MID TERM REPORT

OF

FOOD ORDERING APPLICATION

UNDER THE GUIDANCE OF

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MID TERM REPORT OF FOOD ORDERING APP

INTRODUCTION : THE "FOOD ORDERING APP" HAS BEEN DEVELOPED TO OVERRIDE THE PROBLEMS PREVAILING IN THE PRACTICING MANUAL SYSTEM. THIS SOFTWARE IS SUPPORTED TO ELIMINATE AND IN SOME CASES REDUCE THE HARDSHIPS FACED BY THE EXISTING SYSTEM. MOREOVER THIS SYSTEM IS DESIGNED FOR THE PARTICULAR NEED OF THE COMPANY TO CARRY OUT OPERATIONS IN A SMOOTH AND EFFECTIVE MANNER.

THIS APPLICATION IS REDUCED AS MUCH AS POSSIBLE TO AVOID ERROR WHILE ENTERING THE DATA. IT ALSO PROVIDE ERROR MESSAGE WHILE ENTERING INVALID DATA. FOOD ORDERING SYSTEM HAS DIFFERENT FOOD ITEMS NEEDS ,THEREFORE WE DESIGN EXCLUSIVE EMPLOYEE MANAGEMENT SYSTEMS THAT ARE ADAPTED TO YOUR MANAGERIAL REQUIREMENTS.

ABSTRACT : THE PURPOSE OF FOOD ORDERING IS TO AUTOMATE THE EXISTING MANUAL SYSTEM BY THE HELP OF COMPUTERIZED EQUIPMENTS AND FULL-FLEDGED COMPUTER SOFTWARE, FULFILLING THEIR REQUIREMENTS, SO THAT THEIR VALUABLE

DATA/INFORMATION CAN BE STORED FOR A LONGER PERIOD WITH EASY ACCESSING AND MANIPULATION OF THE SAME . BASICALLY THE PROJECT DESCRIBES HOW TO MANAGE FOR GOOD PERFORMANCE AND BETTER SERVICES FOR THE CLIENTS.

OBJECTIVE OF PROJECT : THE MAIN OBJECTIVE OF THE PROJECT IS TO MANAGE THE DETAILS OF FOOD ITEM, CATEGORY , CUSTOMER , ORDER , CONFIRM ORDER . IT MANAGES ALL THE INFORMATION ABOUT FOOD ITEM , PAYMENT , CONFIRM ORDER , FOOD ITEM.

THE PROJECT IS TOTALLY BUILT AT ADMINISTRATIVE END AND THUS ONLY THE ADMINISTRATOR IS GUARANTEED THE ACCESS. THE PURPOSE OF THIS PROJECT TO BUILD AN APPLICATION PROGRAM TO REDUCE THE MANUAL WORK FOR MANAGING THE FOOD ITEM , CATEGORY , PAYMENT , CUSTOMER . IT TRACKS ALL THE DETAILS ABOUT THE CUSTOMER , ORDER , CONFIRM ORDER.

FUNCTIONALITIES PROVIDED BY FOOD ORDERING:

- **PROVIDES THE SEARCHING FACILITIES BASED ON VARIOUS FACTORS . SUCH AS FOOD ITEM , CUSTOMER , ORDER , CONFIRM ORDER.**

- Food ordering app also manage the payment details online for order details , confirm order details , food items .
- It tracks all the information of category , payment , order etc.
- Manage the information of category.
- Manage the information of order .
- Integration of all records of conform order.
- Editing , adding and updating of records is improved which results in proper resource management of food item data.

Reports of food ordering :

- It generates the report on food item , category , payment.
- Provide filter reports on customer , order , confirm order.
- Application also provides excel export for category , customer , confirm order.
- You can also export the report into csv format for food item , category , confirm order .

MODULES OF FOOD ORDERING :

- **FOOD ITEM MANAGEMENT MODULE :** USED FOR MANAGING THE FOOD ITEM DETAILS .
- **COFIRM ORDER MODULE :** USED FOR MANAGING THE DETAILS OF CONFIRM ORDER .
- **PAYMENT MODULE :** USED FOR MANAGING THE INFORMATION AND DETAILS OF THE CATEGORY.
- **CUSTOMER MODULE :** USED FOR MANAGING THE CUSTOMER DETAILS .
- **ORDER MODULE :** USED FOR MANAGING THE ORDER INFORMATIONS.
- **LOGIN MODULE :** USED FOR MANAGING THE LOGIN DETAILS .
- **USER MODULE :** USED FOR MANAGING THE USERS OF THE SYSTEM.

INPUT DATA AND VALIDATION OF PROJECT :

- ALL THE FIELDS SUCH AS FOOD ITEM , CUSTOMER, CONFIRM ORDER ARE VALIDATED AND DOES NOT TAKE INVALID VALUES.
- EACH FORM FOR FOOD ITEM , CATEGORY , PAYMENT CAN NOT ACCEPT BLANK VALUE FIELDS.
- AVOIDING ERROR IN DATA.
- PREPARATION OF THE TEST CASES.

- Validations for user input.
- Functionality of the entire module/forms.

