KHAANA

Delivering traditional taste

PROJECT REPORT ON

SUBMITED TO

OF

DIPLOMAINCOMPUTERENGINEERING

INYEAR2020-2021

BY

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CERTIFICATE

This is to certify that this work of **PROJECT-1** Subject & **3350706** Subject Code of **5th** Sem with title:***KHAANA*** represents the work of the following students for the partial fulfillment of the Certificate of Diploma in Computer Engineering at R.C.Technical Institute Sola, Ahmedabad-60, Gujarat, during the academic year **2020-2021** and the work is completed and found satisfactory.

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ACKNOWLEDGEMENT

We are very thankful to **Mrs. Soniya Dadhania** for her effective guidance, inspiration and valuable support and help in providing us all information regarding the project and offering valuable suggestion from time for getting the desired information. Thanks to all those from whose valuable suggestion and comments the text has benefited so much. We express us gratitude towards all faculty member's specially us internal guide **Mrs. Soniya Dadhania** who have guided and directed us at every moment addition to specially thanks to all other facilities of collage for their help & guidance that I have been receiving from last 2 semester.

We are grateful to **Mr. Sanjay Dhami,** HOD of computer Department for allowing us to take project of RCTI. We are Sincerely thankful to him time to time and valuable guidance during the training period. We are also thankful to my family members to provide mentally strength during my project preparation.

Once Again, I Would Like to Thank Everyone for Helping us for our Project KHAANA.

Regards,

Akhil shah (186400307102)

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ABSTRACT

People are facing problems to get home made food. Specially migrants, Bachelors, Students, who lives in hostel or Pg. Generally, People can order food from restaurants but they can be harmful on regular basis.

To overcome above problems, we have come with an Android build Application based on ordering and delivering home made food. Here all cooks will be verified and trusted. Here the cook can get a platform to grow/start the household business. People can order according to their comfort. Now user can go for their work/college/school with an healthy tiffin and can do their respective work peacefully.

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CHAPTER – 1

INTRODUCTION

1.1 PROJECT SUMMARY & PROFILE

❖ PROJECT SUMMARY:

Khaana an application which provides a platfrom to online Homemade food . This application provides environment for Any person to order homemade food online.

❖ PROJECT PROFILE:

Project Title : khaana

Organization : Khaana

Project Guide : Mrs. Soniya Dadhania

Front End : HTML, CSS, Bootstrap.

Back End : PHP, MYSQL.

Developed By : Vatsal Sheth

Kevish Thakkar

Akhil Shah

Goal of project : The aim of this project is developed on

Khaana system which is easily to accessible to the public.

All user can eat a homemade food.

1.2 PURPOSE

- The purpose of Khaana is to provide home made food to all persons which are using this application. People who migrate from one city/state to another city/state for work or study need Food day and night. As we know hotels and restaurant's food are not good for our health for daily need. So we provide a platform to user to book a tiffin service as per their requirements. Cook will get benefit and low level cook will get recognition.

1.3 SCOPE & OBJECTIVES

- **SCOPE :**

  Our scope is to provide home made food to all citizen who migrates for work or study. Some hostels take more charge but not provide food as per fees, so student need to order from restaurants to fulfill their needs. Daily consume of restaurant's food is harmful and raises to diseases like food poisoning. So we provide a platform to order home made food by just one click. And ladies & Gentleman who had cooking profession or running tiffin services can get user easily. Our Scope is to reduce restaurant's food and grow Housing Industry.

- **OBJECTIVES :**

  The main objective of khaana is to reduce restaurant's food and grow Housing Industry. But it also aims to provide an easy and efficient system to cook and user so that they can grow their business and get order respectively.

1.4 TECHNOLOGIES

- **TECHNOLOGIES :**

In our project, technology will be used are HTML, CSS, BOOTSTRAP, PHP, MYSQL, Android.

- **HTML :**

HTML stands for Hyper Text Mark-up language is the standard mark-up language for creating web pages and web applications. HTML describes the structures of web page semantically and originally included for the appearance of the document.

- **Cascading Style Sheets** (**CSS**): is a used for describing the presentation of a document written in a markup language such as HTML. CSS is a cornerstone technology of the World Wide Web, alongside HTML and java script.
- CSS is designed to enable the separation of presentation and content, including layout, colors, and fonts. This separation can improve content accessibility, provide more flexibility and control in the specification of presentation characteristics, enable multiple web pages to share formatting by specifying the relevant CSS in a separate .css file which reduces complexity and repetition in the structural content as well as enabling the .css file to be cached to improve the page load speed between the pages that share the file and its formatting.

- **PHP :**

PHP stands for Personal Home Page is a server side scripting language designed primarily for web development but also used as a general-purpose programming language. PHP code may be embedded into HTML mark-up, or it can be used in combination with various web template systems, web content management systems and web framework's code is usually processed by a PHP interpreter implemented as a module in the web server as common gateway interface executable.

The web server software combines the result of the interpreted and executable PHP code, which may be any types of data, including images, with the generated web page.

- **XAMPP :**

XAMPP is a free and open-source cross-platform web server solution stack package developed by Apache Friends, consisting mainly of the Apache HTTP Server, database, and interpreters for scripts written in the PHP and Perl programming languages. Since most actual web server deployments use the same components as XAMPP, it makes transitioning from a local test server to a live server possible.

XAMPP is used to run a PHP files.

❖ BENEFITS OF XAMPP :

1. Able to handle large database that can be accessed over the web
2. Flexible and secure password system to protect your data-powerful security system.
3. Fast, reliable, easy, to use & affordable.
4. Stability
5. Relational database management system.
6. On-line help facility

❖ MY-SQL:

My-SQL is the world's most popular open source database with its proven performance, reliability and ease-of-use, My-SQL has become the leading database choice for web based applications, used by high profile web properties including Facebook, Twitter, YouTube, Yahoo! and many more. Oracle drives My-SQL innovation, delivering new capabilities to power next generation web, cloud, mobile and embedded applications

- **Bootstrap:**

  Bootstrap is a free and open-source CSS framework directed at responsive, mobile-first front-end web development. It contains CSS- and JavaScript-based design templates for typography, forms, buttons, navigation, and other interface components.

CHAPTER-2

PROJECT MANAGEMENT

2.1 PROJECT PLANNING

2.1.1 Project Development Approach And Planning

2.1.2 Roles And Responsibilities

2.2 Project Scheduling

2.3 Risk Management

2.1 PROJECT PLANNING

2.1.1 PROJECT DEVELOPMENT APPROACHC & PLANNING:

❖ **PROJECT PLANNING :**

- Project planning is one of the major task that are performed during the development of the project. Using project, the task of finding the size of the project is done and with their total amount of time and cost required for project development is calculated

- Planning of this project was done using a special approach. After getting the project definition, upper level analysis was performed first. The analysis gave the idea about the size and structure of the project and using that analysis information planning of the project was done.

❖ **APPROACH:**

Activities	**Roles and responsibilities**
Requirements gathering	Akhil, Kevish, Vatsal
Analysis	Akhil, Kevish, Vatsal
Design	Akhil, Kevish, Vatsal
Data dictionary	Akhil, Kevish, Vatsal
Data modelling	Akhil, Kevish, Vatsal
Documents	Akhil, Kevish, Vatsal

- The approach to develop the software system should follow some systematic way that is software development life cycle. Using the upper level analysis And the environment of the project, which life cycle model would fit properly for this project was judged. After deciding the proper software development life cycle Model, the development of this project according to the model was done.

2.1.2 Roles and responsibilities :

- Our system was developed into different model and we are responsible person. For analysis, design and implementation , documentation along with the testing.

❖ ITERATIVE WATERFALL MODEL:

- Iterative waterfall model is Process to start with a simple implementation of a subset of the software requirements and iteratively enhance the evolving version until the full system is implemented. At each iteration, design modifications are made and new function capabilities are added . The basic through repeated cycles and smaller portions at a time.

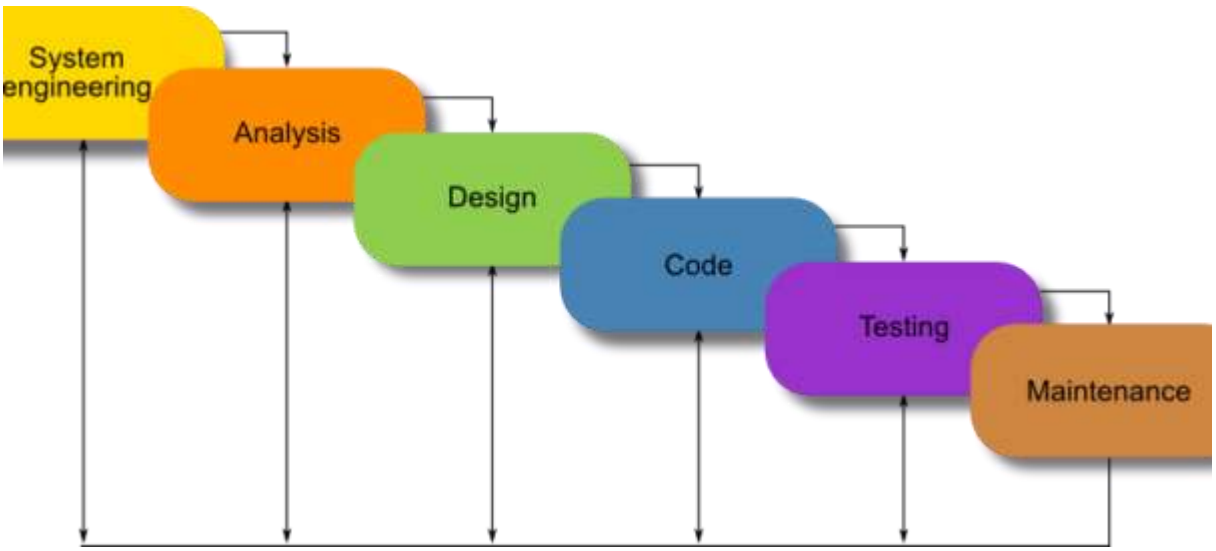

Figure 1 Iterative waterfall model

❖ Iterative waterfall model :

- Iterative and incremental model development is a combination of both iterative design or iterative method and incremental build model for development. During software development, more than one iteration of the software development cycle may be in progress , at the same time. this process may be described as an “evolutionary acquisition” or “incremental build” approach.

