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Online Ordering System

CSC 313 1.5 Final Report

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1 Stage 1

1.1 How I develop stage 1.

In this project, I gave my contribution to develop of the stage 1. For the development of this stage I used "MERN" concept which is a very popular concept.

'M' - MongoDB

'E' - Express

'R' - React

'N' - Nodejs

Here my database is 'MongoDB'. that is stored in a cloud hence I include the relevant web-addresses on my server which are connected to my cloud database. That database consists of many collections of data such as every users' information, Information of food items of restaurant and favorites items of each users etc.

I used 'Express' server as the server of the backend. Here I used many dependencies to develop my server side."Mongoose","cors" are some of them. After the development of my server side, I used postman to verify the operations of the server side, such as "GET","POST" etc.

Finally I uploaded whole the project to the GitHub and then I used "HEROKU" PaaS for the deployment of the server.

By using 'React', I created client side of stage 1. Here also I used many dependencies to build my frontend. "Redux","bootstrap" are some of them.

After the completion, I uploaded this on GitHub and then connect backend by using the URL of the server that was deployed on 'HEROKU'. Then I again deploy my client side on 'HEROKU'

Following you can see that URL.

<http://frontend1234567.herokuapp.com>

1.2 What user can do

Users can do many things on this site. Such as signup,login,adding favorites etc. Following screenshots of the project describe what user can do on this website.



Figure 1: Home page

By pressing "SIGNUP" button showing in figure 1 users can signup.

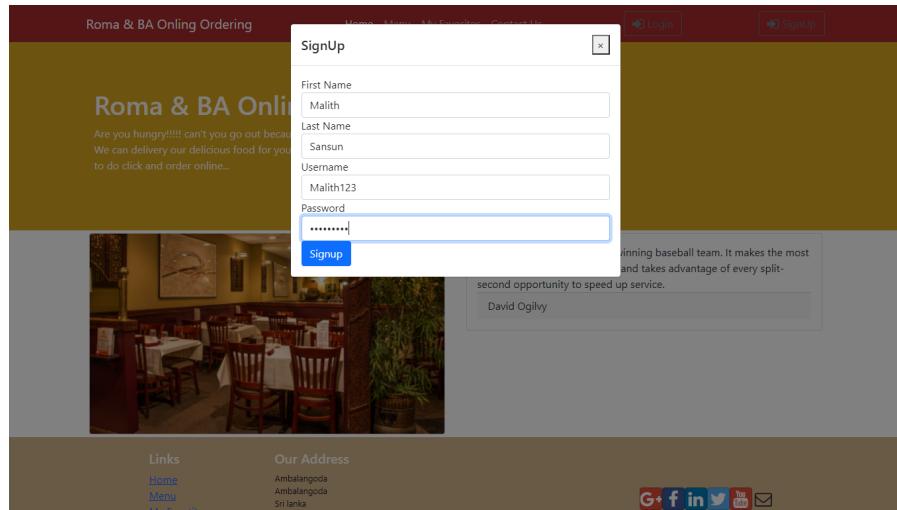


Figure 2: SignUp forum

Users should above forum of figure 2 by giving relevant details.