The software quality plan we will use the folling SQL strategy :

- In the first step , we will select the test factors and rank them . The selected test factors such as reliability , maintainability , portability or etc , will be placed in the matrix according to their ranks.
- The second step is for identifying the phases of the development process .
- The third step is that identifying the business risks of the software deliverables. The risks will be ranked into three ranks such as low , medium and high.

Features of the project :

1. Product and component based .
2. Creating and changing issues at ease.
3. Query issue list to any depth .
4. Reporting and charting in more comprehensive way.

5. User accounts to control the access and maintain security.
6. Simple status and resolutions.
7. Accuracy in work.
8. It contain better storage capacity.
9. Easy to update information .
10. Work becomes very speedy.

Software Requirement Specification :

The software requirement specification is produced at the culmination of the analysis tasks . The function and performance allocated to software as part of system engineering are refind by establishing a complete information description , a detailed functional and behavioural description.

The proposed system has the following requirements :

- System needs store information about new entry of food item.
- System need to help the internal staff to keep information of category and find them as per various queries.

- SYSTEM NEED TO MAINTAIN QUANTITY RECORD.
- SYSTEM NEED TO KEEP THE RECORD OF CUSTOMER.
- SYSTEM NEED TO UPDATE AND DELETE THE RECORD.
- SYSTEM ALSO NEEDS A SEARCH AREA.
- IT ALSO NEEDS A SECURITY SYSTEM TO PREVENT DATA .

FEASIBILITY STUDY :

AFTER DOING THE PROJECT WE STUDY AND ANALYSING ALL THE EXISTING OR REQUIRED FUNCTIONALITIES OF THE SYSTEM , THE NEXT TASK IS TO DO THE FEASIBILITY STUDY FOR THE PROJECT . ALL PROJECT ARE FEASIBLE – GIVEN UNLIMITED RESOURCES AND INFINITE TIME .

TECHNICAL FEASIBILITY :

THIS INCLUDED THE STUDY OF FUNCTION , PERFORMANCE AND CONSTRAINTS THAT MAY EFFECT THE ABILITY TO ACHIEVE AN ACCEPTABLE SYSTEM . FOR THIS FEASIBILITY STUDY , WE STUDIED COMPLETE FUNCTIONALITY TO BE PROVIDED IN THE SYSTEM , AS DESCRIBED IN THE SYSTEM SPECIFICATION AND

CHECKED IF EVERYTHING WAS POSSIBLE USING DIFFERENT TYPE OF FRONTEND AND BACKEND PLAFORMST.

OPERATIONAL FEASIBILITY :

NO DOUBT THE PROPOSED SYSTEM IS FULLY GUI BASED THAT IS VERY USER FRIENDLY AND ALL INPUT TO BE TAKEN ALL SELF-EXPLANTORY EVEN TO A LAYMAN. BESIDES, A PROPER TRAINING HAS BEEN CONDUCTED TO LET KNOW THE ESSENCE OF THE SYSTEM TO THE USERS SO THAT THEY FEEL COMFORTABLE WITH NEW SYSTEM.

SYSTEM DESIGN :

IN THIS PHASE , A LOGICAL SYSTEM IS BUILT WHICH FULFIL THE GIVEN REQUIREMENTS . DESIGN PHASE OF SOFTWARE DEVELOPMENT DEALS WITH TRANSFORMING THE CLIENTS REQUIREMENTS INTO A LOGICALLY WORKING SYSTEM.

1. **PRIMARY DESIGN PHASE :** IN THIS PHASE , THE SYSTEM IS DESIGNED AT BLOCK LEVEL . THE BLOCKS ARE CREATED ON THE BASIS OF ANALYSIS DONE IN THE PROBLEM IDENTIFICATION PHASE.

2. **SECONDARY DESIGN PHASE :** IN THIS PHASE THE DETAILED DESIGN OF EVERY BLOCK IS PERFORMED.

THE GENERAL TASKS INVOLVED IN THE DESING PROCESS :

1. DESIGN VARIOUS BLOCK FOR OVERALL SYSTEM PROCESSES.
2. DESIGN SMALLER ,COMPACT AND WORKABLE MODULE IN EACH BLOCK.
3. DESIGN VARIOUS DATABASE STRUCTURES.
4. DESIGN THE FORMS OF INPUTS, AND OUTPUTS OF THE SYSTEM.
5. SYSTEM REVIEWS.

USER INTERFACE DESIGN : USER INTERFACE DESIGN IS CONCERED WITH THE DIALOGUE BETWEEN A USER AND THE COMPUTER . IT CONCERED WITH EVERYTHING FOR STARTING THE SYSTEM OR LOGGING INTO THE SYSTEM TO THE EVENTUALLY PRESENTATION OF DESIRED INPUTS AND OUTPUTS.

THE FOLLOWING ARE VARIOUS GUIDELINES FOR USER INTERFACE DESIGN :

1. THE SYSTEM USER SHOULD ALWAYS SHOULD BE AWARE OF WHAT TO DO NEXT .
2. THE SCREEN SHOULD BE FORMATTED SO THAT VARIOUS TYPES OF INFORMATION , INSTRUCTIONS AND MESSAGES ALWAYS APPEAR IN THE SAME GENERAL DISPLAY AREA.
3. USE DISPLAY ATTRIBUTES SPARINGLY.
4. A USER SHOULD NOT BE ALLOWED TO PROCEED WITHOUT CORRECTING AN ERROR.

