# <u>CHAPTER – 1</u> INTRODUCTION OF PROJECT

# **INTRODUCTION**

This project is specially designed for Customers, because in this project customer can take online Food Delivery from cafe to their home which registered in this project **Cup of Joy.** 

Customer can place their order through our project "Cup of Joy"

The "Cup of Joy" project is a multi-user system. It has been developed in a way that allows user to perform the function smoothly and with proper accuracy.

The system is developed in Android Kotlin, X.M.L., My-SQL and some other software like Photoshop for designing purpose.

So, this system is very useful for all customer.

# **How It Works**

- 1. **Login and Verification**: Users log in using their phone number and a one-time password (OTP) for secure access.
- 2. **Profile Creation**: On first login, users create a profile by entering their full name, phone number, and email.
- 3. **Home Screen**: The home screen displays product categories with images, including food, beverages, cakes, and desserts. Users can browse through these categories for easy selection.
- 4. Add to Cart: Users can add their selected items to the cart.
- 5. **Order Review and Checkout**: Before finalizing the order, users enter or confirm a delivery address.
- 6. **Order Placement**: Once confirmed, the order is placed and processed for delivery.

#### 7. Post-Order Features:

- Rate and Feedback: After each order, customers can rate their experience and leave feedback to help improve the app and service.
- Past Orders: Users can view their order history, making it easy to reorder favourite items or track previous purchases.

# Cup of Joy

 Address Book: From the profile section, users can manage saved delivery addresses, making future orders faster and more convenient.

This streamlined experience allows users to quickly log in, shop, and manage orders while providing valuable feedback and accessing past orders in **Cup of Joy**.

# **Purpose**

The Cup of Joy App is designed to provide a seamless and engaging experience for customers of our café. It allows users to explore a wide range of offerings, including fast food, drinks, cakes, and desserts. Customers can browse the menu, place orders easily, share their thoughts, manage orders, and provide feedback. The app ensures a user-friendly and efficient way to enjoy our café's delicious treats and manage personal preferences.

# <u>CHAPTER – 2</u> TOOLS OR PLATFORM

# **Project Profile**

#### Software:

- **Android Studio:** Used as the primary development environment for building and testing the app.
- **XAMPP Server:** Used for MySQL or PhpMyAdmin, supporting database management and back-end operations.

# **Hardware Requirements (for Mobile Application Development and Use):**

### • Development PC Requirements:

Processor: Intel i3 or higher

• **RAM:** 8GB or higher

Hard Disk: 50 GB or higher

#### • Mobile Device Requirements:

- o **Operating System:** Android OS (version 6.0 or above recommended)
- Processor: Minimum quad-core recommended for smooth app performance

• **RAM:** 2 GB or higher

Storage: At least 100 MB of free storage for app installation and data

#### **4** Tools Used:

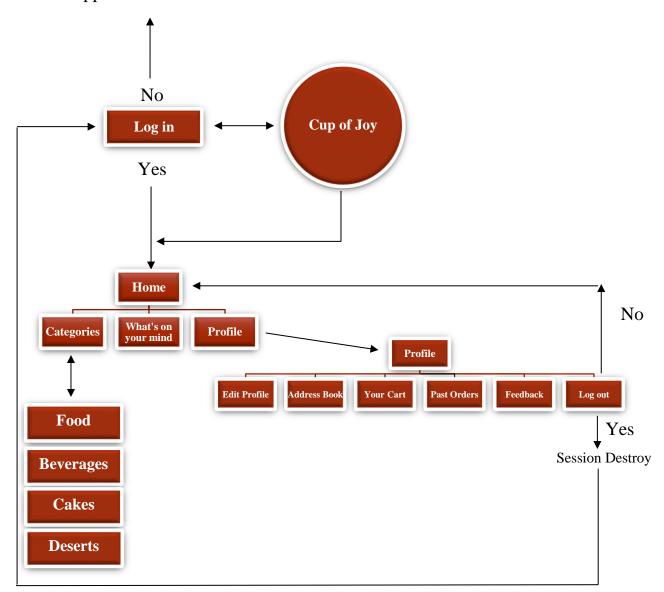
- **Front-End Development:** XML for designing user interface layouts.
- Back-End Development: Kotlin as the primary programming language.
- **Operating System for Development:** Android OS on mobile devices for deployment and testing.