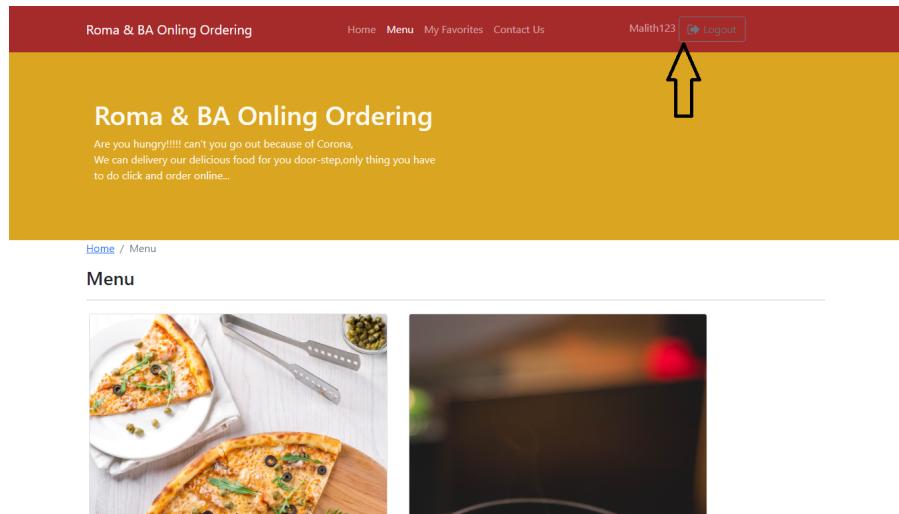


Figure 3: Login

After the signup process, according to figure 3, users can login their account by giving their username and password.

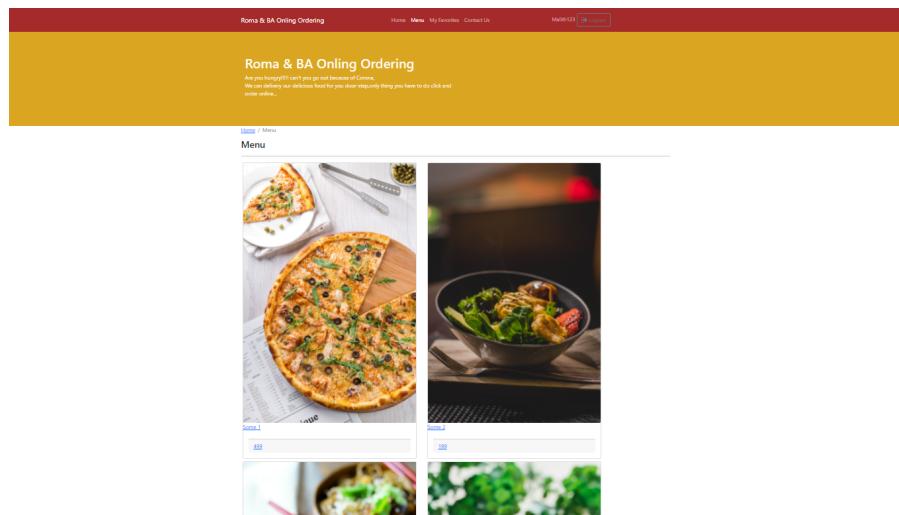


Figure 4: Menu page

Loged users can see a list of menu. as shown in figure 4. Also users ca see the name of the foods and the prices.By clicking users can see a description about food.

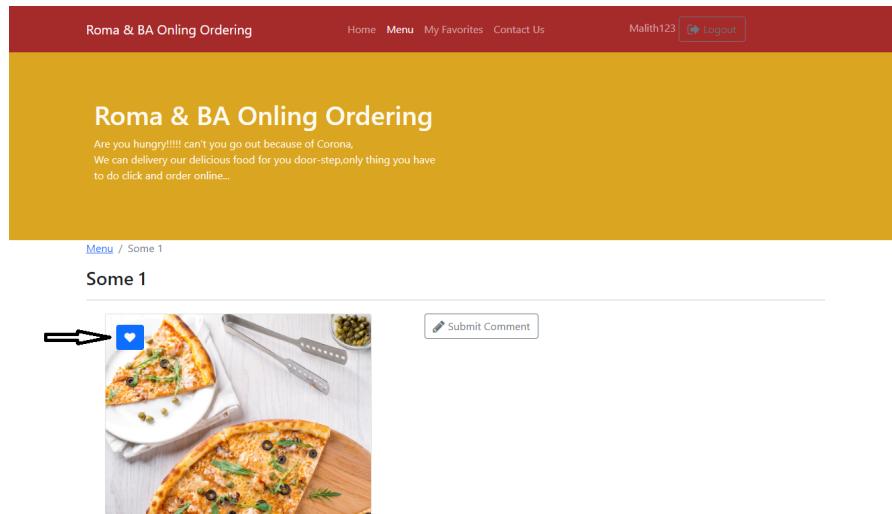


Figure 5: Adding favorites

When user clicked on a item of menu, He/she can see a description of the item. After that if he/she likes it, they can add that as a favorite item. Figure 5 shows it.

