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CS-F
Final Project Documentation

App Name: Food Ninja

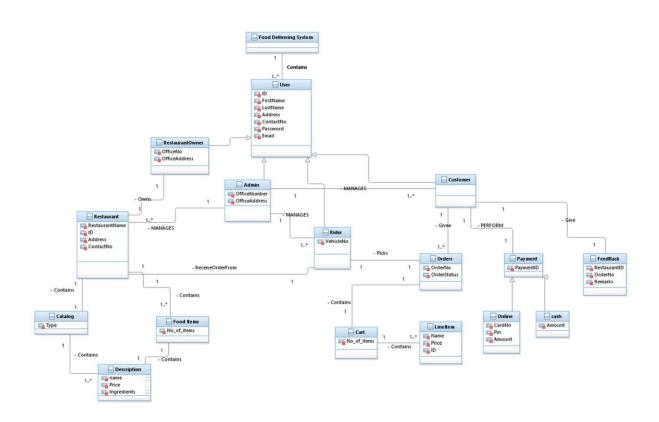
Github repo: https://github.com/randomefool/Food Ninja

(master branch)

Github documentation repo:

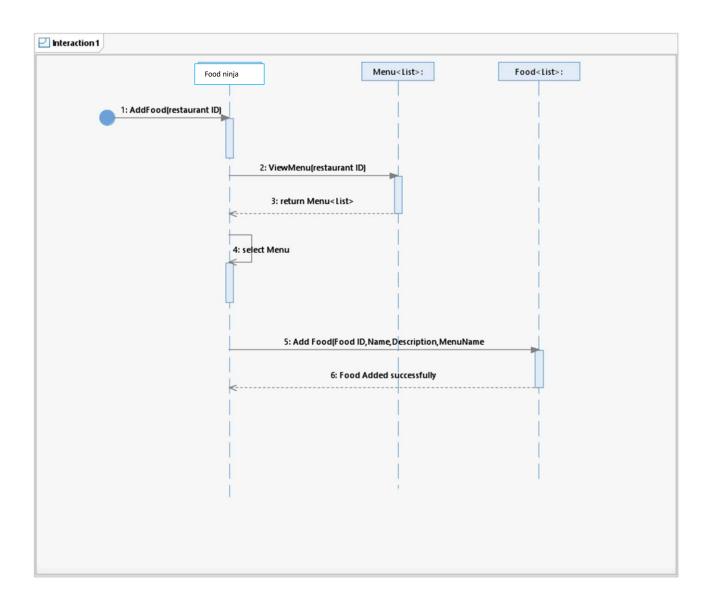
Github presentation repo:

Domain diagram

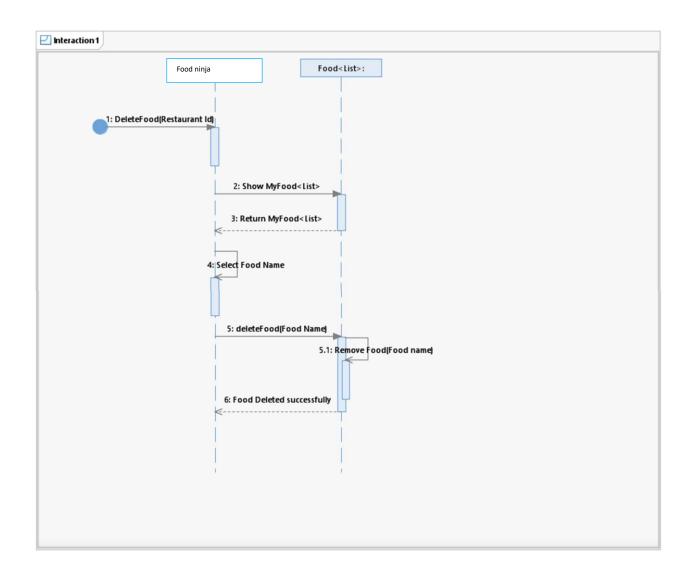


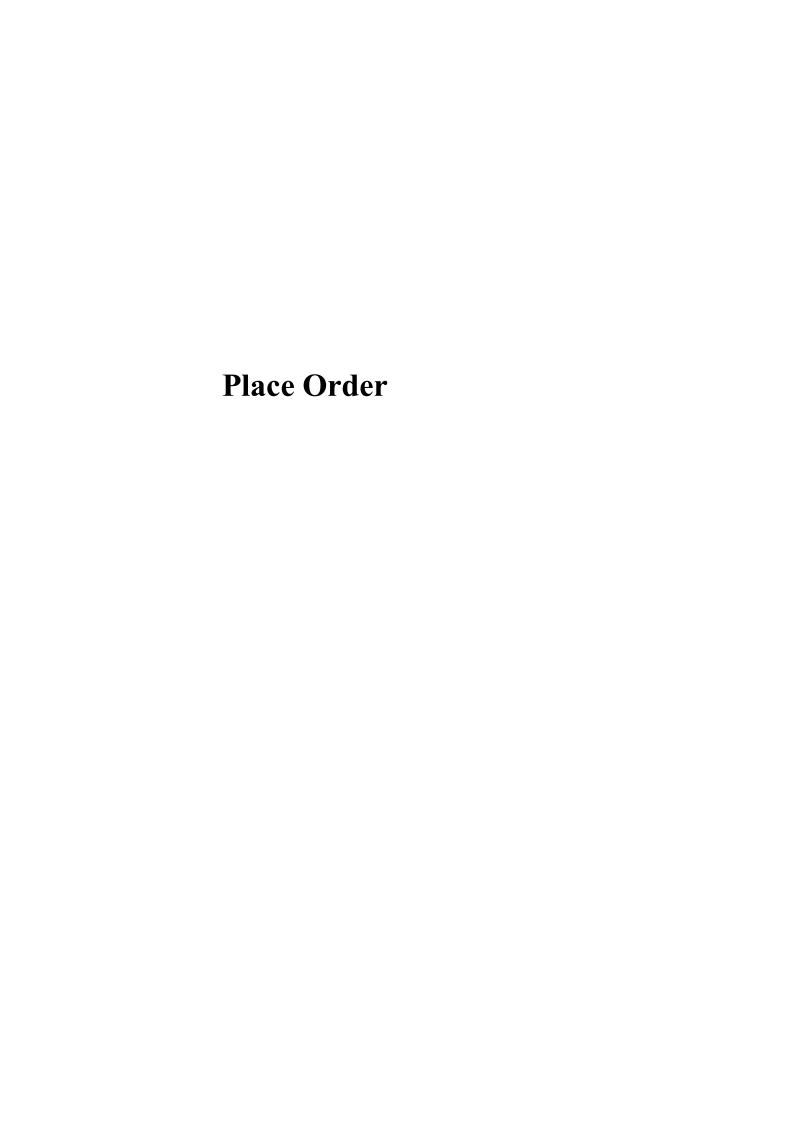
Sequence diagram

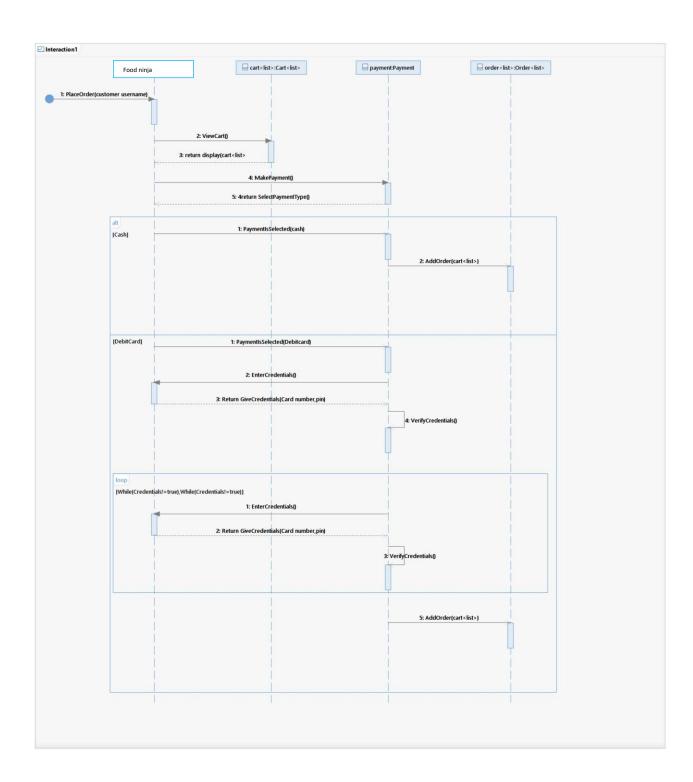
Add Food



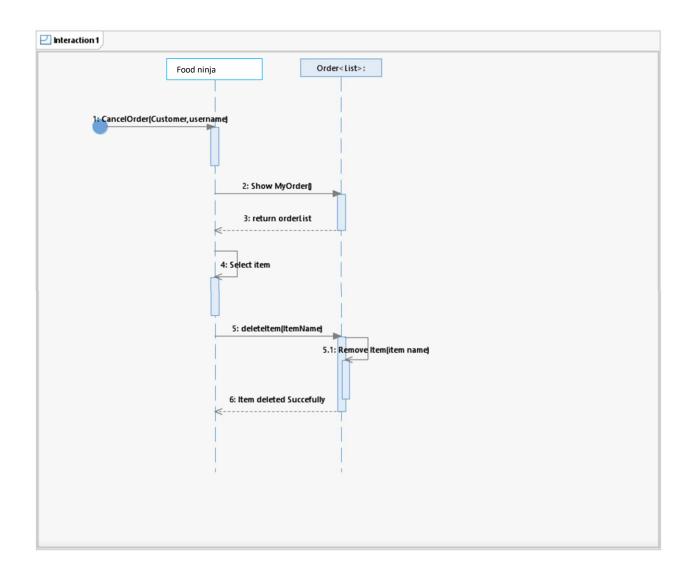
Delete Food



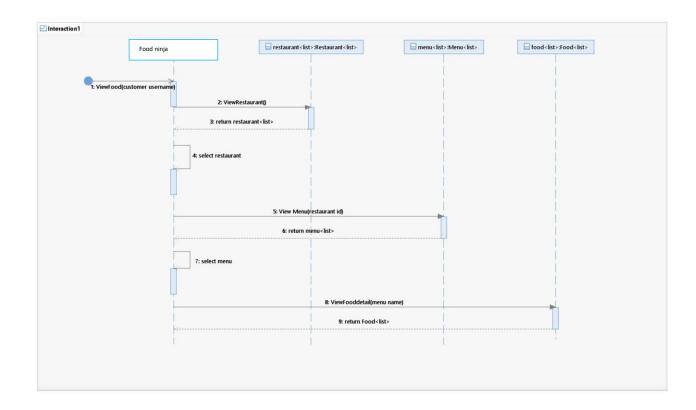




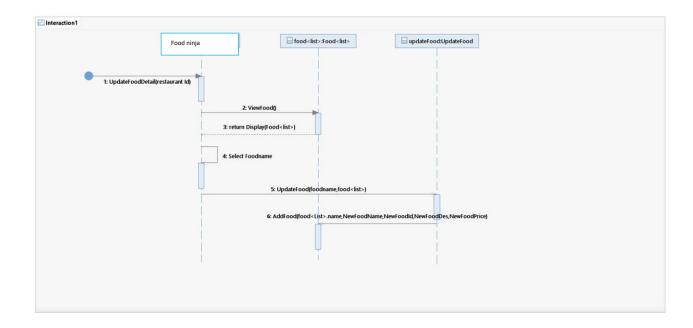
Cancel Order



View Food

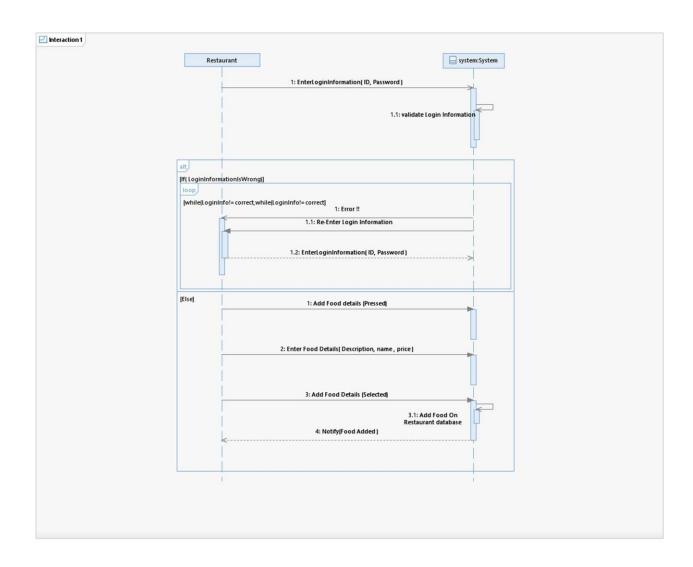


