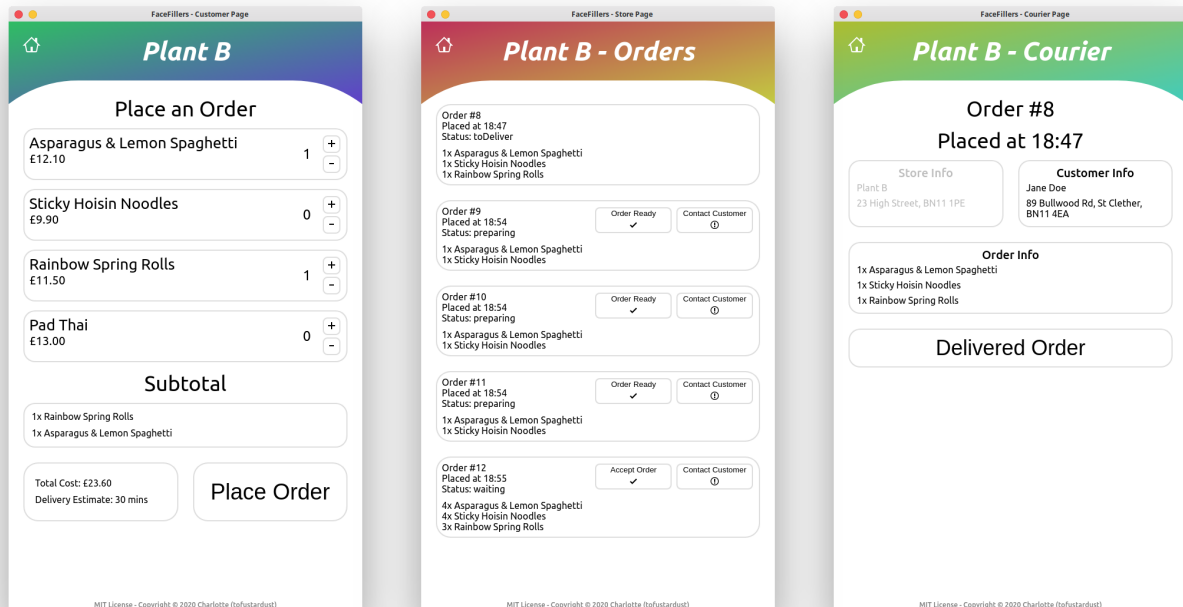


FaceFillers Documentation

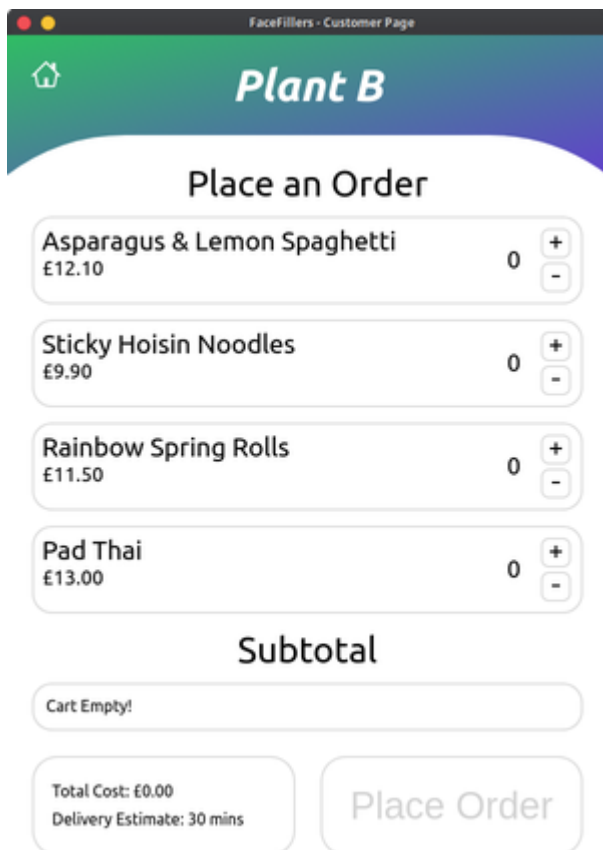
FaceFillers



This app mockup is developed using Electron, Node.js, and some npm plugins (most importantly 'mysql' and 'Octicons'). Electron utilises HTML, CSS and JavaScript to function, using Chromium to display webpages as though they were part of a desktop or mobile application ([Warcholinski, ca. 2018-2020](#)). This was the perfect choice of framework for this application due to my prior knowledge about web development, and that Node.js allows for mysql to be integrated into the development of the app.

