THE KALANA FOOD ORDERING SYSTEM

WEB BASED APPLICATION

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DOCUMENT CONTROL

Document Name	The Kalana Food Odering System
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1. ABSTRACT

"The KALANA FOOD ORDERING SYSTEM" is software developed for controlling and managing various activities in a restaurant or a hotel. As for the past few years, the need of the hotel facilities is increasing rapidly. Therefore, the number of customers are also increasing for the online shopping and deals with the online buying behavior as to the ease of the lifestyle. And there is a lot of tense on the person who are running the restaurant and software are not usually used in this circumstance. This project is deals with the problems on managing a restaurant and avoids the problems which occur when the system carried manually. Identification of the disadvantages of the existing manual system guide to the designing of computerized system that will be suite to the existing system with the system which is more user friendly and more UX/UI oriented. We can improve the efficiency and the effectiveness of the system thus overcome the drawbacks/ disadvantages of the existing manual system.

2. INTRODUCTION

Computers have become a part of the life for accessing almost any kind of information. The 21st century is a Technological era and in this era it is very difficult for any organization to survive without utilizing technology. The World Wide Web offers a great contribution to the creation of an ever-increasing global information database. Also it could be used as a mechanism to share information within an enterprise. The experience of ordering via a fast food restaurant is not an enjoyable moment for the customers. Customers will have to wait in long queues before placing their orders especially during peak hours and then the working staff will record customers' orders. Having placed their order, the customer must then wait near the counter until their order is ready to be taken. What I propose is a Rasoi, which is a technique of ordering foods applicable for technically developed cafeteria. The main feature of my system is that it greatly simplifies the ordering process for both the customer and the restaurant. The customer can use the web site in anywhere they pleased, web site is presented with an interactive and up-to-date menu, complete with all available options and dynamically adjusting prices based on the selected options. After making a selection, the item will be added to their order, also the customer can review the order details before confirming the order. This Application help to find the best rated restaurants and cafeterias nearby customer. And also application will be able to analyze the preparation time of the selected foods with distance to the shop. After customers choose the best place for their need. This provides instant visual confirmation of what was selected and ensure that the items is customer satisfied, in fact, what was intended to order. This system also greatly lightens the load on the restaurant's end, as the entire process of taking orders is automated except the delivery to the customer table. Once an order is placed, it is entered into the database and then retrieved, in the real time, by an application on

the restaurant's food management end. Within this application, all items in the order are displayed, along with their corresponding table number, in a concise and easy to read manner. This allows restaurant employees to quickly go through orders and produce products with minimal delay and confusion. By the use of this proposed app, customers waiting time will be over. They can find the best restaurant to have their supper by the filters such as rating by quality of foods, preparation time, Distance from the current location... Etc. Also the user can reserve a table, preorder foods and have their meals ready to take out. So the time waste will be reduced to its minimum point.

3. PROJECT OVERVIEW

The existing system in restaurants use non-computerized operating system in which many operations are performed manually. This leads to mistakes and time waste as the meal preparation will take time and mistakes can take place by waiters until the food is served. Due to the large increase in resources and technology related to the Internet, there are many possibilities for the emerging Web. Now easy for many companies that are doing business on the Internet. In the current era, and food and takeout, many restaurants have chosen to focus on food and fast delivery of orders instead of offering a rich dining experience. Until recently, all orders placed by phone, but there are many drawbacks in this system.

4. PROBLEM STATEMENT

The challenges the existing system faces, are a serious disadvantage for achieving efficiency and customer satisfaction. The experience of ordering in the fastest food restaurants is not pleasant for the customers. Customers will have to wait in long Queues before placing orders at peak times, for the order staff will record customer orders. After placing the order, the customer must wait near the counter

until his order is ready for collection. Therefore, we can realize the time consuming of that current system. The other problem in the foodservice industry is that restaurants are not realizing the efficiency that would result from better application of technology in their daily operations. Fast food business in a very competitive business and one way to stand out from competitors is through improving the business process where business process automation can assist business improvement. The other problem with the current system is that the customers are not able to see the ingredients of the meals before they place their order and, they only must pay for an order online

5. OBJECTIVES

- To make it easier for data collection, storage and referencing reliable.
- Find Foods available at the restaurant instantly.
- helps the customer to order their own food

6. PROPOSED SYSTEM

This project is aimed toward developing a system for keeping records and showing information about or during a restaurant. this technique will help the restaurant officers or hotel owners to be ready to manage the affairs of the hotel or the restaurant. this technique will provide full information a few users within the online. it'll show foods available or not and number

of orders during a particular period. this may also provide information on customers who have paid fully or are still owing. this technique also will provide a report on the summary detail regarding paid and bills customers are owing. this technique are going to be developed supported Software Development Life Cycle (SDLC) with J2EE. and My SQL server. J2EE is sweet for the event and style of web-based programs whiles My SQL is sweet for databases due to its security and its advanced features and properties.