- In this incremental model, the whole requirement is divided into the various builds. During each iteration, the development modules goes through the requirements ,design, implementation and testing phase. Each subsequent release of the module add function to the previous release. The process continue till the complete system is ready as per the requirements.

2.2 PROJECT SCHEDULING

- Project scheduling consist of identifying the tasks needed to complete the project , determine the dependency among different tasks plan the starting and ending dates for various tasks and hey determines the chains of task what determines the duration of project scheduling we decide the order in which to do the tasks.

❖ GANTT CHART :

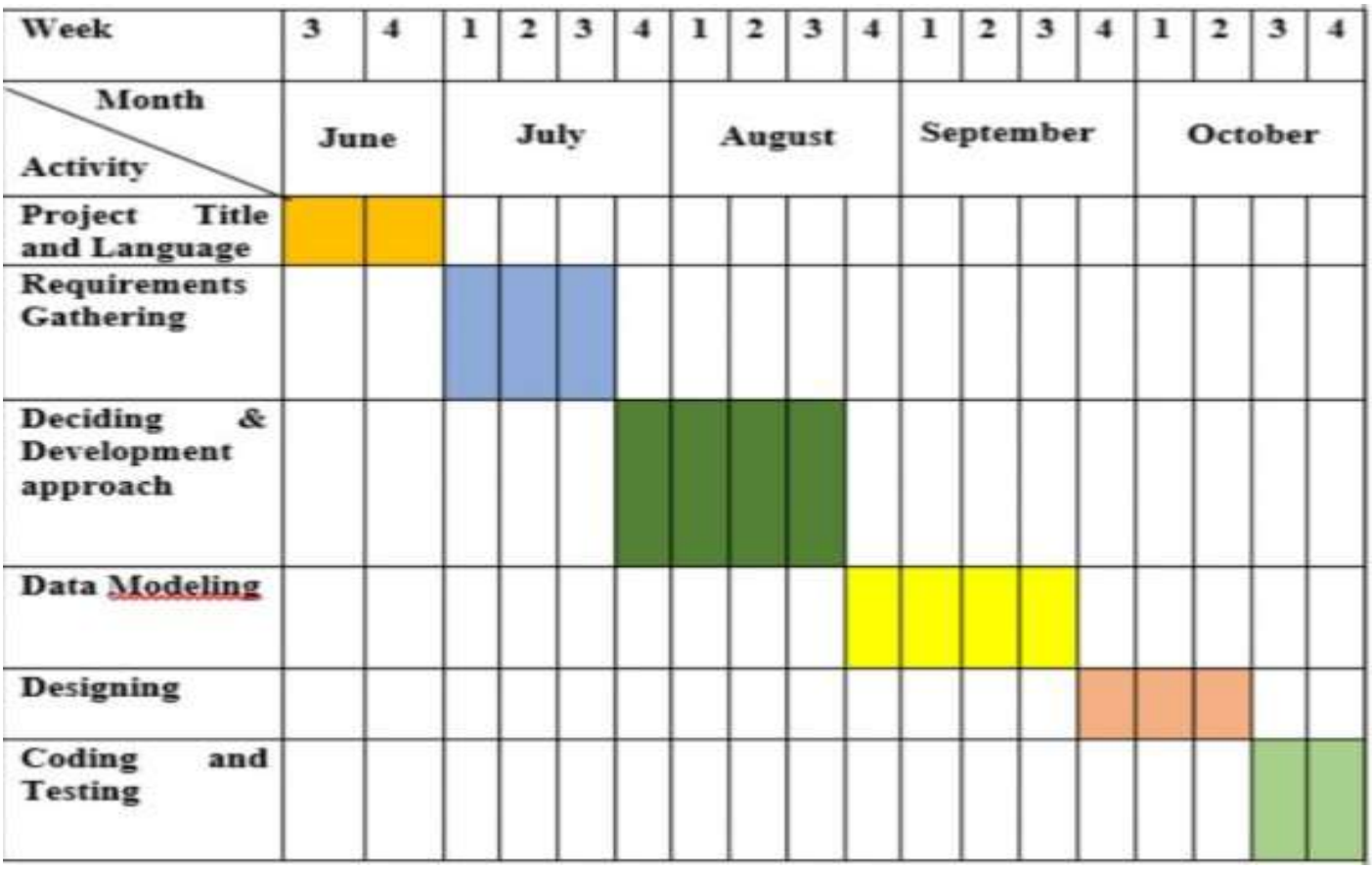

Figure 2 Gantt Chart.

2.3 RISK MANAGEMENT :

❖ RISK MANAGEMENT :

- Risk is a problem that cool cause some loss or hey threaten the success of project but which has not happened yet .In other words it is tomorrow's problem cause in future.
- Risk management is the identification , assessment and prioritization of risks followed by Coordinated and economical application of resources to minimize , monitor and control the probability and/or impact of unfortunate events.
- Risk management objectives is to assure the uncertainty does not deflect the endeavour the business goals.

❖ RISK IDENTIFICATION :

- Risk identification is the process of determine risks that could potentially prevent the program, enterprise, or investment from achieving it’s objectives.

❖ RISK ANALYSIS :

- Risk analysis is the process of defining the dangers to individuals, business and government agencies posed by potential natural and human-cause adverse events.
- In IT, A risk analysis report can be used to align technology-related objectives with a company’s business objectives.
- A risk analysis report can be either quantitative or qualitative.

❖ QUANTITATIVE :

- In the quantities risk analysis , an attempt is made to numerically determine the probabilities of various adverse events and the likely extern of the losses if a particular events takes place.

❖ TEAM MEMBER LEFT :

- A perfect project can be done when There were team working in proper In supportive manner. So, the project is in risk if there were any team member left the project before deadline.

❖ HARDWARE CRASHES :

- A project implemented on hardware. If there were good hardware support with software then project done In deadline and run in efficient way. some of you So, the project is in risk if there is any problem in hardware.

❖ SOFTWARE CRASHES :

- A project implemented in software In other word in workbench or an environment .With efficient and bug free software a project can be done in easily and provided deadline.

❖ RISK PLANNING :

- Risk planning involves the thoughtful development , implementation and monitoring Of appropriate Risk response strategies.
- Risk planning is iterative And include describing and Scheduling the activities and Process to access , mitigate , monitor with a project.

❖ FOR TEAM MEMBER LEFT :

- When A team member left the project there where no quick actual solutions to prevent this risks. To Prevent these team members should pay attention for these kind of team member.

❖ FOR HARDWARE CRASHES :

- When project implementation process suffers from the hardware crashes then.
- To troubleshoot the hardware and fix the issues.
- To replace defected hardware peripheral.

❖ FOR SOFTWARE CRASHES :

- When project Implementation process suffers from the software crashes. Team leader should take backup of project time to time.

CHAPTER-3

System Requirements Study

3.1 Existing System/Scenario

3.2 Proposed System

3.2.1 Modules & Features In The New System.

3.2.2 User Characteristics.

3.2.3 Hardware And Software Requirements.

3.2.4 Assumptions And Dependencies.

3.1 Existing System/Scenario

***Existing System:-**

There are existing system like Swiggy Zomato but they do not provide home made food.

3.2 Proposed System

3.2.1 Modules And Features In New System

- **Modules:-**

  - **User:-**
    - **Registration:** User can register in the system.
    - **Login:** User can login in the system.
    - **Search For Food:** User can search for food in their nearby area.
    - **Book Order:** User can order food for one day or for a week, for month, for year.
    - **Review:** User can review the food.
    - **Feedback:** User can give feedback of their particular order.
    - **Confirmation:** User can get confirmation of their order on their RMN.
    - **Contact:** User can contact Helpline number for any complain or can mail us.
    - **Manage Profile:** User can manage their own profile.

  - **Admin:-**
    - **Login:** Admin can login in the system.
    - **Manage User:** Admin can manage the user.
    - **Mange Cook:** Admin can manage cook.
    - **Manage Order:** Admin can manage order.
    - **Manage city/area/state:** Admin can manage city/area/state.
    - **Mange Feedback:** Admin can manage feedback from the users.
    - **Manage Post:** Admin can manage post.
    - **Manage Complaints:** Admin can view and take action against complaints.
    - **Manage Food Menu:** Admin can manage food menu.

❖ **Cook:**

- **Registration:** Cook can register in the system.
- **Login:** Cook can login in the system.
- **Order:** Cook can accept order in particular time period and can view previous orders.
- **Manage Profile:** Cook can manage its own profile.
- **Manage Menu:-** He/She can manage their menu.
- **View Feedback:** Cook can view feedback of their particular dishes.

3.2.2 User Characteristics

❖ **TYPES OF USERS.**

1. Admin.
2. User
3. Cook.

1. **Admin:** Administrative module is provided for the administrator to manage the system and update the content in the regular intervals, the major operations included in modules are:
    i. **Handle all the user on the system.**
    ii. **Update the details on the system which is necessary.**
2. **User:** This module for users. Using this module user can take advantage of various function listed below:
    i. **Register**
    ii. **Book Order**
    iii. **Manage Profile**
    iv. **Manage Order**
    v. **Give Feedback.**
3. **Cook:** This module for cook. Using this module user can take advantage of various function listed below:
    i. **Register**
    ii. **Book Order**
    iii. **Manage Profile**
    iv. **Manage Menu**
    v. **View Feedback**

3.2.3 Hardware And Software Requirements

❖ **Software Requirements:**

➢ **Server-side requirement:**

- Operating system: Any Windows OS
- User Interface: HTML, CSS
- Programming Language: PHP
- IDE/Workbench: Sublime Text 3 editor
- Database : XAMPP server

➢ **Client-side requirement:**

- Operating System: Any Windows OS
- Browser: Any browser
- Android 4.0 +

❖ **HARDWARE REQUIREMENTS:**

➢ **Server-side requirement:**

- Processor: Intel core i5
- Hard disk: 40 GB
- RAM: 4 GB

➢ **Client-side requirement:**

- Processor: Intel core i5
- Hard disk: 40 GB
- RAM: 4 GB
- Android Phone

3.2.4 Assumptions And Dependencies

There is no assumption as of now. All users of the system have different Privileges. It is depended to web-based application like internet explorer and Mozilla Firefox. Administrator is created in the system already. Roles and tasks are predefined. This project is standalone project so it will not affect the system where it will not Be embedded. This system will not depend on any other module. It will not depend on any other Module. It will a web base so everyone will independently contact it.It not affects the environment all.

