**KENSRI SCHOOL & COLLEGE**

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**PROJECT REPORT ON**

**WAITER LESS RESTAURANT APP**

**DONE BY,**

*DIVYAANSH VATS, XII*

*YASHWANTH P, XII*

*JOSHUA MARIES, XII*

**UNDER THE GUIDANCE OF,**

*RAVISHANKAR G.*

**Computer Science (083)**

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In partial fulfillment of the requirement

for the award of the class of

CBSE FOR AISSCE 2021-22

***SYNOPSIS***

# Title of the Project: Waiter less Restaurant App

# Problem Definition: With this app we can book our meal and each system is fully equipped with a contactless QR menu, tracking system, ordering and delivery system with built in Kitchen Pos System designed for restaurants to adapt quickly to the current climate without having to pay high prices to web developers or high recurring charges to other platforms.

# Contribution / Team members: Three [Divyaansh, Yashwanth, Joshua]

# Team Detail:

The Project "**Waiter less Restaurant App**" is developed by **Divyaansh, Yashwanth, Joshua,** it took approx. 2Months to develop this project, working 1.5 Hours daily. All modules completed by me/us only as per my/our view and knowledge.

# Reason for choosing the Topic: Technology makes the work easy for us. With the help of this we can take orders from more than one person at a time. This system of management will be really useful during the pandemic because there is no contact between any one.

# Objective: This is an app to order food at restaurant directly without the help of waiters. It has both admin and user side. The admin side will be handled by the chef and the user side will be handled by the customers at the restaurant. Every table in the restaurant will have a tablet with the app installed and opened. The customer can select the food items he/she wants from the food menu. He can then place the order and pay online directly. If the customer wants to add specific instructions to food, he/she can also use a voice command to convey the message directly to the admin side. The order list along with the table number will be sent to the admin side i.e. the chef. The chef can then prepare the food mentioned and serve it to the customer. Once they’re done eating, they will also get a review panel where they can review the food and help improve the experience at the restaurant. This app is built with the help of Python and MySQL.

# Hardware Requirements: 2GB RAM, 1GB ROM,

# Intel Core i3 6th Gen 6006U (Processor used for the laptop)

# Software Requirements: Python Programing language [python IDLE], My SQL

# Limitations: This App can be made better with the knowledge of other programming language and many unique and attractive designs can be made with the help of Django in this app.

# References / Bibliography: We got to know about this system from a restaurant at New York with a similar system [Eatsa].

# <https://desparito.com>

# <https://restobillo.co.in>

**CODES:**

**SQL CODES[FOR CREATING A TABLE]:**

CREATE DATABASE IF NOT EXISTS `project` ;

CREATE TABLE IF NOT EXISTS PROJECT.items (

`ItemId` char(6) NOT NULL,

`ItemName` varchar(50) DEFAULT NULL,

`Price` int(10) DEFAULT NULL,

`Type` varchar(30) DEFAULT NULL,

PRIMARY KEY (`ItemId`)

);

**CODES:**

**SQL CODES [FOR INSERTING IN THE TABLE]:**

insert into project.items values('I001', 'Masala Dosa', 70, 'Food');

insert into project.items values('I002', 'Veg Chowmein', 80, 'Food');

insert into project.items values('I003', 'Tandoori Paneer', 100, 'Food');

insert into project.items values('I004', 'Veg Fried Rice', 100, 'Food');

insert into project.items values('I005', 'Spring Roll', 60, 'Food');

insert into project.items values('I006', 'Pasta', 80, 'Food');

insert into project.items values('I007', 'Paneer Chilly', 90, 'Food');

insert into project.items values('I008', 'Gobi Manchurian', 90, 'Food');

insert into project.items values('I009', 'Mushroom Chilly', 90, 'Food');

insert into project.items values('I010', 'Pasta', 80, 'Food');

insert into project.items values('I011', 'Water', 30, 'Drinks');

insert into project.items values('I012', 'Coffee Americano', 60, 'Drinks');

insert into project.items values('I013', 'Coffee Cappuccino', 75, 'Drinks');

insert into project.items values('I014', 'Coffee Espresso', 80, 'Drinks');

insert into project.items values('I015', 'Tea', 30, 'Drinks');

insert into project.items values('I016', 'Rasgulla', 35, 'Dessert');

insert into project.items values('I017', 'Laddoo', 30, 'Dessert');

insert into project.items values('I018', 'Donut', 30, 'Dessert');

insert into project.items values('I019', 'Almond Kulfi', 80, 'Dessert');

insert into project.items values('I020', 'Burfi', 30, 'Dessert');

**CODES:**

**PYTHON CODES:**

print("\n" \* 5)

import datetime

import time

import os

import mysql.connector as ms

a=ms.connect(host='localhost', user='root',

password='root', database='Project')

amt=0

list\_foods = []

c=a.cursor()

def made\_by():

msg = '''

Waiterless Restaurant app made by : Divyaansh Vats, Joshua Maries C and Yashwanth P

School Name : Kensri School

Session : 2021-22

'''

for x in msg:

print(x, end='')

time.sleep(0.002)

made\_by()

def def\_main():

while True:

print("\*" \* 31 + "MAIN MENU" + "\*" \* 32 + "\n"