# **CHAPTER – 3**

# **DIAGRAMS**

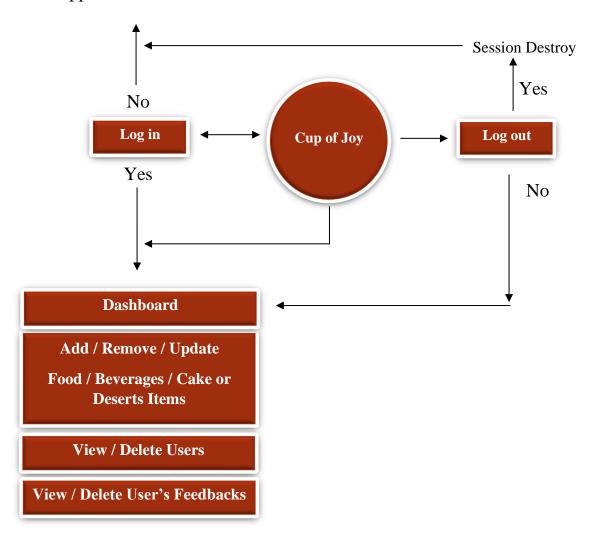
- Data Flow Diagram: -
- 1) User Data Flow Diagram: -

"Users must log in to access the application's features."