For the database portion of the application I used MariaDB, a fork of MySQL created to act as an open-source, community developed alternative of the original MySQL. This means that it's functionally similar to standard MySQL, allowing for database queries, relational databases, and data validation, making it perfect for this use-case ([MariaDB, n.d.](#)).

Customer Page



This page is arguably the most complicated section of the application, utilising both SQL queries along with a 'pure-js' cart system for constructing the completed order. This cart system was developed by myself alongside the rest of the application, and works by having a dictionary with 4 separate arrays inside, each containing information fetched from the database or entered by the user.

```
1 var cart = {  
2   "item_id": [],  
3   "itemname": [],  
4   "itemcost": [],  
5   "itemquantity": []  
6 };
```

- item_id – an array of item IDs that are in the cart at the moment
- itemname – a human-friendly array of names to go with the IDs
- itemcost – an integer array containing costs of the item
- itemquantity – another integer array representing quantity

These four arrays are used in parallel, so that the name and ID of an item can be identified by using the same array index, using the name of each element to get specific details. This system works well with the query that creates an order in the orders table, along with the set of items it adds to the table order_items.

```

169 for (const i in cart.item_id) {
170   if (cart.itemquantity[i] != 0) {
171     document.getElementById("subtotal-item-container").innerHTML +=
172       "<div class='subtotal-item'>" + cart.itemquantity[i] + "x " + cart.itemname[i] + "</div>";
173   }
174 }

```

The controller script utilises this cart dictionary to fill information into the order subtotal box, showing item names and quantity should the quantity be greater than 0. This is done using the above section of code, which gets the quantity, adds an 'x', gets the name, then adds it to the div shown above.

```

244 // add order items to order_items tables with reference to order
245 for (const i in cart.item_id) {
246   if (cart.item_id.hasOwnProperty(i)) {
247     if (cart.itemquantity[i] != 0) {
248       db.query(`INSERT INTO order_items(menu_item_id, order_id, quantity)
249         VALUES (` + cart.item_id[i] + `, ` + result.insertId + `, ` + cart.itemquantity[i] + `)`);
250     }
251   }
252 }

```

```

198 function homebuttonModal() {
199   document.getElementById("modalContainer").innerHTML = `
200     <div class="modalBackground">
201       <div class="modalContainer">
202         <div class="modalText">Order placed successfully! Click the button to return to the home menu.</div>
203         <a href="index.html" class="modalHomeButton">Home</a>
204       </div>
205     </div>
206   `;
207 }
208