TOOLS/PLATFORM , SOFTWARE REQUIREMENT SPECIFICATIONS :

SOFTWARE REQUIREMENTS :

NAME OF COMPONENT	SPECIFICATION
○ OPERATING SYSTEM	WINDOWS 10
○ LANGUAGE	JAVA
○ BROWSER	OPERA,CHROME.

PROJECT PROFILE : THERE HAS BEEN CONTINUOUS EFFORTS TO DEVELOP TOOLS , WHICH CAN EASE THE

PROCESS OF SOFTWARE DEVELOPMENT. BUT WITH THE ENVOLVING TREND OF DIFFERENT PROGRAMMING PARADIGMS TODAYS SOFTWARE DEVELOPERS ARE REALLY CHALLENGED TO DEAL WITH CHANFING TECHNOLOGY .SEVERAL ESSENTIAL DISGRAMMING TOOLS THAT CAN EXPRESS DIFFERENT ASPECTS/CHARACTERISTICS OF PROGRAM SUC AS :

USE CASES : A USE CASE DIAGRAM AT ITS SIMPLEST IS A REPRESENTATION OF A USER'S INTERACTION WITH THE SYSTEM THAT SHOWS THE RELATIONSHIP BETWEEN THE USER AND THE DIFFERENT USE CASES IN WHICH THE USER IS INVOLVED.

CLASS DIAGRAMS : CLASS DIAGRAMS ARE THE MAIN BUILDING BLOCK IN OBJECT-ORIENTED MODELING. THEY ARE USED TO SHOW THE DIFFERENT OBJECTS IN A SYSTEM, THEIR ATTRIBUTES, THEIR OPERATIONS AND THE RELATIONSHIPS AMONG THEM. IN THE EXAMPLE, A CLASS CALLED “LOAN ACCOUNT” IS DEPICTED.

INTERACTION DIAGRAMS : INTERACTION OVERVIEW DIAGRAM IS ONE OF THE FOURTEEN TYPES OF DIAGRAMS OF THE UNIFIED MODELING LANGUAGE,

WHICH CAN PICTURE A CONTROL FLOW WITH NODES THAT CAN CONTAIN INTERACTION DIAGRAMS. THE INTERACTION OVERVIEW DIAGRAM IS SIMILAR TO THE ACTIVITY DIAGRAM, IN THAT BOTH VISUALIZE A SEQUENCE OF ACTIVITIES.

PACKAGE DIAGRAMS : PACKAGE DIAGRAMS ARE STRUCTURAL DIAGRAMS USED TO SHOW THE ORGANIZATION AND ARRANGEMENT OF VARIOUS MODEL ELEMENTS IN THE FORM OF PACKAGES.
A PACKAGE IS A GROUPING OF
RELATED UML ELEMENTS, SUCH AS DIAGRAMS, DOCUMENTS, CLASSES, OR EVEN OTHER PACKAGES.

STATE DIAGRAM : STATECHART DIAGRAM IS ONE OF THE FIVE UML DIAGRAMS USED TO MODEL THE DYNAMIC NATURE OF A SYSTEM. THEY DEFINE DIFFERENT STATES OF AN OBJECT DURING ITS LIFETIME AND THESE STATES ARE CHANGED BY EVENTS. STATECHART DIAGRAMS ARE USEFUL TO MODEL THE REACTIVE SYSTEMS.

ACTIVITY DIAGRAM : ACTIVITY DIAGRAMS ARE GRAPHICAL REPRESENTATIONS OF WORKFLOWS OF

stepwise activities and actions with support for choice, iteration and concurrency.

UML : The Unified Modeling Language is a general-purpose, developmental, modeling language in the field of software engineering that is intended to provide a standard way to visualize the design of a system.

Association : In object-oriented programming, association defines a relationship between classes of objects that allows one object instance to cause another to perform an action on its behalf.

Generalization : A generalization is a form of abstraction whereby common properties of specific instances are formulated as general concepts or claims. Generalizations posit the existence of a domain or set of elements, as well as one or more common characteristics shared by those elements.

AGGRIGATION : A GROUP OR MASS OF DISTINCT OR VARIED THINGS, PERSONS, ETC.: AN AGGREGATION OF COMPLAINANTS. COLLECTION INTO AN UNORGANIZED WHOLE. THE STATE OF BEING SO COLLECTED.

