1.1 ABOUT THE PROJECT

The project named Food Court Management System is to create a fully computerized system implemented to book various food items and to make online payment and also to reduce the manual process and online as more efficient. The food court receives the online booking from customers and takes orders. Later customers will receive the food items from the respective stalls. The food court stores the data of customer and stock in their database. The main aim of the project is to provide an effective working platform to computerize the whole billing system and inventory maintenance system. After the implementation of this project, customers can order the food through online.

The proposed project on food court management system is an effort to solve the various problems in ordering the food. The implementation of the project establishes a systematic and reliable distributing service along with a well maintained stock management. Using this system, one can order food through internet and have to receive it from the respective stall.

The project is computerizing food court management system that has a vast collection of items and deals with its various transactions. The customer can avoid delay by using the system. It is very smooth, efficient and fast system. The current states of the system can be understood by using the report form. It is very helpful for the administrator. For the workers in the food court, the dealings of the workers can handle very easily. The manual system had many difficulties and limitations. Through the process of computerization, the manual system overcomes the difficulties and limitations. We had designed the system to overcome these limitations.

Advantages for the Project

- 1. The system accepts customer orders for food through online
- 2. Easy bill generation for customers based on their details in the database
- 3. Order information was stored in register order file with order number

- 4. Easy to tract the availability of the item knowing the price.
- 5. The system is very fast and efficient application for food court.

2.1 SYSTEM STUDY

2.1.1 Existing system

In existing system, to manage the Food Court we use a manual system. In the present system all the activities are performed manually. All data entry is performed by writing data into the book, paper documents. The record is prepared manually, so there is a chance for occurring errors and the calculations are not so accurate. Various information such as staff details, item details and billing details are handled manually. When there is need for retrieving details searching is unavoidable, this is a difficult task searching the records manually.

The existing system uses manual method for whole process. This requires a lot of hard work and time consumption to complete the task. This may include human errors. In this existing system, it is difficult to retrieve some particular information. Also, all the records are stored manually and it is tedious task. As a result, the security of these records is always a challenging task. Hence, the computerization of the system of record maintenance is the only solution to reduce the shortcomings of existing system.

Disadvantages of existing system

- Time consuming and improper planning and scheduling.
- High storage space.
- Less interactive.
- Requires more man power.
- High maintenance costs.

2.1.2 Proposed System

The proposed system is interactive, highly user friendly and designed exclusively for the Food Court. The system covers almost all the functional areas of the stall. The Online Food Court Management System is a database system used to store the information regarding staff details, item details, payment details, sales and billing details etc.

All the operations and activities related to The Online Food Court Management System can be carried out efficiently. The system manages a well-organized database for storing the resources that they are providing by the Food Court. This help us to eliminate the entering of invalid data. Most problems of manual system can be solved by this system.

The computerization of the system allows the easy maintenance of the details. Large amount of data can be stored easily. In addition, updating and other changes can be done easily. The information can be retrieved with high speed and accuracy. The use of GUI oriented software makes the system user friendly.

Advantages of Proposed System

- High processing speed.
- Easy to retrieve old records by using search feature
- We can analyze staff details, item details, payment details, sales and billing details.
- The Online Food Court Management System shall provide the capability to back up the database.
- Minimal errors.
- Greater portability.
- User friendly.
- Reduced workload.

2.1.3 Feasibility Study

Feasibility study is made to see if the project on completion will serve the purpose of the organization for the amount of work, time and effort spent on it.

Study lets the developers foresee the future of the project and its usefulness. Finding out whether a new system is required or not.

The study is carried out to the best system that meet performance requirement.

This entails identification, description and evaluation of candidate system and selection of the best system for the job. It simply identifies whether the proposed system is feasible to the organization or not.

There are three aspects in the feasibility study portion of the preliminary investigation

- i) Technical feasibility
- ii) Economic feasibility
- iii) Operational feasibility

2.1.3.1 Technical Feasibility

The Online Food Court Management System must be evaluated from technical viewpoint first. The assessment of this feasibility must be based on an outline design of the system requirement in the terms of input, output, programs and procedure having identified an outline system, the investigation must go on to suggest the type of equipment, required method of developing the system, method of running the system once it has been designed. The project should be developed such that the necessary functions and performance are achieved within the constraints. The project is developed with latest technology. There are only minimal constraints involved in this project.

2.1.3.2 Economic Feasibility

Here an evaluation of development cost is weighted against the ultimate income or benefit derived from the developed system. The cost for the

development of the project has been evaluated and we want to check that the cost does not exceed beneficial cost of the system. The economic and financial analysis is used for evaluating the effectiveness of the candidate system. This project also undergone economic feasibility study and found that it is feasible. So the cost for development does not exceed its beneficial cost. This brought to as the conclusion that the system is economically feasible in the context.

2.1.3.3 Operational Feasibility

In operational feasibility the entire application is checked whether the system will be used if it is developed and implemented. Also, it is checked whether there will be resistance from user that may undermine the possible application benefits. There is no barrier for implementing the system. The system also helps to access the information immediately as need arises. Thus, the system is found to be operational feasible.

2.2 USER CHARACTERISTICS

This software has two users

- 1. Administrator
- 2. Staff
- 3. Customer

Administrator:

Administrator is the primary user who has the most or maximum control over the software. Administrator administrates over the entire activities of the system and has full control over what all happens in the Food Court. He/she is the only user who can see, change or delete details of an existing staff.