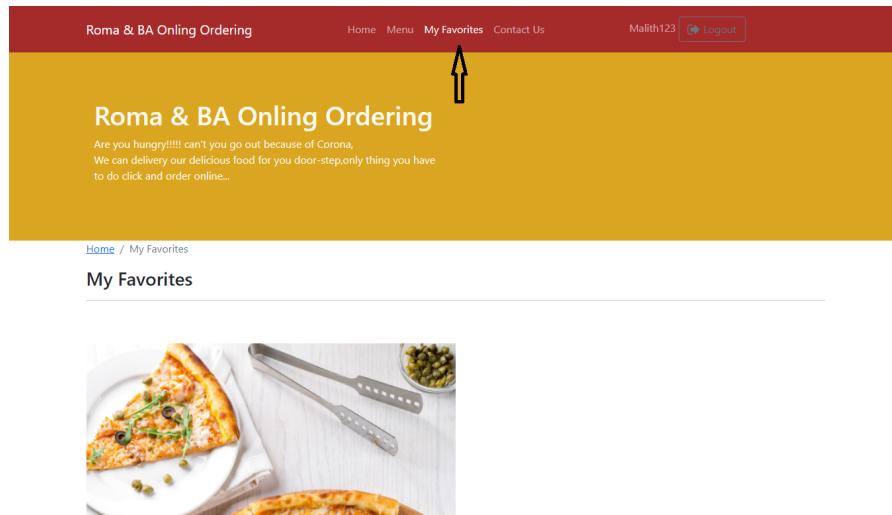


Figure 6: Favorite page

Users can see their favorites by clicking on favorites tab, 6

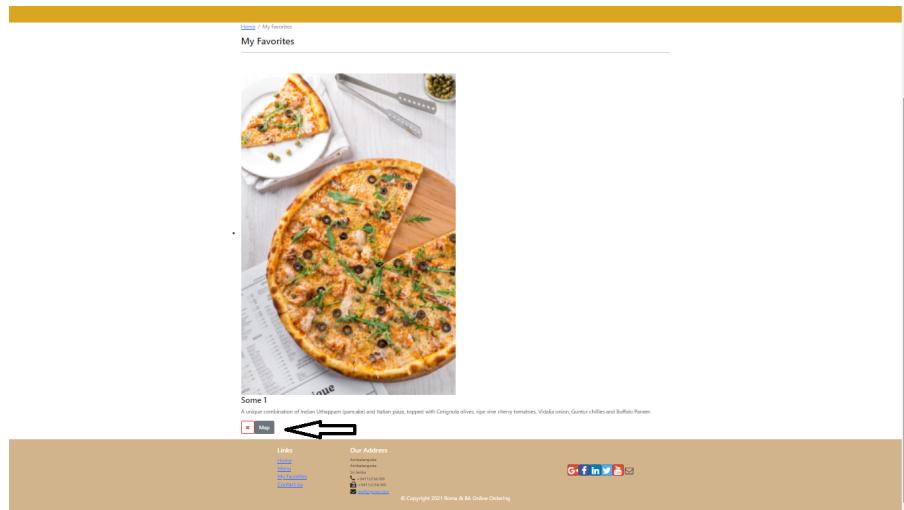


Figure 7: Map Button

When user scroll down favorite page. He/she can see a "map" button under the each item.7

Users can clicked that button.

2 Stage 2

2.1 Introduction for stage 2

In this stage I added Google map service for our project. I used a google map API for connecting google map. When I am getting the map API, I enabled other APIs which are relates to googlw map. Those are javascript API, Geocoding API, service usage API and Places API.

Also I develop auto-completion box and drag-able location marker on this map page.