```

This snippet shows that it creates one order in the orders table, then adds one row to order_items for each item present in the cart, filling the quantity, ID and the order ID that it needs to reference. Following that, it clears the existing cart just to make sure that the order cannot be placed twice. Along with clearing the cart, the placeOrder function also pops up a modal showing a home button and a confirmation along with disabling all the buttons present on the page, stopping multiple orders from being placed in a stronger fashion.

```

83 function addItem(itemIDToAdd, itemNameToAdd, itemCostToAdd) {
84     addinData = [itemIDToAdd, itemNameToAdd, itemCostToAdd];
85
86     let cartOffset = 0; // add to first item if list empty
87     for (let i in cart.item_id) {
88         if (cart.item_id.hasOwnProperty(i)) {
89             let element = cart.item_id[i];
90             if (element === itemIDToAdd) {
91                 cartOffset = i; // found item!
92                 break;
93             } else {
94                 cartOffset = cart.item_id.length; //didn't find item, append
95             }
96         }
97     }
98
99     // fill cart listing with content from addinData object
100    let cartKeys = Object.keys(cart);
101    for (const i in cartKeys) {
102        const element = cart[cartKeys[i]];
103        if (i !== 3) { // only do math on the quantity object
104            element[cartOffset] = addinData[i];
105        } else {
106            if (element[cartOffset] !== null) {
107                if (element[cartOffset] < 10) {
108                    element[cartOffset]++;
109                }
110            } else {
111                element[cartOffset] = 1;
112            }
113        }
114    }
115
116    // Redraw cart & element
117    document.getElementById("innerElementQuantity" + itemIDToAdd).innerHTML =
118        cart.itemquantity[cartOffset];
119    updateCart();
120 }

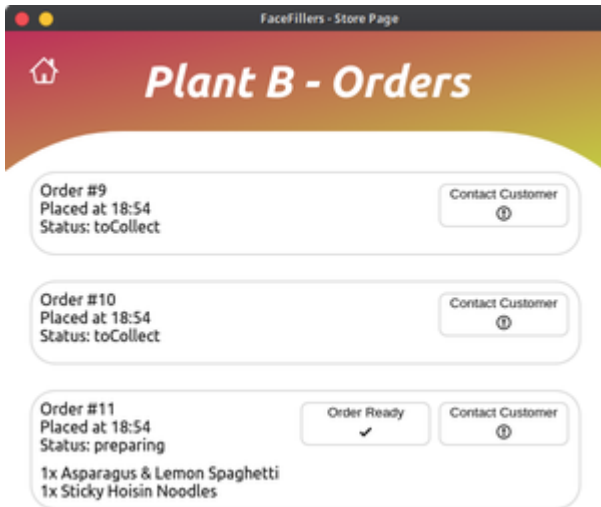
```

This code outlines specifics on how items are added to the cart, which begins as a dictionary with empty arrays. The function gets the information it needs from the `onClick` function created in the initialisation `forEach`, then passes it to this function, which utilises that information to create a listing in the cart. This function checks if an item already has a listing in the cart, then either appends or edits the listing at the offset identified. The `cart.item_id.length` variable is used because the array starts at 0, which means that the length is always the last offset plus one.

The code block below that uses the `Object.keys()` function to turn the `RowDataObject` array into a true dictionary for easier iteration and modification. After that, it fills data into the cart, using a simple algorithm to add to the quantity up to the value of 10. If the quantity doesn't yet exist, it sets it to 1, as the HTML that's filled in has the quantity div set to 0 to begin with. This code is reused for

removing an item, with items with quantity 0 being ignored by the order creation function.

Store Page



This page is simpler than the customer page, as it only involves displaying active orders, with a system to accept orders, mark orders as ready, and another modal that shows customer information for contact and order cancellation. Not included is a way to edit orders, however the majority of the functionality is here. The contact customer modal works a lot like the order confirmation modal on the customer page, this time showing the order ID, the customer contact number, the items in the order, and two buttons. The first button cancels the order (drop it from the table), and the close button closes the modal by clearing the container it's within.

```
132 function contactCustomer(orderNumber) {
133   document.getElementById("modalContainer").innerHTML = /* HTML */;
134
135   document.getElementById("modalText").innerHTML =
136     `<div class="modalTitle">Order #` + orderNumber + `</div>`;
137
138   document.getElementById("modalText").innerHTML += `
139     <div class="modalText">Contact Number: ` + customerData.contact_number + `</div>`;
140
141   for (const i in result) {
142     if (result.hasOwnProperty(i)) {
143       const element = result[i];
144       document.getElementById("modalText").innerHTML += `
145         <div class="modalText">` + ordersData[i].quantity + "x " + menuItems[i].item_name + `</div>`;
146     }
147   }
148 }
```