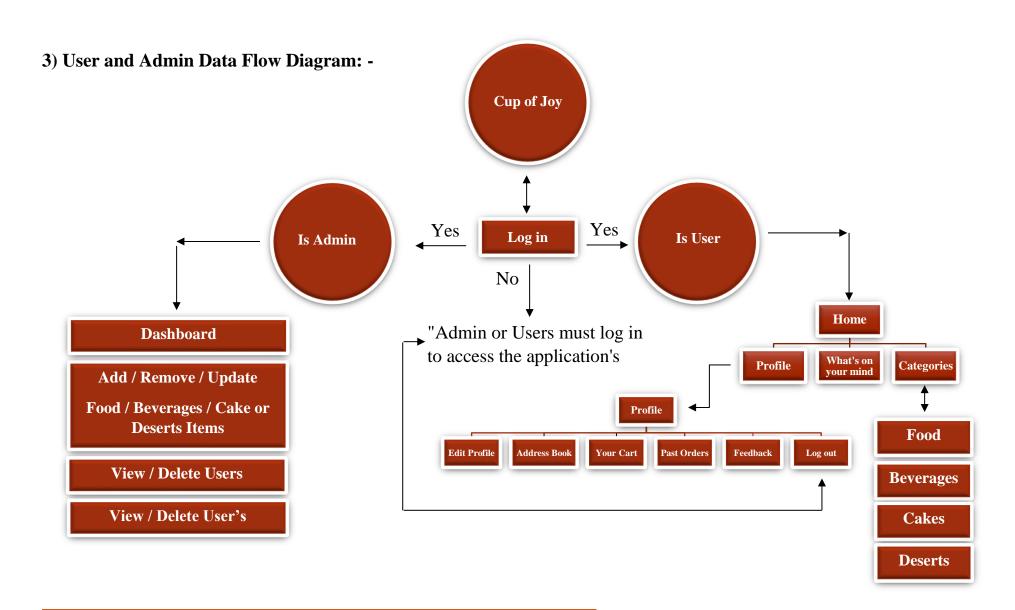


### 2) Admin Data Flow Diagram: -

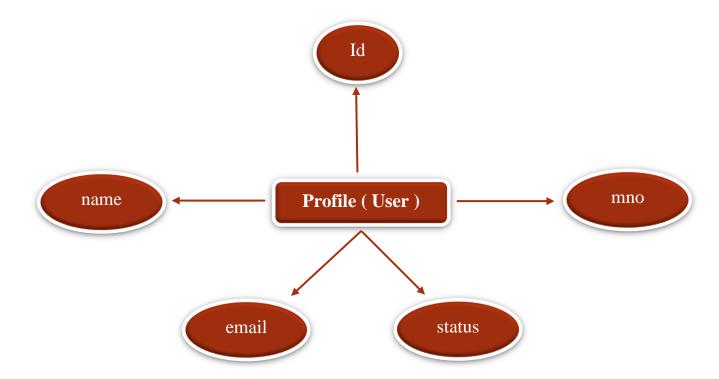
"Admin must log in to access the application's features."



