

Local Environment Setup Guide

Steps:

1. Clone github repository
 - command: git clone <https://github.com/yashdanej/foodDeliveryAssignmentPostgreSQLAndNodeJs.git>
2. Install node_modules
 - npm install
3. download and install psql and create database and table in psql
 - create database orgDb
 - `// Create the Organization table if not exists`
`CREATE TABLE IF NOT EXISTS Organization (`
`id SERIAL PRIMARY KEY,`
`name VARCHAR(100)`
`);`

`// Insert 5 rows of random food organization names`
`INSERT INTO Organization (name) VALUES`
`('Tasty Treats Inc.'),`
`('Delicious Delights Ltd.'),`
`('Yummy Yums Co.'),`
`('Savory Snacks Corp.'),`
`('Flavorful Foods LLC');`
 - `// Create the Items table if not exists`

`CREATE TABLE IF NOT EXISTS Items (`
`id SERIAL PRIMARY KEY,`
`type VARCHAR(20),`
`description TEXT`
`);`

`// Insert 5 records with random types (perishable or non-perishable)`

`INSERT INTO Items (type, description) VALUES`
`('perishable', 'Fresh apples'),`
`('non-perishable', 'Canned beans'),`
`('perishable', 'Milk carton'),`
`('non-perishable', 'Pasta pack'),`
`('perishable', 'Bread loaf');`
 - `CREATE TABLE IF NOT EXISTS Pricing (`
`organization_id INT,`
`item_id INT,`
`zone VARCHAR(255),`
`base_distance_in_km INT DEFAULT 5,`

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km_price_cents VARCHAR(255),
fix_price_cents INT DEFAULT 1000,
FOREIGN KEY (organization_id) REFERENCES Organization(id),
FOREIGN KEY (item_id) REFERENCES Items(id),
PRIMARY KEY (organization_id, item_id, zone)
);

```

```

// Insert 5 records into Pricing table
INSERT INTO Pricing (organization_id, item_id, zone, km_price_cents,
fix_price_cents)
VALUES
  (1, 1, 'Central', '150/100', 1000),
  (1, 2, 'West', '170/100', 1200),
  (2, 1, 'North', '160/100', 1100),
  (2, 2, 'East', '180/100', 1250),
  (3, 1, 'South', '190/100', 1050);

```

4. modify db.js

```

const Pool = require("pg").Pool;

const pool = new Pool({
  user: [username], // by default "postgres"
  host: "localhost",
  database: "orgDb",
  password: [password],
  port: 5432
});

```

```

module.exports = pool;

```

5. create .env file

- add port number
PORT=3000