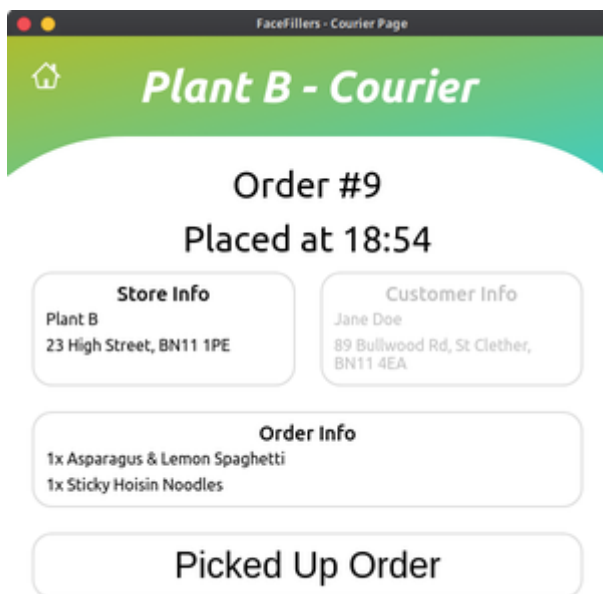
```

183 function closeModal() {
184     document.getElementById("modalContainer").innerHTML = "";
185 }
186
187 function cancelOrder(orderNumber) {
188     closeModal();
189     db.query("DELETE FROM orders WHERE order_id =" + orderNumber + ";", function (err, result) {
190         if (err) throw err;
191         updatePage();
192     });
193 }

```

This code shows a simplified version of what the Contact Customer button does, adding in a chunk of HTML for the modal itself, customer contact data, the order number, and a list of items and quantities. The two buttons utilise these functions to close and delete the row from the table.

Courier Page



This page has the neatest implementation in JavaScript, using queries to assign data to objects with a large scope, preventing redundant queries. This implementation also involves asynchronous functions, which is the ideal way to get data from a database using the mysql plugin, as getting data back can take time.

```

5  const db = MySQL.createConnection({
6    host: "localhost",
7    user: "public",
8    password: "publicpass",
9    database: "facefillers_db"
10 });
11 const targetStoreID = "1";
12
13 (async () => {
14   db.connect(function (err) {
15     if (err) throw err;
16     console.log("Connected!");
17   });
18   update();
19 })();

```

The code first has a section to create a db connection using the host, user, password, and database information required, then sets a constant of the target store ID (referring to the only store in the table). After that, a one-time asynchronous function is performed, connecting to the database and calling update(), another asynchronous function with the majority of the code inside.

```

25 async function update() {
26   let orderData = await getOrderData();
27   changeHTML("header-title", orderData.s_name + " - Courier");
28   let itemsData = await getItemsData(orderData.o_id);

```

This function is also asynchronous, which allows for the await/promise system, which facilitates database queries in a much better way than nesting multiple queries.


```

84  function getOrderData() {
85      return new Promise((resolve, reject) => {
86          db.query(
87              `SELECT stores.store_id          as s_id,
88                  stores.store_name          as s_name,
89                  stores.store_address       as s_address,
90                  orders.order_id            as o_id,
91                  orders.date_of_order       as o_date,
92                  orders.order_status        as o_status,
93                  customers.customer_name    as c_name,
94                  customers.customer_address as c_address
95          FROM      stores
96          INNER JOIN orders    ON orders.store_id    = stores.store_id
97          INNER JOIN customers ON customers.customer_id = orders.customer_id
98          WHERE      orders.order_id = (SELECT MIN(order_id) from orders)
99          AND        orders.order_status = "toCollect"
100         OR          orders.order_status = "toDeliver"
101         AND        stores.store_id = 1`,
102          function (err, result) {
103              return err ? reject(err) : resolve(result[0]);
104          }
105      );
106  });
107  }

```

The `getOrderData` function uses a query that uses `INNER JOIN` to gather data from other tables as a pair of cross-table queries. This query allows for the `orderData` object to have only the children that it needs, by querying and assigning variables only when they're required for use in the rest of the script. This function also utilises `MIN()` and confirms that the order status is `toCollect` or `toDeliver` to get only the first order that is relevant to the courier.

