

Build Zomato Food Delivery App

Problem statement:

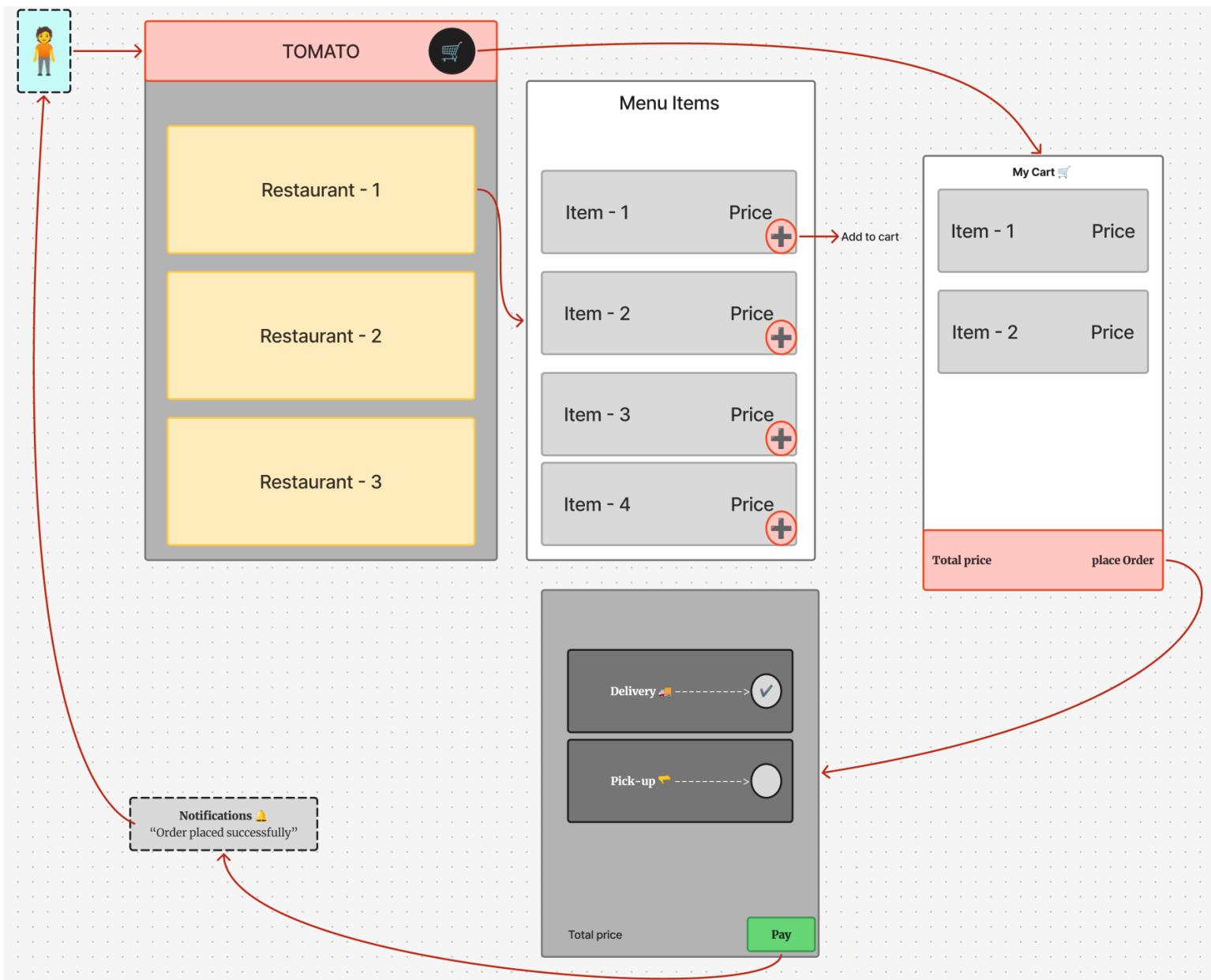
Functional requirements:

- User can search for restaurants based on locations .
- User can add items to carts .
- User can check out by making payment.
- User should be notified once order placed successfully.

