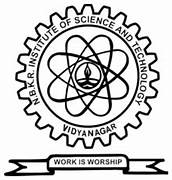
N.B.K.R INSTITUTE OF SCIENCE AND TECHNOLOGY

2 (AUTONOMOUS)

DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING



CERTIFICATE

This is to certify that project your Online Food Ordering System being Submitted by

Bandikattu chamundeswari - 24KB1A0541

Chamanthi kamalini - 24KB1A0590

Chennavaram divya - 24KB1A05A4

Chinikila vashnavi - 24KB1A05B6

In partial fulfillment for the award of the degree of technology in computer science and

Engineering to the N.B.K.R.Institute of Science and Tecnology, vidyanagar is a record of

Bonafied work carried out under my guidance and supervision.

Padavala suneetha Dr.Ravinder Reddy

M.Tech,Ph.D

Head of the Department

Desigination

DECLARATION

I hereby declare that the dissertation entitled Onling Food Ordering System submitted for the B.Tech Degree is my original work and dissertation has not formed the basic for the award

Of any degree, associateship, fellowship or any other saimilar tittles.

Place:

Date:

**Acknowledgement**

I take this opportunity to express my heartfelt gratitude to all those who have helped and guided me in the successful completion of this project titled **“Online Food Delivery System.”**

## First and foremost, I am deeply thankful to P Suneetha my project mentor, for their invaluable support, expert guidance, and constant encouragement throughout the development of this project. Their insightful suggestions, constructive feedback, and patient supervision played a crucial role in shaping this work to its final form.

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This project has not only enriched my academic learning but has also provided practical exposure and a deeper understanding of real-world system development.

Abstart :

**The Online Food Delivery System is a web-based application designed to simplify and enhance the process of ordering food from local restaurants. This system allows users to browse menus, place orders, and make payments online from the comfort of their homes or workplaces. It bridges the gap between customers and restaurants through a seamless and user-friendly platform that ensures efficiency, accuracy, and convenience.**

**The primary objective of this system is to automate the food ordering process, reduce manual errors, and streamline order management for both customers and restaurant staff. The system supports features such as restaurant registration, menu management, customer login, order tracking, and secure payment integration. It also offers administrators tools to monitor platform activity, manage users, and update content.**

**Developed using [mention technologies used – e.g., C programming, MySQL, etc.], the project emphasizes modular design, data integrity, and responsive user interaction. This system addresses the growing demand for digital food services and provides a scalable solution adaptable to various restaurant types and customer needs.**

**Overall, the project demonstrates the practical application of software development principles in solving real-world problems and highlights the importance of technology in improving everyday services like food delivery.**

**1. Introduction**

* **Problem Statement**: Manual food ordering is time-consuming and error-prone. There is a need for a digital system to manage orders efficiently.
* **Scope**: A console-based food ordering system using C that handles a fixed menu and dynamically processes customer orders.
* **Objectives**:
  + Display menu using an array.
  + Store and manage customer orders using a linked list.
  + Show a bill summary.

**2. Literature Survey / Existing System**

* Overview of traditional manual systems.
* Brief look at web-based platforms (e.g., Swiggy, Zomato) and how this simplified model mimics basic features.

**3. Software Requirement Analysis**

* **Functional Requirements**:
  + Display menu.
  + Add customer orders.
  + Show total bill.
* **Non-Functional Requirements**:
  + Console-based interface.
  + Memory-efficient data structures.
  + Easy to extend or modify.

**4. Software Design**

* **Control Flow Diagram**: Show user input -> menu display -> order storage -> billing.
* **Proposed System**:
  + **Menu Module**: Uses array.
  + **Order Module**: Linked list to track multiple orders.
* **Modules and Functions**:
  + displayMenu(), addOrder(), displayOrders()

**5. Coding**

* Include:
  + Main file with main(), menu logic, and order loop.
  + Structures: struct MenuItem, struct Order
* Explain:
  + Function parameters and return types.
  + Input/output of functions.

**6. Testing**

* **Black Box Testing**:
  + Input: Valid and invalid menu item IDs.
  + Output: Correct total, error handling.
* **White Box Testing**:
  + Test addOrder() for null and non-null heads.
  + Check displayOrders() correctness.

**7. Output Screens / Results**

* Screenshots of:
  + Menu display.
  + Adding multiple items.
  + Final bill output.

**8. Conclusion and Further Work**

* **Conclusion**: Successfully demonstrated a basic ordering system using arrays and linked lists.
* **Further Work**:
  + Add payment system.
  + GUI implementation.
  + Store multiple customer sessions.

**9. References**

* Programming in ANSI C – E. Balagurusamy
* GeeksforGeeks (for linked list implementation)
* TutorialsPoint C Programming Documentation

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Code :

#include <stdio.h>

#include <stdlib.h>

#include <string.h>

// Menu item structure

struct MenuItem {

int id;

char name[50];

float price;

};

// Order node for linked list

struct Order {

int menuItemId;

int quantity;

struct Order\* next;

};

// Sample menu (array)

struct Menu Item menu[] = {

{1, "Pizza", 9.99},

{2, "Burger", 5.49},

{3, "Pasta", 7.99},

{4, "Fries", 2.99}

};

int menu Size = size of(menu) / size of(menu[0]);

// Add order to linked list

void add Order(struct Order\*\* head, int itemId, int quantity) {

struct Order\* new Order = (struct Order\*)malloc(size of(struct Order));

new Order->menuItemId = itemId;

new Order->quantity = quantity;

new Order->next = NULL;

if (\*head == NULL) {

\*head = newOrder;

} else {

struct Order\* temp = \*head;

while (temp->next) temp = temp->next;

temp->next = newOrder;

}

}

// Display the menu

void displayMenu() {

printf("Menu:\n");

for (int i = 0; i < menuSize; i++) {

printf("%d. %s - $%.2f\n", menu[i].id, menu[i].name, menu[i].price);

}

}

// Display the order

void displayOrders(struct Order\* head) {

float total = 0;

printf("\nCustomer Order:\n");

while (head) {

struct MenuItem item = menu[head->menuItemId - 1];

printf("%s x%d = $%.2f\n", item.name, head->quantity, item.price \* head->quantity);

total += item.price \* head->quantity;

head = head->next;

}

printf("Total: $%.2f\n", total);

}

int main() {

struct Order\* orderList = NULL;

int choice, qty;

displayMenu();

printf("\nEnter your order (-1 to finish):\n");

while (1) {

printf("Enter item ID: ");

scanf("%d", &choice);

if (choice == -1) break;

printf("Enter quantity: ");

scanf("%d", &qty);

addOrder(&orderList, choice, qty);

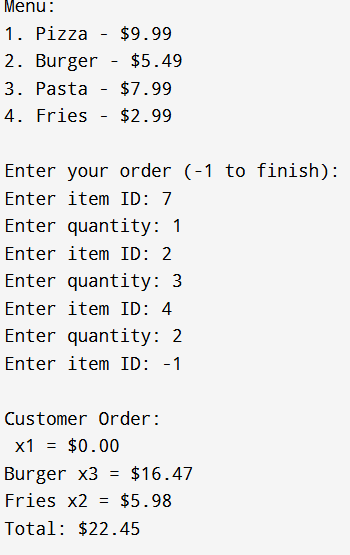
}

displayOrders(orderList);

return 0;

}

Out put :



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