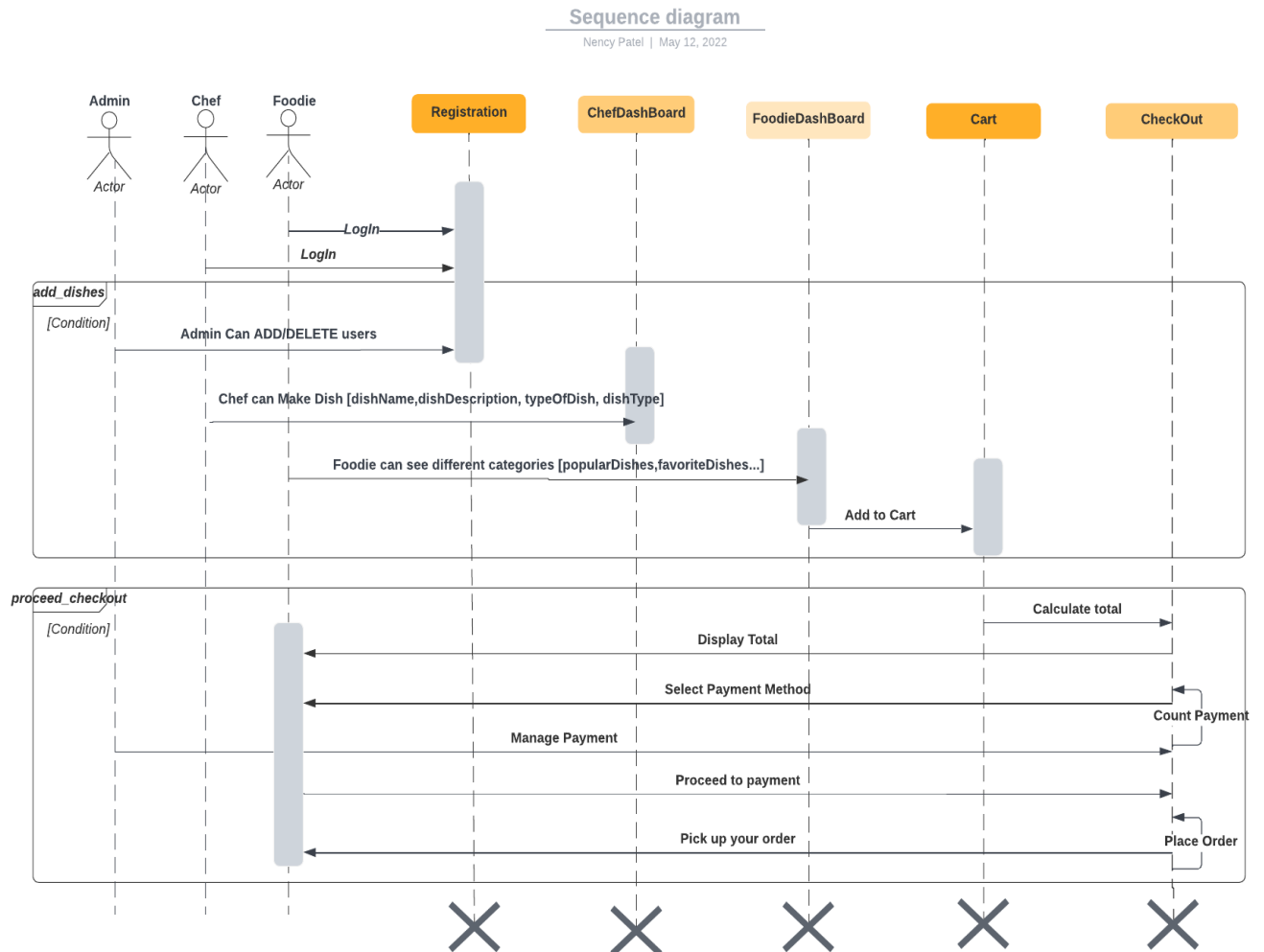
UML-Class Diagram:



Activity Diagram:



Sequence Diagram:



GitHub:

GitHub: <https://github.com/milansheladiya/KitchenAnywhere>