VISVESVARAYA TECHNOLOGICAL UNIVERSITY
BELAGAVI-590018

A PROJECT REPORT
ON

ONLINE FOOD ORDERING SYSTEM

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In the partial fulfilment of the requirement for VII Sem. B.E. (CSE)

WEB TECHNOLOGY LABORATORY WITH MINI PROJECT

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CERTIFICATE

This is to certify that the project entitled "**ONLINE FOOD ORDERING SYSTEM"** is submitted in partial fulfilment for the requirement of VII semester (Computer Science & Engineering), "WEB TECHNOLOGY LABORATORY WITH MINI PROJECT" during the year 2019 – 20 is a result of bonafide work carried out by

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ABSTRACT

ONLINE FOOD ORDERING SYSTEM is a website designed primarily for use in the food delivery industry in which one can order various foods and beverages from some local restaurant and hotels through the use of internet, just by sitting at home or any place, and the order is delivered to the told location. This system will allow hotels and restaurants to increase scope of business by reducing the labour cost involved. The system also allows to quickly and easily manage an online menu which customers can browse and use to place orders with just few clicks. Restaurant employees then use these orders through an easy to navigate graphical interface for efficient processing.

The project contains an admin (manager) and the user side. All the management like editing site contents, updating food items, adding restaurants, and checking order status can be managed from the admin side. There can be many managers on the site. This project will be developed using front end tools like HTML, CSS, JAVASCRIPT and back end services with MYSQL to store the user data.

ACKNOWLEDGEMENT

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CHAPTER 1

INTRODUCTION

1.1 Introduction to HTML

Hypertext Markup Language (HTML) is the standard markup language for creating web pages and web applications. With Cascading Style Sheets (CSS) and JavaScript, it forms a triad of cornerstone technologies for the World Wide Web. Web browsers receive HTML documents from a web server or from local storage and render the documents into multimedia web pages. HTML describes the structure of a web page semantically and originally included cues for the appearance of the document.

HTML elements are the building blocks of HTML pages. With HTML constructs, images and other objects such as interactive forms may be embedded into the rendered page. HTML provides a means to create structured documents by denoting structural semantics for text such as headings, paragraphs, lists, links, quotes and other items. HTML elements are delineated by *tags*, written using angle brackets. Tags such as <img/> and <input/> directly introduce content into the page. Other tags such as <p> surround and provide information about document text and may include other tags as sub-elements. Browsers do not display the HTML tags but use them to interpret the content of the page.

HTML can embed programs written in a scripting language such as JavaScript, which affects the behavior and content of web pages. Inclusion of CSS defines the look and layout of content. The World Wide Web Consortium (W3C), maintainer of both the HTML and the CSS standards, has encouraged the use of CSS over explicit presentational HTML since 1997.

HTML defines several data types for element content, such as script data and style sheet data, and a plethora of types for attribute values, including IDs, names, URIs, numbers, units of length, languages, media descriptors, colors, character encodings, dates and times, and so on. All of these data types are specializations of character data.

The World Wide Web is composed primarily of HTML documents transmitted from web servers to web browsers using the Hypertext Transfer Protocol (HTTP). However, HTTP is used to serve images, sound, and other content, in addition to HTML. To allow the web browser to know how to handle each document it receives, other information is transmitted along with the document.

1.2 Introduction to HTML5

HTML5 is the next major revision of the HTML standard superseding HTML 4.01, XHTML 1.0, and XHTML 1.1. HTML5 is a standard for structuring and presenting content on the World Wide Web. HTML5 is cooperation between the World Wide Web Consortium (W3C) and the Web Hypertext Application Technology Working Group (WHATWG). The new standard incorporates features like video playback and drag-and-drop that have been previously dependent on third-party browser plugins such as Adobe Flash, Microsoft Silverlight, and Google Gears.

New Features of HTML5:

- New Semantic Elements: These are Like, <header>, <footer> and <section>.
- Forms 2.0: Improvements to HTML web forms where new attributes have been introduced for <input> tag.
- Persistent Local Storage: To achieve without resorting to third-party plugins
- Web Socket: A next-generation bidirectional communication technology for web applications.
- Server-Sent Events: HTML5 introduces events which flow from web server to the web browsers and they are called Server-Sent Events (SSE).
- Canvas: This supports a two-dimensional drawing surface that you can program with JavaScript.
- Audio & Video: You can embed audio or video on your webpages without resorting to thirdparty plugins.
- Geolocation: Now visitors can choose to share their physical location with your web application.
- Microdata: This lets you create your own vocabularies beyond HTML5 and extend your web pages with custom semantics.
- Drag and drop: Drag and drop the items from one location to another location on the same webpage.

HTML5 is designed, as much as possible, to be backward compatible with existing web browsers. Its new features have been built on existing features and allow you to provide fallback content for older browsers.

1.3 Introduction to CSS

CSS is an abbreviation for Cascading Style Sheets. CSS works with HTML and other Markup Languages (such as XHTML and XML) to control the way the content is presented. Cascading Style Sheets is a means to separate the appearance of a webpage from the content of a webpage. CSS is a recommendation of the World Wide Web Consortium (the W3C). The W3C is a consortium of web stakeholders: universities, companies such as Microsoft, Netscape and Macromedia, and experts in many web related fields. The presentation is specified by styles, which are presented in a style sheet. If you're familiar with word processing programs like Microsoft Word, you have probably played around at least a little bit with styles. For example, when you want to make the headline text of your document big and bold, the hard way to do it would be to select the text, select a font face and weight, and select the color. The easier way to do it (presuming your document has more than one headline) is to create a "rule", or style, for all the headlines in your document. Then all you have to do is to make one rule and keep on applying that to all your headers. CSS in its most basic form works exactly like this. Instead of using tags repeatedly to control little sections of your page, you can establish some rules to apply globally, to a single page or all the pages on your site. CSS is a great time saver.