FOR A SUCCESSFUL SOFTWARE PROJECT, THE FOLLOWING STEPS CAN BE FOLLOWED :

1. SELECT A PROJECT
   - IDENTIFYING PROJECT'S AIM AND OBJECTIVE .
   - UNDERSTANDING REQUIREMENTS AND SPECIFICATION . METHODS OF ANALYSIS , DESIGN AND IMPLEMENTATION .
   - TESTING TECHNIQUES .
   - DOCUMENTATION .
2. PROJECT MILESTONE AND DELIVERABLES
3. PROJECT ESTIMATES
   - COST
   - TIME
   - SIZE OF CODE
   - DURATION
4. RESOURCE ALLOCATION
   - HARDWARE

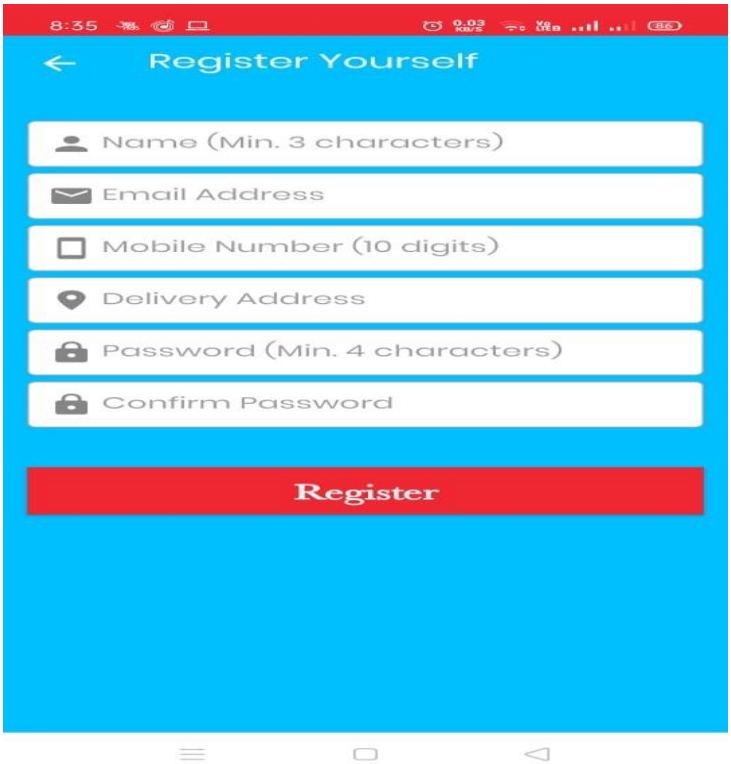
- SOFTWARE
- PREVIOUS RELEVANT PROJECT INFORMATION
- DIGITAL LIBRARY

5.RISK MANAGEMENT

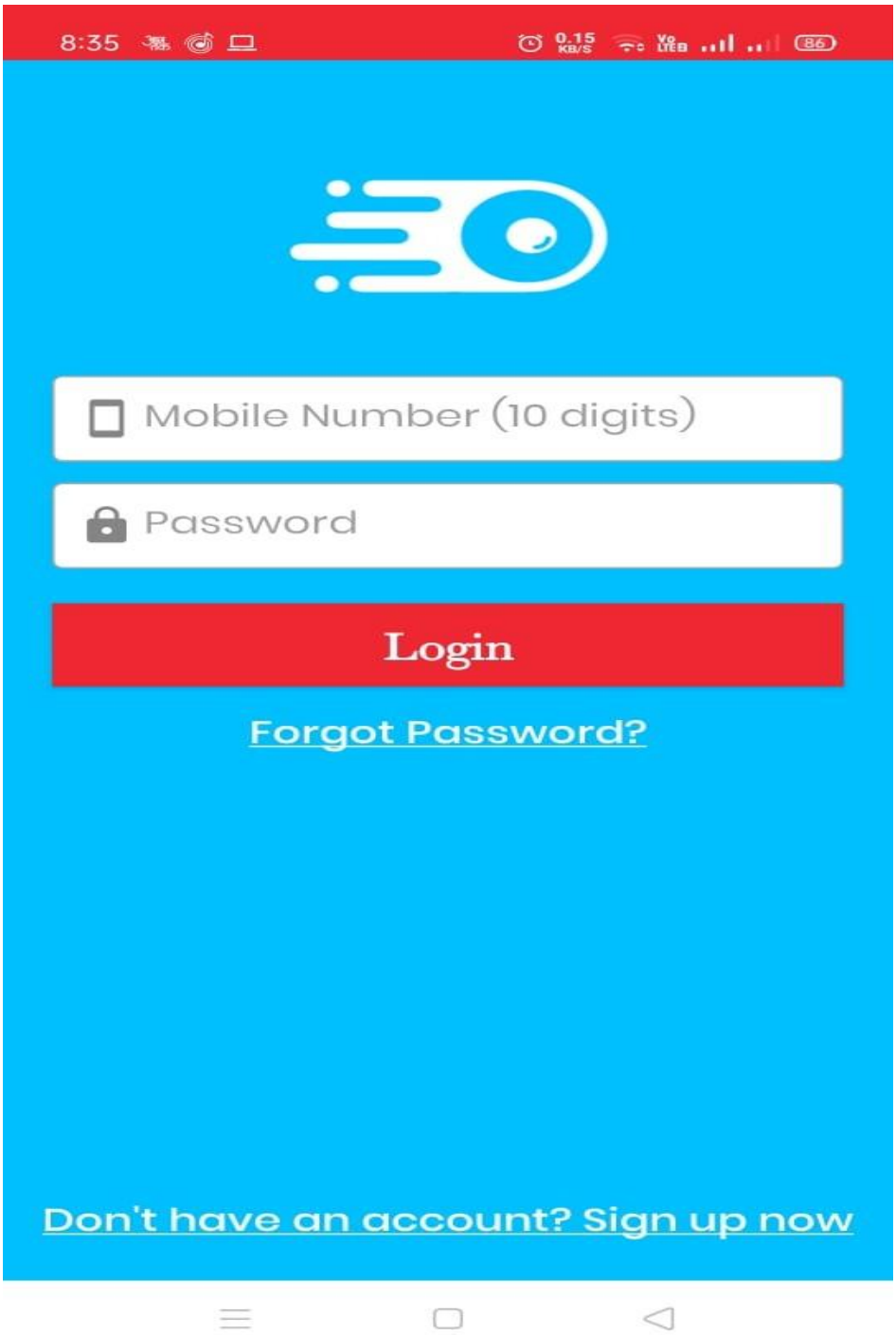
- RISK AVOIDANCE