And I create another page which is reminding for user what he/she is going to buy, this page actually work as a bill.

2.2 Working Method.

From stage 1: - Users can click 'map' button from their favorites tab which is under the each favorite item.

Then the following screenshots shows what user can do after click event of map button.

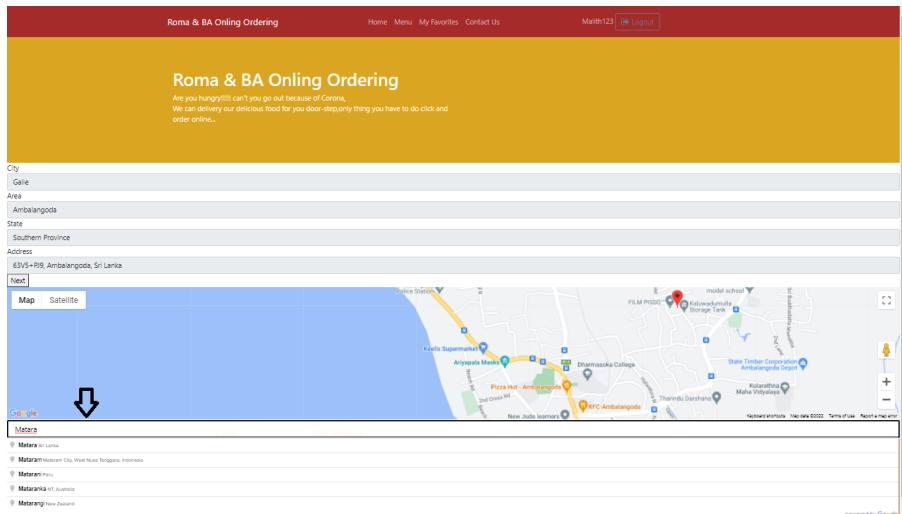


Figure 8: Select Location

User can select his/her location by typing most nearest town name. When user is typing, auto-complete box gives suggestion, then user can select location figure 8 shows it.

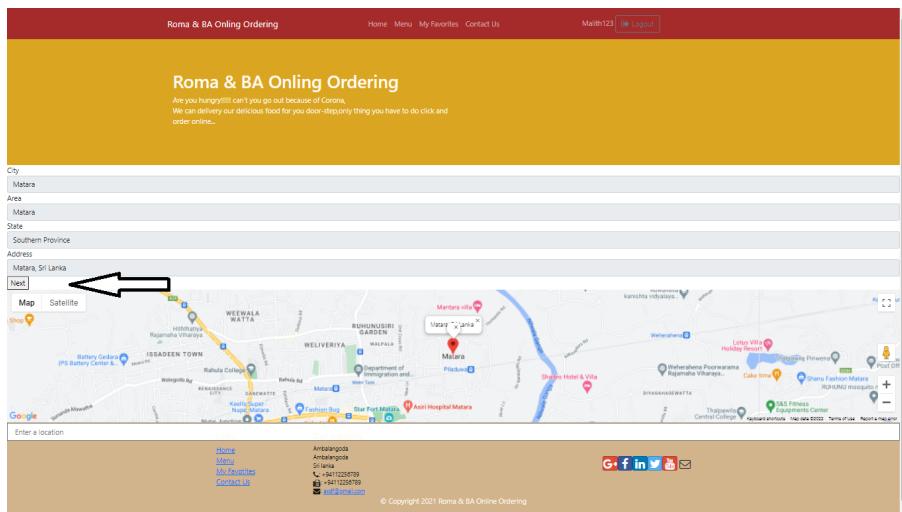


Figure 9: Map Page

After the selecting the location user can click "next" button. Also he/she can see location of marker and details of the location have been changed. Figure 9 shows it. Then user move on to another page(summary page).

