



Klites Eats - Mess Management System

Introduction

- Klites Eats is a mess management system designed to help students easily view and order meals from their hostel mess.
- The project aims to resolve the common problem of poor meal quality and lack of flexibility in hostel mess services.
- The system provides a digital interface where students can check weekly menus and place their orders efficiently.

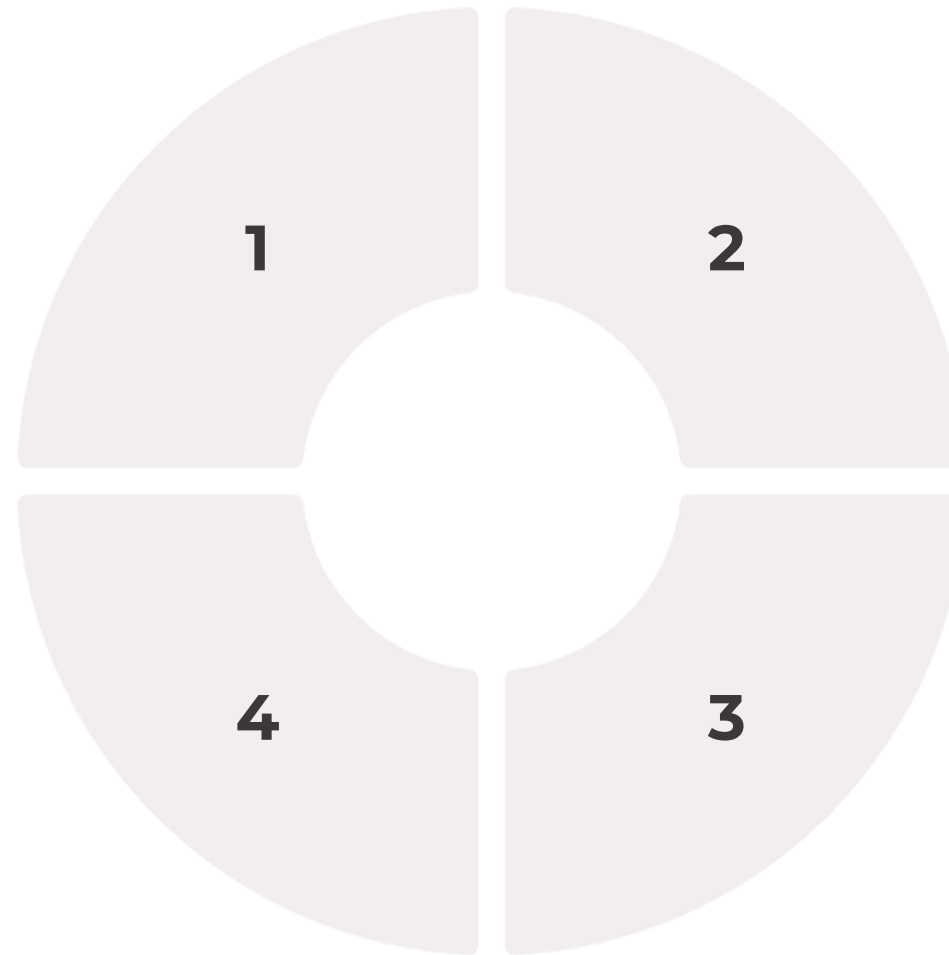
Objectives

Efficient Meal Ordering

To create a simple and efficient meal pre-ordering system for students.

Feedback Integration

To allow students to give feedback, helping administrators improve food quality.



Transparent Menus

To improve mess service quality by providing transparency in the menu.

Streamlined Process

To reduce manual intervention and streamline the ordering process.

Survey of Existing Systems



Popular food delivery platforms connecting users to local restaurants. They include wide restaurant network with live delivery tracking, discounts and promotions.

Limitations :

- They focus on restaurant orders rather than a weekly meal plan.
- Lack of pre-ordering system.
- Lack of custom meal scheduling feature.
- Limited flexibility compared to restaurant menus.
- Requirement of a subscription for the service.

Technology Stack

Frontend

HTML/CSS: For structure and styling of the web pages.

JavaScript: Adds interactivity such as dynamic cart updates and form validation.

React or **Vue.js:** JavaScript libraries for building responsive and interactive UIs.

Backend

Java: Core programming language for implementing the logic.

JSP (Java Server Pages): To create dynamic web pages and handle user interactions.