Staff:

Staff is the secondary user. He/she has limited privileges when compared to the administrator. They have the functions like preparing and processing the orders, etc. General interaction with the system is done with the help of the staff.

Customer:

The customer will have little privileges when compared to both the administrator and staff. They can place order for the item and buy them. They can also view their order details and can also edit them etc.

2.3 SYSTEM SPECIFICATION

2.3.1 Hardware Specification

The selection of hardware and software configuration is very important task related to system development.

Processor	Intel Pentium IV (3.0 GHz) or above
RAM	1 GB
Hard Disk	80 GB and above
Key Board	Normal or multimedia
Monitor	15"CRT or LCD monitor
Mouse	Compatible Mouse
	-

2.3.2 Software Specification

Operating System	Windows
Front	PHP
Back End	SQL Server 2008

2.3.3 ABOUT THE SOFTWARE TOOLS

FRONT END SPECIFICATION: PHP

PHP is a powerful server-side scripting language for creating dynamic and interactive websites. PHP is the widely-used, free, and efficient alternative to competitors such as Microsoft's ASP. PHP is perfectly suited for Web development and can be embedded directly into the HTML code. The PHP syntax is very similar to Perl and C. PHP is often used together with Apache (web server) on various operating systems. It also supports ISAPI and can be used with Microsoft's IIS on Windows. PHP is an embedded scripting language that is excellent for creating dynamic Web sites based on database content or different characteristics of browsers. It is available when you have a Departmental (Web Central) Publishing account, a Faculty Publishing account, a Student Organization Publishing account, or if you use Custom Web Publishing.

Features

- Allows you to build templates to ease site maintenance
- Serve different content to users based on their browser, IP address, date and time, or numerous other characteristics
- Enables connections with databases such as MySQL
- Build discussion forums or Web-based email programs

Characteristics of PHP

- Objected Oriented
- Complied and Interpreted
- Portable
- Distributed
- Secure

BACK END SPECIFICATION: SQL Server 2008

SQL Server 2008 is an integrated database management system and analysis solution that delivers increased security, scalability and availability to

enterprise data and analytical applications, while making them easier to build, deploy and manage. It is comprehensive software that enables to reliably manage mission – critical information and confidently run today's increasingly complex business applications. SQL Server 2008 allows gaining greater insight and achieving faster results for a competitive advantage. The key capabilities of SQL Server 2008 are the following:

High Availability: Ensures business continuity with the highest levels of system availability through technologies that protect data against costly human errors and minimize disaster recovery downtime.

Performance and Scalability: Deliver an infrastructure that has proven record in handling today's large amounts of data and critical enterprise workloads.

Security: Provides a secure environment to address privacy and compliance requirements with built in features that protect data against unauthorized access.

Manageability: Manages infrastructure with automated diagnostics, tuning and configuration to reduce operational costs while reducing maintenance and easily managing very large amounts of data.

Developer Productivity: Build and Deploy critical business ready applications more quickly by improving developer productivity and reducing project lifestyle times.

Business Intelligence: Gain deeper insight into the business with integrated comprehensive analysis and reporting for enhanced decision making.

3. SYSTEM MODELING

The most creative and challenging phase of the system development is system design. It provides the understanding and procedural details necessary for implementing the system recommended in the feasibility study. Design goes through the logical and physical stages of development.

In designing a new system, the system analyst must have a clear understanding of the objectives, which the design is aiming to fulfill. The first step is to determine how the output is to be produced and in what format. Second input data and master files have to be designed to meet the requirements of the proposed output. The operational phases are handled through program construction and testing. The point is to choose such an environment in which we will be able to operate with in a convenient and easy way. The most creative and challenging phase of the system development is system design. It provides the understanding and the procedural details necessary for implementing the system recommended in the feasibility study. The analyst should understand the requirements of the user and develop the system accordingly. Design goes through the logical and physical stages of development. In designing a new system, the system analyst must have a clear understanding of the objectives, which the design is aiming to fulfill. The application program as an interface between the users and the database should be an accurate reflection of the database on the screen; hence a well analyzed and defined structure is needed. The user interface should be easy to understand and operate on for the users. The first step is to determine how the output is to be produced and in what format it has to be produced. Second, input data along with the master files have to be designed to meet the requirements of the proposed output.

The analyst must ensure that the interaction between the user and the interface is simple to understand. To ensure that everything works properly and as it has been expected, test performances have to be done upon the system functionality. Testing plays an important role in identifying any minor errors after system design and it will be corrected.

3.1 MODULES AND DESCRIPTION

Online Food Court Management System provides us facilities to manage the activities taking place in food court. This system is developed to manage the work flow in a food court. There are 7 modules in this project. They are:

- 1. Staff Management
- 2. Customer Management
- 3. Stall Management
- 4. Food Management
- 5. Cart Management
- 6. Order Management
- 7. Payment Management

1. STAFF MANAGEMENT

This module deals with the managing the staffs working in the Food Court. Staff Management module also deals with adding new staff to the system, updating the details of the existing staff, searching for a particular staff and maintaining the status of the staff being registered to the system. The personal details of the staff are also being added to the system.

2. CUSTOMER MANAGEMENT

This module contains the details about the customer in the Food Court. It also contains the application for the registration of new customer, editing customer details and deleting of customer details.

3. STALL MANAGEMENT

This module deals with managing the various stalls in the food court. In this module we can perform the following task like edit stall and delete stall.

