RestCheque

<u>Lecturer</u>

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Objectives of the Software

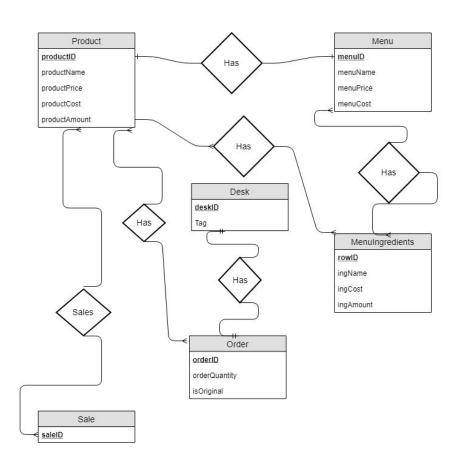
- The owner shall be able to determine the capacity of the restaurant(cafe,bar, etc.), and then, by creating new tables, the user will be able to take the orders from separate tables. Also, the user can delete the table.
- The user will be able to enter the orders to the specific table, and also, delete the orders, will be supported by the program.
- The user can add multiple products as ingredients(potato, chicken, sauces for a dinner or other products that cannot be sold by itself) or by determining the price of a product that can be sold by its own such as coke, water and other drinks.
- When a customer gives an order, the stock of those products will be decreasing according to the order.

Tools

- For the design of GUI, we used JavaFX
- With the help visual layout tool(SceneBuilder), we design our application interface
- In the database part SQLite used. Also, for visual changes DB Browser made us clear
- As an IDE, we used IntelliJ IDEA

Database(ER Diagram)

 In this figure, we can see how the database is organized in our software



Database(Coding Part)

```
private static final String TABLE PRODUCT = "Product";
private static final String COLUMN PRODUCTID= "productID";
private static final String COLUMN PRODUCT NAME= "productName";
private static final String COLUMN PRODUCT COST="productCost";
private static final String COLUMN PRODUCT AMOUNT="productAmount";
private static final String COLUMN PRODUCT PRICE="productPrice";
private static final String TABLE MENU="Menu";
private static final String COLUMN MENUID="menuID";
private static final String COLUMN MENU NAME="menuName";
private static final String COLUMN MENU PRICE="menuPrice";
private static final String COLUMN MENU COST="menuCost";
private static final String TABLE MENU INGREDIENTS="MenuIngredient"
private static final String COLUMN ING MENUID="MenuID";
private static final String COLUMN ING COST="ingCost";
private static final String COLUMN ING PRODUCTID="ingProductID";
private static final String COLUMN ING PRODUCT NAME="ingName";
private static final String COLUMN ING AMOUNT="ingAmount";
```

Sample of basic table organization

Example of inserting MenuIngredients table

Database(Coding Part)

```
olic Boolean createNewMenuInsertIngredients(Menu menu, ObservableList<MenuIngredient> ingredientsList) throws SQLException (
 for (int i=0;i<ingredientsList.size();i++){
```

Firstly, we insert the menu into menu table and we return ID of the last inserted row from the menuTable then we use this ID while we insert ingredients of the menu into ingredientsTable

Database(Coding Part)

```
public ArrayList<MenuIngredient> getIngredientsOfSelectedMenu(Menu selectedMenu) throws SQLException {
   StringBuilder sb = new StringBuilder("Select * FROM ");
   Statement statement = connection.createStatement();
```

We returned ingredients of the selected menu

```
blic ArrayList<Menu> getAllMenusAndProductsThatCanSell() throws
QLException {
   StringBuilder sb = new StringBuilder("Select * FROM ");
  ArrayList<Menu> allMenusAndProductsThatCanBeSell = new ArrayList<>();
       Menu menu = new Menu();
       menu.setMenuID(rs.getInt(COLUMN MENUID));
       menu.setMenuPrice(rs.getDouble(COLUMN MENU PRICE));
       allMenusAndProductsThatCanBeSell.add(menu);
  StringBuilder sb2 = new StringBuilder("Select * FROM ");
   sb2.append(TABLE PRODUCT);
  Statement statement2 = connection.createStatement();
      Menu productParseToMenu = new Menu();
      productParseToMenu.setMenuID(rs.getInt(COLUMN PRODUCTID));
      double cost=(rs.getDouble(COLUMN PRODUCT COST));
      productParseToMenu.setMenuCost(cost/stock);
       allMenusAndProductsThatCanBeSell.add(productParseToMenu);
   return allMenusAndProductsThatCanBeSell;
```

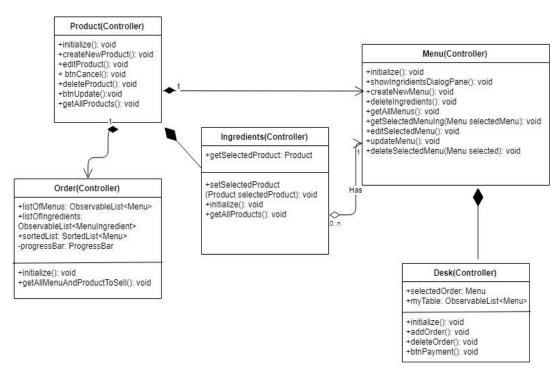
If the price of the product is greater than 0 it means that the user can sell this product, otherwise the product becomes an ingredient and cannot be sold by itself