Servlets: For processing user requests and generating responses

Database

MySQL: For storing and managing data such as user details, movie schedules, seat availability, and booking records.

Other Tools

IDE: Eclipse or IntelliJ IDEA for writing and managing Java code

Git: For version control and collaboration.

Design Architecture

Model

Defines the data structure and handles database interactions.

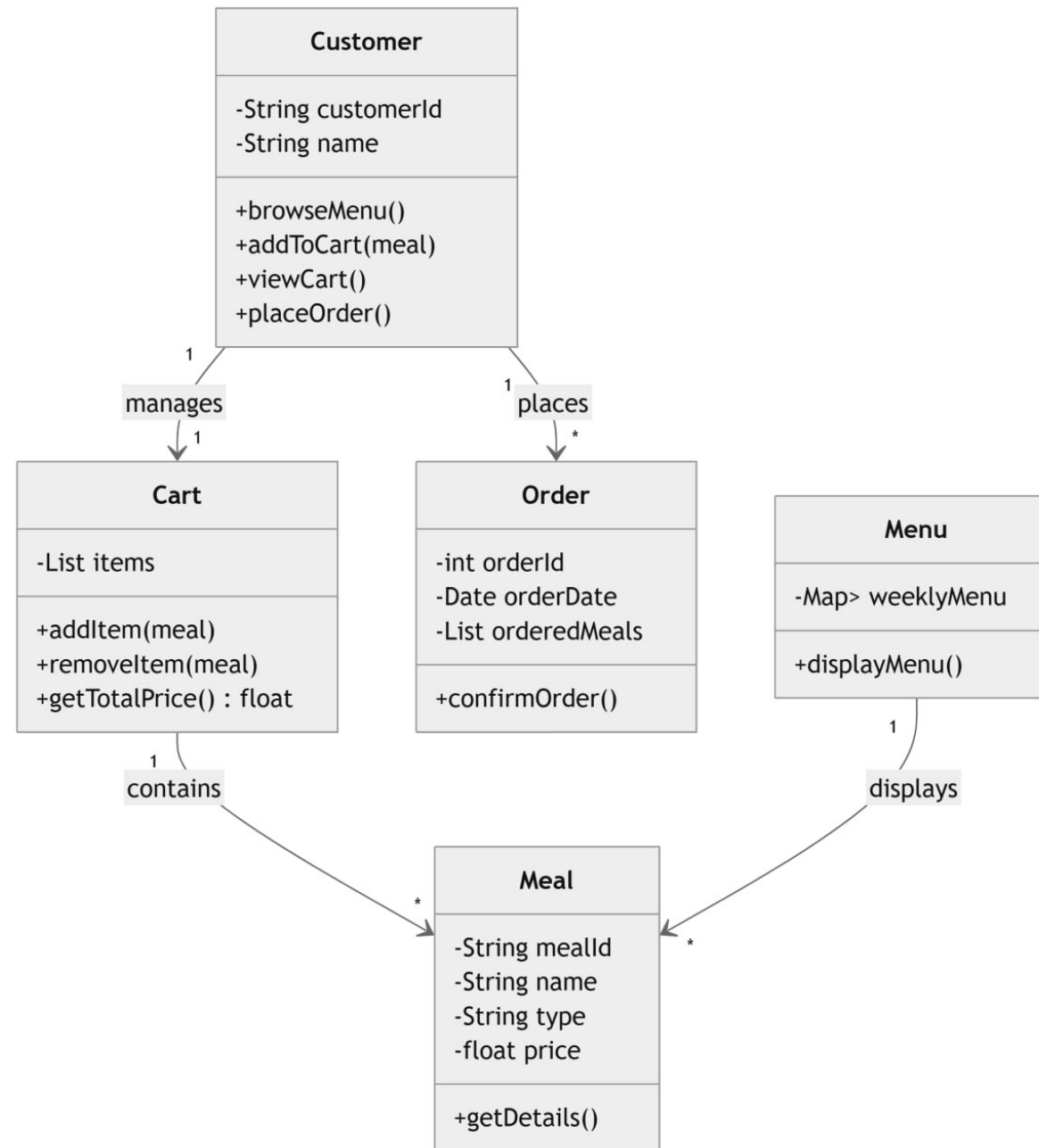
View

The user interface where students view the menu and place orders.