4. FOOD MANAGEMENT

This module deals with the management of food item in the Food Court. The initial food item can be added to the system using this module and the current

status of the food can be viewed through this module. The updation of the food item can be done that may be done with the system.

5. CART MANAGEMENT

This module handles the task of the order done in the system and also generates the order details if required or requested by the user.

6. ORDER MANAGEMENT

Customers can choose to order their food item using this module. We add, edit or search the order details. In this module we can perform the following task such as add order, update existing order records and also search the order details.

7. PAYMENT MANAGEMENT

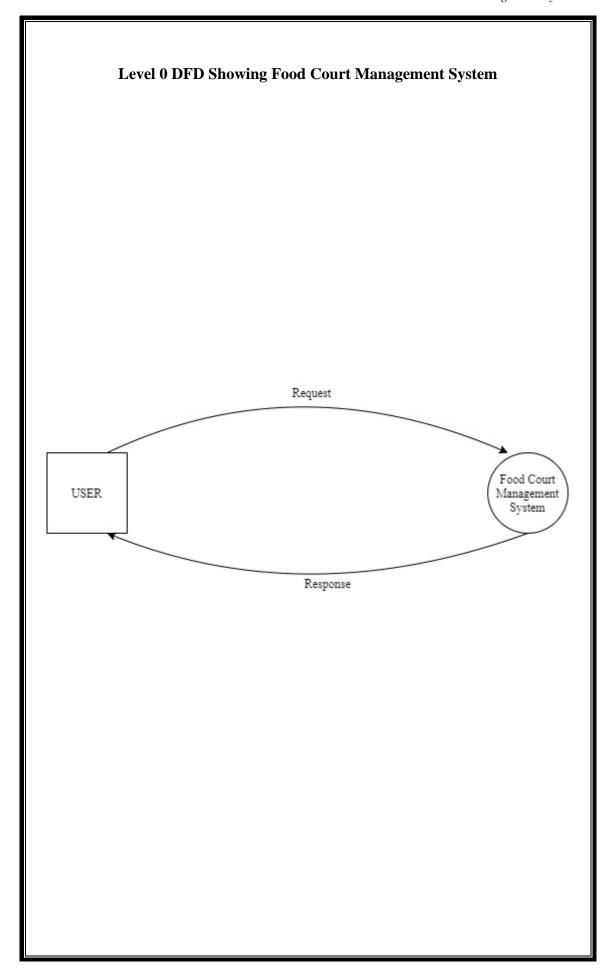
This module deals with payment of a fixed price for food item and also deals with the acceptance of electronic payment for online transaction. We can add payment, edit payment and search payment.

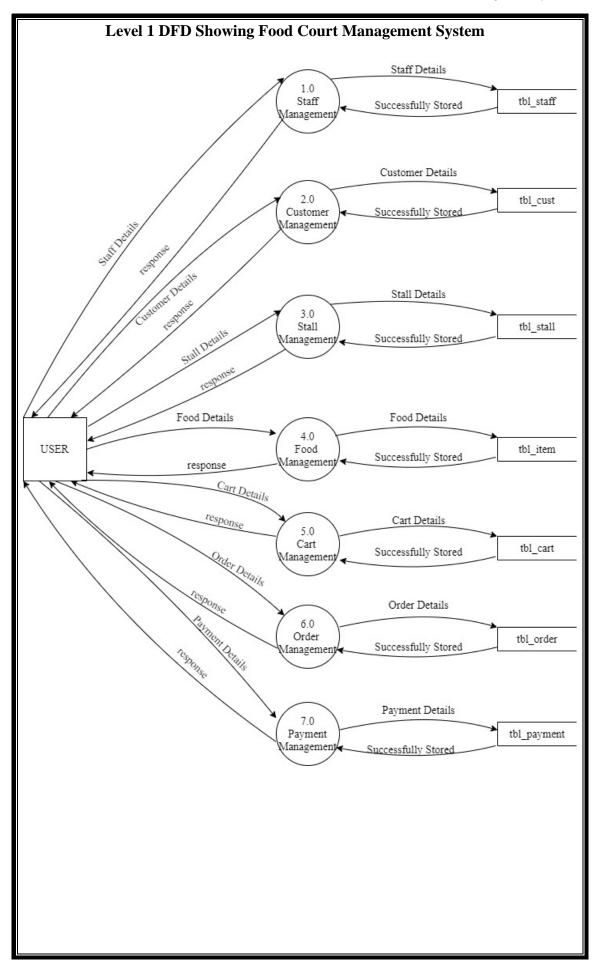
3.2 DATA FLOW DIAGRAM (DFD)