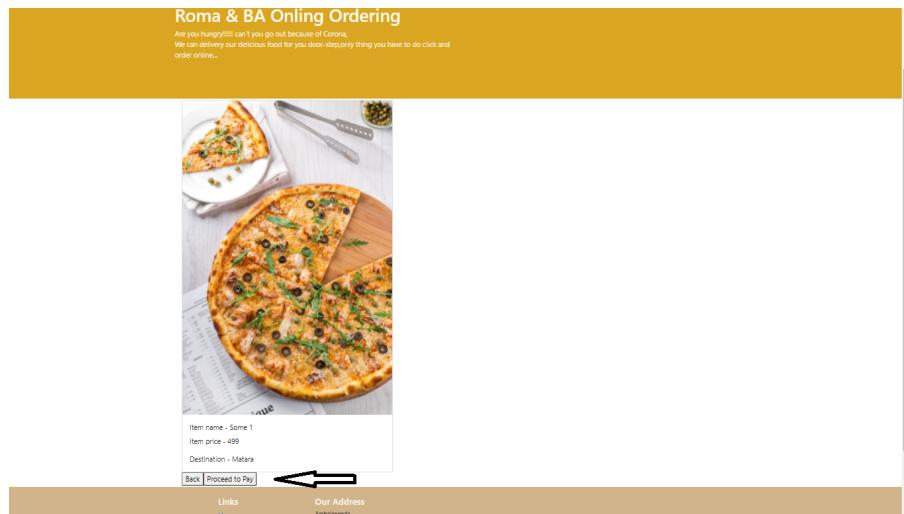


Figure 10: Summary page

This is a summary of what user is going to buy. On this page user can see item name, item price, destination and a picture of item which is user is ready to buy. Above figure 10 shows it.

By clicking "Proceed to pay" button user can go to next page and by clicking "Back" user can move to previous page.

3 stage 3

3.1 Introduction for stage 3.

In this stage I added Paypal service for our project. I used a Paypal API for connecting Paypal.

Here we use two types of Paypal accounts. One is Personal Paypal account and the other one is Business Paypal account. We can create the Paypal accounts by the site <https://developer.paypal.com>. We use personal account for buying items. That means user can pay by personal paypal account. We use business account for sell items. So our business account is Paypal business account. All the money we get from selling foods, come to this business Paypal account.

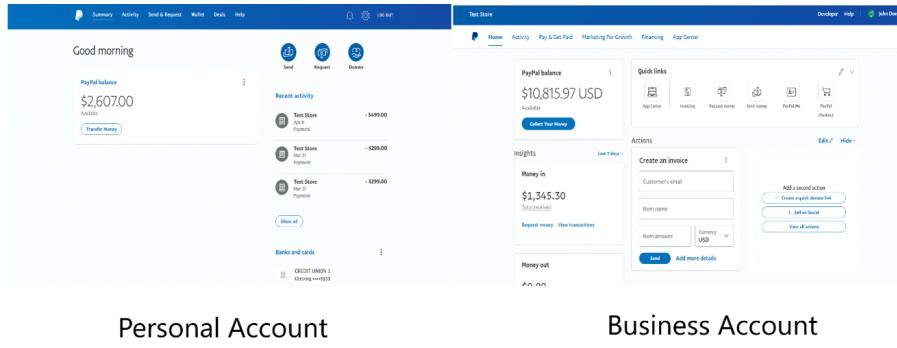


Figure 11: Balances of Personal Business Paypal before the payment

We can log in to our created personal and business paypal account from <https://sandbox.paypal.com>. Here we get screenshots of personal and business Paypal accounts balances before paying for the food. (According to our example the food price is 499). Please see the11.