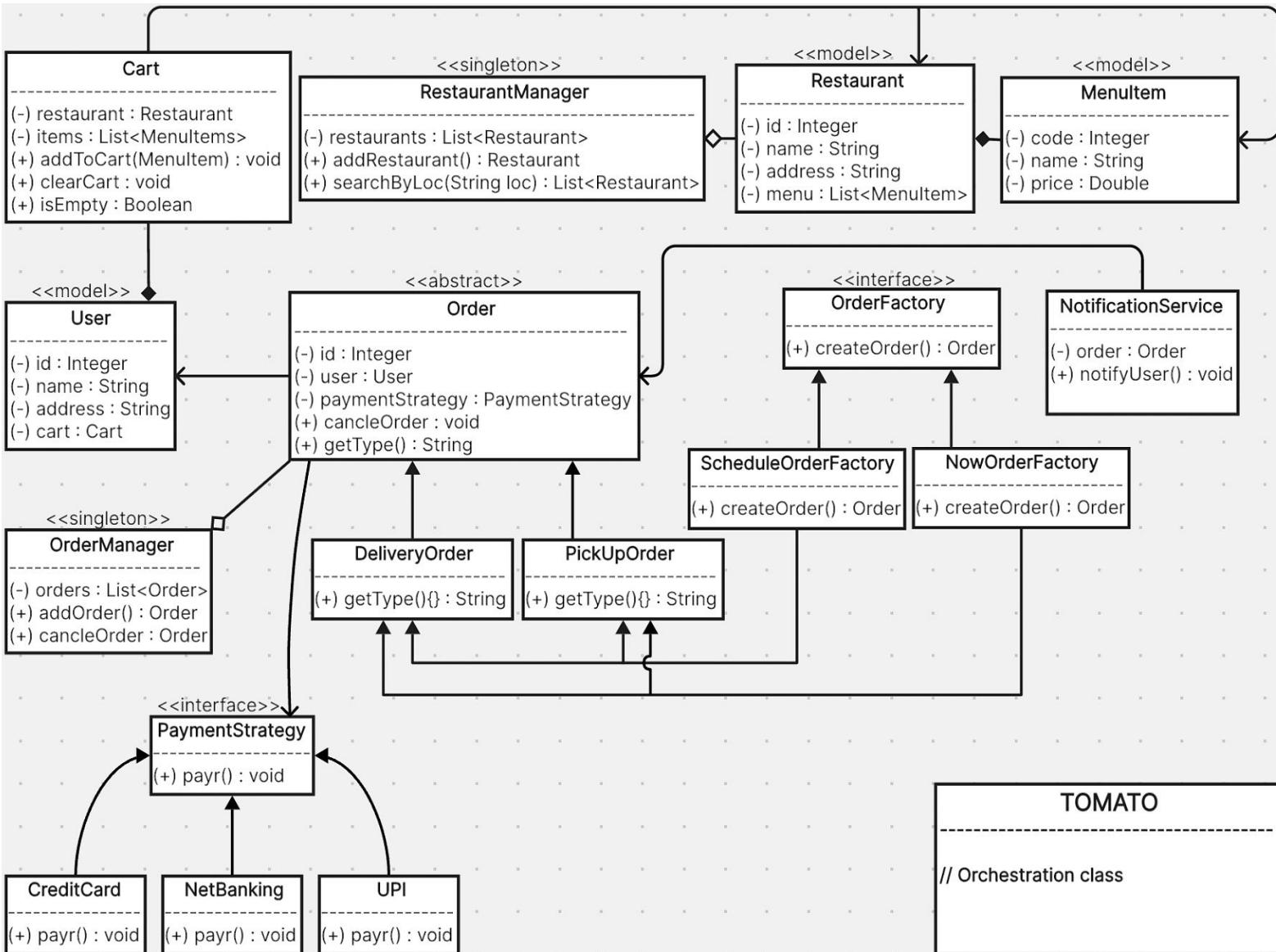
Non-Functional requirements:

- Each part of design should be scalable and modifiable.

Happy Design:



UML diagram: We are going to use bottom-up approach to design the LLD of our TOMATO app.



👍 Strengths:

- ✓ SOLID principles applied:
 - PaymentStrategy follows **Strategy Pattern**
 - OrderFactory uses **Factory Pattern** for order creation
 - Order is abstract — well done for supporting multiple types (Delivery vs Pickup)
- ✓ Clear separation of concerns:
 - User, RestaurantManager, OrderManager, NotificationService all have isolated roles.
- ✓ Singleton applied for **RestaurantManager** and **OrderManager** — good for global coordination objects.
- ✓ Interfaces are well-used to allow future expansion (e.g. adding more payment types or order types).

Code Link: <https://github.com/sibasundarj8/-System-Design-/tree/main/Projects/TomatoFoodDeliveryApp>