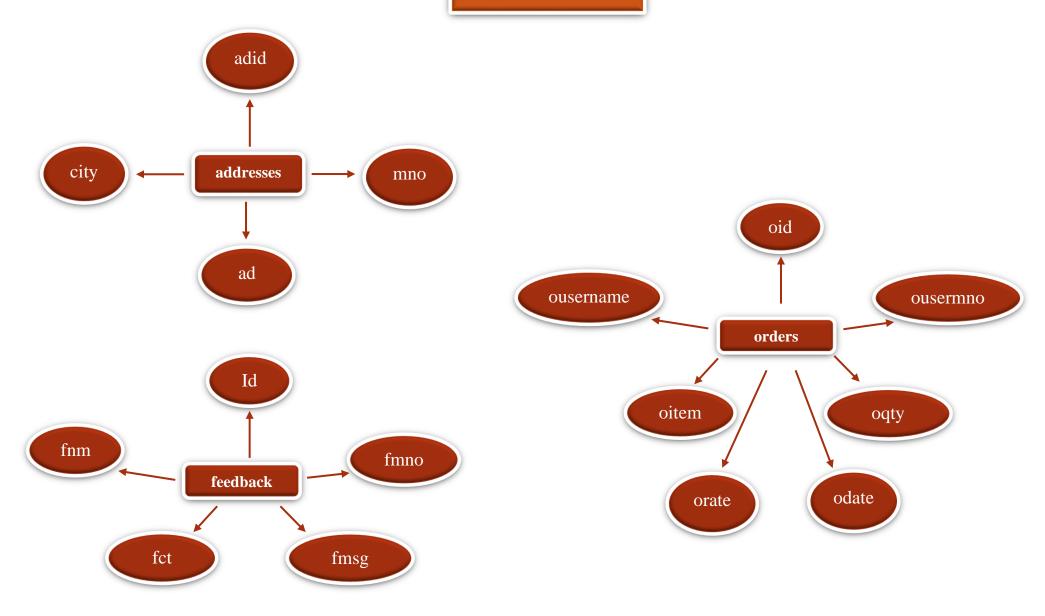
# Cup of Joy



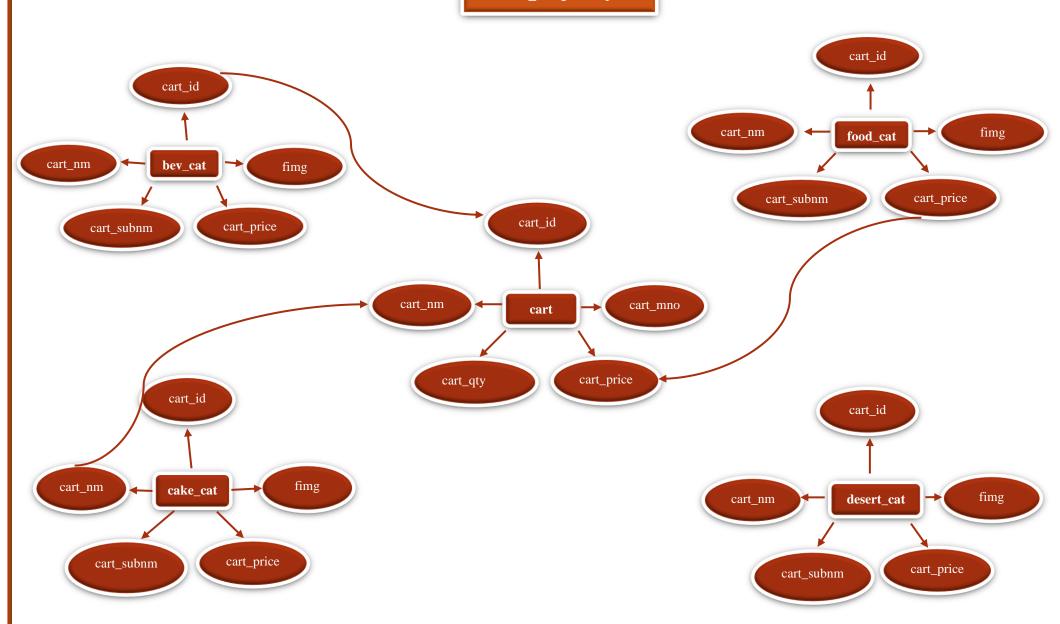
### 1) Er-Diagram: -



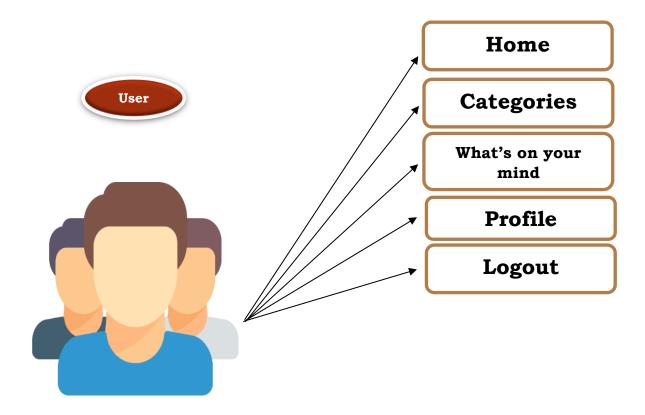
# Cup of Joy



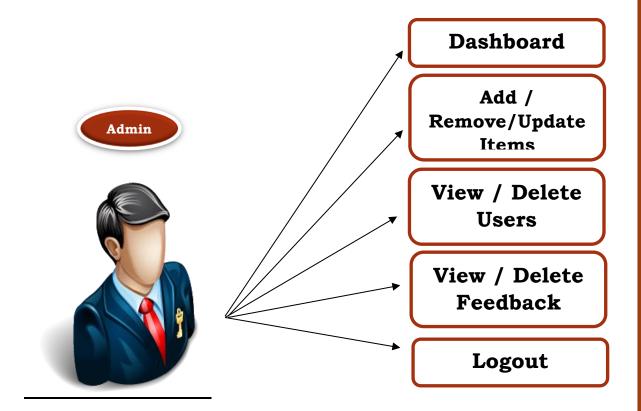
# Cup of Joy



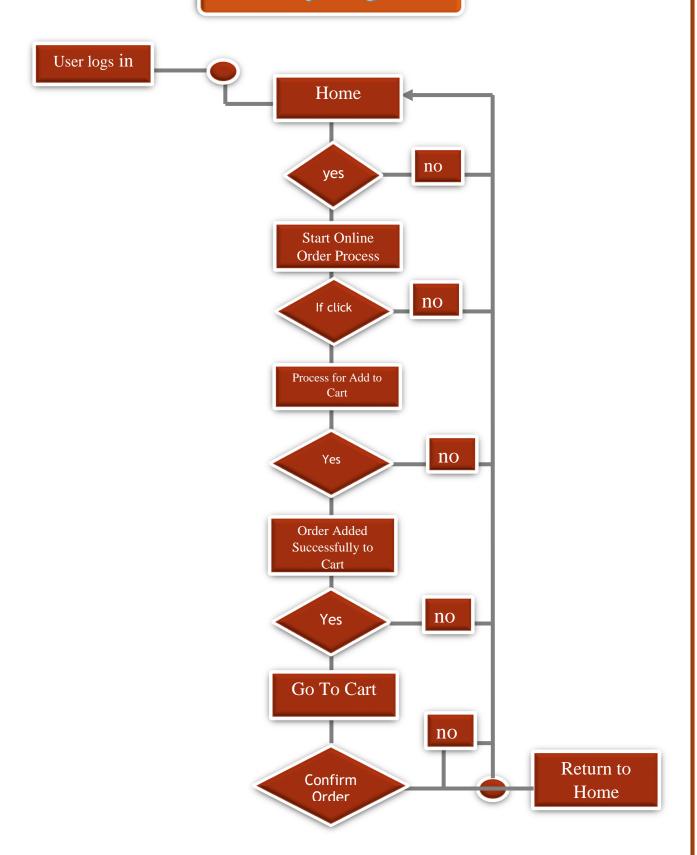
### User Case Diagram: -



### **Admin Case Diagram: -**



# **Activity Diagram**



# CHAPTER - 4

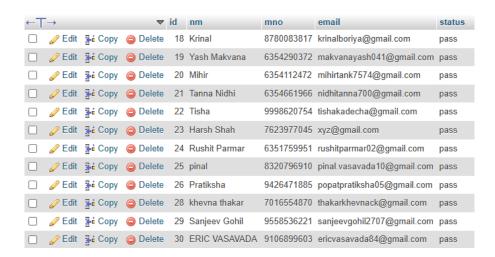
### **SCREEN SHOTS OF FORM & USER INTERFACE**

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- 4.1 Tables
- 4.2 Database Structure
- 4.3 User Interface

# 4.1 TABLE DETAILS

- User Side Table: -
  - 1. Profile(user)