CHAPTER 4

System Analysis

4.1 Feasibility Study (Technical, Operational & Economic Feasibility)

4.2 System Activity Diagram

4.3 Use Case Diagram

4.1 FEASIBILITY STUDY

Feasibility is defined as the practical extent to which a project can be performed successfully. To evaluate feasibility, a feasibility study is performed, which determines whether the solution considered to accomplish the requirements is practical and workable in the software. Information such as resource availability, cost estimation for software development, benefits of the software to the organization after It is developed and cost to be incurred on its maintenance are considered during the feasibility study. The objective of the feasibility study is to establish the reasons for developing the software that is acceptable to users, adaptable to change and conformable to established standards. Various other objectives of feasibility study are listed below.

- To analysis whether the software will meet organizational requirements
- To determine whether the software can be implemented using the current technology and within the specified budget and schedule
- To determine whether the software can be integrated with other existing software.

TECHNICAL FEASIBILITY:

Technical feasibility assesses the current resources (such as hardware and software) and technology, which are required to accomplish user requirements in the software within the allocated time and budget. For this, the software development team ascertains whether the current resources and technology can be upgraded or added in the software to accomplish specified user requirements. Technical feasibility also performs the following tasks.

- Analyses the technical skills and capabilities of the software development team members
- Determines whether the relevant technology is stable and established
- Ascertains that the technology chosen for software development has many users so that they can be consulted when problems arise, or improvements are required.

OPERATIONAL FEASIBILITY:

Operational feasibility assesses the extent to which the required software performs a series of steps to solve business problems and user requirements. This feasibility is dependent on human resources (software development team) and involves visualizing whether the software will operate after it is developed and be operative once it is installed. Operational feasibility also performs the following tasks.

- Determines whether the problems anticipated in user requirements are of high priority
- Determines whether the solution suggested by the software development team is acceptable
- Analyses whether users will adapt to a new software.
- Determines whether the organization is satisfied by the alternative solutions proposed by the software development team.

4.2 SYSTEM ACTIVITY DIAGRAM

ADMIN ACTIVITY DIAGRAM:

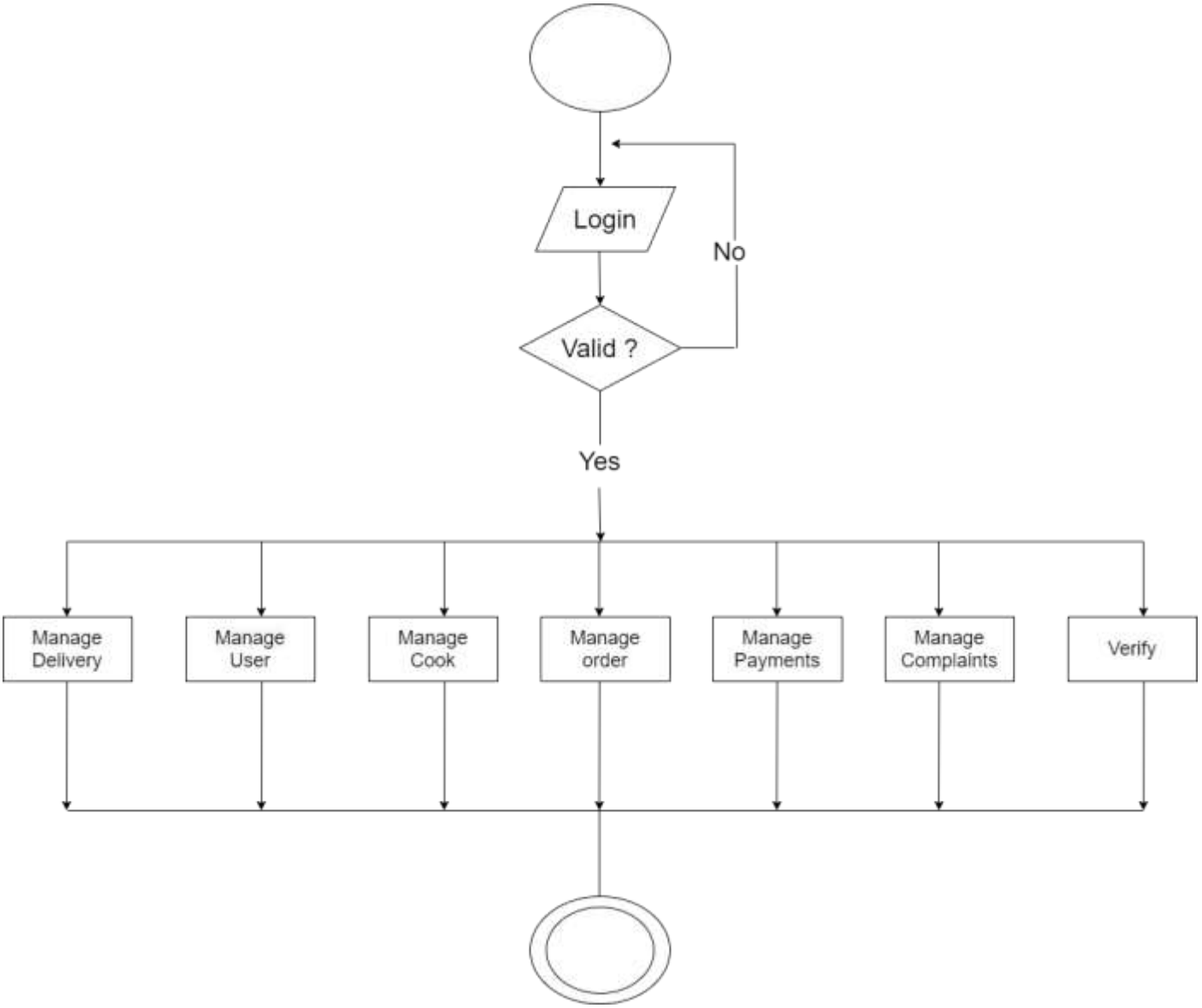

Figure 4.1 Admin Activity Diagram

USER ACTIVITY DIAGRAM:

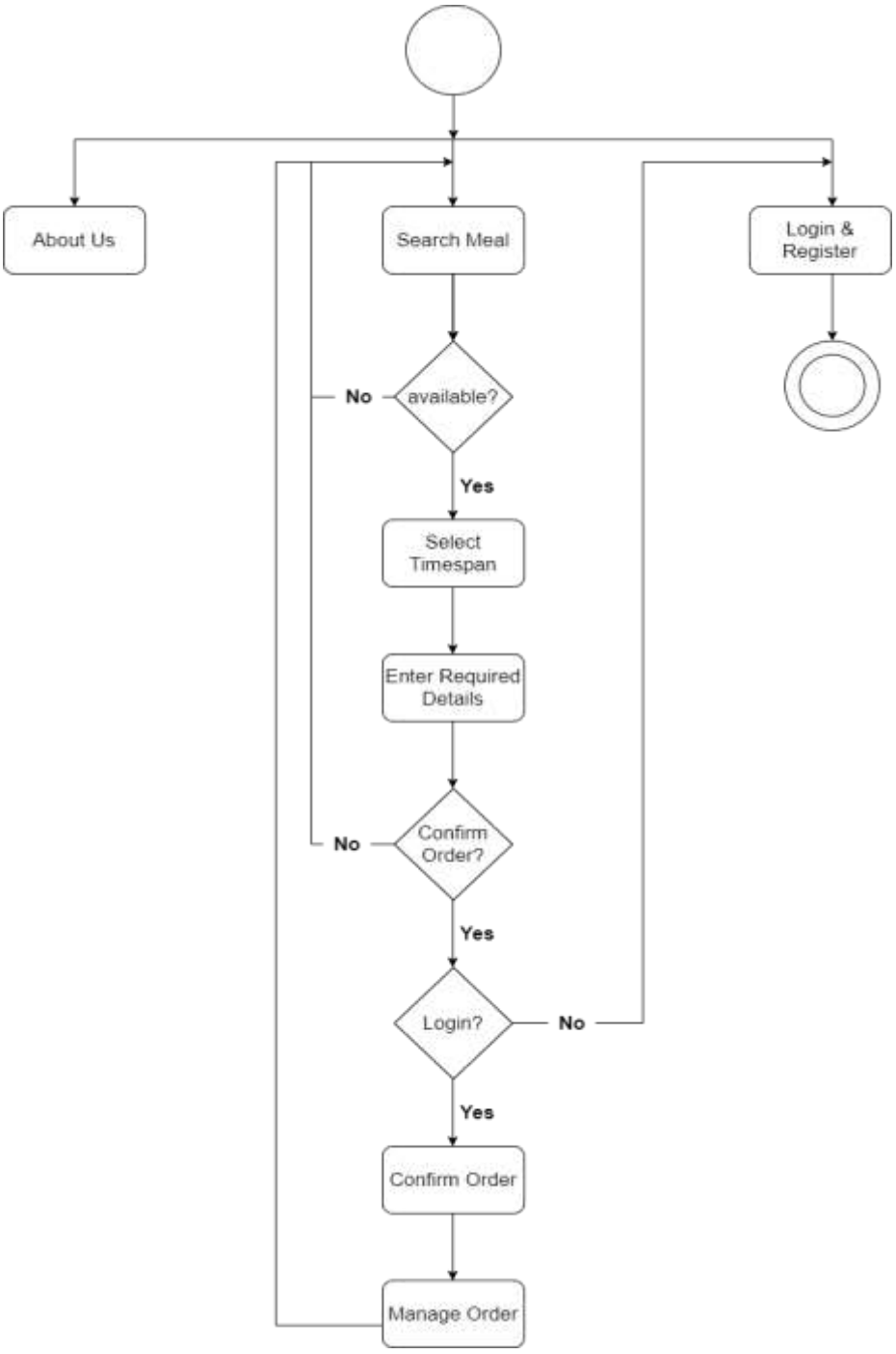

Fig 4.2 User Activity Diagram

COOK ACTIVITY DIAGRAM:

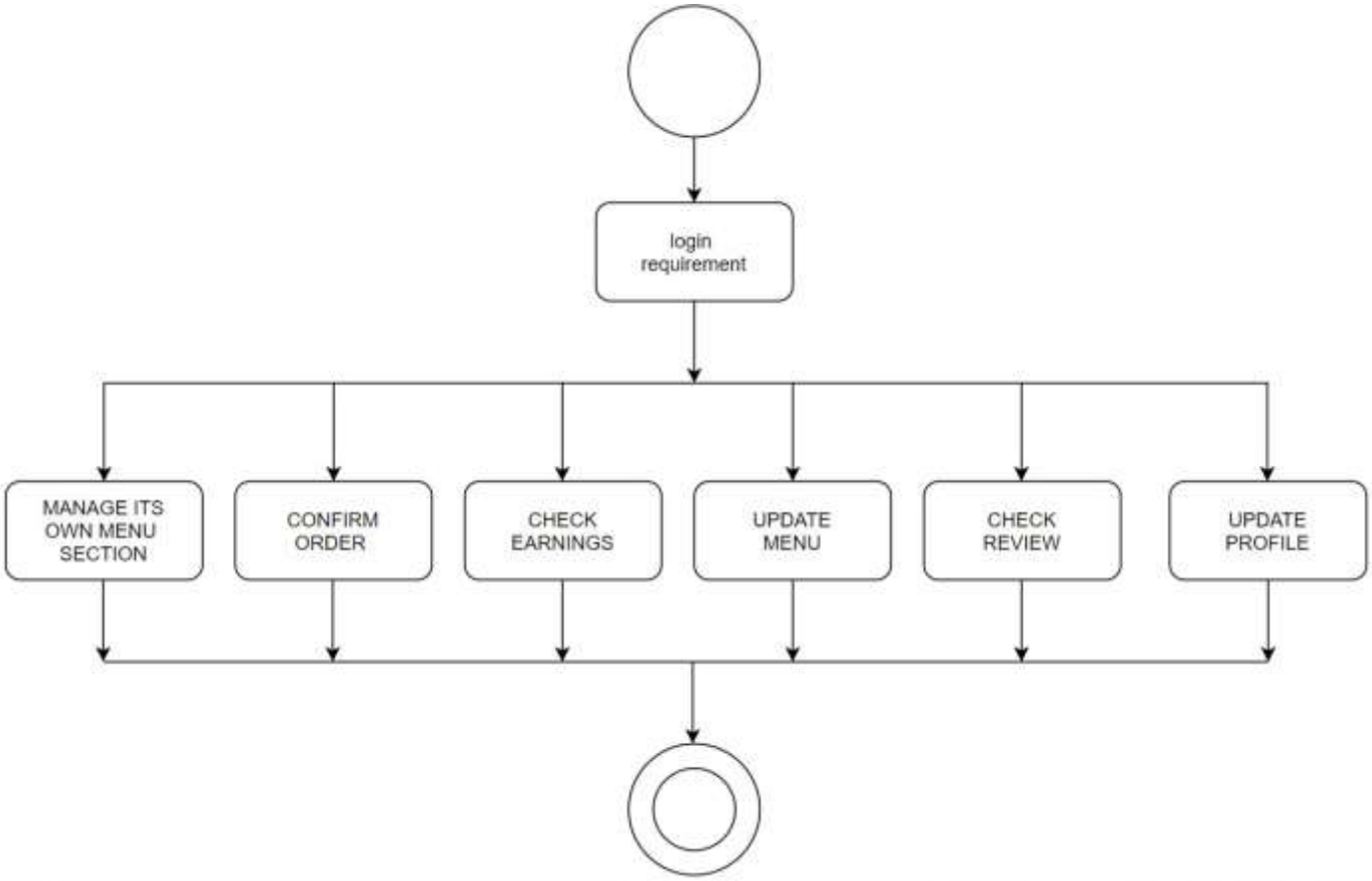

Fig 4.3 Cook Activity Diagram

DELIVERY ACTIVITY DIAGRAM:

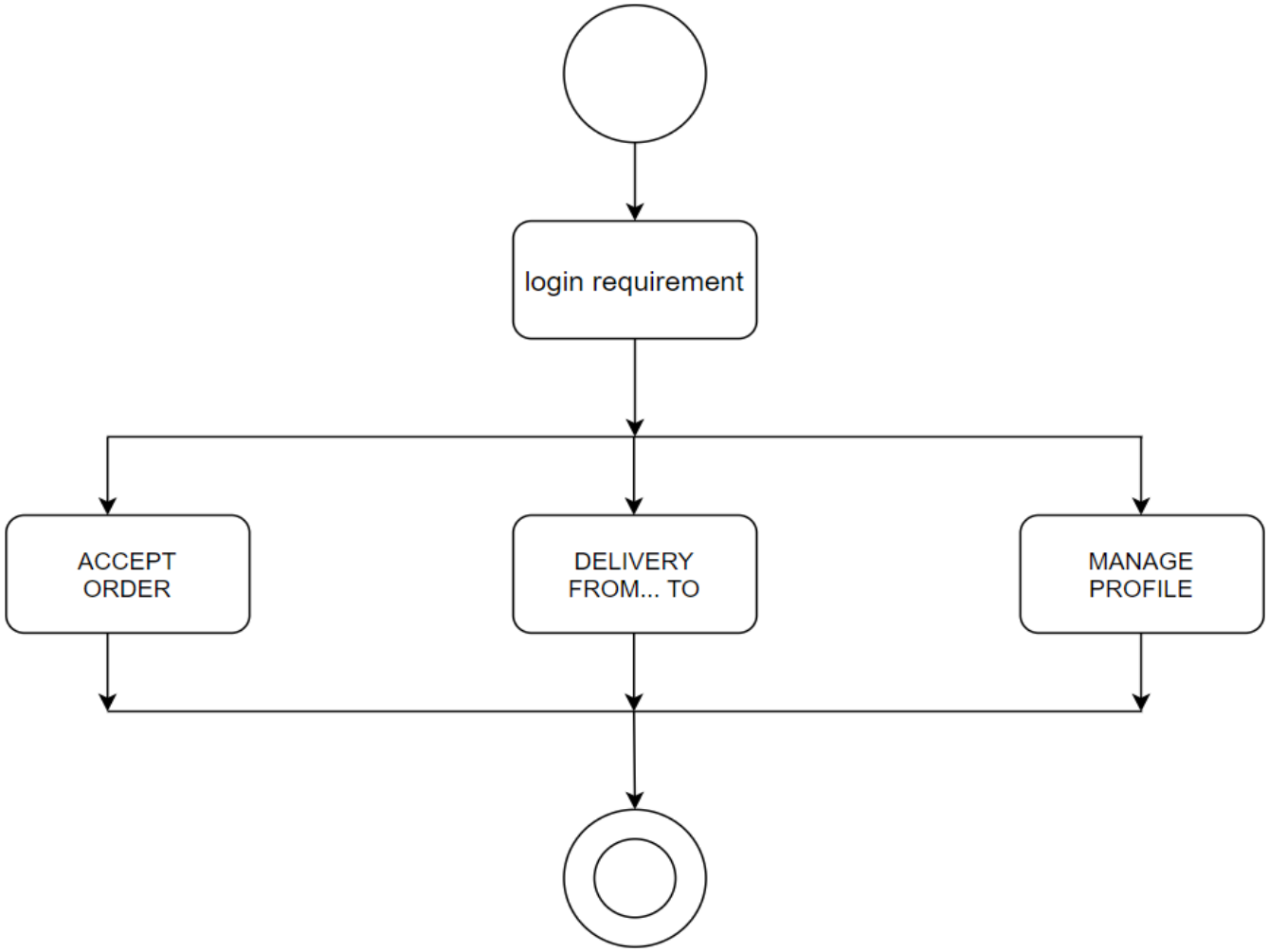

Fig 4.4 Delivery Activity Diagram

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LOGIN AND REGISTER ACTIVITY DIAGRAM