Update Food

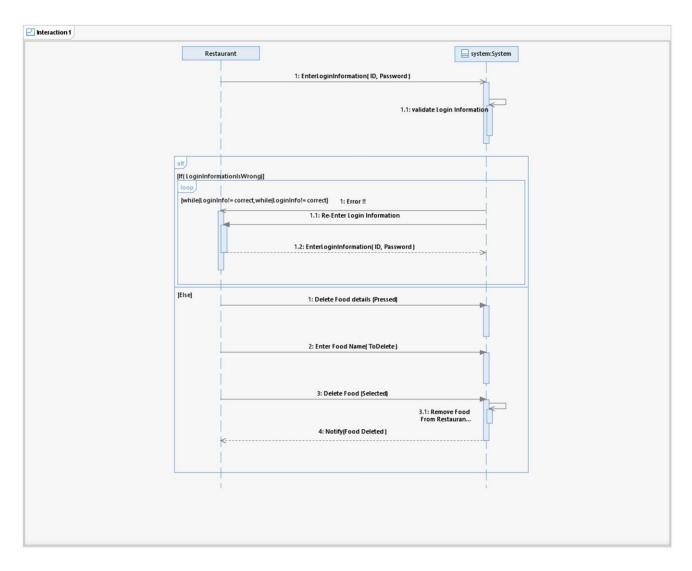


System Sequence Diagrams

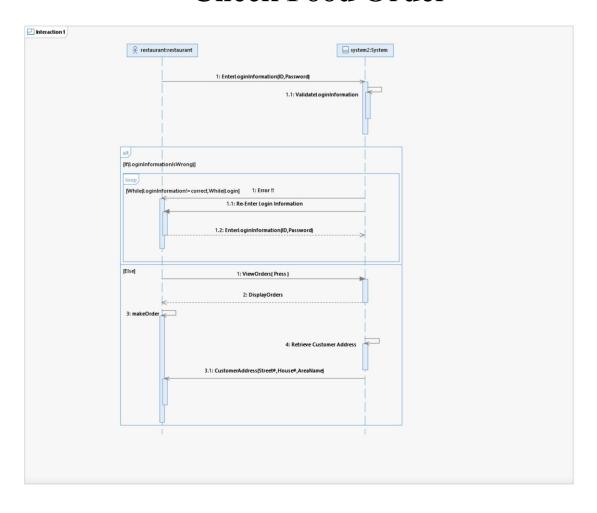
Add Food Details



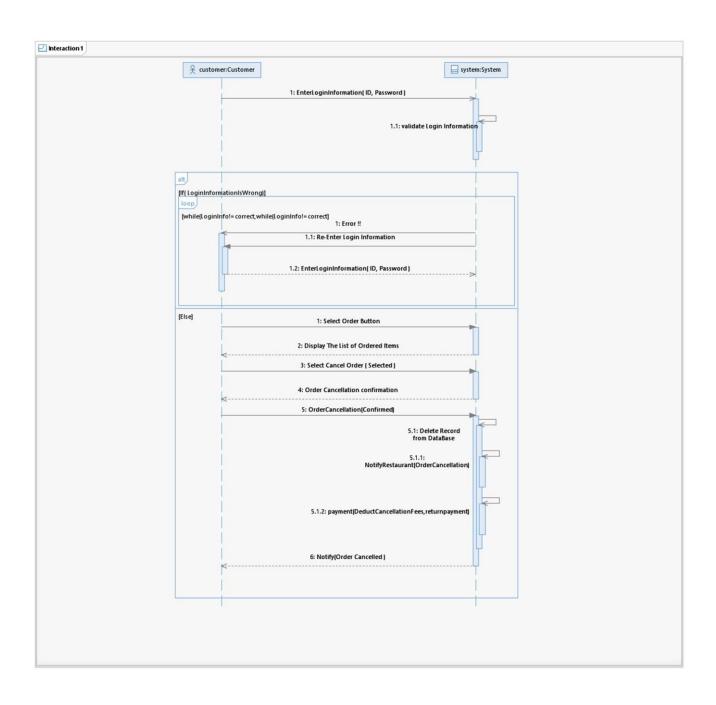
Delete Food



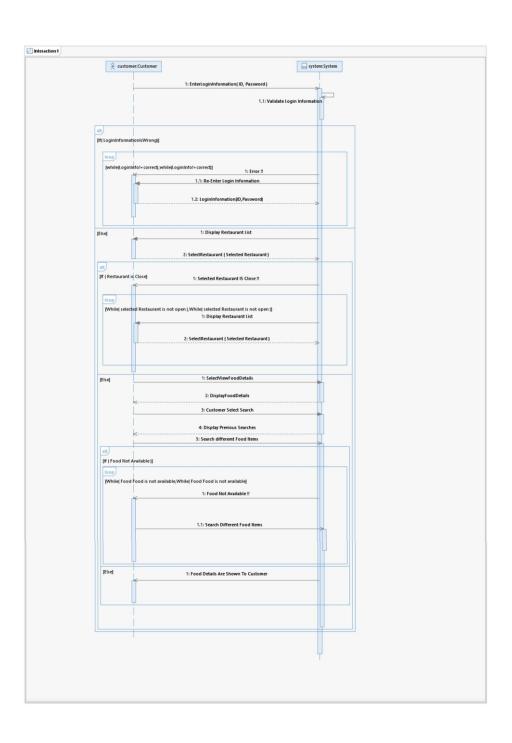
Check Food Order



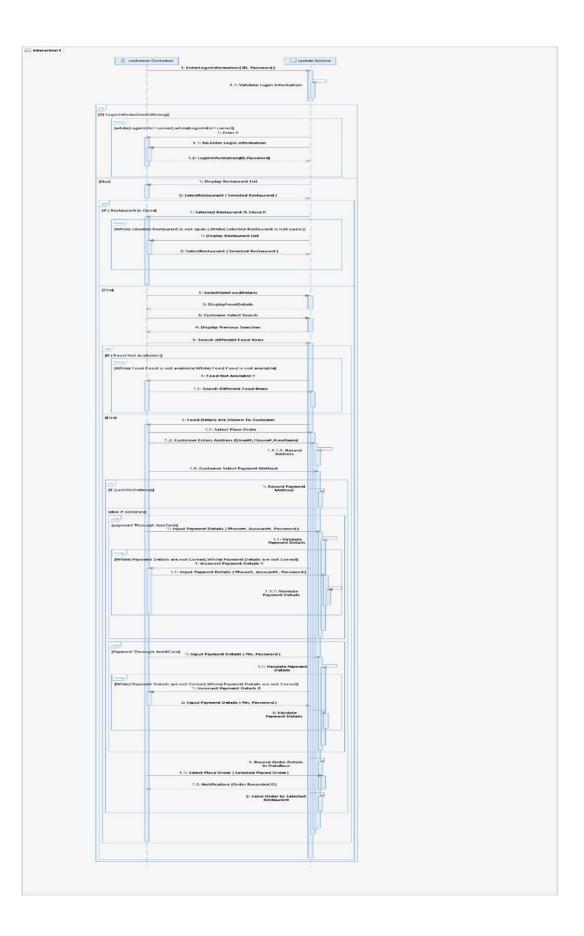
Cancel Order



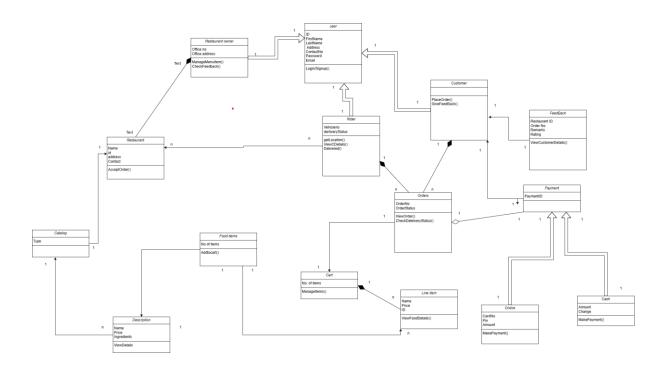
View Food Details



Place Order



Class Diagram



About Food Ninja: Food Ninja is designed to serve the urban population, particularly working professionals and students. It is supposed to be an affordable competitor to Food Panda and Cheetah.

The primary objectives of Food Ninja is to:

- Provide users with a convenient and efficient way to order food from local restaurants.
- Browse menus and place orders
- Rate meals and delivery experiences
- Avoid long waiting lines at restaurant.
- Featuring restaurants with discounts for cheaper meals.

Aim:

- It targets users in metropolitan areas with active restaurant and food delivery services.
- Working professionals, students and individuals with a busy lifestyle.
- Cheap and hygienic food at your doorstep.