- RISK DETECTION

SCREENSHOT OF THE PROJECT FOOD ORDERING APP :

REGISTRATION PAGE



LOGIN PAGE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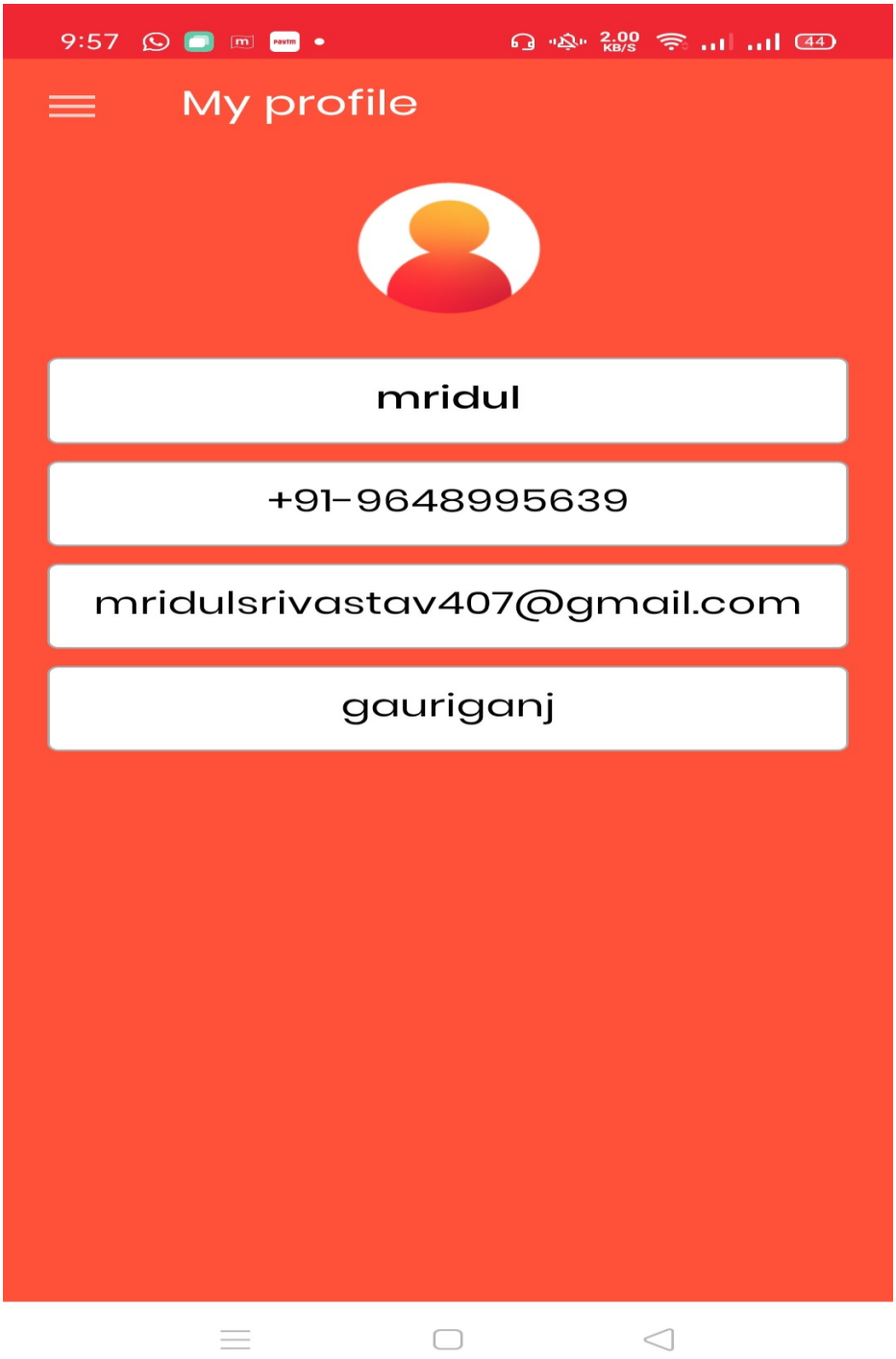
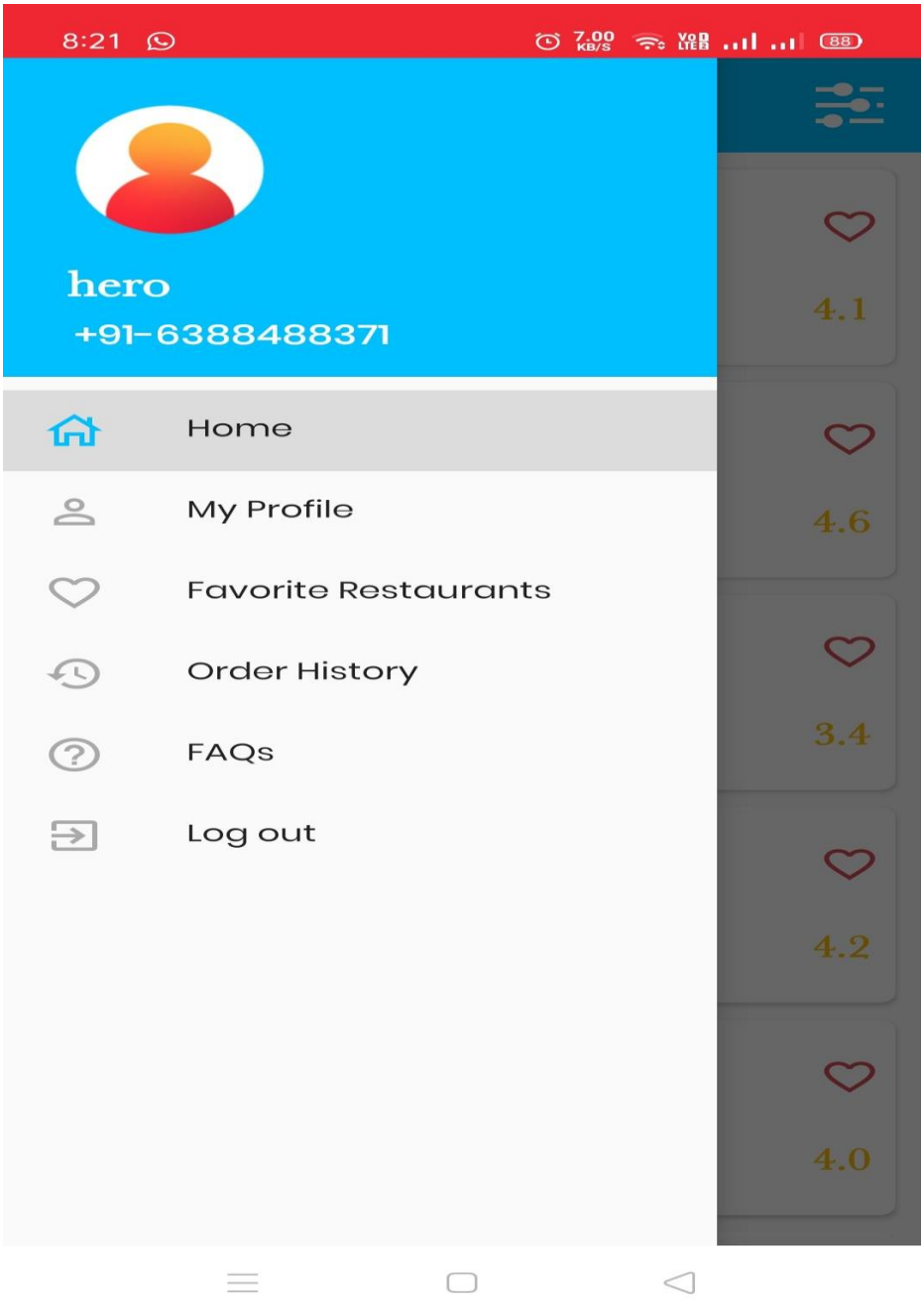
Mobile Number (10 digits)
Password
Login
Forgot Password?
Don't have an account? Sign up now