The cascade part of CSS means that more than one stylesheet can be attached to a document, and all of them can influence the presentation. For example, a designer can have a global stylesheet for the whole site, but a local one for say, controlling the link color and background of a specific page. Or, a user can use her own stylesheet if she has problems seeing the page, or if she just prefers a certain look. A style sheet consists of one or more rules that describe how document elements should be displayed. A rule in CSS has two parts: the selector and the declaration. The declaration also has two parts, the property and the value. Let's look at a rule for a heading 1 style: h1 {font-family: verdana, "sans serif"; font-size: 1.3em} this expression is a rule that says every h1 tag will be verdana or other sans-serif font and the font size will be 1.3em. Let's look at the different parts of this rule.

selector {property1: some value; property2: some value;}

The declaration contains the property and value for the selector. The property is the attribute you wish to change, and each property can take a value. The property and value are separated by a colon and surrounded by curly braces:

body {background -color: black;}

1.4 Introduction to JAVASCRIPT

JavaScript is a dynamic computer programming language. It is lightweight and most commonly used as a part of web pages, whose implementations allow client-side script to interact with the user and make dynamic pages. It is an interpreted programming language with object-oriented capabilities. JavaScript was first known as Live Script, but Netscape changed its name to JavaScript, possibly because of the excitement being generated by Java. JavaScript made its first appearance in Netscape 2.0 in 1995 with the name Live Script. The general-purpose core of the language has been embedded in Netscape, Internet Explorer, and other web browsers. The ECMA-262 Specification defined a standard version of the core JavaScript language.

- JavaScript is a lightweight, interpreted programming language.
- Designed for creating network-centric applications.
- Complementary to and integrated with Java.
- Complementary to and integrated with HTML.
- Open and cross-platform.

JavaScript can be implemented using JavaScript statements that are placed within the HTML tags in a web page. You can place the <script> > tags, containing your JavaScript, anywhere within you web page, but it is normally recommended that you should keep it within the <head> tags.

There is a flexibility given to include JavaScript code anywhere in an HTML document. However, the most preferred ways to include JavaScript in an HTML file are as follows:

- Script in <head>…</head> section.
- Script in <body>…</body> section.
- Script in <head>…</head> section and in <body>…</body> section.
- Script in an external file and then include in head>…</head> section.

JavaScript also defines two trivial data types, null and undefined, each of which defines only a single value. In addition to these primitive data types, JavaScript supports a composite data type known as object.

Like many other programming languages, JavaScript has variables. Variables can be thought of as named containers. You can place data into these containers and then refer to the data simply by naming the container. Before you use a variable in a JavaScript program, you must declare it. Variables are declared with the var keyword.

1.5 Introduction to PHP

PHP started out as a small open source project that evolved as more and more people found out how useful it was. Rasmus Lerdorf unleashed the first version of PHP way back in 1994.

- PHP is a recursive acronym for "PHP: Hypertext Preprocessor".
- PHP is a server-side scripting language that is embedded in HTML. It is used to manage dynamic content, databases, session tracking, even build entire e-commerce sites.
- It is integrated with several popular databases, including MySQL, PostgreSQL, Oracle, Sybase, Informix, and Microsoft SQL Server.
- PHP is pleasingly zippy in its execution, especially when compiled as an Apache module on the Unix side. The MySQL server, once started, executes even very complex queries with huge result sets in record-setting time.
- PHP supports a large number of major protocols such as POP3, IMAP, and LDAP. PHP4 added support for Java and distributed object architectures (COM and CORBA), making ntier development a possibility for the first time.
- PHP is forgiving: PHP language tries to be as forgiving as possible.
- PHP Syntax is C-Like.

PHP performs system functions, i.e. from files on a system it can create, open, read, write, and close them. The other uses of PHP are:

- PHP can handle forms, i.e. gather data from files, save data to a file, thru email you can send data, return data to the user
- You add, delete, and modify elements within your database thru PHP.
- Access cookies variables and set cookies.
- Using PHP, you can restrict users to access some pages of your website.
- It can encrypt data.

In order to develop and run PHP Web pages, three vital components need to be installed on your computer system.

- Web Server
- Database
- PHP Parser

1.6 Introduction to SQL

SQL (Structured Query Language) is a standardized programming language used for managing relational databases and performing various operations on the data in them. However, many of these database products support SQL with proprietary extensions to the standard language for procedural programming and other functions.

Data Query Language (DQL)

- SELECT –Used to retrieve certain records from one or tables.

DATA Manipulation Language (DML)

- INSERT –Used to create a record.
- UPDATE-Used to change certain record.
- DELETE-Used to delete certain records.

Data Definition Language (DDL)

- CREATE-Use to create a new table, a view of a table, or other object in database.
- ALTER-Used to modify an executing database object, such as a table.
- DROP-Used to delete an entire table, a view of a table or other object in the database.

A database management system is a computerized system that enables uses to create and maintain a database. The dbms is a general-purpose software system that facilitates the processes of defining, constructing, manipulating and sharing database among various users and applications' defining a database involves specifying the datatypes, structures and constraints of the data to be stored in the database.

Constructing a database is a process of storing a data on some storage medium that is controlled by the dbms. Manipulating a database includes functions such as querying the database to retrieve specific, update the database to reflect changes in the mini world, and generating reports from the data.

CHAPTER 2

REQUIREMENT SPECIFICATION

2.1 Project Requirements

The package is designed such that users with a computer having minimum configuration can also use it. It does not require complex computing.