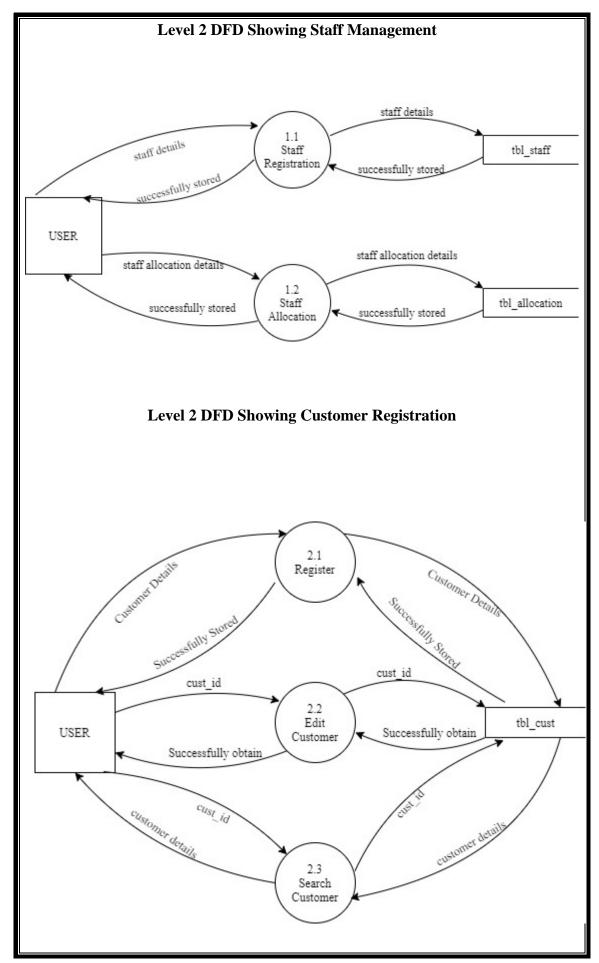
A data flow diagram is graphical tool used to describe and analyze movement of data through a system. These are central tool and the basis from which the other components are developed. The transformation of data from input to output, trough processed, may be described logically and independently of physical components associated with the system. These are known as the logical data flow movement of data between people, departments and workstations. A full description of a system actually consists of a set of data flow diagrams.

A DFD is also known as a "bubble chart" has the purpose of clarifying system requirements and identifying major transformations that will become programs in system design. So, it is the starting point of the design to the lowest level of detail. A DFD consists of a series of bubbles joined by data flows in the system.

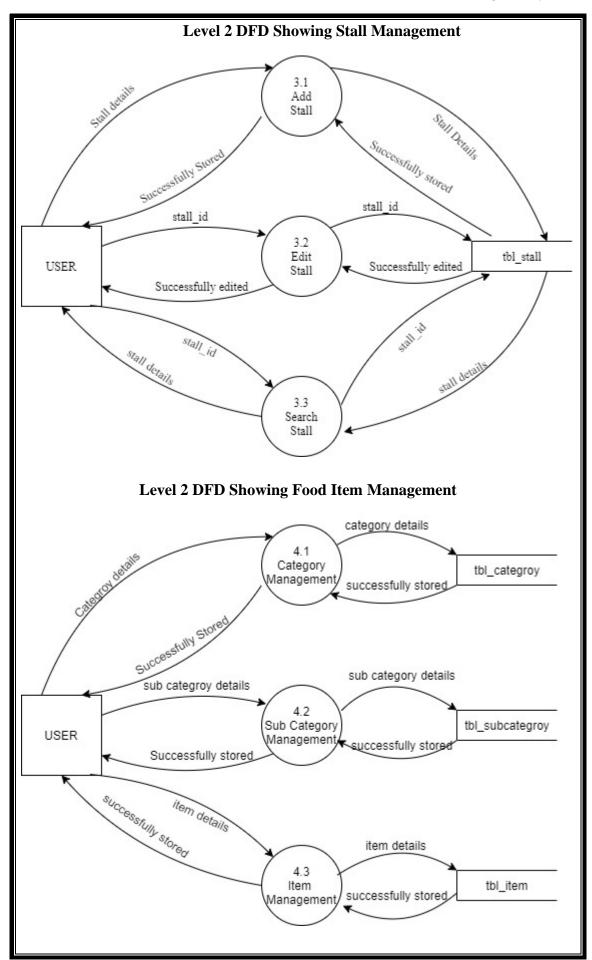
In the DFD, there are four symbols	
	Process that transforms data flow
	Source or Destination of data
	Data store
	Data flow
Rules for drawing d	ata flow diagrams
Rule 1: Establish net input and out	the context of the data flow diagram by identifying all of the put data flows.
Rule 2: Select a s	starting point for drawing the DFD.
Rule 3: Give mea	aningful labels to all data flow lines.
Rule 4: Label all flows.	processes with action verbs that relate input and output data
Rule 5: Omit in process.	significant functions routinely handled in the programming
Rule 6: Do not ir	nclude control or flow of control information.
Rule 7: Do not tr	ry to put too much information in one DFD.
Rule 8: Be prepa	red to start over