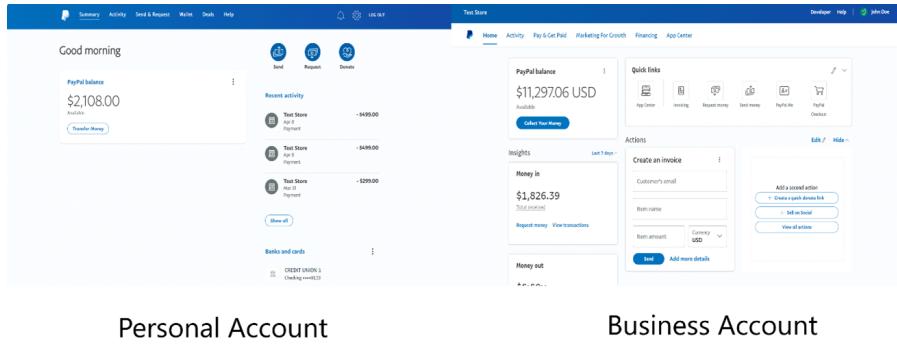


Figure 12: Balances of Personal Business Paypal before the payment

After the succesfull payment, we can see 499 deducted from our personal Paypal balance and 499 increased to our business Paypal account. Please see 12.

3.2 Working Method.

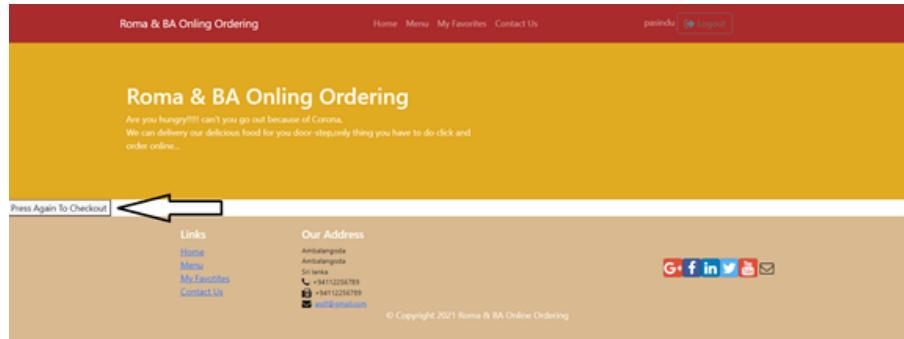


Figure 13: Press Again To Checkout

After Clicking "Proceed to pay" button, user can go to next page. There user can see a button as "Press Again To Checkout". 13 shows this page.

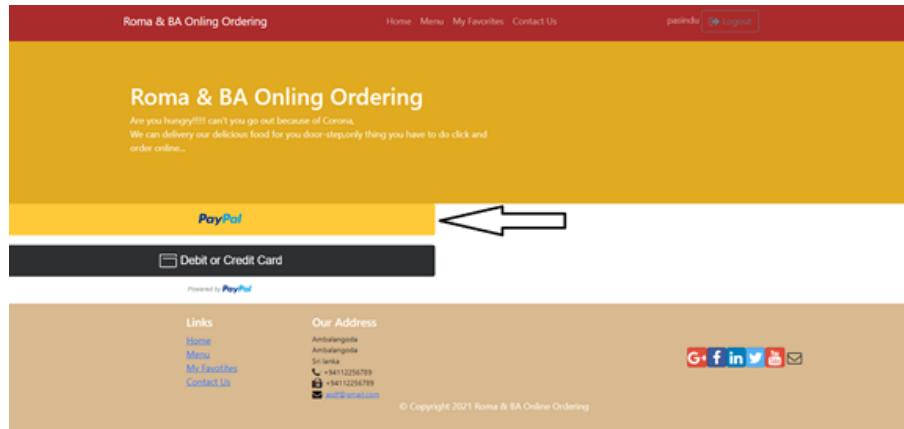


Figure 14: Selecting payment method

Then again user comes to next screen. In this page user can select the payment method he wants to pay. There are 2 methods to pay for user. First option is Paypal and second option is Debit or Credit card powered by Paypal. We mainly focused on the Paypal option as our payment method. 14 shows that.