Step by
Step
working of
the App

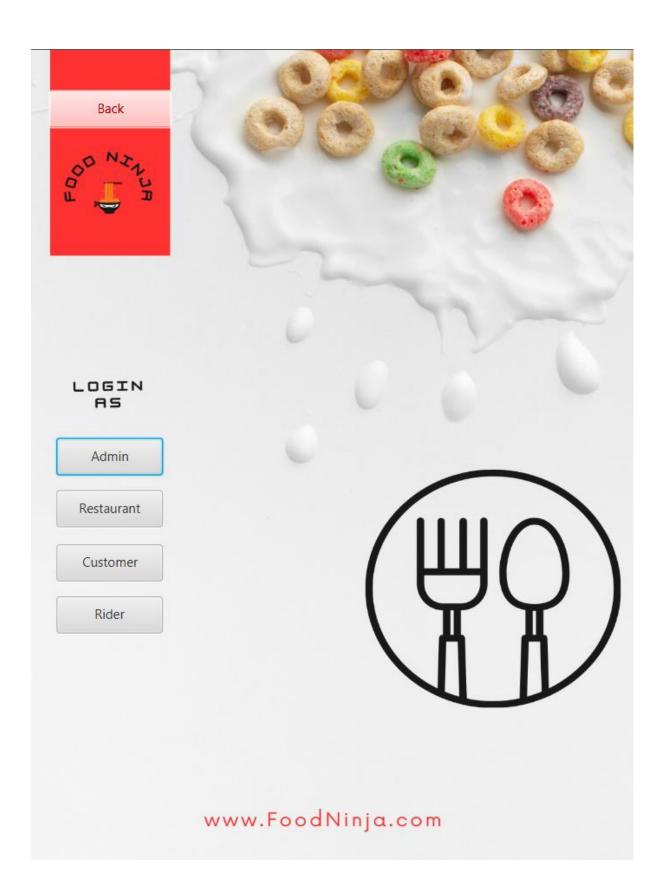
Login:



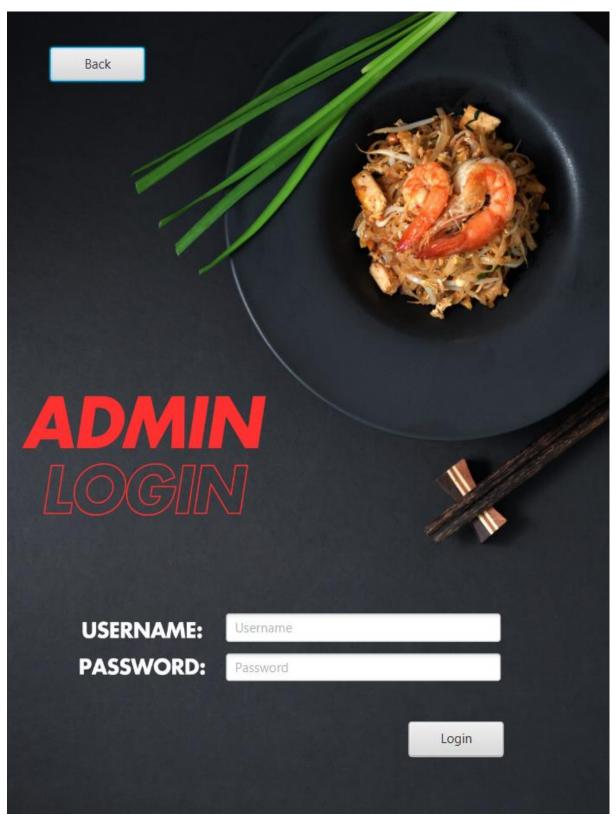
FOOD HINJX

Log In

eat whatever u like



Admin Login



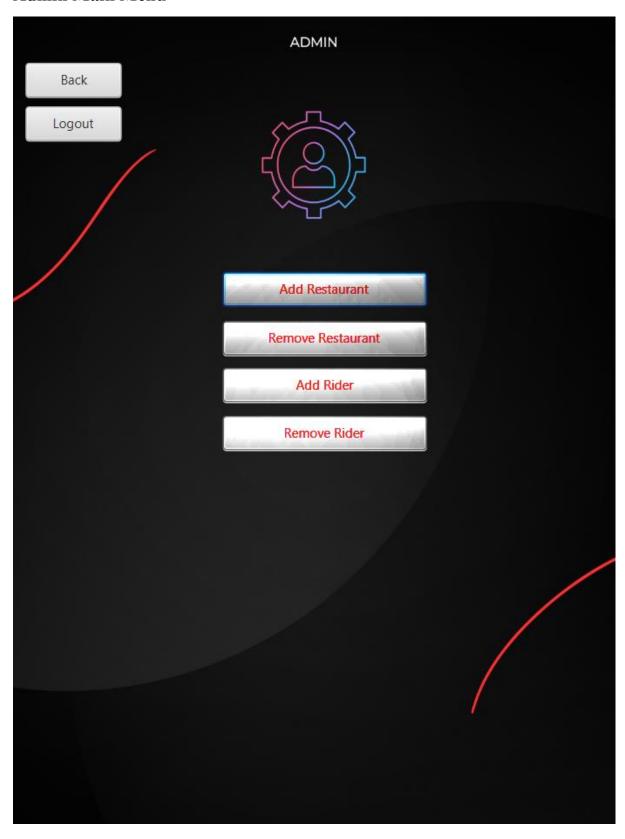
Customer login



Customer Signup



Admin Main Menu



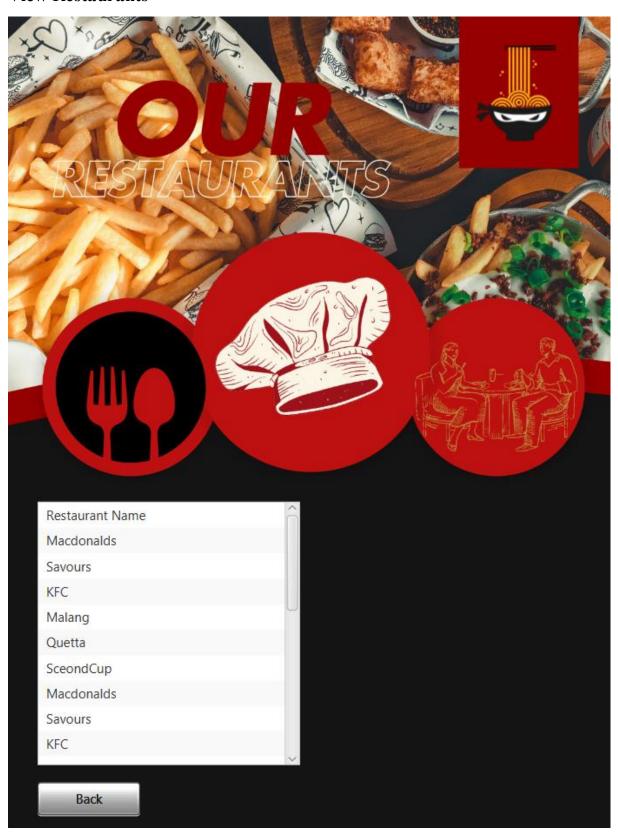
Add restaurant

RESTAUL		
Reststaurant Name:		
Reststaurant ID:		
CITY:		
Contact Number:		
Location:		
Password:		
Confirm Password:		
Back	Add Restaura	nt