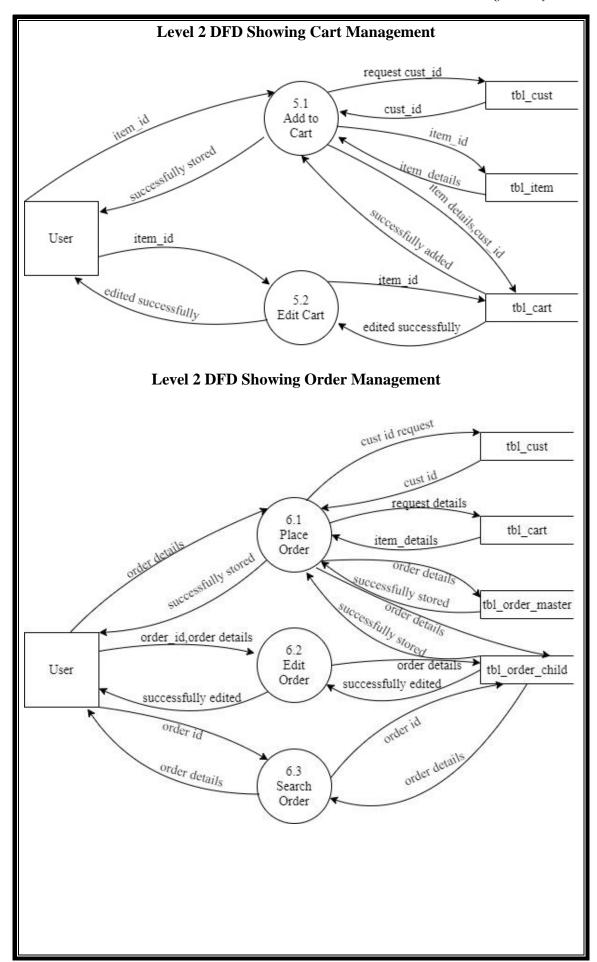


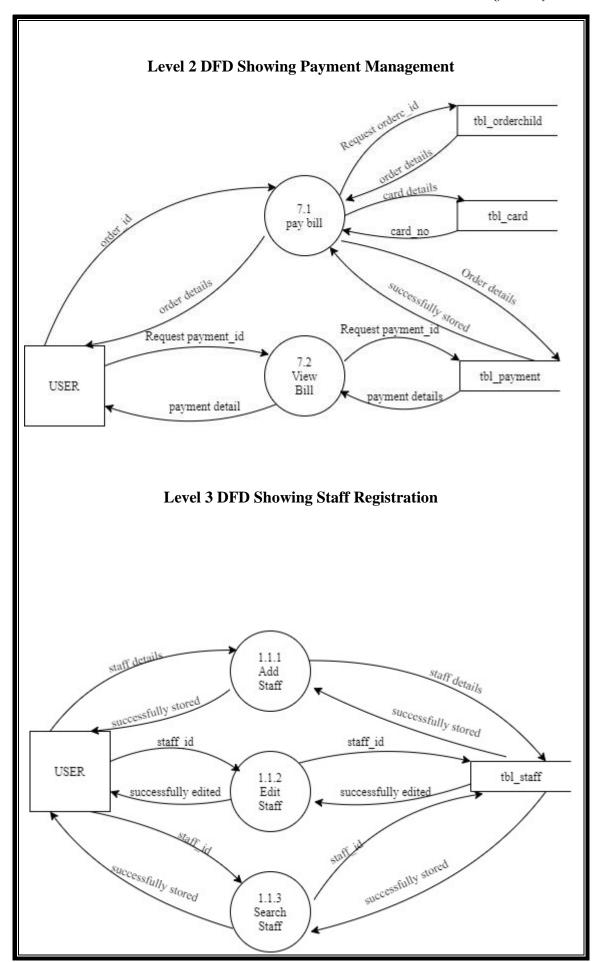




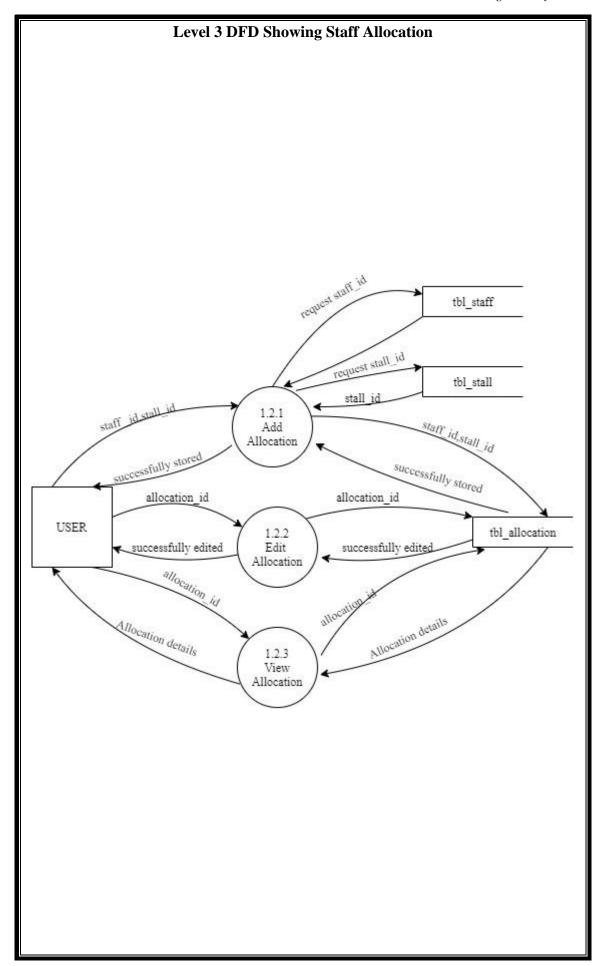
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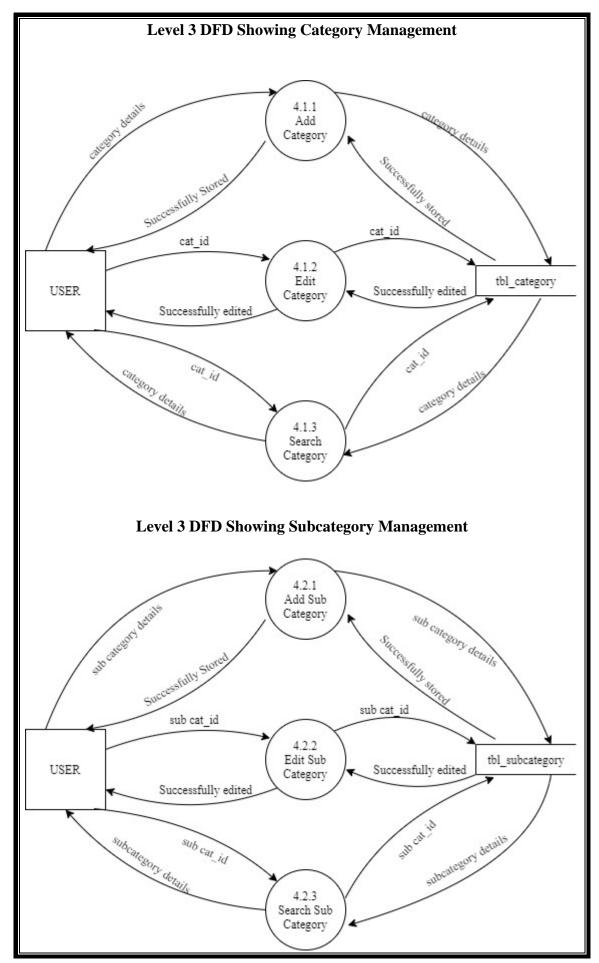