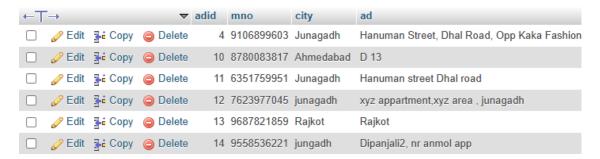
#### 2. Feedback



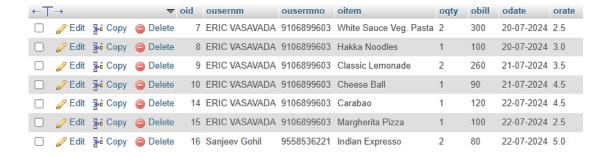
#### 3. cart



#### 4. addresses



#### 5. orders

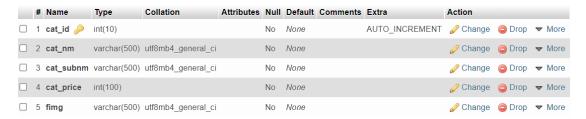


#### Admin Side Table: -

#### 1. Profile (Users)



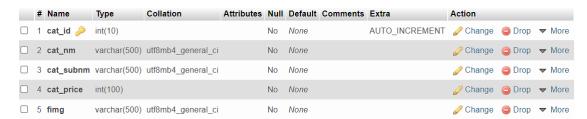
#### 2. Bev\_cat



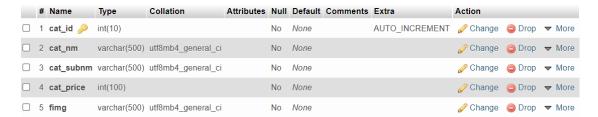
#### 3. Food\_cat



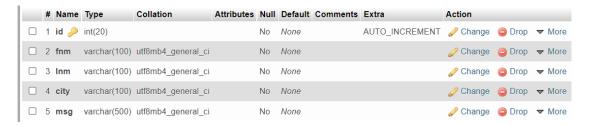
#### 4. Cake\_cat



#### 5. Desert\_cat



#### 6. Feedback



# **4.2 DATABASE STRUCTURE**

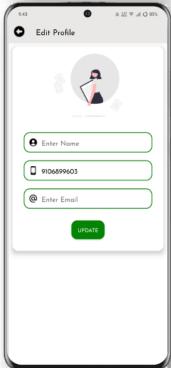


# 4.3 USER INTERFACE

# LOGIN SECTION









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**SMS Permission Request**: The app first requests permission to access SMS on the user's device. This is necessary to handle OTP authentication securely and conveniently.

**Entering Mobile Number**: The user is prompted to enter their mobile number to proceed with the login process. This step is crucial for identifying the user and linking their profile.

**Generating OTP**: After the mobile number is entered, the user clicks on the "Generate OTP" button. The app sends a request to the backend, which generates and sends a One-Time Password (OTP) via SMS to the provided mobile number.

**Receiving OTP**: The OTP is sent to the user's mobile number via SMS. If SMS permission is granted, the app can auto-detect the OTP for a seamless experience; otherwise, the user has to manually enter the OTP.

**Logging In**: The user inputs (or the app auto-fills) the OTP to complete the login process. Once verified, the user is successfully logged in to the app.

**Setup Profile**: After Logging In User can setup their profile

### **HOME SECTION**



**Home Screen Layout:** Once logged in, the user is directed to the Home screen, which provides a visually engaging and organized layout of the app's offerings.

**Category Section:** Below the showcase video, there is a Category section. This section organizes the menu into four main categories:

Food, Beverages, Cake, Desert

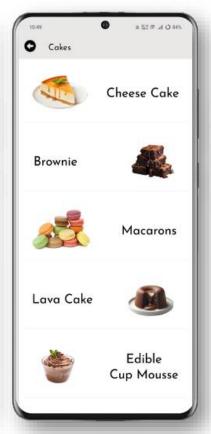
"What's on Your Mind" Section: Below the Category section, there is an interactive area labelled "What's on Your Mind." Here, users can explore recommendations for popular food or drink options based on trends or preferences. It might suggest items to try, chef's specials, or new arrivals.

**Profile Button:** Positioned at the upper side of the Home screen is the Profile button. Users can click this button to access their profile settings, view personal information, or make changes to their account details.

# **CATEGORY LIST (FOOD, BEVERAGES, CAKE, DESERTS)**









### **Food Category:**

• Chinese, Sandwich, Pasta, Frankie, Cheese Tadka, Hot Dogs, Pizzas, Garlic Breads, Burger

#### **Beverages Category:**

• Coffee, Tea, Soft Drinks, Shakes, COJ's Special

#### **Cakes Category:**

Cheese Cake, Brownie, Macarons, Lava Cakes, Edible Cup Mousse,
 Mug Cake, COJ's Special

### **Desserts Category:**

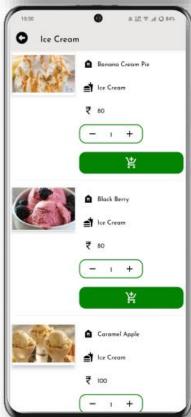
• Ice Cream

# **ITEMS LIST (FOOD, BEVERAGES, CAKE, DESERTS)**





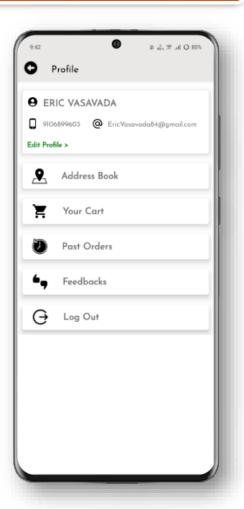




**Item List Layout**: The screen displays items of Food, Beverages, Cakes, Deserts in a structured and user-friendly list format. Each item includes:

- Name: The name of the item is presented clearly.
- **Price**: The item's price is displayed prominently next to its name, ensuring users can easily see the cost.
- **Quantity Selector**: Users can adjust the quantity using a plus (+) and minus (–) button. The current quantity is displayed between these buttons, allowing for quick and easy adjustments.
- Add to Cart Button: Positioned alongside the quantity selector, the "Add to Cart" button is visually distinct and easy to tap, enabling users to add their selected items to the cart seamlessly.