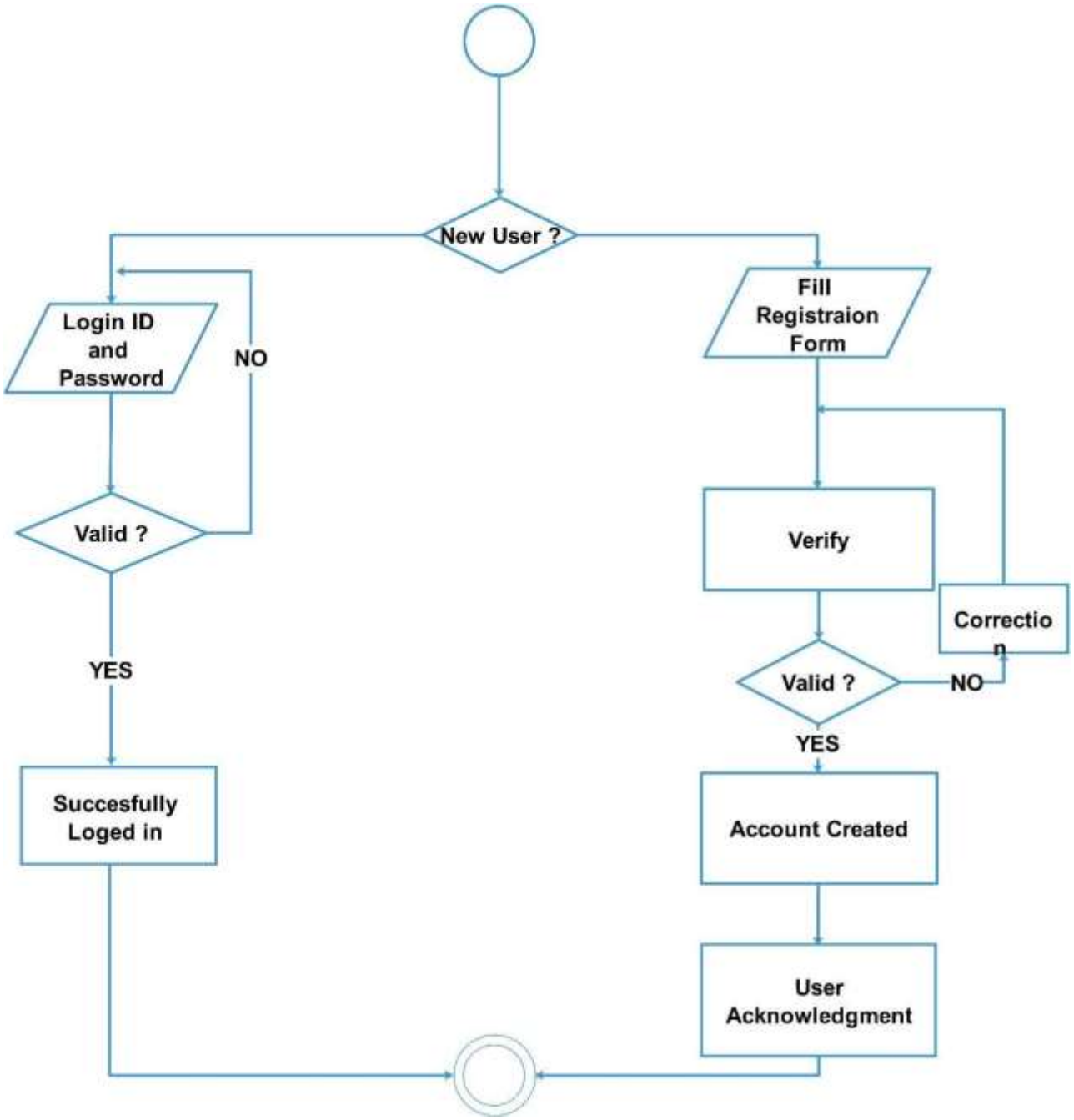

Fig 4.5 Login & Register Activity Diagram

4.3 USE CASE DIAGRAM:

ADMIN USE CASE DIAGRAM

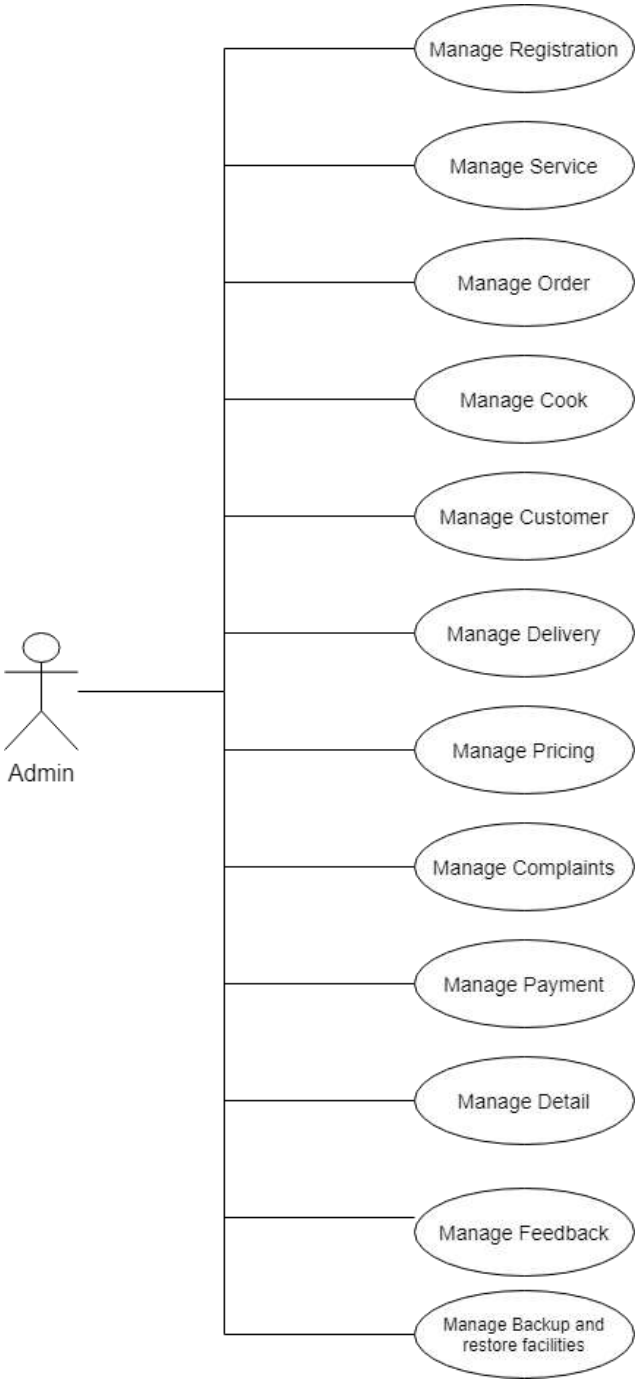

Fig 4.6 Admin Use Case Diagram

USER USE CASE DIAGRAM

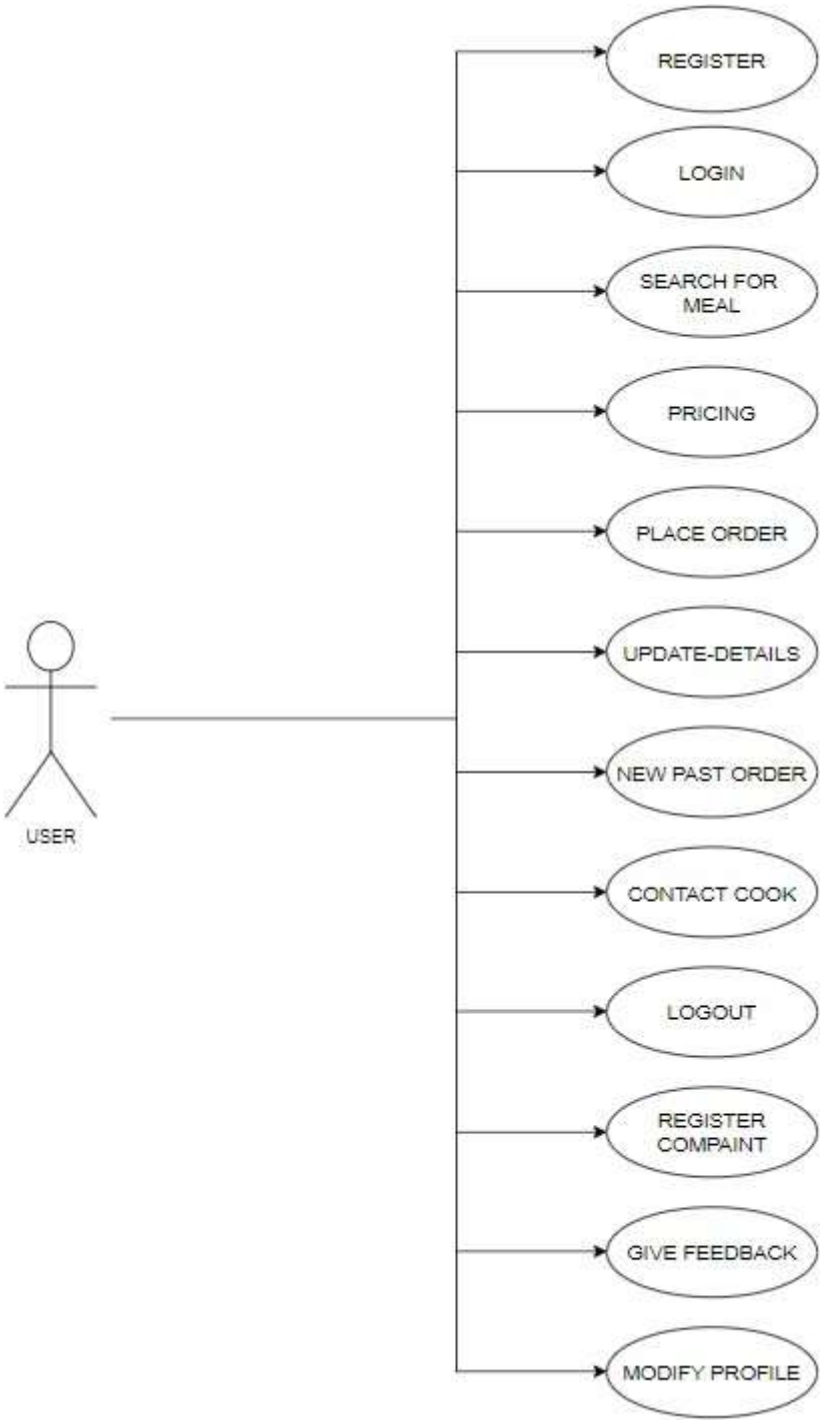

Fig 4.7 User Use Case Diagram

COOK USE CASE DIAGRAM

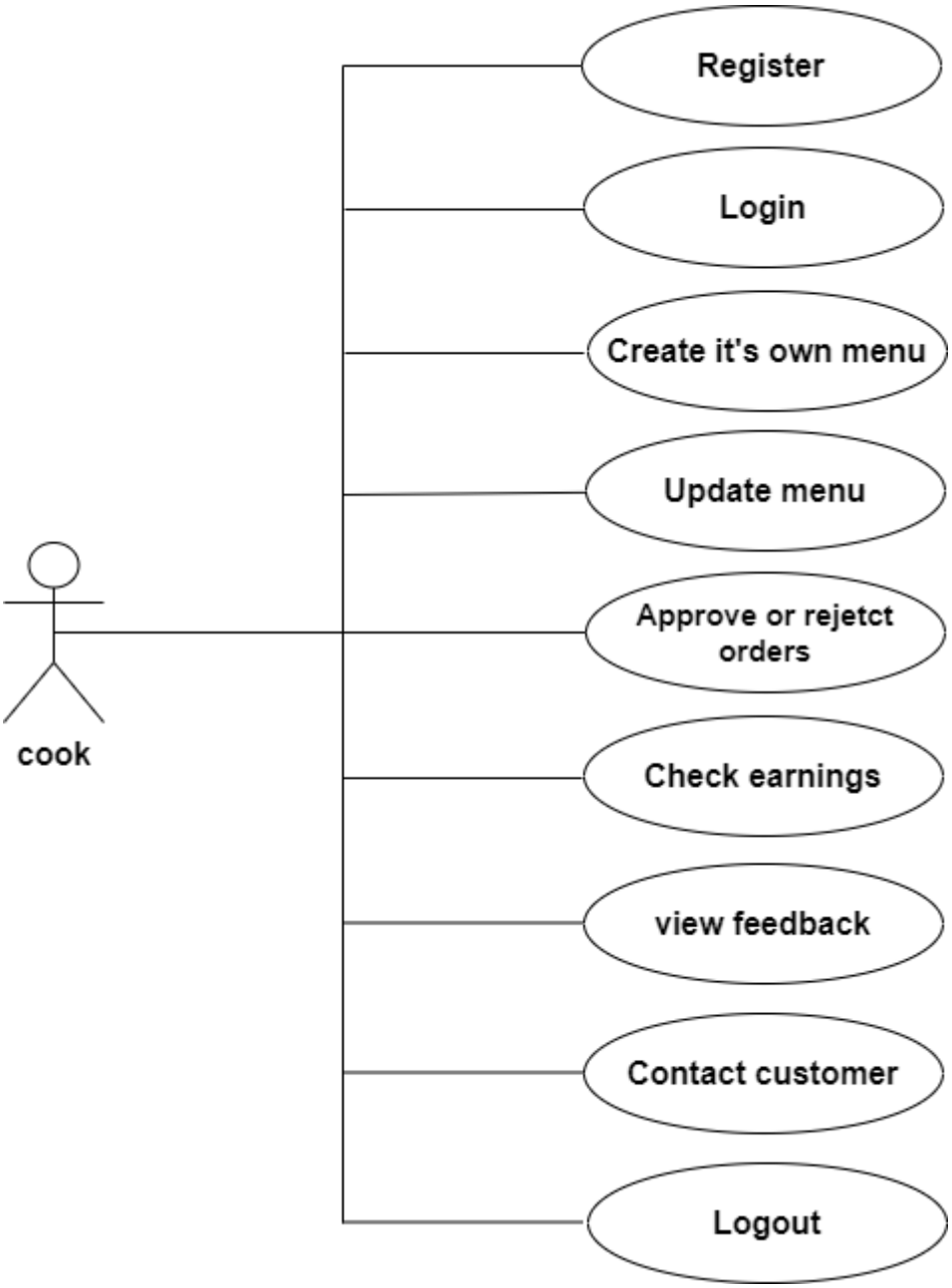

Fig 4.8 Cook Use Case Diagram

DELIVERY USE CASE DIAGRAM

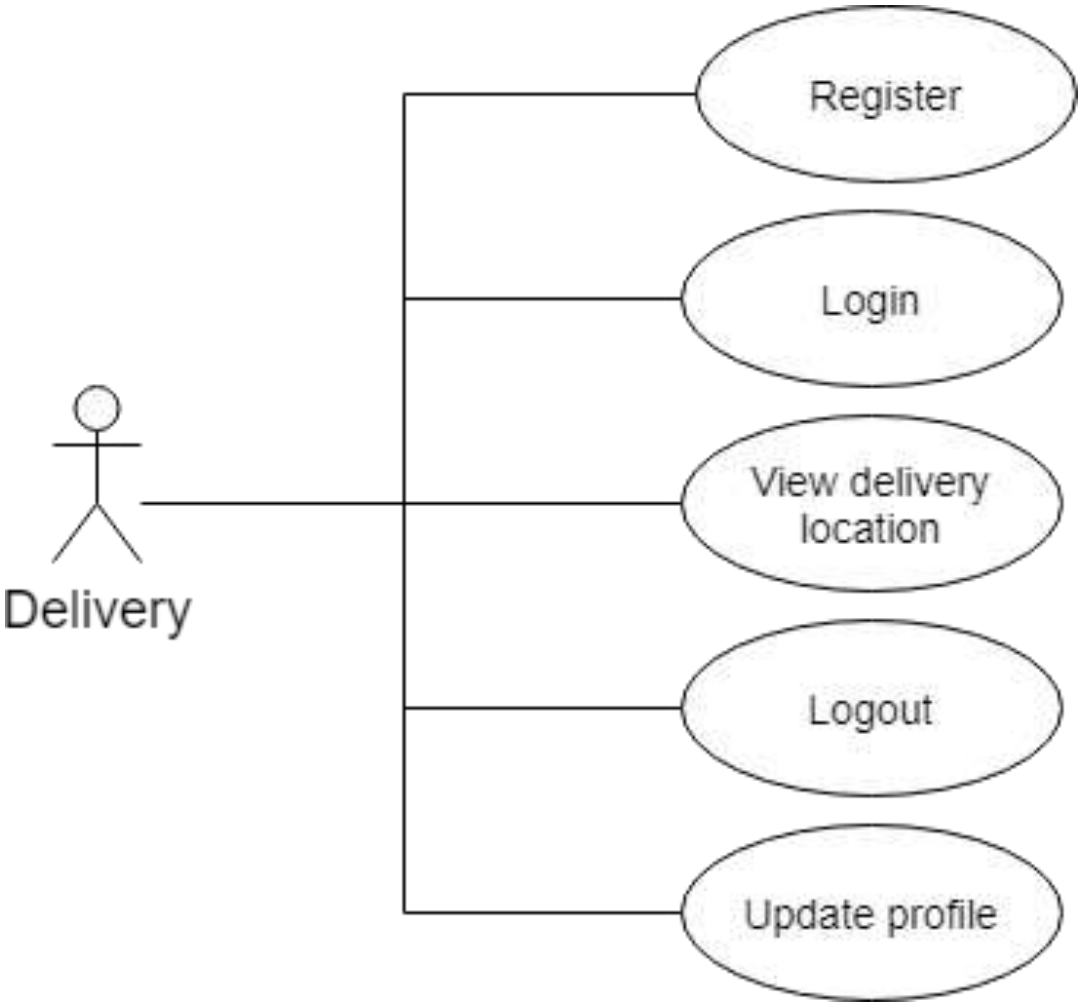

Fig 4.8 Delivery Use Case Diagram

CHAPTER 5

System Design

5.1 Database Design/Data Structure Design

5.1.1 Data Dictionary

5.1.2 Er Diagram

5.1.3 Data Flow Diagram

5.1 DATABASE DESIGN/DATA STRUCTURE DESIGN

5.1.1 DATA DICTIONARY

USER TABLE

Column Name	Datatype(Size)	Constraint
User_id	Varchar(100)	Primary Key
User_name	Varchar(100)	Not Null
User_address	Varchar(100)	Not Null
User_email	Varchar(100)	Not Null
User_gender	Varchar(100)	Not Null
User_password	Varchar(100)	Not Null
User_phn	Int(10)	Not Null
User_photo	Varchar(100)	Not Null
User_joindate	Date(6)	Not Null
User _jointime	Time(6)	Not Null

COOK TABLE

Column Name	Datatype(Size)	Constraint
Cook_id	Varchar(100)	Primary Key
Cook_name	Varchar(100)	Not Null
Cook_address	Varchar(100)	Not Null
Cook_email	Varchar(100)	Not Null
Cook_gender	Varchar(100)	Not Null
Cook_password	Varchar(100)	Not Null
Cook_phn	Int(10)	Not Null
Cook_photo	Varchar(100)	Not Null
Cook_expertise	Varchar(100)	Not Null
Cook_joindate	Date(6)	Not Null
Cook_jointime	Time(6)	Not Null

MENU TABLE

Column name	Datatype (size)	Constraint