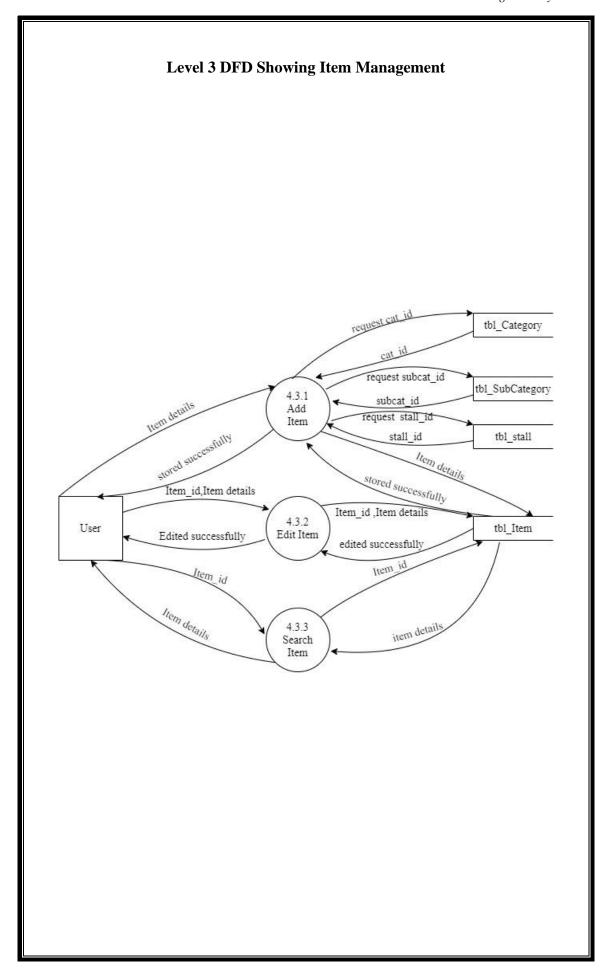


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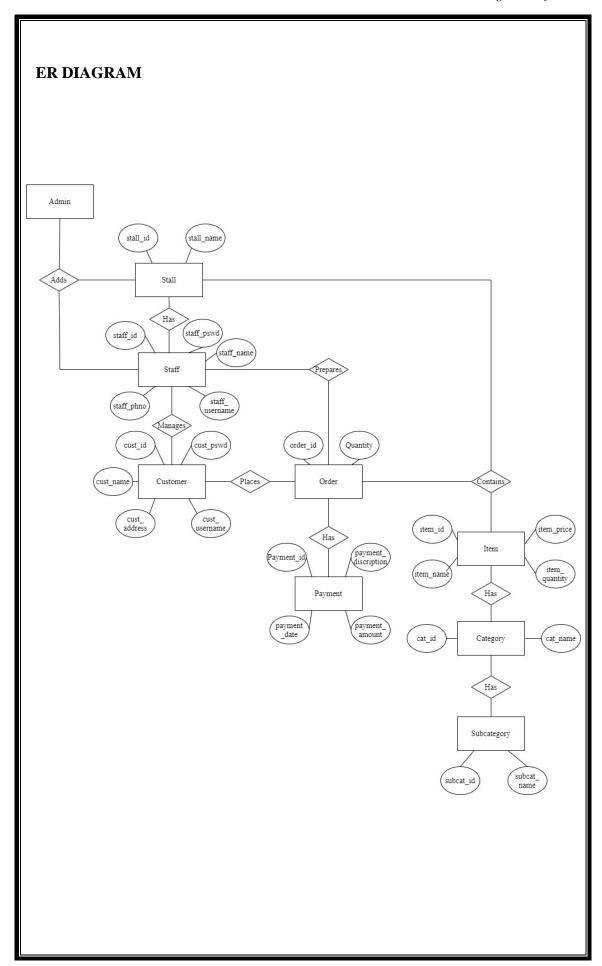
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3.3 ENTITY RELATIONSHIP DIAGRAM

The ER model is a conceptual data model that views the real world as a construct of entities and associations or relationships between entities. A basic component of the model is the Entity-Relationship diagram, which is used to visually represent data objects. The ER modeling technique is frequently used for the conceptual design of database applications and many database applications and many database design tools employ its concepts.

