Case Study: Online food ordering SPA

Create a Single page online food ordering application using the below-mentioned capabilities.

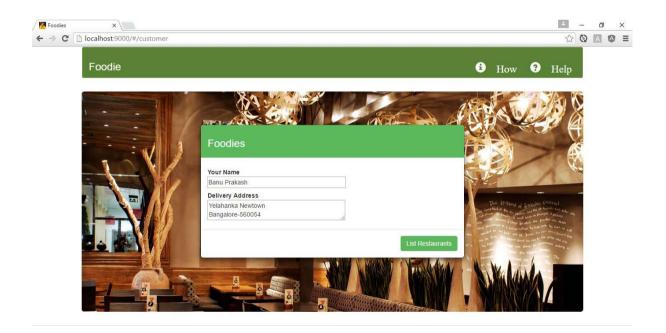
- HTML5 and CSS3
- o RWD using Bootstrap / Foundation
- o RESTful services using Express / Spring Restful Webservices
- o JavaScript Frameworks: Angular / React / Backbone

Features:

The application should allow user to search restaurants based on cuisine type, and place order.

Screen 1:

Modal dialog has to be displayed which should have fields to accept user name and delivery address. Once user enters the data and clicks on "List Restaurants", User information should be stored in LocalStorage [HTML5 localStorage API] and the Screen 2 is displayed. If User information already exists in LocalStorage, the Modal dialog should not be displayed and directly Screen 2 is displayed.



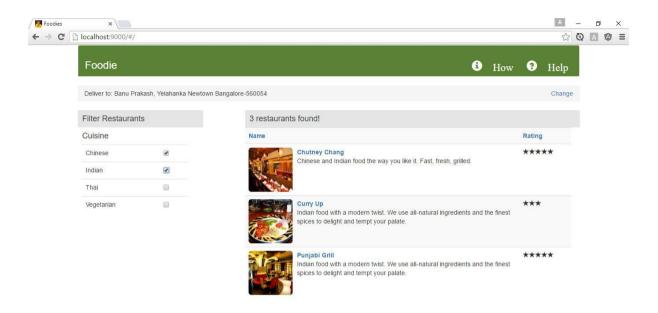
Screen 2:

This Screen should initially display

- a) All the available restaurants fetched using REST call.
- b) Filter restaurants checkboxes
- c) Deliver to information fetched from LocalStorage

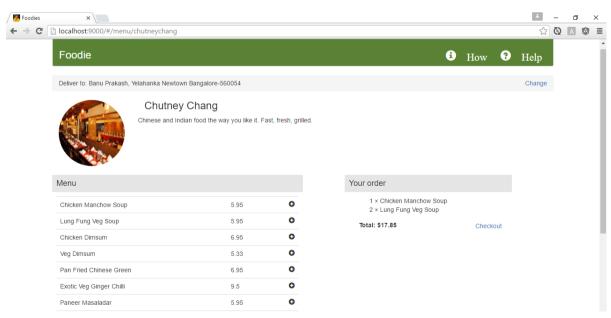
Details:

- 1) Restaurants should be filtered based on "Filter Restaurants" Cuisine selection.
- 2) Clicking on "Change" hyperlink modal dialog should be displayed as shown in Screen 1 which allows user to change deliver to name and address info.
- 3) On clicking "Name" and "Rating" header restaurants should be sorted based on name/rating. Clicking once again on the same header will reverse the sorting order
- 4) Clicking on the Restaurant image/name screen 3 is displayed.



Screen 3:

This screen should display the Menu available for the selected restaurant. User can add menu items to their order. Clicking on checkout screen 4 is displayed.



Screen 4:

This screen allows user to select payment type, enter credit card information as shown below. User can modify the quantity of the selected items in this screen. User can go back to selecting more items to his order by clicking on "Back to Menu" hyperlink.

"Clear cart" will clear the order and user is redirect to screen 2.

"Purchase": not to be implemented as of now.