7. FEASIBILITY STUDY

7.1 TECHNICAL FGEASIBLITY

The technical feasibility in the proposed system deals with the technology used in the system.

It deals with the hardware and software used in the system whether they are of latest

technology or not and if it happens that after a system is prepared, a new technology arises

and the user wants the system based on that technology. This system uses windows platform,

apache server, sql for database, php as the language and html or xml as user interface. Thus

THE KALANA FOODS ORDERING SYSTEM is technically feasible.

7.2 OPERATIONAL FEASIBILTY

The project has been developed in such how that it becomes very easy even for an individual with little computer knowledge to work it. This software is extremely user friendly and doesn't require any technical person to work. Thus, the project is even operationally feasible

7.3 SOFTWARE CONFIGURATION

A major element in building a system is that the section of compatible software since the software within the market is experiencing in progression. Selected software should be acceptable by the firm and one user also because it should be feasible for the system. This document gives an in-depth description of the software requirement specification. The study of requirement specification is concentrated specially on the functioning of the system. It allows the developer or analyst to understand the system, function to be carried out the performance level to be obtained and corresponding interfaces to be established.

Technology Implemented: Apache Server

Language Used: JAVA newer versions

I.D.E: NET BEANS IDE 8.2

Database: My SQL 5.5 or newer

User Interface: HTML, J2EE

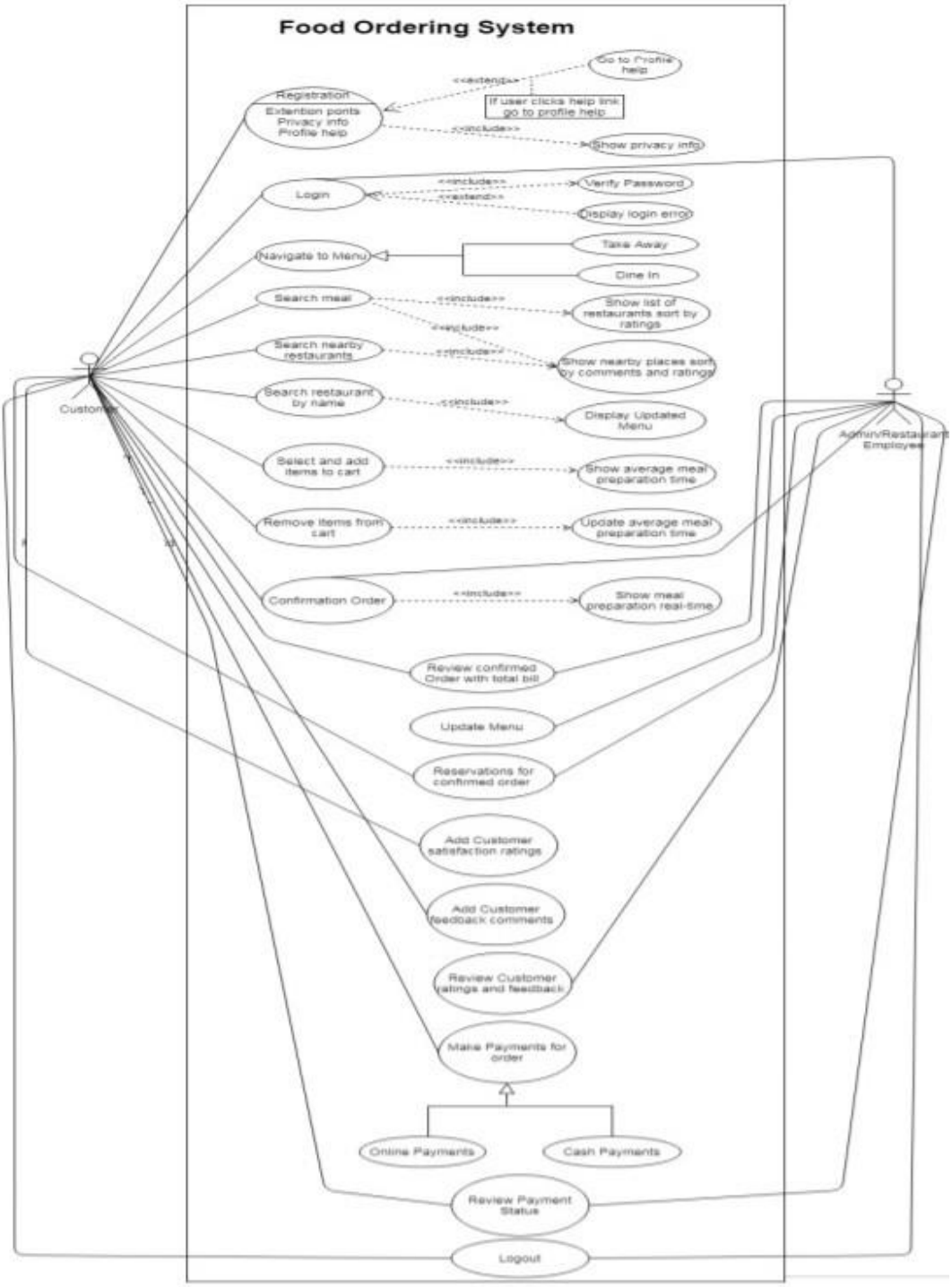
Web Browser: Mozilla, Chrome or Internet Explorer 8(or newer)