Entity Type
Weak Entity Type
Relationship Type
Attribute
Key attribute
Multivalued Attribute



4.1 INPUT DESIGN

Input design is the process of converting a user-oriented description of the inputs to a computer-based business system into a programmer-oriented specification. The quality of system input determines the quality of system output. Input specification describes the manner in which data enter the system for processing. Input design features can ensure the reliability of the system and produce result from accurate data or they can result in the production of errors. The input design also determines whether the user can interact efficiently with the system.

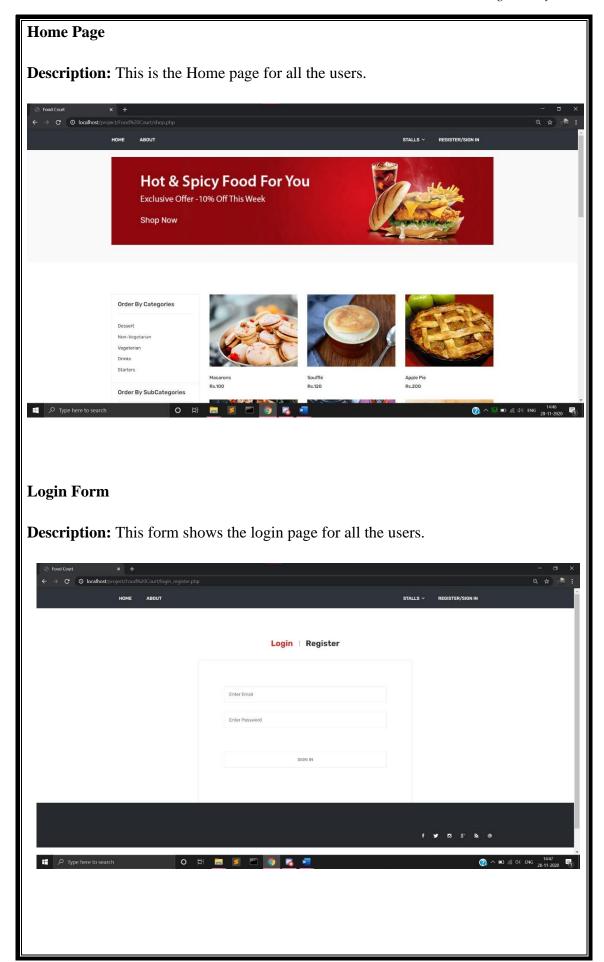
Input design requires consideration of the needs of the data entry operator.

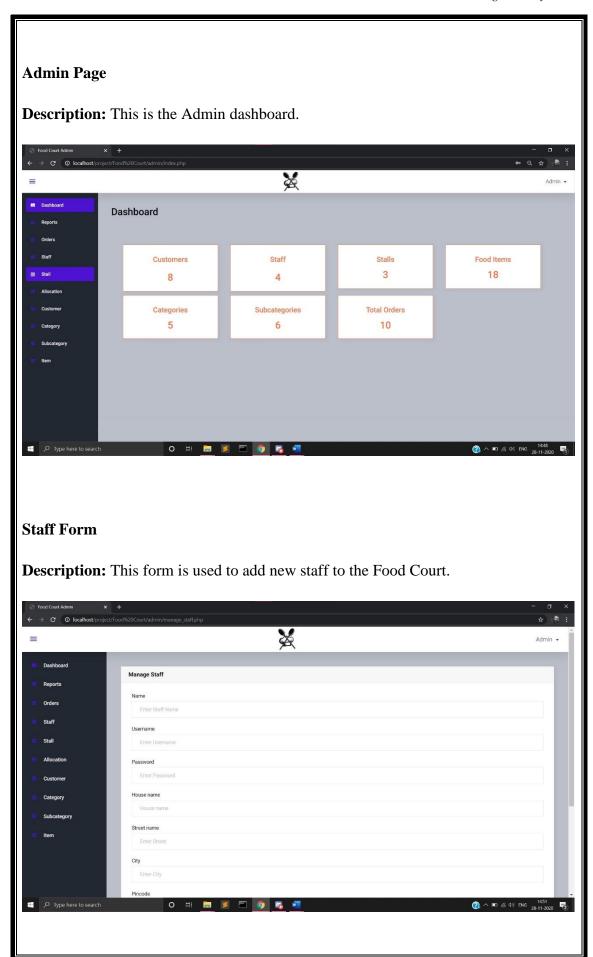
Three data entry considerations are:

- The field length must be documented
- The sequence of fields must match the sequence of the fields on the source document.
- The data format must be identified to the data entry operator.

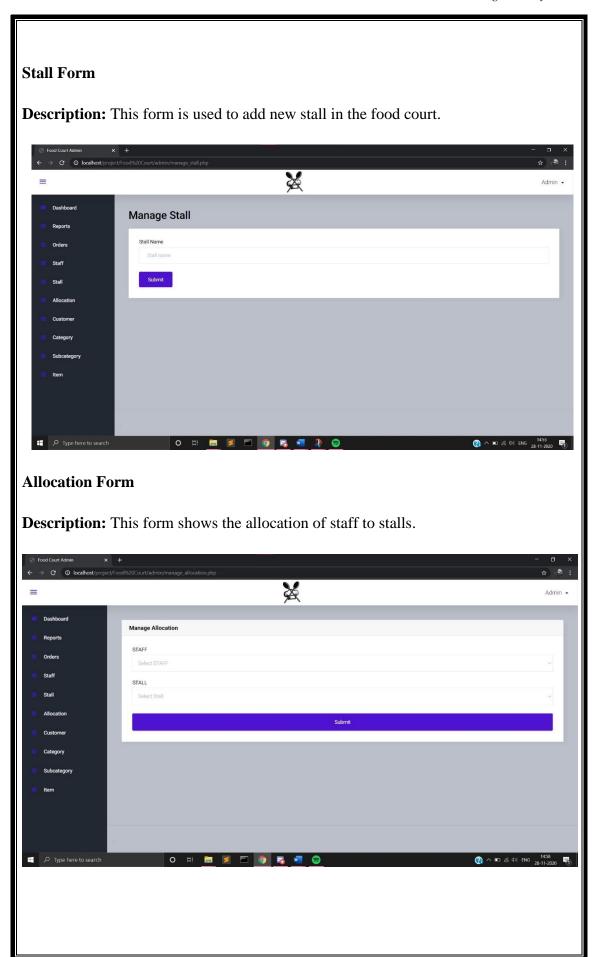
In our system almost all inputs are being taken from the databases. To provide adequate inputs we have to select necessary values from the databases and arrange it to the appropriate controls.