## **PROFILE SECTION**



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**User Details Section**: At the top of the screen, the user's profile information is displayed, including their name, and contact details. This section gives users an overview of their account details.

**Edit Profile Button**: Located next to or below the user details, the "Edit Profile" button allows users to update their information, such as their name, contact details

**Address Book**: A button that navigates to the Address Book, where users can view, add, or edit their saved addresses for delivery purposes.

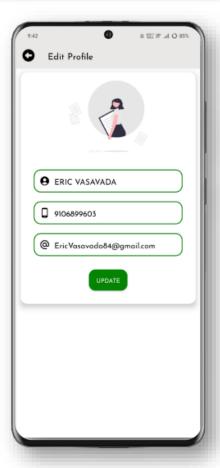
**Cart**: A button that takes users directly to their cart, showing items they have added for purchase. This provides a convenient way to review or modify their order.

**Past Orders**: A button that lets users view a history of their previous orders, including details like items purchased, order dates, and payment status.

**Feedback**: A button that opens a feedback form or screen, allowing users to share their experiences, report issues, or suggest improvements for the app.

**Logout Button**: Positioned at the bottom of the screen, the "Logout" button enables users to securely log out of their account. It is prominently displayed to ensure easy access.

### **EDIT PROFILE SECTION**



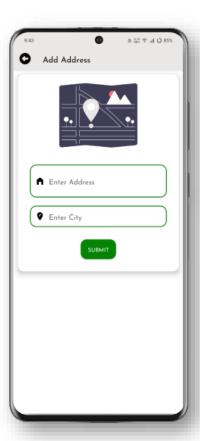
**Form Fields**: The screen features a simple and clean form layout where users can update their profile information. The form includes the following fields:

- Name: A text input field where users can edit their name. The current name is pre-filled to make updating easier.
- **Mobile Number**: A field to update the user's mobile number. The number is pre-populated and can be edited as needed.
- **Email**: A text input field for updating the user's email address. The existing email is shown in advance to allow quick changes.

**Update Button**: At the bottom of the form, there's a prominent "Update" button. Clicking this button saves the changes made to the profile and updates the user's information in the app.

## **ADDRESS BOOK**





#### **Add New Address Button:**

• A prominent "Add New Address" button below the header, allowing users to add a new address.

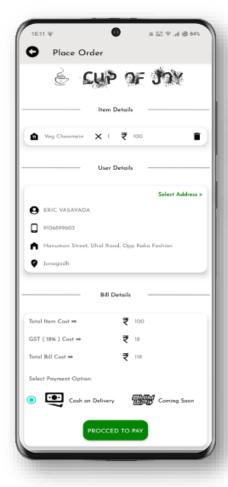
#### **Address List:**

- A list of all the user's saved addresses is displayed, showing:
  - o **Full Address**: The complete address details.
  - o **City**: The city of the address.
- Each address entry has options to **edit** or **delete**.

#### **Add Address Form** (when the "Add New Address" button is tapped):

- Address, City
- Save Button: A "Save" button at the bottom to save the new address.

# CART



Cart Items Section: Displays item name, , quantity, price, remove option.

User Details Section: Displays user details for confirmation.

