PROJECT TOPIC: FOODIES HUB

Group No.:

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Introduction

The aim is to design and create a platform in which customer can easily make an order of food items and can filter items based on season, city & tradition.

The website Foodies Hub have a very user-friendly interface. By using this website user can manage their order and its tracking. The information of food item can be addedor remove by seller & information can be edited or deleted too by Administrator.

The user should create a new account before logging in or they can log into the website with their created account. Then they can view the food items as per their choices.This website will be helpful to the customer as well as the administrator also.

Area of Computer Science: -

- Algorithms and complexity
- Information management
- Platform-based development
- Programming languages
- Security and information assurance
- Software engineering

Modules of Foodies Hub: -

1. Authentication module:

In this module, the user must create account by using email or phone number. All the entries will be saved in the database to verify for the legal user. They can log onto the website -using the username and password and have access to their profile. They can manage their Wishlist, Profile, Orders, etc.

2. Admin:

This module will manage the orders of the user, admin will get the notifications related to problems of the user like; order replacement, order returning. Order replacement will be available if any problem occurs in the product or if the product is not asexpected as shown on website then user can return the order and they will get

the amount once their parcel reached our executive.

3. Customer:

The customer can use the website to order the food items as per the cityculture or their choice. The customer must login before managing their cart.

Software Requirements:

Operating System	:	Windows, Linux, Android, iOS
Frontend	:	HTML, CSS, BOOTSTRAP
Client-side Scripting	:	JavaScript
Backend	:	Django
Database	:	Postgresql

Existing System : -

So many websites are running in which customer can make their profile, they can also order food item, but they got something anonymous and the service provider got eloped and the customer lost their faith in online purchasing. Our website only shows the genuine food items available; no fake images of the items are shown

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Disadvantages of existing System:

1) Lack of availability in towns & cities.
2) High cost of shipping charges.
3) Poor quality
4) Late deliver

Proposal: -

In this system, we are going to introduce online purchasing/order according to the towns & cities. So, the customer can access all the types of category across the globe in asingle touch. The customer can enjoy the offers and make rewards by their credit score.

This website has a very user-friendly interface. Thus, the user will feel very easy to work on it. By using this website admin can manage their products, quality of products.The product information can be added to the website by admin.

Advantages of Proposed System:

1) Here user can directly interact through our website and instantly purchase the traditional or the seasonal wear.
2) It will help the user to search in less time.

System Design of Project: -

Our project consists of several modules like: user authentication, user Wishlist, user profile. Normally the designing is performed in following two steps:

1. Primary Design Phase:

In this phase, we are discussing about our project completion part like: budget of the project, time frame and resources which we use.

2. Secondary Design Phase:

In this phase, the detailed information of every part is performed.

The general tasks involved in the design process are following:

1. Design various blocks for the overall website process.
2. Design smaller, compact, workable modules in each block.
3. Design various database structures.
4. Specify details of programs to achieve desired functionally.
5. Design the form of inputs and outputs of the system.

User interface Design: -

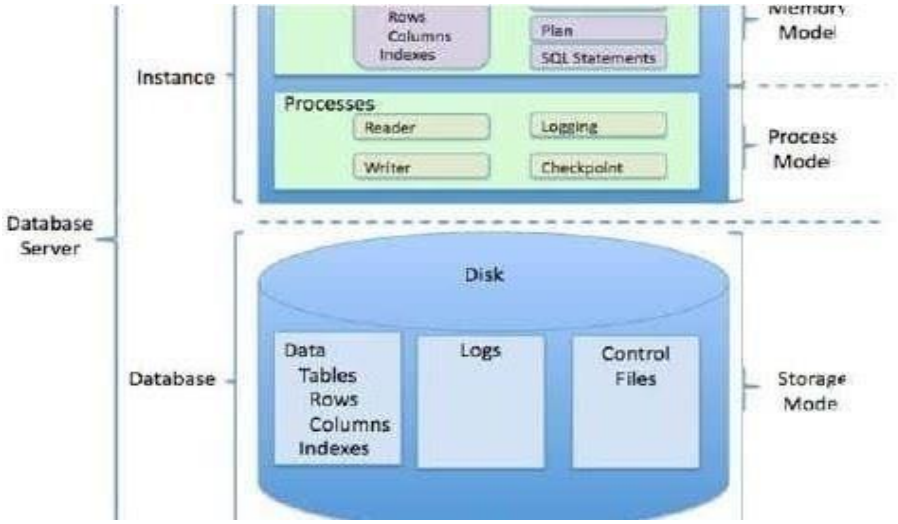
User interface Design is concerned with the dialog between a user and the computer. It is concerned with everything from logging in to the system to the eventual presentation of desired inputs and outputs.