M_id	Varchar(100)	Primary key
Cook_id	Varchar(100)	Foreign Key
m_name	Varchar(100)	Not Null
m_details	Varchar(100)	Not Null
m_price	Varchar(100)	Not Null
m_image	Varchar(100)	Not Null
m_date	Date(6)	Not Null
m_time	Time(6)	Not Null

PACKAGE TABLE

Column name	Datatype (size)	Constraint
Package_id	Varchar(100)	Primary key
Cook_id	Varchar(100)	Foreign Key
Menu_id	Varchar(100)	Foreign Key
Menu_name	Varchar(100)	Not Null
Package_days	Varchar(100)	Not Null
Package_price	Varchar(100)	Not Null
Package_date	Date(6)	Not Null
Package_time	Time(6)	Not Null

DELIVERY TABLE

Column name	Datatype (size)	Constraint
Delivery_id	Varchar(100)	Primary key
Age	Varchar(100)	Not Null
Address	Varchar(100)	Not Null
Name	Varchar(100)	Not Null
Phone number	Int(10)	Unique Key
Gender	Varchar(100)	Not Null
Email	Varchar(100)	Not Null
Password	Varchar(100)	Not Null
Vehicle	Varchar(100)	Not Null
Vehicle number	Varchar(100)	Unique
Photo	Varchar(100)	Not Null
Delivery_date	Date(6)	Not Null
Delivery_time	Time(6)	Not Null

ORDER TABLE

Column name	Datatype (size)	Constraint
Order_id	Varchar(100)	Primary key
Payorder_id	Varchar(100)	Not Null
User_id	Varchar(100)	Foreign Key
Cook_id	Varchar(100)	Foreign Key
Menu_id	Varchar(100)	Foreign Key
Package_id	Varchar(100)	Foreign Key
Date	Date(6)	Not Null
Time	Time(6)	Not Null

PAYMENT TABLE

Column name	Datatype (size)	Constraint
payment_id	Varchar(100)	Primary key
payorder_id	Varchar(100)	Foreign Key
amount	Varchar(100)	Not Null
status	Varchar(50)	Not Null
txnid	Varchar(100)	Not Null
Txndate	Datetime(6)	Not Null