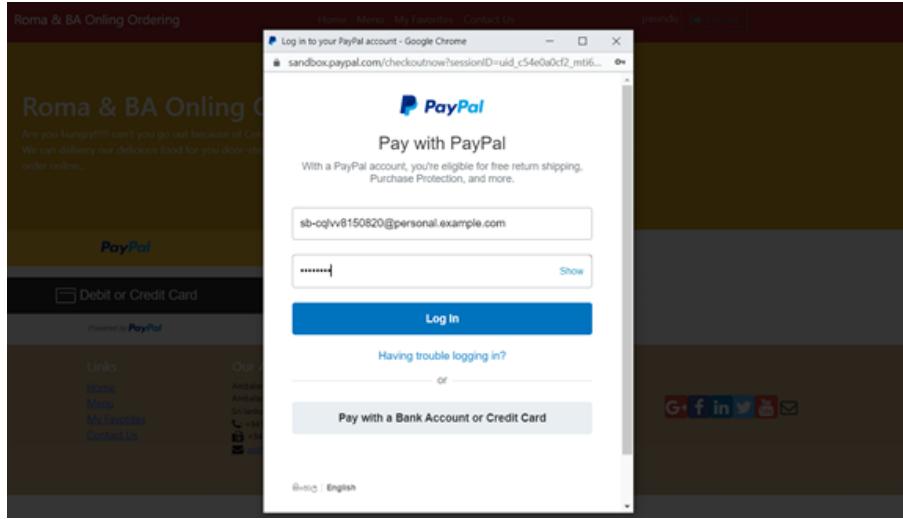


Figure 15: New window opening to Paypal login.

After user can select his/her payment method as Paypal and click the Paypal button, it automatically open new window to log our Paypal account. Here we use our personal Paypal account to pay. Here user can input his Paypal username password to login. Please see 15.

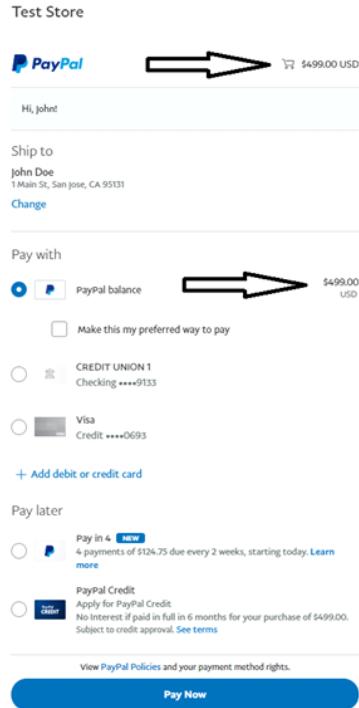


Figure 16: Paypal's payment details confirmation screen.

After successful login to user's Paypal account, he/she can pay for the food. Here according to our example user selected the Pizza and its price is 499. That price is displayed in Paypal correctly. Then user can check whether that the amount is correct or not. After that user can confirm payment by pressing "Pay Now" button below in the screenshot. Please see 16.

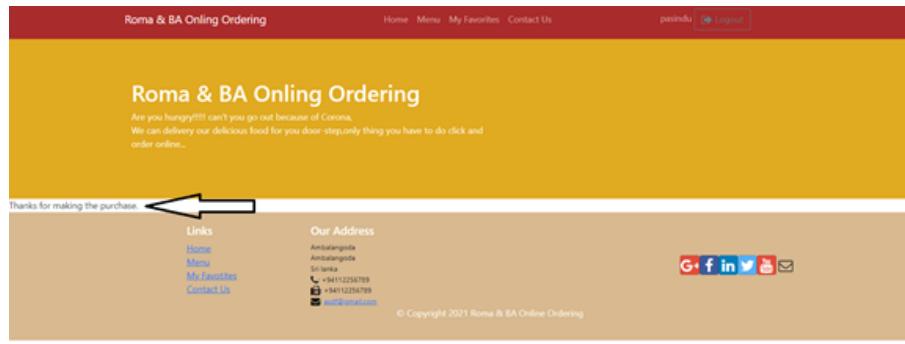


Figure 17: Displaying confirmation receipt.

After pressing "Pay Now" button, it will be redirecting to our website and display us a confirmation receipt, if the payment was successful. The displaying confirmation receipt message is "Thanks for making the purchase." Please see 17.