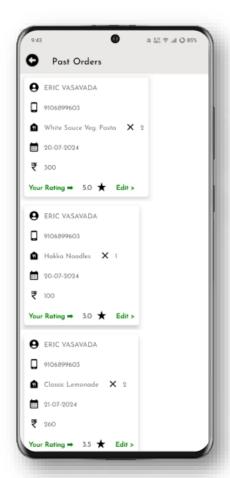
**Select Address Button**: Allows the user to select an address from the address book.

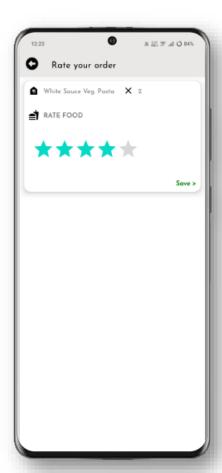
Bill Details Section: Shows total, taxes, total amount.

Payment Options: Cash on Delivery (COD), UPI (Coming Soon).

**Checkout Button:** "Proceed to Checkout" button to complete the purchase.

### **PAST ORDERS**





**Order History List:** Displays a list of old orders with details such as name, mobile number, item name or quantity, order date, total amount.

Rating Display: Shows the current rating given for each order.

Rating Edit Button: A button to allow users to edit their rating for each order.

### **Rating Form:**

- Displays item name, rating stars (1 to 5 stars).
- Includes a Save Button to save the updated rating.

#### **FEEDBACK**





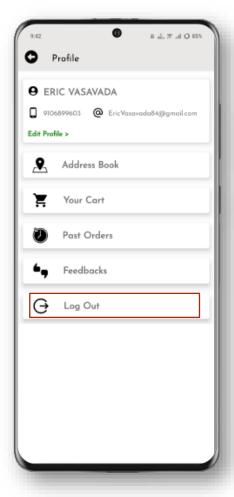
**Give Your Feedback Button**: A prominent button allowing users to provide their feedback.

User Feedback List: Below the button, a list displays feedback from other users.

Feedback Form (on button click):

- **Mobile Number**: A field to enter the user's mobile number.
- Name: A field to enter the user's name.
- City: A field to enter the user's city.
- Message: A text area where users can write their feedback.
- **Submit Button**: A button to submit the feedback.

### LOGOUT



**Logout Button:** Positioned at the bottom of the screen, the "Logout" button allows users to securely log out of their account. When clicked, the user is logged out of the app and redirected to the login screen or home screen. It's designed to be easily accessible and clearly labeled for quick user action.

# **CHAPTER - 5**

### LIMITATIONS, FUTURE SCOPE OR BIBLIOGRAPHY

- 5.1 Limitations of the projects
- 5.2 Future Scope of The Project
- 5.3 Bibliography

### **5.1 LIMITATIONS OF THE PROJECTS**

- Limited to Café Menu: The app only features items available at our café and does not provide options for discovering other food and beverage locations.
- **In-App Updates Only**: Any new items or promotions must be updated in the app manually, which could result in delays if not managed promptly.
- Offline Functionality: The app requires an internet connection to access the full menu and make orders, limiting its usability in areas with poor connectivity.
- **Order Management**: Users cannot modify orders once they are placed, requiring staff assistance for any changes.

- **Device Compatibility**: The app may have limited compatibility with older devices or operating systems, affecting user accessibility.
- **Limited Personalization**: While users can manage preferences, the app does not currently support extensive customization options for food or drink orders.

#### **5.2 FUTURE ENHANCEMENTS**

A good project is one which never stops developing according to the changing situations and technologies there is a lot of scope of future enhancements.

- ✓ Online Payment.
- ✓ User Search History.
- ✓ Notifications to users.
- ✓ Price and Type-Filtered Search of Items.

#### **5.3 BIBLIOGRAPHY**

For the successful working of my project I have referred many sources for the code snippets, logic and tips and tricks from the various books as well as Android Application. Most I searched for the required possessions on the google.com search engine.

## **Android Application Link:**

- google.com
- ccd.com
- cafevisitor.com
- w3school

# THANK

YOU