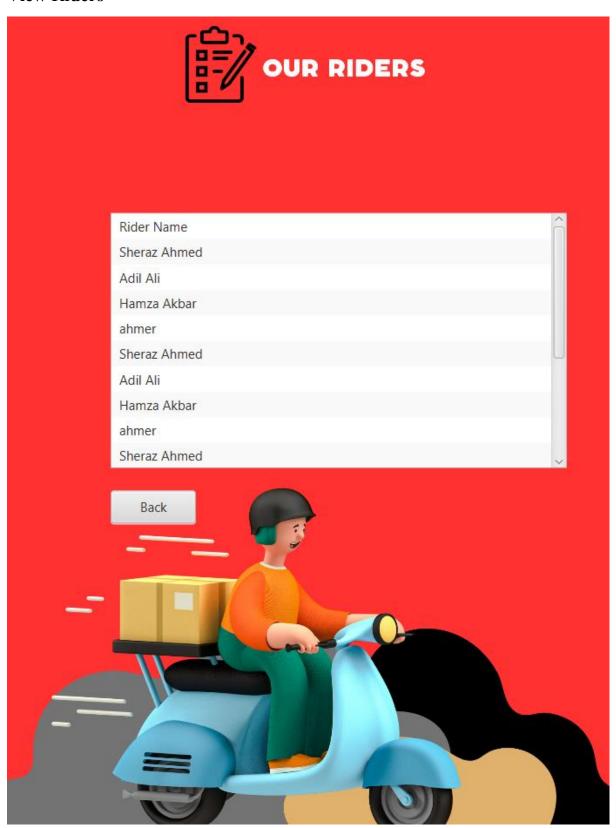
Add rider



View Restaurants



View Riders



Restaurant Main Menu



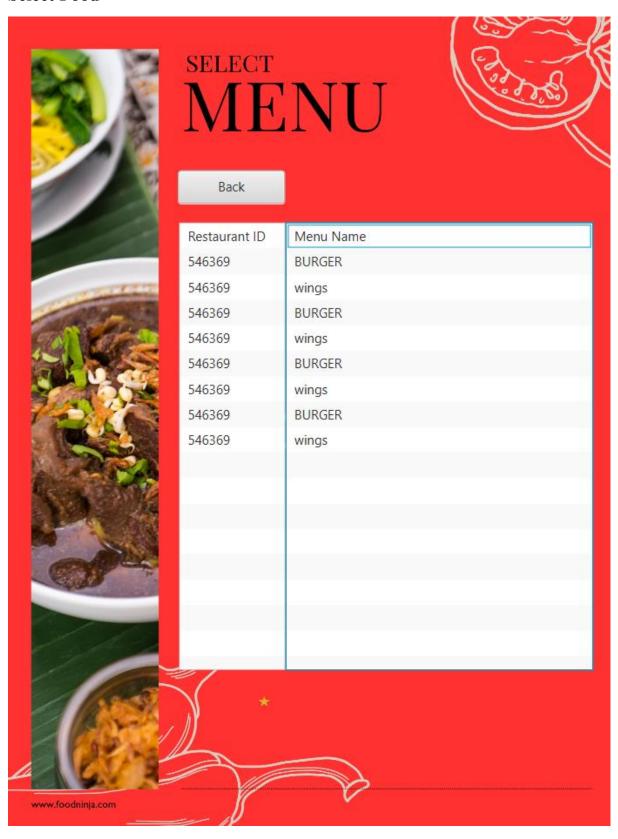
Add Menu Details



Food menu

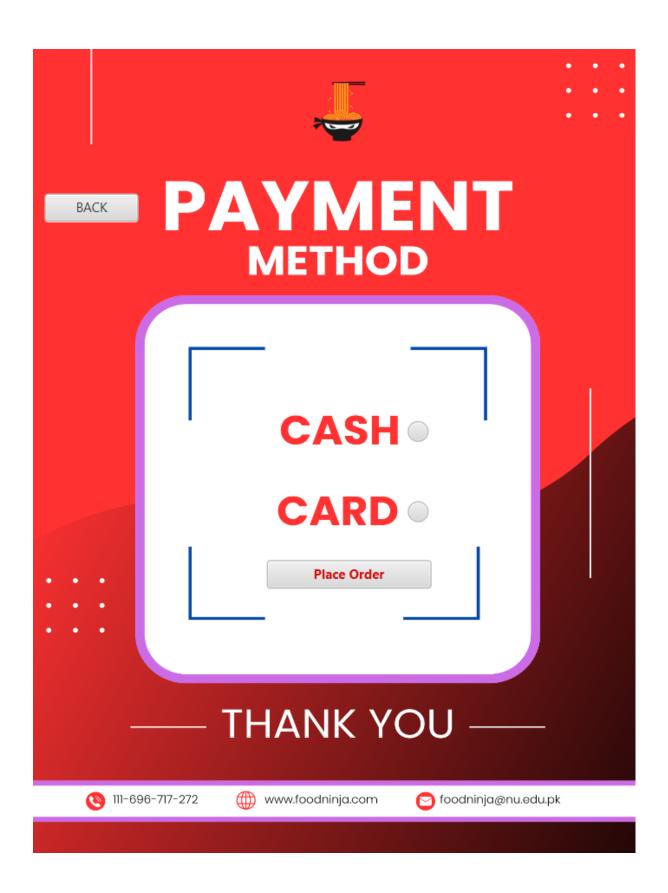


Select Food



Cart













Back

Logout

Received Order

Deliver Received Order



GRASP Patterns:

Creator:

Customer->order

User->all other users (customer, admin, etc)

admin->restaurant/rider

restaurant->menu

Information Expert: Restaurant->Menu.

Restaurant knows its menu.

Cart line item

Rider->Order. Rider knows delivery address

Low Coupling:

payment parent to different ways to pay user class parent to different types of users

High Cohesion: Ensure classes like Customer, Rider, and Restaurant focus on their roles.

Order doesn't know how rider implements it.

Hidden

File handling so right info passed b/w classes

Session controller:

User class manages user login, logout, and session tracking

An Order class coordinates the customer's cart, payment, and order creation processes.

GoF Patterns:

Factory: To create instances of users (e.g., Customer, Rider) dynamically.

User class creates instances of rider, admin and customer.

Payment for different option. (Cash/Online)

Strategy: For payment options (e.g., implementing different payment methods).

Implement different payment strategies (Cash/Online)

Assigning order to drivers based on customer preference

Observer: For order status updates, where customers get notified when their order status changes.