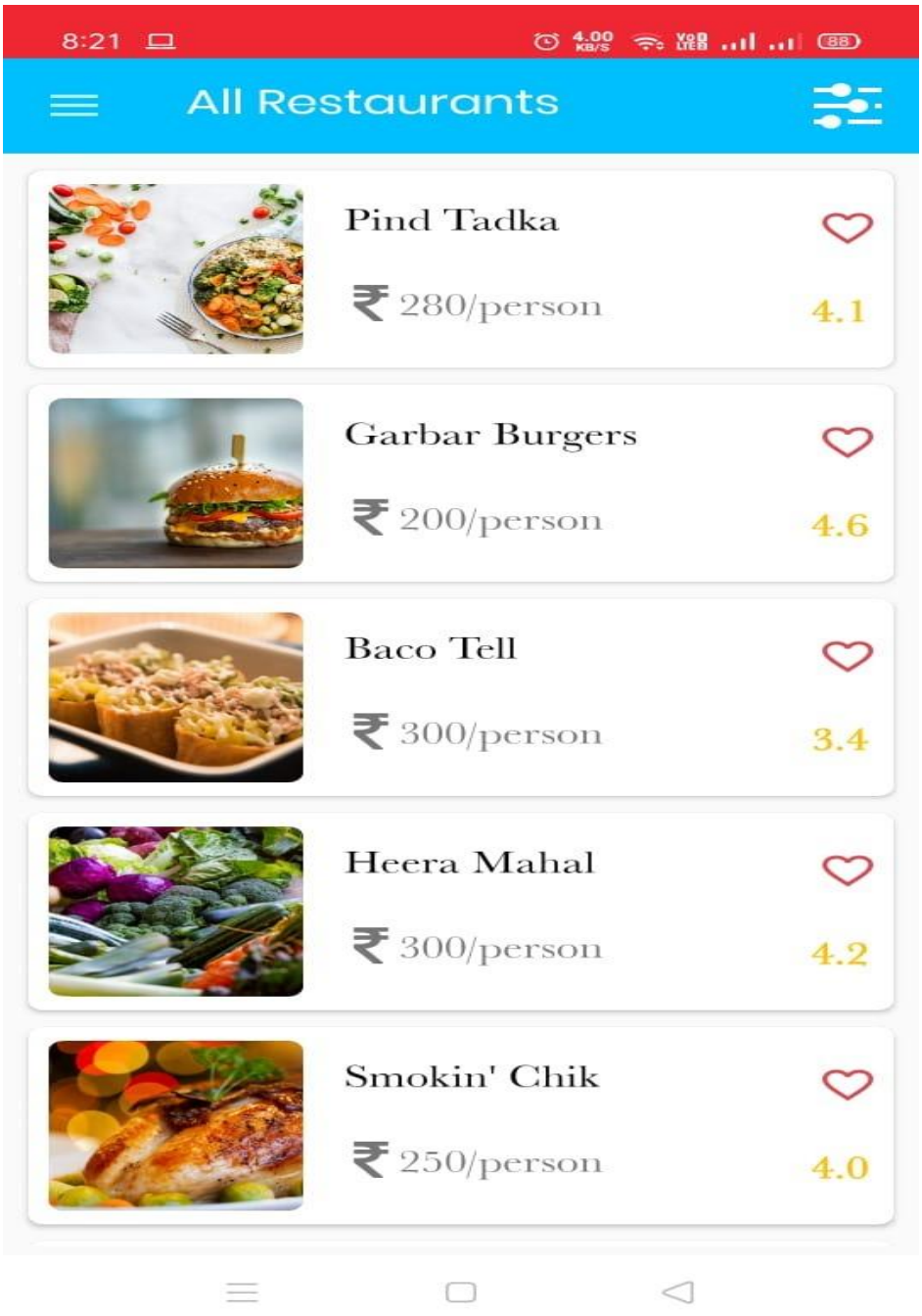
USER PROFILE



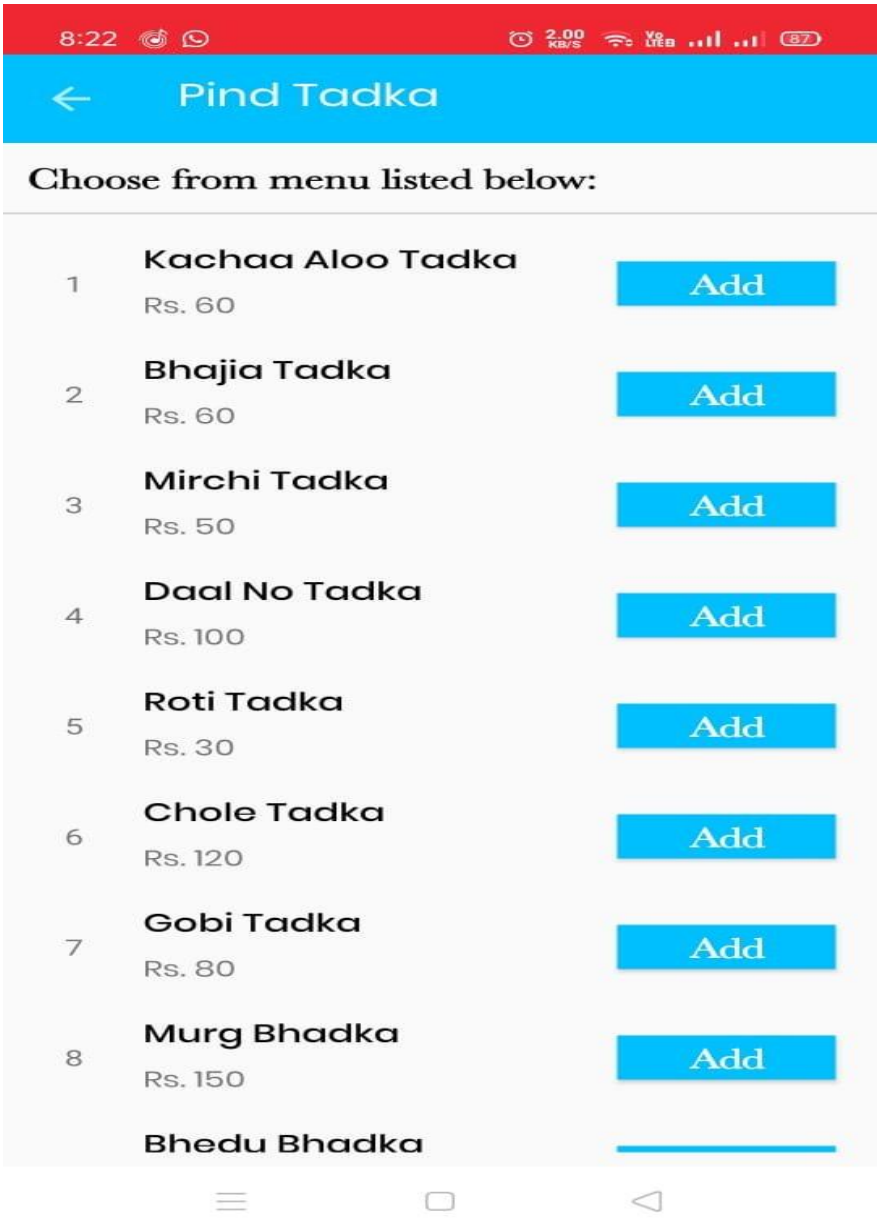
NAVIGATION BAR



HOME PAGE

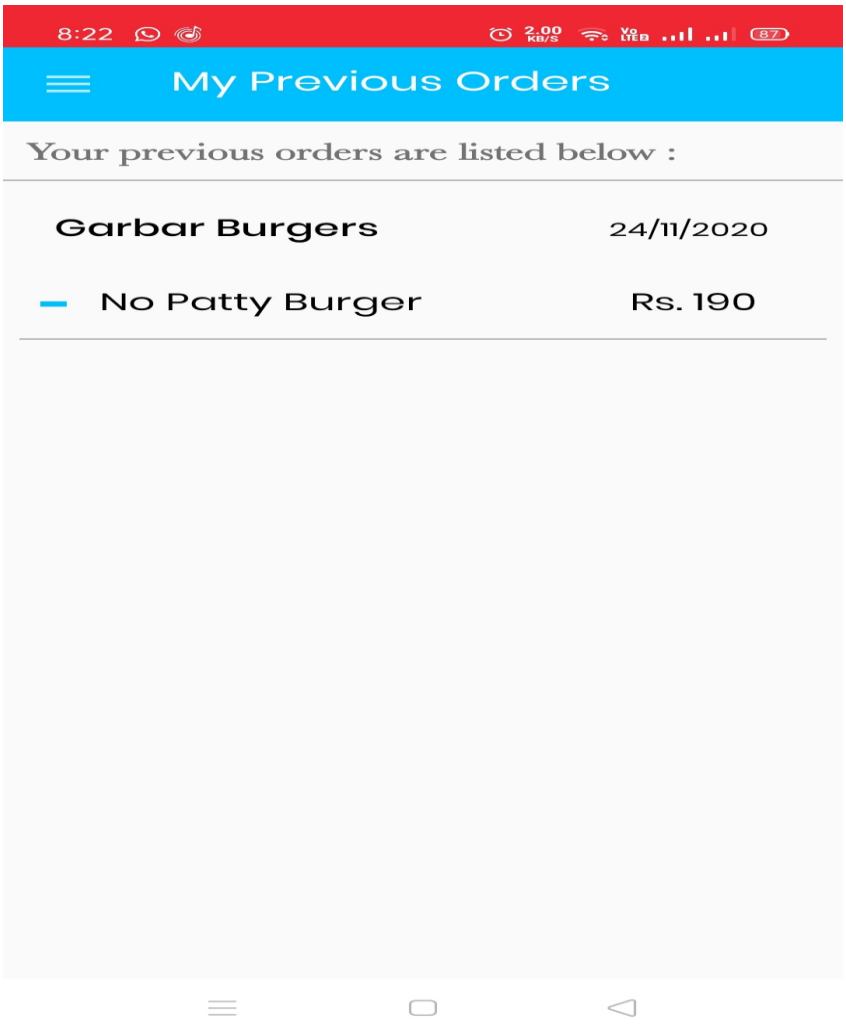

8:21
All Restaurants
Pind Tadka
₹ 280/person
4.1
Garbar Burgers
₹ 200/person
4.6
Baco Tell
₹ 300/person
3.4
Heera Mahal
₹ 300/person
4.2
Smokin' Chik
₹ 250/person
4.0

LIST OF ITEMS



YOUR CURRENT ORDER

PREVIOUS ORDER DETAILS



CONCLUSION OF THE PROJECT

OUR PROJECT IS ONLY A HUMBLE VENTURE TO SATISFY THE NEEDS TO MANAGE THEIR PROJECT WORK. SEVERAL USER FRIENDLY CODING HAVE ALSO ADOPTED . THIS PACKAGE SHALL PROVE TO BE A POWERFUL PACKAGE IN SATISFYING ALL THE REQUIREMENTS OF THE COLLEGE . THE OBJECTIVE OF SOFTWARE PLANNING IS TO PROVIDE A FRAME WORK THAT ENABLES THE MANAGER TO MAKE REASONABLE ESTIMATES MADE WITHIN A LIMITED TIME FRAME AT THE BEGINNING OF THE SOFTWARE PROJECT AND SHOULD BE UPDATED REGULARLY AS THE PROJECT PROGRESSES.

REFERENCES