The website requires a simple daily use computer which can run modern day websites. For a developer it is required to install a xampp/wamp or any other local host server to develop such a webbased project.

2.2 Hardware Requirements

- Processor - Intel Pentium IV
- Processor Speed -1.40GHz
- RAM – 2GB or above
- Monitor resolution – A color monitor with a minimum resolution of 1000*700

2.3 Software Requirements

- Operating System: Windows / LINUX / any operating system that supports a browser.
- Language used: HTML5, PHP(>=5.6), SQL, CSS, JAVASCRIPT
- PHP Composer
- Git
- Apache/Nginx Web Server
- Opera

CHAPTER 3

DESIGN

3.1 Basic Layout

- A homepage containing user's login and admin's login.
- A user's page contains restaurants , orders and feedbacks
- A admin's page contains list of customers, list of restaurants.

The above shown layout is a basic idea of the website design. The website starts with the home page that contains user's login and admin's login. The users can also sign up in case they are not.

Online food ordering system also focuses on ordering food items and therefore has variety of options about food restaurants. To order a food, the user has to login into the account and then select the restaurants for ordering food .

3.2 Flow chart

User's side admin's side

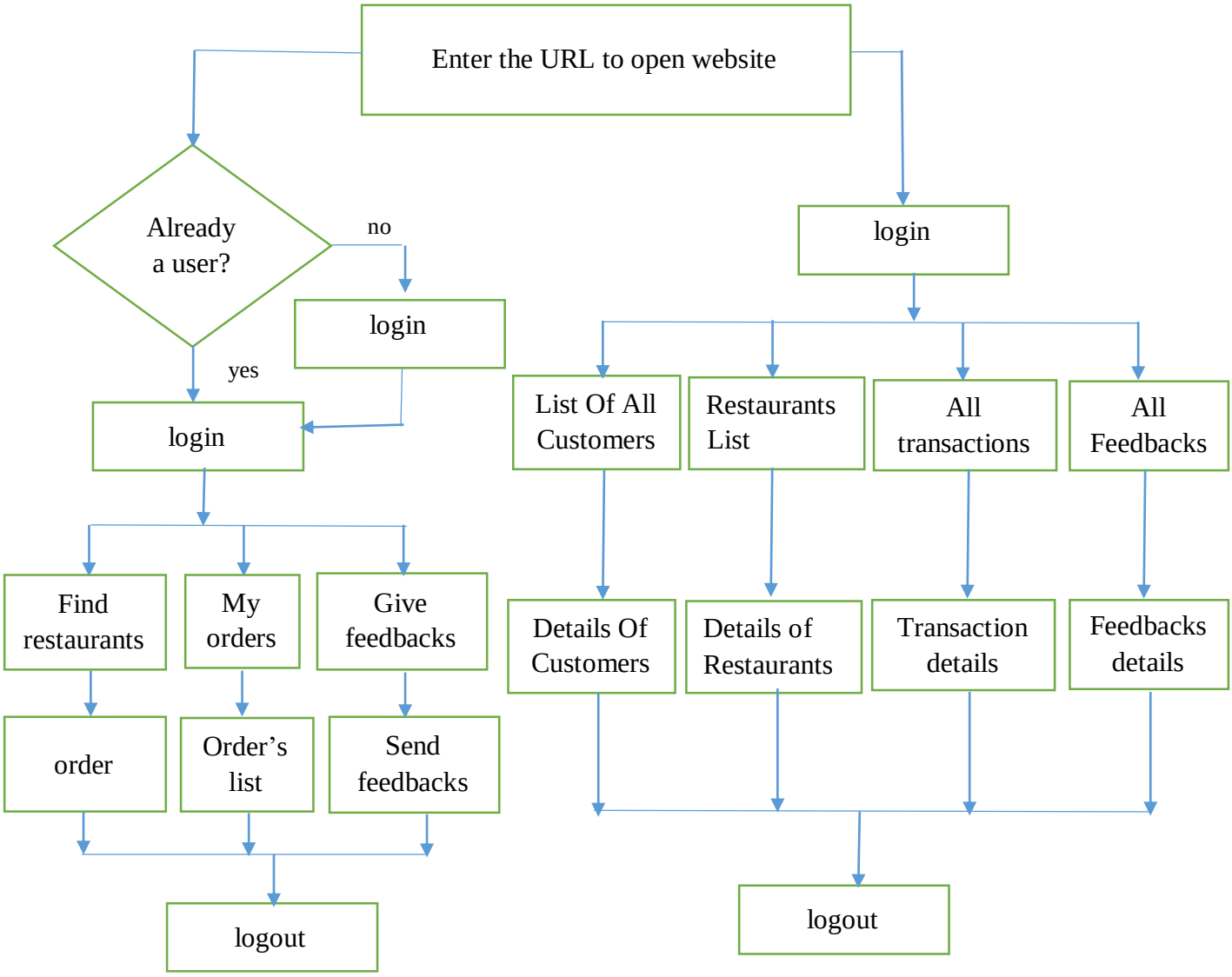

Figure 3.2.1 Flowchart

CHAPTER 4

IMPLEMENTATION

4.1 Basic HTML layout

```
<html>
<head>
<title>My First Webpage</title>
</head>
<body>
This is my first homepage. <b>This text is bold</b>
</body>
</html>
```

Fig4.1.1 basic HTML program

The above image is a skeleton html document. This is the minimum required information for a web document and all web documents should contain these basic components. The first tag in your html document is <html>. This tag tells your browser that this is the start of an html document. The last tag in your document is </html>. This tag tells your browser that this is the end of the html document.