Controller

Handles requests, processes logic, and updates views based on model data.

Class Diagram



Features of Klites Eates



Weekly Menu

Weekly menu display for students and easy ordering.



Payments

Invoice is raised and is redirected to 3rd party



Feedback

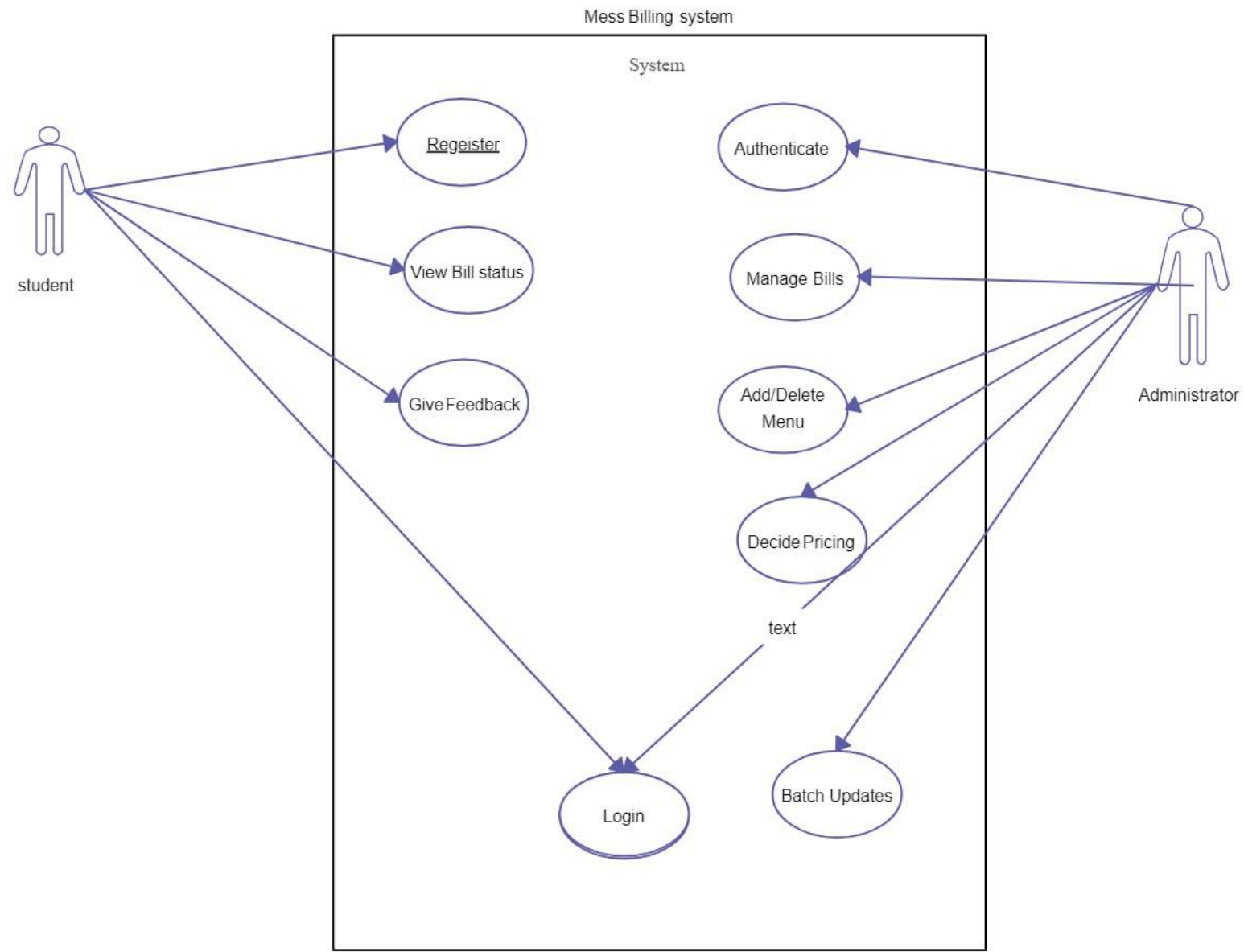
Feedback and review system for improving service.



Notifications

Notifications for order confirmations and updates.

Use case Diagram



Team Roles

**Frontend
Developer**

Sadhwika

**Backend
Developer**

Hannah

API Integrator

Prasad

Team Lead

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THANK YOU