The `JOIN` clause definitely simplifies this process, as a single query can serve the purpose of three separate queries, as well as allowing the database server itself to handle the selection of the right row with the right ID, rather than the javascript itself. This process is reused for the `itemsData` object additionally, returning an array rather than a single `rowDataObject`:


```

109 function getItemData(id) {
110   // more complex join query to get all the relevant data
111   return new Promise((resolve, reject) => {
112     db.query(
113       `SELECT order_items.order_item_id as oi_id,
114             order_items.quantity      as oi_quantity,
115             menu_items.item_name      as oi_name
116       FROM order_items
117       INNER JOIN menu_items ON menu_items.menu_item_id = order_items.menu_item_id
118       WHERE order_items.order_id = ` + id,
119       function (err, result) {
120         return err ? reject(err) : resolve(result);
121       }
122     );
123   });
124 }

```

This function also uses a **JOIN** clause to gather data from the menu table, based on the items in the order. This allows for the two sets of information to be accessed as a single set, with the name and the quantity next to each other. This would otherwise require two queries, with two arrays, two `rowDataObject` objects, or two dictionaries in the script itself. This query also has a **WHERE** clause that makes sure that the order items selected are guaranteed to be for the relevant store (even if this is the only store that exists).

```

146 function resolveItemInfo(orderItems, menuItems, i) {
147   return orderItems[i].quantity + "x " + menuItems[i].item_name;
148 }
149
150 function dateToTime(datetime) {
151   return datetime.getHours() + ":" + datetime.getMinutes();
152 }
153
154 function changeHTML(id, s) {
155   document.getElementById(id).innerHTML = s;
156 }
157
158 function addHTML(id, s) {
159   document.getElementById(id).innerHTML += s;
160 }
161
162 function reload() {
163   window.location.reload();
164 }
165
166 function pickedUp(id) {
167   db.query("UPDATE orders SET order_status = 'toDeliver' WHERE order_id = " + id + ";");
168   update();
169 }
170
171 function delivered(id) {
172   db.query("DELETE FROM orders WHERE order_id =" + id + ";");
173   update();
174 }

```

Finally is a set of non-asynchronous functions that serve simple purposes like adding HTML to the document, replacing the complex line “document.getElementById(id).html +=” with a simpler, neater function called addHTML(id,s), as an example. Also included here are the functions that the big button performs, which either sets the order_status of the order in the table to “toDeliver” from “toCollect”, or deletes it from the table entirely. This could be replaced with an archived status, though for the purposes of this mockup that’s not necessary.

SQL Configuration

```
1  -- #####          Clear Existing Tables & Users
2  DROP DATABASE IF EXISTS facefillers_db;
3  DROP USER IF EXISTS 'public'@'%';
4  -- #####          User Setup
5  CREATE USER IF NOT EXISTS 'public'@'%' IDENTIFIED BY 'publicpass';
6  CREATE DATABASE facefillers_db;
7  GRANT ALL PRIVILEGES ON facefillers_db.* TO 'public'@'%';
```

The MySQL tables and databases were set up to be used alongside Javascript by specifying user information with a known password, with privileges allowing that user to access the database itself. This screenshot shows an sql script which can be executed to drop the table, delete the user, then recreate all the information required.

```

87 CREATE TABLE orders(
88     -- snipped other columns
89     order_status varchar(30) NOT NULL,
90     -- snipped other columns
91     CONSTRAINT allowed_statuses CHECK
92     ( -- constrain to the four order states
93         order_status IN ('waiting','preparing','toCollect','toDeliver')
94     )
95 );
96 CREATE TABLE order_items(
97     -- snipped other columns
98     quantity INT UNSIGNED NOT NULL,
99     -- snipped other columns
100    CONSTRAINT quantity_limits CHECK
101    ( -- make sure an order has a quantity greater than 0
102        quantity >= 1 AND quantity <= 10
103    )
104 );
105 CREATE TABLE menu_items (
106     -- snipped other columns
107     item_cost INT UNSIGNED NOT NULL,
108     -- snipped other columns
109     CONSTRAINT cost_minimum CHECK
110     ( -- minimum of £1 for an item
111         item_cost >= 100
112     )
113 );