The text between the tag <head> and the </head> tag is header information. Header information is not displayed in the browser window.

The text between the <title> tags is the title of your document. The <title> tag is used to uniquely identify each document and is also displayed in the title bar of the browser window. The text between the <body> tags is the text that will be displayed in your browser.

The text between the and tags will be displayed in a bold font.

4.2 Basic CSS layout

You would embed a style sheet within an HTML document when you want a single document to have a unique style. The head of the HTML document would look something like this:

```
<head>
<style type="text/css">
hr {color: brown}
p {font-family: arial, verdana, "sans-serif";}
body {background-color: #ffffff}
</style>
</head>
```

Fig4.2.1 basic CSS layout

The browser will now read the style definitions, and format the document according to it. It's easiest for CSS beginners to start by putting CSS rules in the section of the web page. This way, you can make changes, preview the page in the browser, and see immediate results. Within the section of your HTML page, put these tags:

```
<style type="text/css">
<!--
Your CSS rules go here!
-->
</style>
```

What are the <!-- --> tags for? That's to hide your CSS from older, non-CSS-capable browsers. If you want to add comments within your style section, put them between /* */ like this:

```
<style type="text/css">
<!-- Body {font-family: arial, sans-serif;} /* this is a css comment */ -->
</style>
```

Fig4.2.2 using style tag

```
body {
font-family: verdana, arial, "sans serif";
color: #000000;
background: white;
}

p {
text-align: center;
color: black;
font-family: arial;
}
```

Fig4.2.3 External Style sheet

Placing the properties on separate lines makes the style sheet easier to read. Some rules for external style sheets:

- They must be plain text files, with no HTML tags in them.

- They can have any filename you choose. Most CSS style sheets are called something.css, but that's just a naming convention.

- You can have it at any location on your site, but it's usually most convenient either to have it in your root directory or in a folder reserved for style sheets, or for various kinds of external files you link to or include in your pages

CHAPTER 5

RESULT

The pages shown below are the output obtained.