"\t(O) ORDER\n"

"\t(P) PAYMENT\n"

"\t(E) EXIT\n" +

"\_" \* 72)

input\_1 = str(input("Please Select Your Operation: ")).upper()

if (len(input\_1) == 1):

if (input\_1 == 'O'):

print("\n" \* 10)

def\_order\_menu()

break

elif (input\_1 == 'P'):

print("\n" \* 10)

def\_payment()

break

elif (input\_1 == 'E'):

print("\*" \* 32 + "THANK YOU" + "\*" \* 31 + "\n")

break

else:

print("\n" \* 10 + "ERROR: Invalid Input (" + str(input\_1) + "). Try again!")

else:

print("\n" \* 10 + "ERROR: Invalid Input (" + str(input\_1) + "). Try again!")

def def\_order\_menu():

while True:

print("\*" \* 31 + "ORDER PAGE" + "\*" \* 31 + "\n"

"\t(F) FOODS\n"

"\t(M) MAIN MENU\n"

"\t(E) EXIT\n" +

"\_" \* 72)

input\_1 = str(input("Please Select Your Operation: ")).upper()

if len(input\_1) == 1:

if (input\_1 == 'F'):

print("\n" \* 10)

def\_food\_order()

break

elif (input\_1 == 'M'):

print("\n" \* 10)

def\_main()

break

elif (input\_1 == 'E'):

print("\*" \* 32 + "THANK YOU" + "\*" \* 31 + "\n")

break

else:

print("\n" \* 10 + "ERROR: Invalid Input (" + str(input\_1) + "). Try again!")

else:

print("\n" \* 10 + "ERROR: Invalid Input (" + str(input\_1) + "). Try again!")

def connect():

c.execute("select itemname, price, type from items")

for i in c:

list\_foods.append(str(i))

connect()

def def\_food\_order():

while True:

print("\*" \* 26 + "ORDER FOODS" + "\*" \* 26)

print(" |NO| |FOOD NAME| |PRICE| |TYPE|")

i = 0

while i < len(list\_foods):

var\_space = 1

if i <= 8:

var\_space = 2

if i < len(list\_foods):

food = " (" + str(i + 1) + ")" + " " \* var\_space + str(list\_foods[i]) + " | "

else:

food = " " \* 36 + "| "

print(food)

i += 1

print("\n (M) MAIN MENU (P) PAYMENT (E) EXIT\n" + "\_" \* 72)

input\_1 = input("Please Select Your Operation: ").upper()

if (input\_1 == 'M'):

print("\n" \* 10)

def\_main()

break

if (input\_1 == 'E'):

print("\*" \* 32 + "THANK YOU" + "\*" \* 31 + "\n")

break

if (input\_1 == 'P'):

print("\n" \* 10)

def\_payment()

break

try:

if ((int(input\_1) <= len(list\_foods) and int(input\_1) > 0)):

try:

print("\n" + "\_" \* 72 + "\n" + str(list\_foods[int(input\_1) - 1]))

except:

pass

input\_2 = input("How Many do you want to Order?: ").upper()

if int(input\_2) > 0:

global amt

e=list\_foods[int(input\_1)-1]

e=eval(e)

amt=int(amt)+((e[1])\*int(input\_2))

print("\n" \* 10)

print("Successfully Ordered!")

def\_food\_order()

break

else:

print("\n" \* 10 + "ERROR: Invalid Input (" + str(input\_2) + "). Try again!")

except:

print("\n" \* 10 + "ERROR: Invalid Input (" + str(input\_1) + "). Try again!")

def def\_payment():

print("Your total amount to be paid is", amt)

print("Which payment method would you like to use?")

print("1.Cash \n2.Credit/Debit Card \n3.Net Banking \n4.UPI")

p=int(input("Enter your choice:"))

if (p==1 or p==2 or p==3 or p==4):

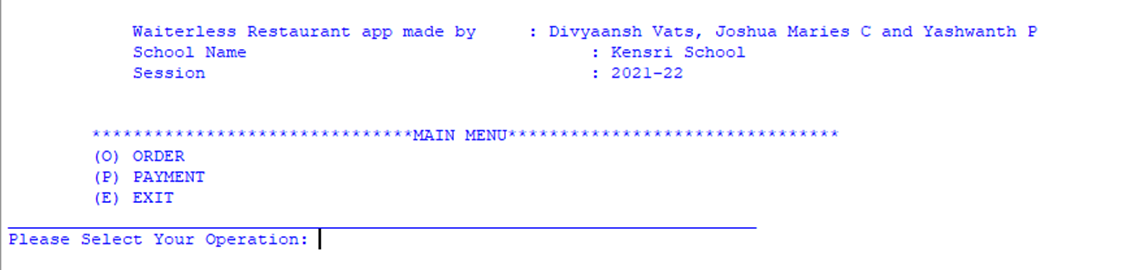
print("Order successfully placed")

else:

print("Invalid Input. Please try again.")

def\_main()

**OUTPUT**

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