Software: XAMPP or WAMP Server

Operating System: Windows XP or higher versions.

8. SYSTEM DESIGN

8.1 USE CASE DIAGRAM



9. SYSTEM TESTING

System testing is that the stage of implementation, which is aimed toward ensuring that the system works accurately and efficiently before live operation commences. Testing is that the process of executing the program with the intent of finding errors and missing operations and also an entire verification to work out whether the objectives are met, and the user requirements are satisfied. The ultimate aim is quality assurance. Tests are administered and therefore the results are compared with the expected document. In the case of erroneous results, debugging is completed. Using detailed testing strategies, a test plan is administered on each module. The various tests performed in "Network Backup System" are unit testing, integration testing and user acceptance testing.

9.1 Unit Testing

The software units during a system are modules and routines that are assembled and integrated to perform a selected function. Unit testing focuses first on modules, independently of 1 another, to locate errors. this permit, to detect errors in coding and logic that are contained within each module. This testing includes entering data and ascertaining if the worth matches to the sort and size supported by java. the varied controls are tested to make sure that every performs its action as needed.

9.2 Integration Testing

Data are often lost across any interface, one module can have an adverse effect on another, sub functions when combined, might not produce the specified major functions. Integration testing may be a systematic testing to get errors associated within the interface. The objective is to require unit tested modules and build a program structure. All the modules are combined and tested as an entire. Hereby the Server module and Client module options are integrated and tested well. This

testing provides the reassurance that the appliance is well integrated functional unit with smooth transition of knowledge.

9.3 User Acceptance Testing

User acceptance of a system is that the key factor for the success of any system. These kind of testing techniques should have to tested for user acceptance by keeping with the system users at time of developing and making changes whenever required.

10. SUMMARY

This project is aimed toward developing a system for keeping records and showing information about or during a restaurant. Online food ordering or automatic food ordering in the restaurant business refers that accepts orders from customers using various types of technology such as the Internet and many others. Ordering food online was an effective method when used in restaurants in many other countries. The use of online services or automatic purchase technology has proven to be beneficial for most investors

11. CONCLUSION

To conclude the outline about this project, developed using J2EE with My SQL is predicated on the need specification of the user and therefore the analysis of the prevailing system, with flexibility for future enhancement. THE RASOI FOOD ORDERING SYSTEM is very useful for ease of to the users. This particular project deals with the issues on managing a restaurant and avoids the issues which occur when carried manually. Identification of the drawbacks of the prevailing system results in the designing of computerized system which will be compatible to the prevailing system with the system which is more user friendly and more GUI oriented.

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13 work load

name	Work load
Senanayakage Nawod 10677979	• Abstrac • Introduction • Database part • HTML pages
H.W.C waduge 10674040	• Proposed System • Problem Statement • Css • servlet
H.D.W arachchi 10673950	• Feasibility Study • System Design • Jsp part
R.I.U De Zoysa 10677998	• Diagrame • Conclusion • References • Jsp part
J.M.I.D.B jayaweera 10678002	• Project Overview • Objectives • CSS part • Jsp part
R.N sewwandi 10673306	• System testing • Summary • CSS part