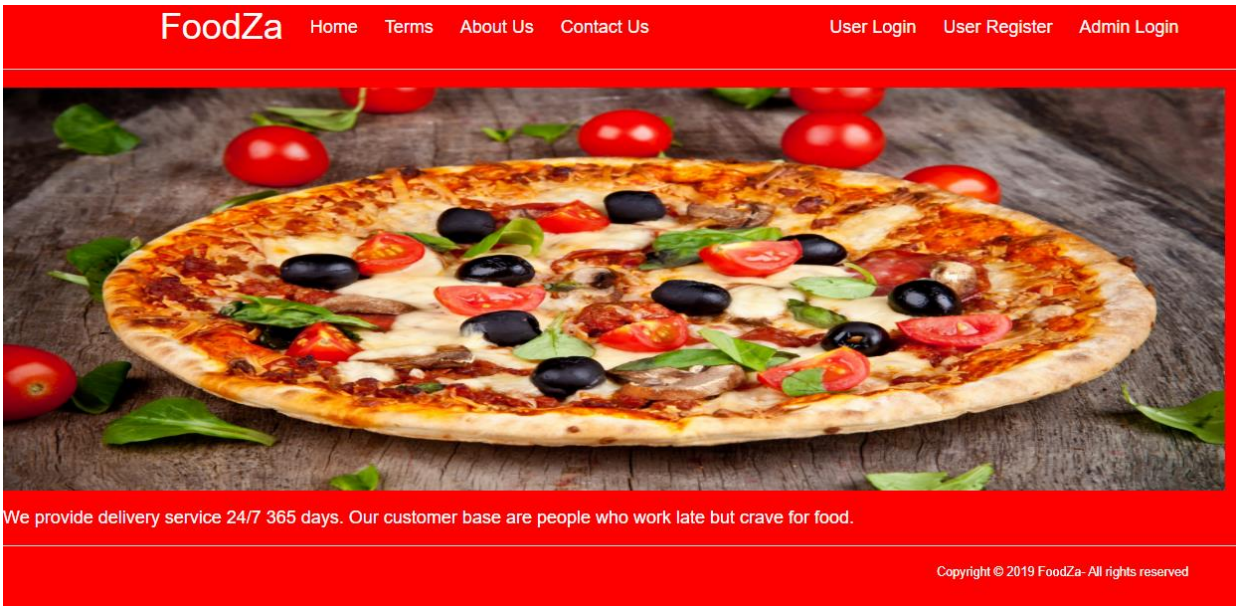

Fig5.1 Home Page

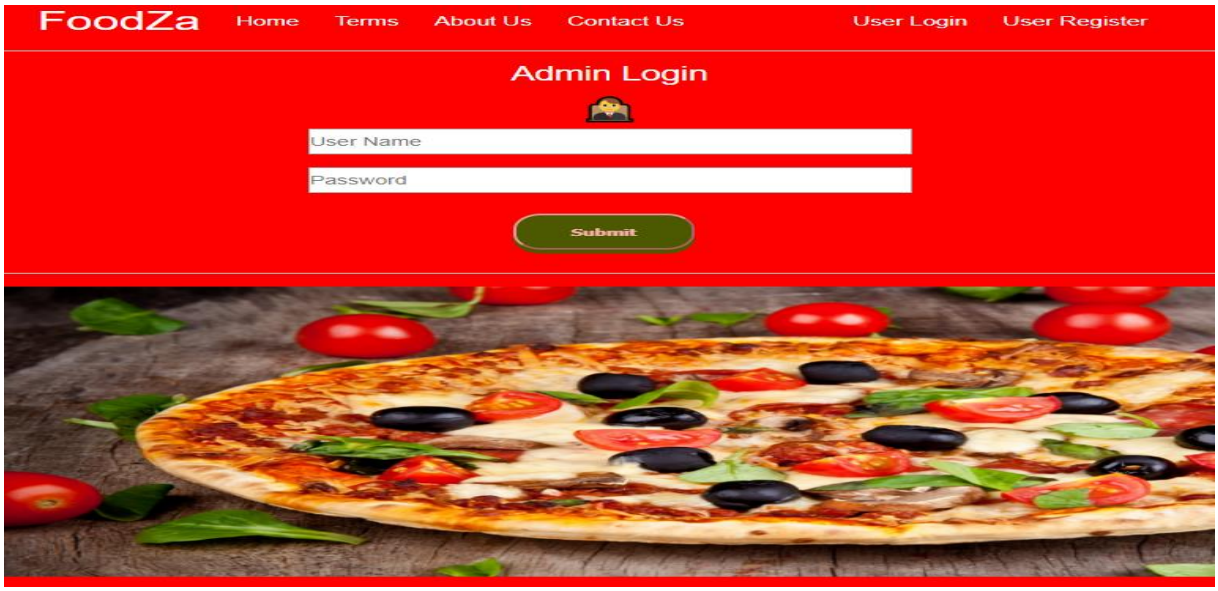

Fig5.2 admin's login page

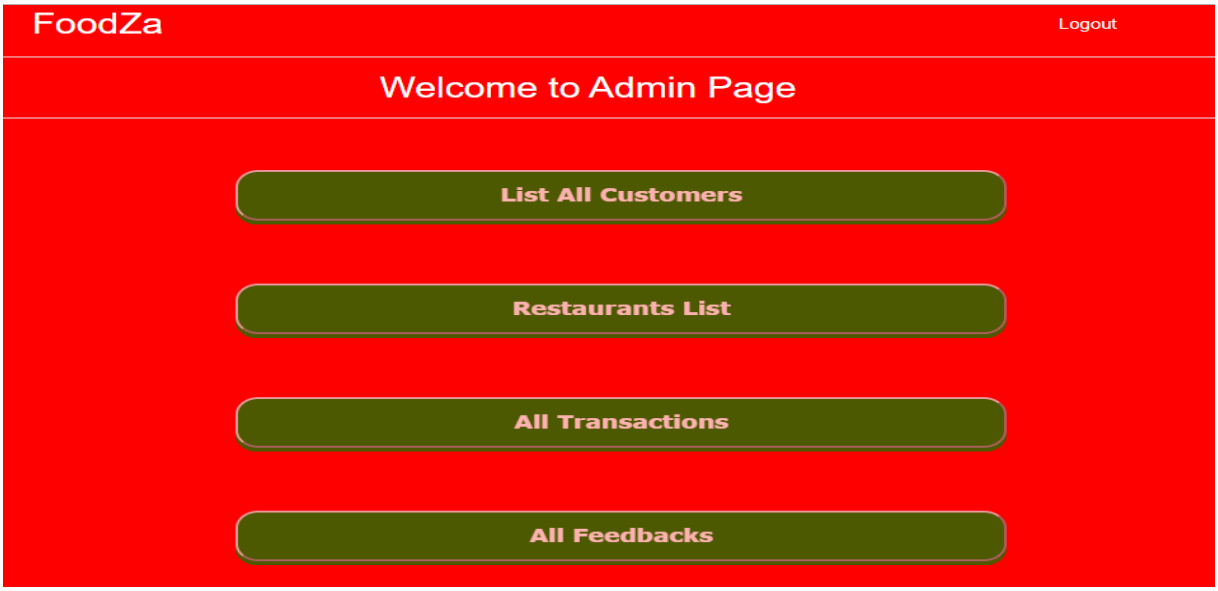

Fig5.3 inside of admin's page

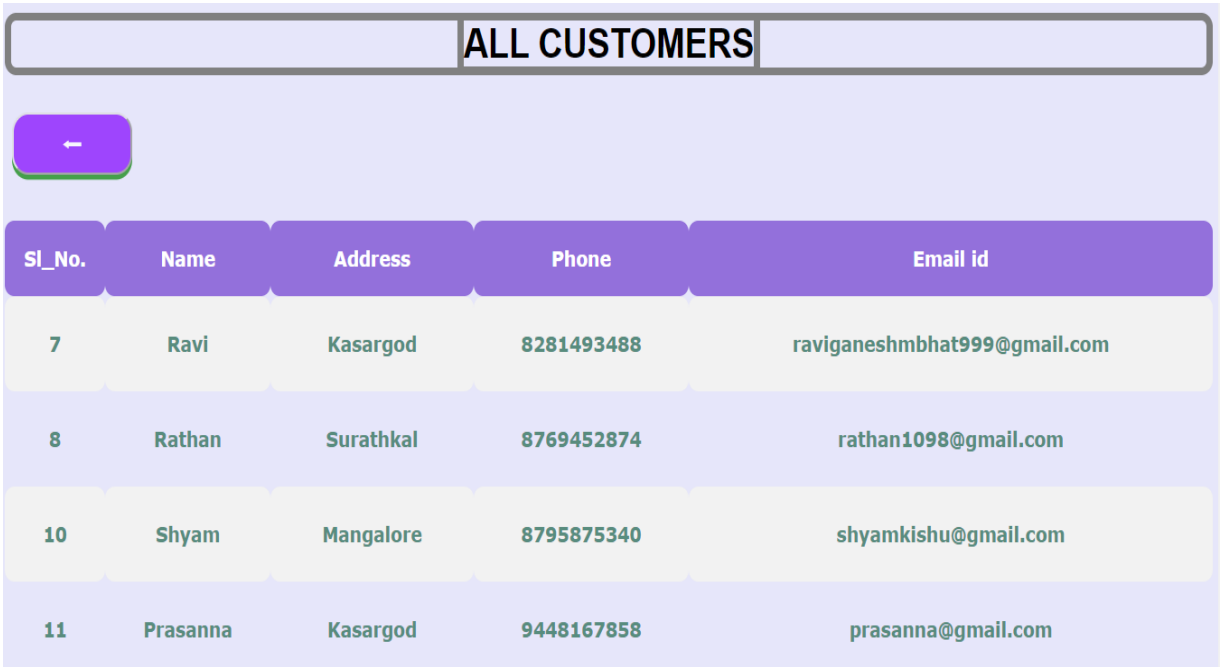

Fig 5.4 list of customers

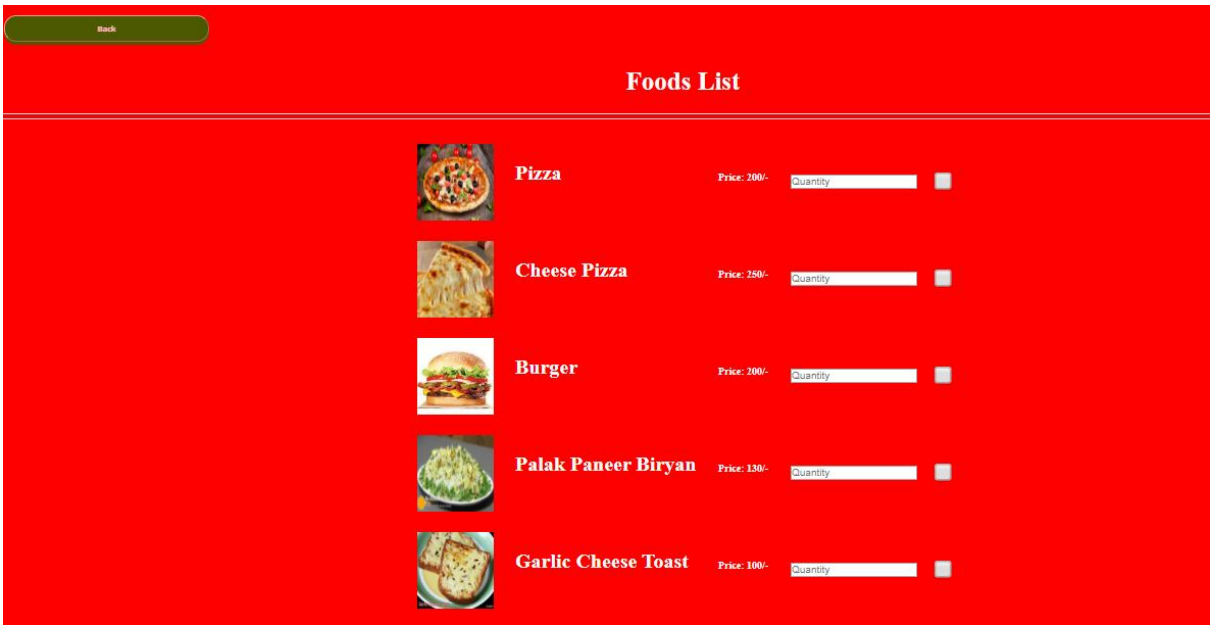

Fig5.5 food list

