* Full Stack Java Developer Capstone Project

Course-End Project 2

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**GitHub Link:-**

**DESCRIPTION**

**Project objective:-**

Complaint\_Redressal is a chain of single screen app that screen shows of different genres and languages at very genuine prices. It was established in 2004 in Pune, India. Recently, the business analysts noticed a decline in sales since 2010. They found out that the online registration of complaints from apps, such as “E-ComplaintRedressal.com. As a result, the team decided to hire a Full Stack developer to develop an online Complaint registration for broadband

You are hired as the Full Stack Java developer and are asked to develop the web application. The management team has provided you with the requirements and their business model so that you can easily arrange different components of the application.

The admin portal deals with all the backend data generation and product information. The admin user should be able to:

* Add or remove Complaints details from the application to build a rich product line.
* Edit complaint details like name, complaint, description, and many more
* Enable or disable a complaint registration

The user portal with the user activities. The end-user should be able to:

* Sign-in to the application to maintain a record of activities.
* Search for products based on the search keyword.
* Apply filters and sort results based on different cuisines to get the best deals.
* Add all the selected food items to the cart and customize the purchase at the end.
* Perform a seamless payment gateway.
* Get an order summary details page once the payment is complete.

**Technologies and Tools Used:-**

* Java: To build the server and handle the core logic of the application.
* Spring: To build the core of the web application following the Model-View-Controller design pattern.
* JDBC: To connect the website to the database.
* Eclipse IDE: To Write the code.
* HTML 5: To make the structure of website.
* CSS 3: To format the contents of the website.
* JavaScript: To handle the presentation of the structure and various elements of the website.
* TypeScript: To handle the logic of the website and ensure consistency of Angular.
* Angular: To beautify and arrange the website’s various components for the end-user.
* Docker: To be able to run the project as a docker image or through the command-line interface.

**Project Users Stories:-**

The project is planned to be completed in 4 sprints. Tasks assumed to be completed in the sprint are:

* + Creating the flow of the application .
  + Initializing git repository to track changes as development progresses.
  + Writing the software of the application using the requisite languages to fulfil the requirements of the project.
  + Testing the application with different kinds of inputs and edge cases.
  + Pushing code to GitHub.

The following sprints were carried out to complete the application:

Sprint 1

1. Create the basic outline and architectural flow of the web application.
2. Create the basic structure of the website along with the home page.
3. Allow the users to register and login on the website.
4. Use Docker to store the downloaded database with all the requisite details.

Sprint 2

* 1. Create two different pages for the login of the user and the administrator.
  2. Show all the movies on the home page.
  3. Create a getaway page where the users can select the movie timings, cinema hall, and the seat.
  4. Enable the ability to search for a specific movie or theatre, or automatically load all the of theatres for a specific movie or all of the movies in a specific theatre.

Sprint 3

* 1. Allow only the admin to modify the details of the seats and timings.
  2. Allow only the administrator to modify the name of the cinema hall.
  3. Create a page specifically dedicated to showing the movies and their photos with their synopsis.
  4. Allows the users to book the movie at specific timings and make the payment.

Sprint 4

1. Add the various assets to the application such as pictures and JARs.
2. Complete the configurations of the various elements of the website.
3. Test and debug the application.
4. Push the final set of code to GitHub.