```

The tables themselves have many constraints, both specific constraints using **CHECK**, and general constraints like **NOT NULL** and **AUTO_INCREMENT**. The three **CHECK** constraints shown above each serve a different purpose:

- The first **CHECK** constrains the order status to four distinct strings, to stop invalid statuses from being set.
- The second **CHECK** makes sure that the quantity of an item in an order is in the valid range (nonzero and less than 11).
- The third **CHECK** sets a minimum cost for menu items at £1, designed to prevent entering the cost wrong, setting an item too cheap (as an arbitrary value), or setting an item without a cost.

SQL Reports

These reports are taken from MariaDB's console directly, performed on an in-use database made for testing. Some redundant data in the Order Items table has been removed.

Customers Table

customer_id	customer_name	customer_address	contact_number	email_address
1	Jane Doe	89 Bullwood Rd, St Clether, BN11 4EA	+44 1632 960413	jane.doe@email.email

The customers table shows information about the customers, the key parts being the name, address, and contact number, which are used to contact the customer directly. The ID is also used for order data for a direct link. The rest of the data isn't used in the scope of this project.

Stores Table

store_id	store_name	store_address
1	Plant B	23 High Street, BN11 1PE

The stores table is very similar, containing key information about the name, address and most importantly, ID. The name is used on the title of each page in the applet, and the address is used for couriers to collect orders. The ID is used to connect this table with the Menu Items table and the Orders table.

Menu Items Table

menu_item_id	store_id	food_type_id	item_name	item_cost	item_allergen_info	food_item_supplier	food_item_address
1	1	1	Asparagus & Lemon Spaghetti	1210	Gluten	Plant B	23 High Street, BN11 1PE
2	1	1	Sticky Moisin Noodles	990	None	Plant B	23 High Street, BN11 1PE
3	1	1	Rainbow Spring Rolls	1150	Gluten, Soya	Plant B	23 High Street, BN11 1PE
4	1	1	Pad Thai	1300	Soya	Plant B	23 High Street, BN11 1PE

This table contains all of the information about the menu for each store, with a foreign keys for which store each row refers to, as well as a foreign key for what food type they are. This table is important for ordering as it contains cost, allergen info, food type, and the item name, allowing customers to make a purchasing decision based on that.

Orders Table

order_id	store_id	customer_id	order_status	date_of_order	cost_of_order	payment_method	payment_auth_code
11	1	1	toDeliver	2020-03-30 18:54:56	2140	Visa	74432781
12	1	1	toCollect	2020-03-30 18:55:00	12250	Visa	74432781
13	1	1	preparing	2020-04-01 14:27:03	3350	Visa	74432781
14	1	1	preparing	2020-04-07 15:54:39	1300	Visa	74432781
15	1	1	preparing	2020-04-07 15:54:55	1210	Visa	74432781
16	1	1	waiting	2020-04-07 15:55:30	1210	Visa	74432781
17	1	1	waiting	2020-04-07 16:04:22	1300	Visa	74432781

The orders table is critical to preparation and delivery, containing the status of the order along with lots of other info, including which customer it's for, the total cost of the order, which store the order is assigned to, along with the date that the order was placed.

Order Items Table

order_item_id	menu_item_id	order_id	quantity
23	1	7	1
24	2	7	3
25	3	7	3
26	4	7	7
27	1	8	1
28	2	8	1
29	3	8	1
30	3	9	1
31	1	9	1
32	2	10	1
33	4	10	1
34	2	11	1
35	3	11	1

This table is a set of numbers, two foreign keys that refer to which menu item and which order the order item is supposed to be. The important data here is quantity, which impacts how many items are ordered in a specific order.

Reference List

Warcholinski, M. (ca. 2018-2020) *What is Electron JS?*. Available at: <https://brainhub.eu/blog/what-is-electron-js/> (Accessed: 4 April 2020).

MariaDB (n.d.) *About MariaDB Server*. Available at: <https://mariadb.org/about/> (Accessed: 4 April 2020).