The following steps are various guidelines for User Interface Design:

1. The screen should be formatted so that various types of information, instructions and messages always appear in the same general display area.
2. Messages, instructions, information should be displayed long enough to allow system users to read them.
3. Default values for fields and answers to be entered by the user should be specified.
4. A user should not be allowed to proceed without correcting an error.

Project category: -

Relational database management system (RDBMS): This is the RDBMS based project which is currently using Postgresql all transaction statements. Postgresql is an open-source RDBMS.



Implementation Methodlogy:-

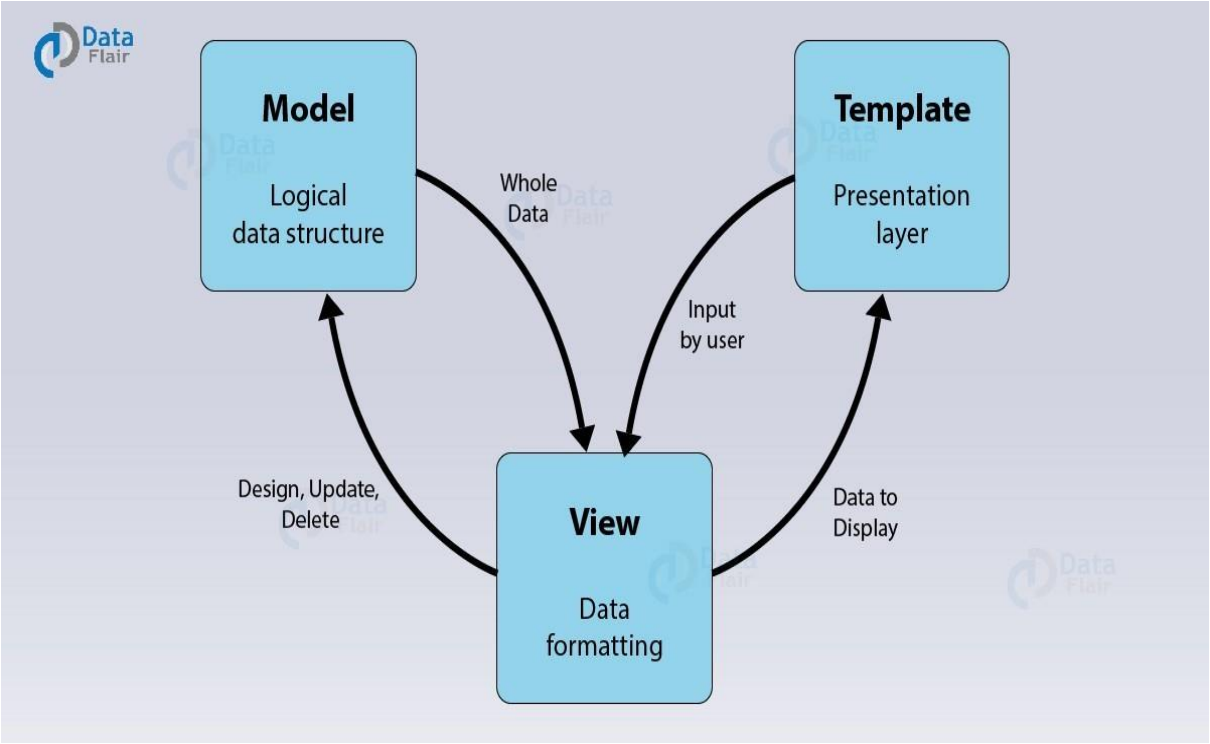
Model View Template or MVT as it popularly called, is a software design pattern for developing web applications. A Model View Template pattern is made up of the following three parts:

1. Model - The lowest level of the pattern which is responsible for maintaining data.
2. View - This is responsible for displaying all or a portion of the data to the user.
3. Template- It is rendered with a context, rendering replaces variable with their values, which are looked up in the context.

MVT is popular as it isolates the application logic from the user interface layer and supports separation of concerns. The Controller here receives all requests for the application and then works with the Model to prepare any data needed by the View. The View then uses the data prepared by the Controller to generate a final presentable response. The MVC abstraction can be graphically represented as follows.

MVT (MODEL VIEW TEMPLATE FLOW) DIAGRAM

DATA FLOW DIAGRAM



CONCLUSION:-

Our project is only a humble venture to satisfy the needs of admin to manage their project work. Several user-friendly coding has also adopted. The objective of software planning is to provide a Framework that enables the manager to make reasonable estimates made within a limited time frame at the beginning of the software project and should be updated regularly as the project progresses.

REFERENCES: -

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