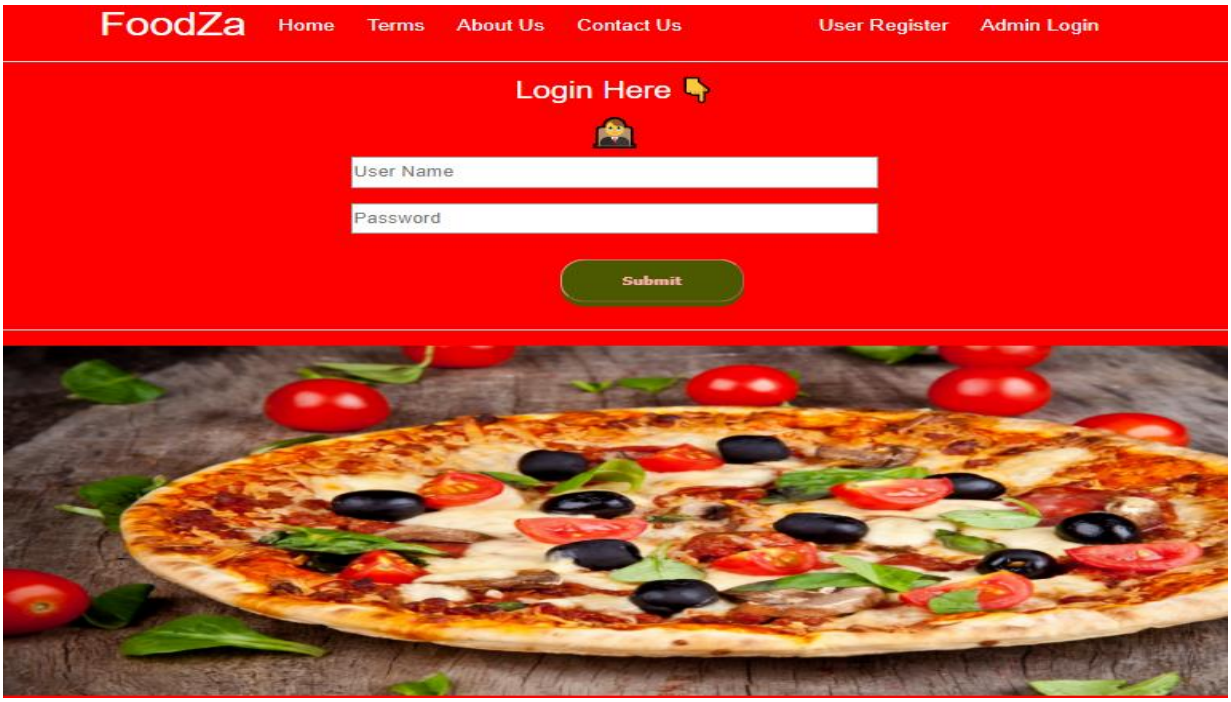

Fig5.6 User's login page

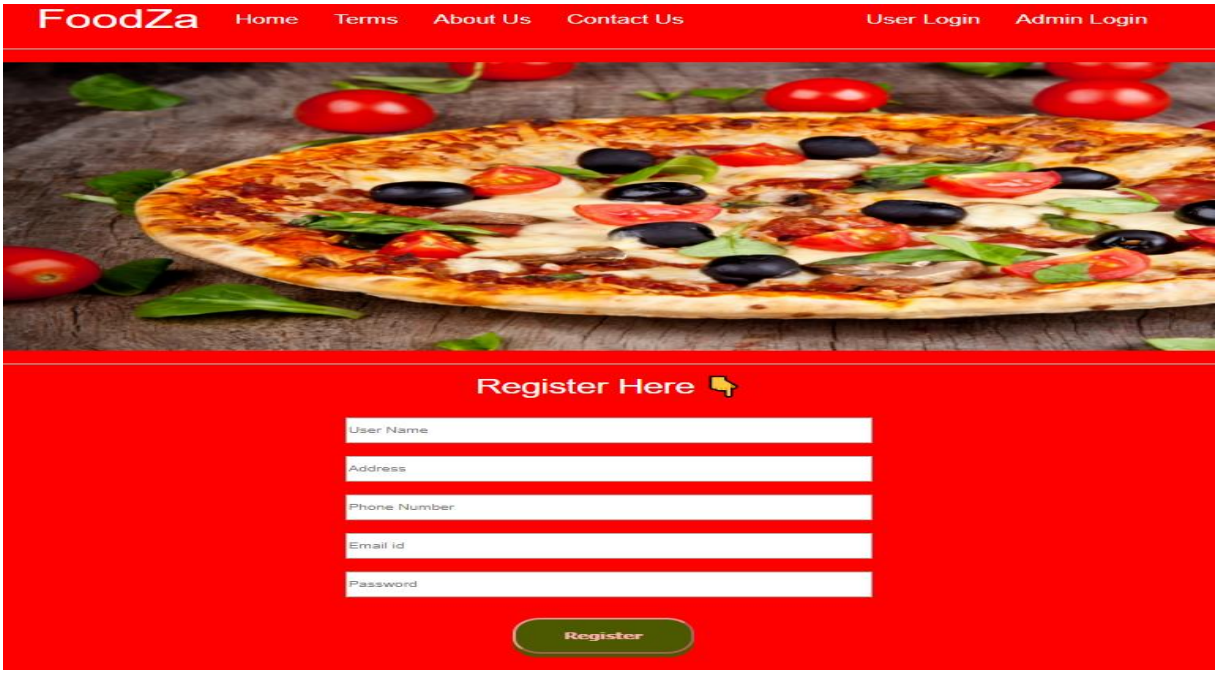

Fig5.7 user's register page

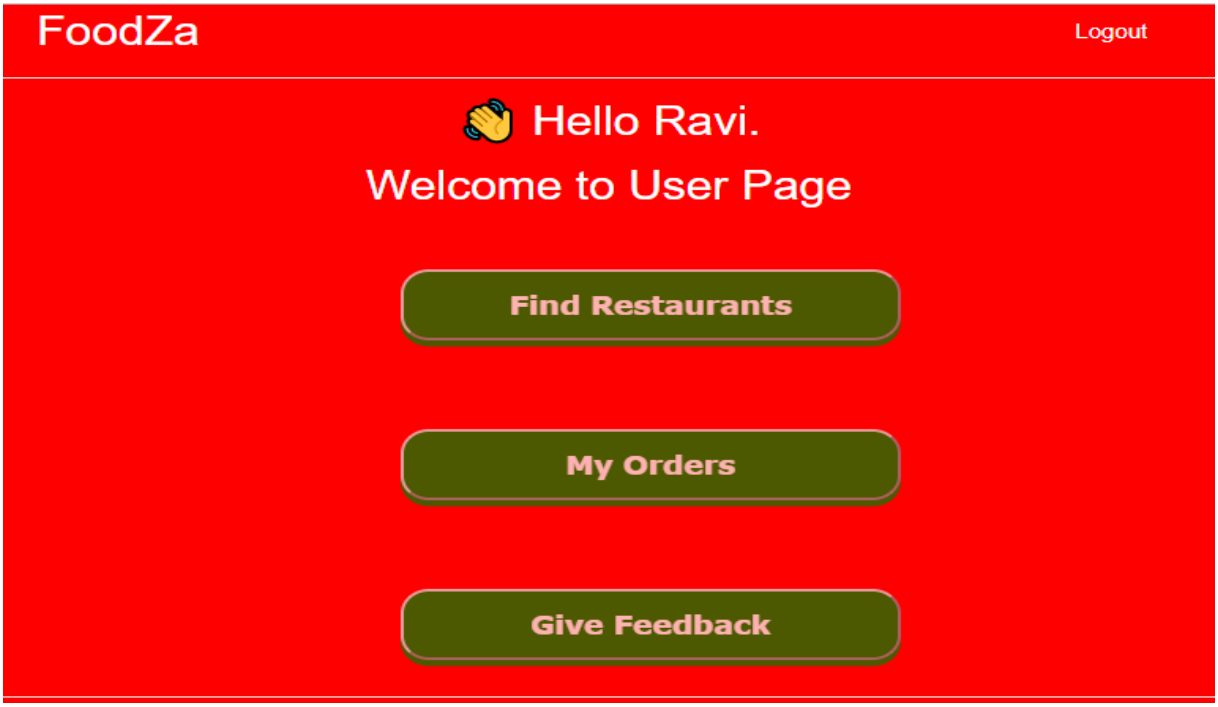

Fig5.8 Inside of user's page

Fig 5.9 names of restaurant

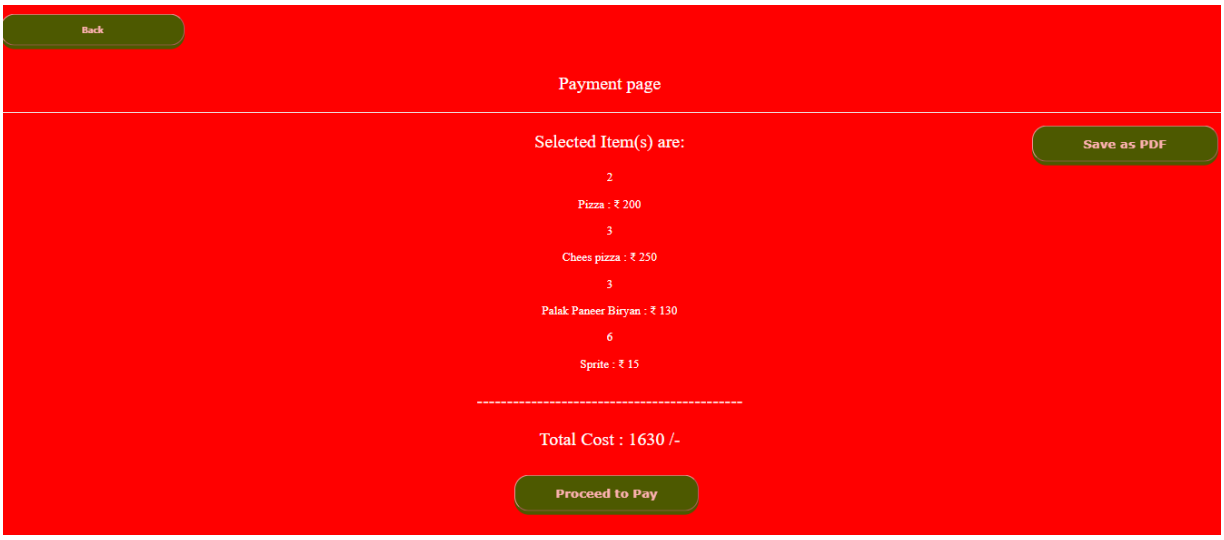

Fig 5.10 payment details

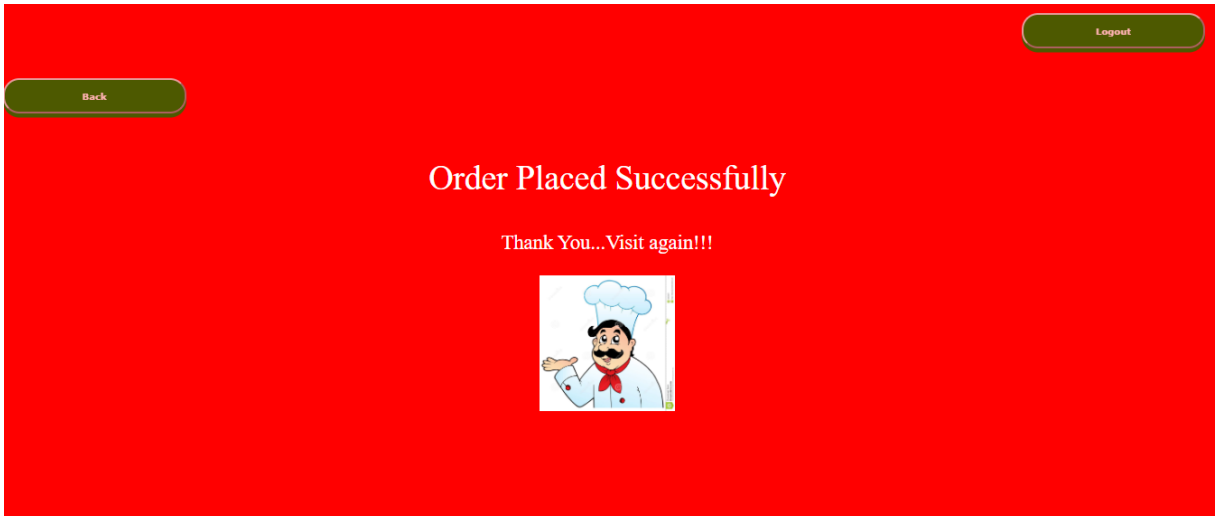

Fig 5.11 Order placed successfully

CHAPTER 8

CONCLUSION

While developing the system a conscious effort has been made to create and develop a software package, making use of available tools, techniques and resources – that would generate a proper system. While making the system, an eye has been kept on making it as user-friendly, cost efficient and as flexible as possible. As such one may hope that the system will be acceptable to any user and will adequately meet his/her needs.

This project is made to reach complete user friendliness, so that any user who is willing to work on, or involved in any updating work would find it easy to use.

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