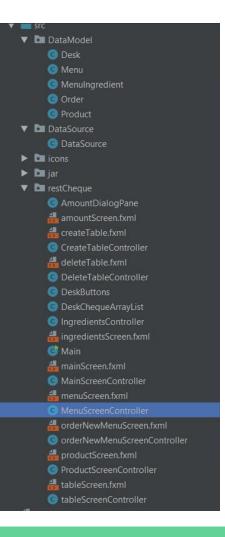
Trigger



After deleting or updating menu, then with the trigger it deletes or updates ingredients of menu

Class Diagram





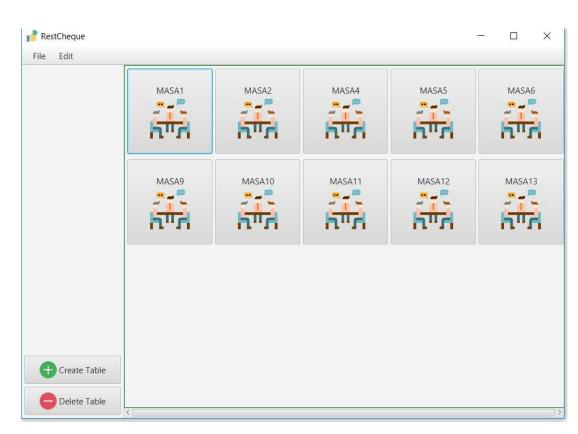
Thread

```
Menu menu = new Menu();
    Task<Boolean> taskCreateNewMenu = (Task) () → {
    new Thread(taskCreateNewMenu).start();
    taskCreateNewMenu.setOnFailed(new EventHandler<WorkerStateEvent>() {
        public void handle(WorkerStateEvent event) {
            Stage stage = (Stage) alert.getDialogPane().getScene().getWindow();
```

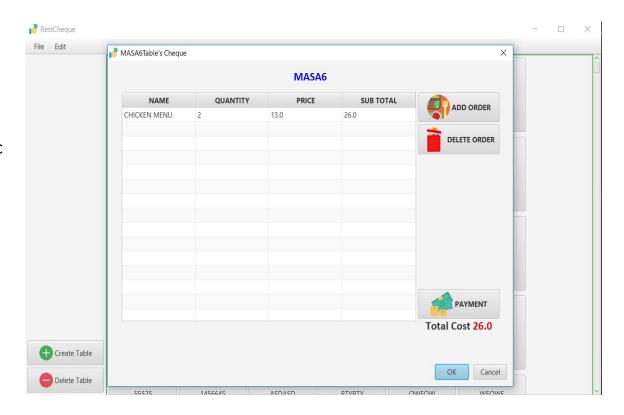
```
taskCreateNewMenu.setOnSucceeded(new EventHandler<WorkerStateEvent>()
    public void handle(WorkerStateEvent event) {
taskCreateNewMenu.setOnRunning(new EventHandler<WorkerStateEvent>() {
   public void handle(WorkerStateEvent event) {
       progressBar.setProgress(taskCreateNewMenu.getProgress());
Stage stage = (Stage) alert.getDialogPane().getScene().getWindow();
```

We implemented threads, to create, delete, update menu and products and we showed progress bar while the process is running.

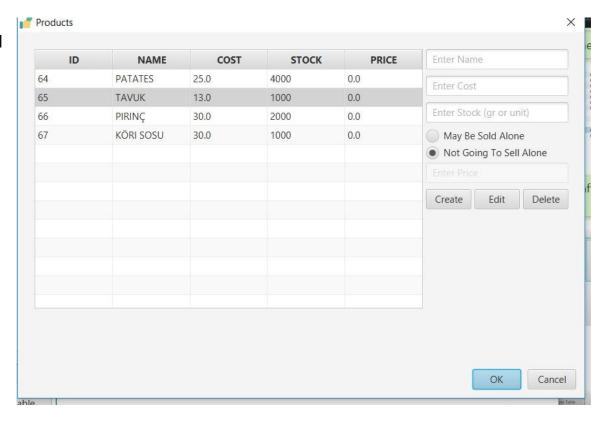
- The owner creates tables of the restaurant and also the owner can delete the tables
- By clicking to the specific table, the orders can be seen in another dialog pane



Here is the orders of a specific table



- All products can be seen and determined in this dialog pane
- Also, the user can delete or edit the product
- If a product can be sold by itself, the user should be select may be sold alone such as coke or other drinks. In addition, if a product is ingredient the user should be select "not going to sell alone" such as curry sauce



- In the left side, the user can create its own menu by adding ingredients in it and also, delete it.
- In the right side, the user can see the created menus and by clicking on edit button, the user can change the menu's ingredients, name, price etc.