Delivery_Done

Column name	Datatype (size)	Constraint
Dd_id	Int(100)	Primary key
Ao_id	Int(100)	Foreign Key
Order_id	Int(100)	Foreign Key
Delivery_id	Int(50)	Foreign Key
date	Date(6)	Not Null
time	time(6)	Not Null

Accepted_Order

Column name	Datatype (size)	Constraint
Ao_id	Int(100)	Primary key
Order_id	Int(100)	Foreign Key
Delivery_id	Int(50)	Foreign Key
date	Date(6)	Not Null
time	time(6)	Not Null

Qr_Code

Column name	Datatype (size)	Constraint
Qr_id	Int(100)	Primary key
Cook_id	Int(100)	Foreign Key
Delivery_id	Int(50)	Foreign Key
Qr_code	Varchar(100)	Not Null

5.1.2 ER DIAGRAM

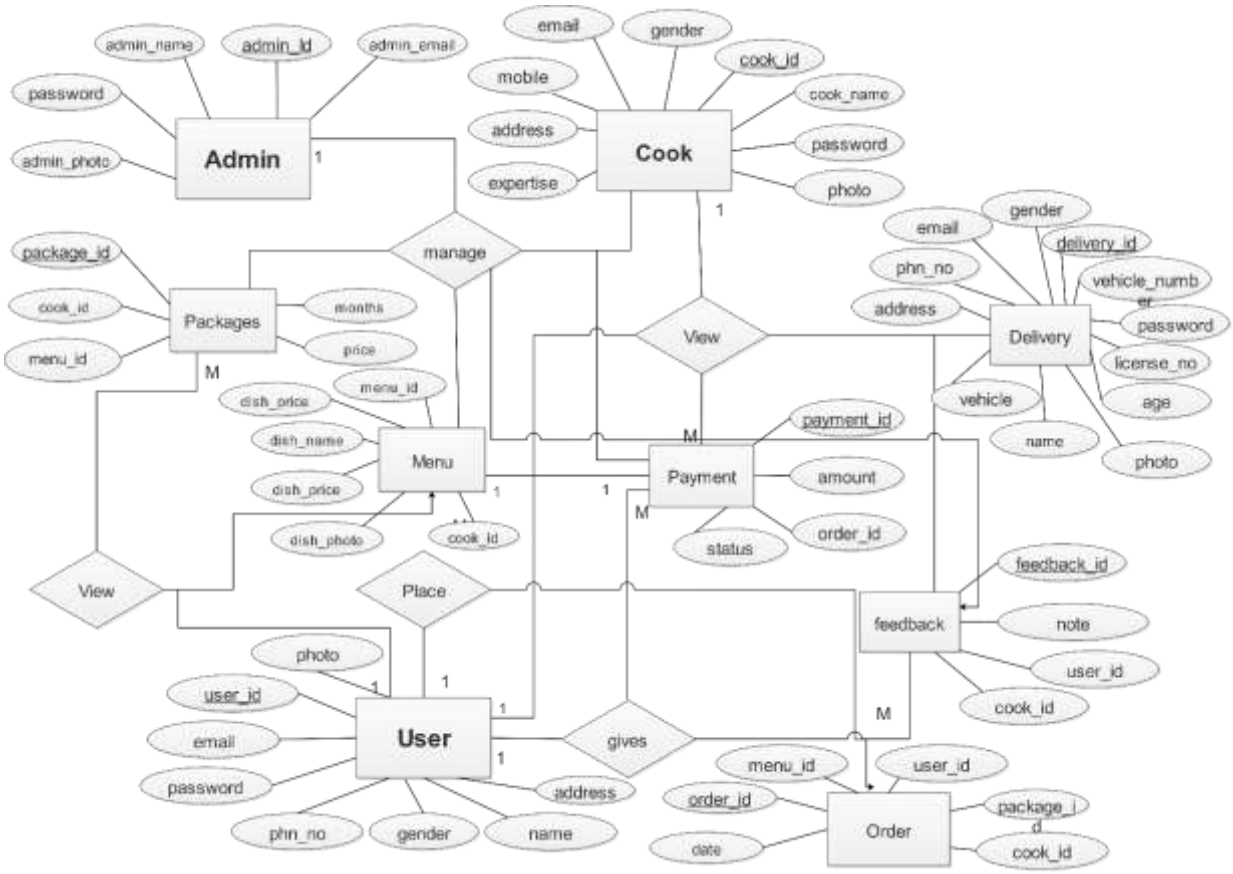

Fig 5.1 ER Diagram

5.1.3 Data Flow Diagram (Context diagram, 0-level and 1-level)

Level-0 DFD

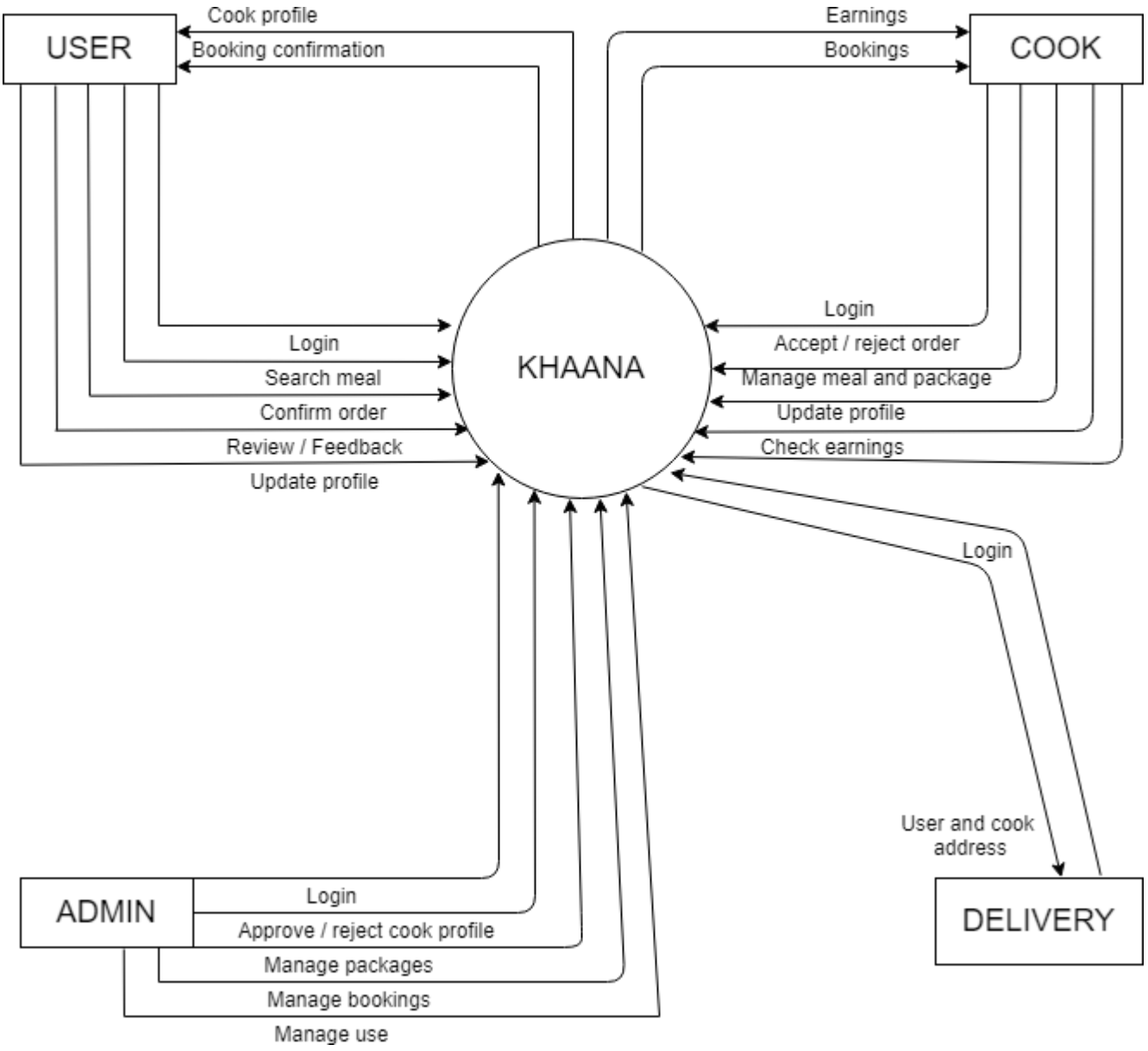

Fig 5.2 Level-0 DFD

ADMIN LEVEL-1 DFD

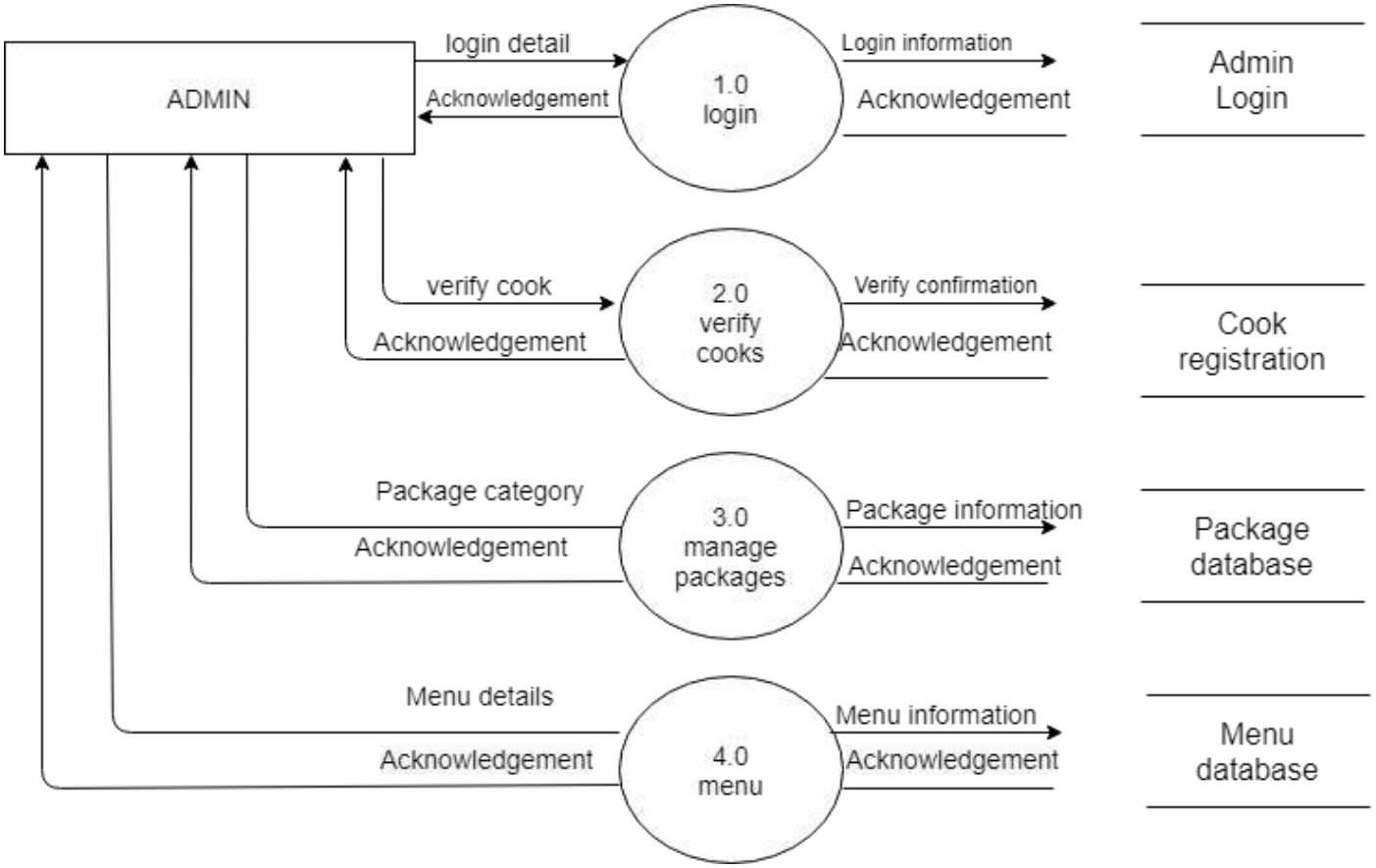

Fig 5.3 ADMIN DFD LEVEL-1

USER LEVEL-1 DFD

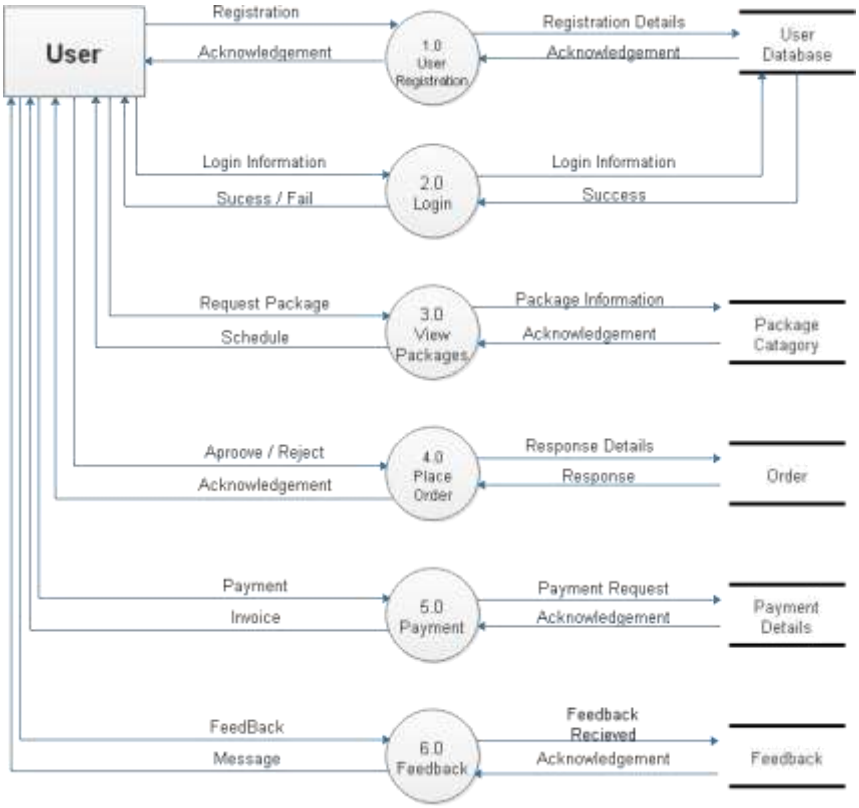

Fig 5.4 User level-1 DFD

COOK LEVEL-1 DFD

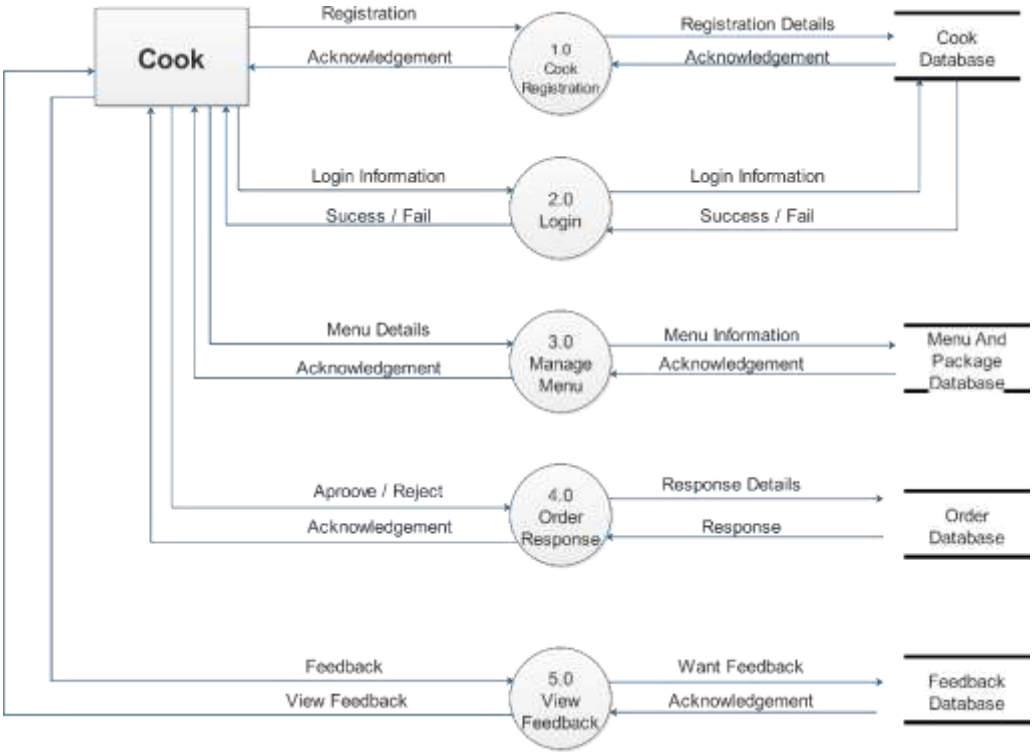

Fig 5.5 Cook level-1 DFD

DELIVERY LEVEL-1 DFD

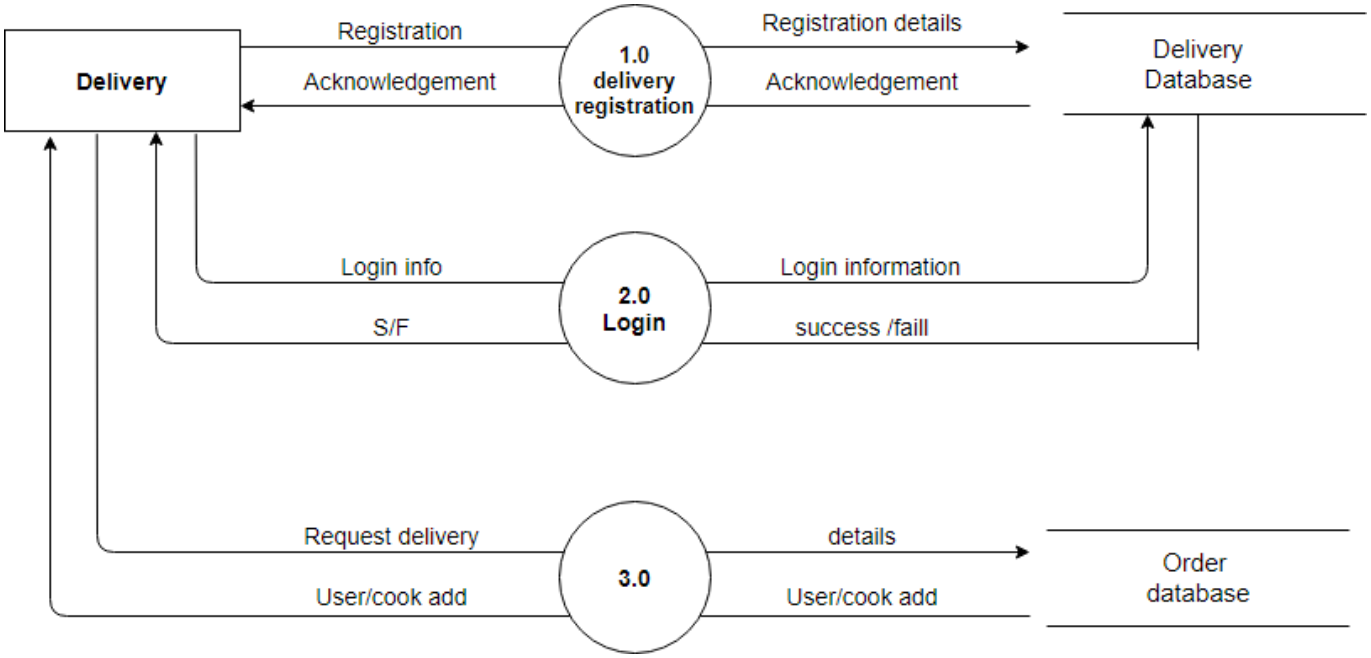

Fig 5.6 Delivery level-1 DFD