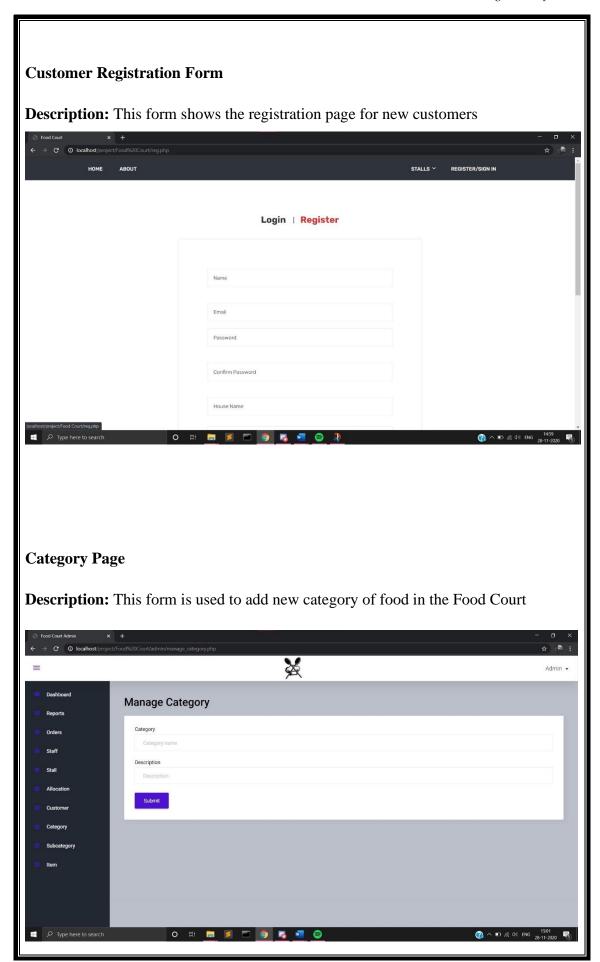
Inaccurate input data are the most common cause of errors in data processing. Errors entered by data entry can be controlled by input design. Input design is the process of converting user-oriented inputs to a computer-based format. There are three major approaches for entering data into the computer. They are menus, formatted forms and prompts. A menu is a selection list that simplifies computer data access or entry. Instead of remembering what to enter, the user choices from a list of option. A formatted form is a preprinted form or a template that request the user to enter data in appropriate location. It is a fill-in-the-blank type form. The form is flashed on the screen as a unit. In prompt the system displays one enquiry at a time, asking the user for a response.



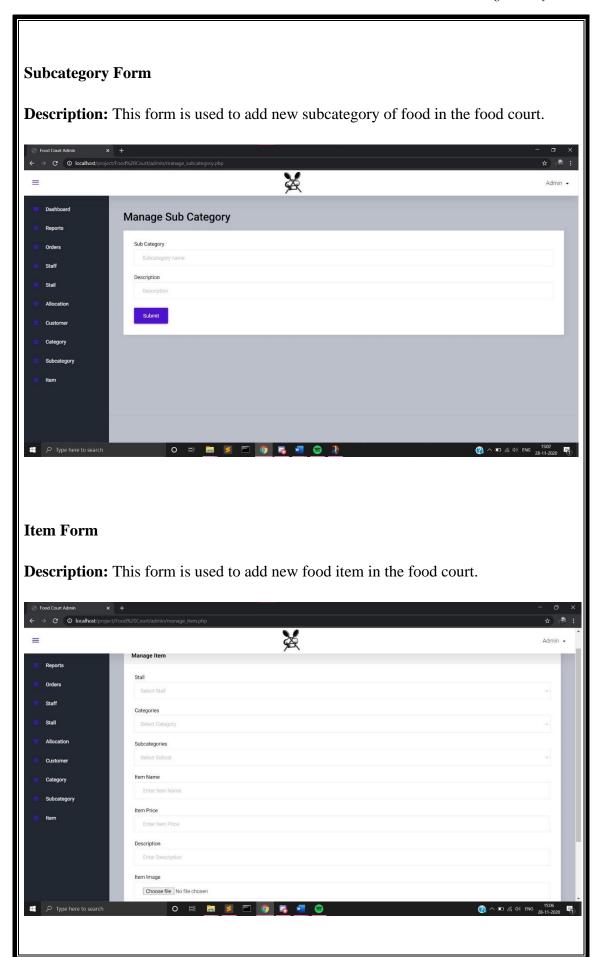


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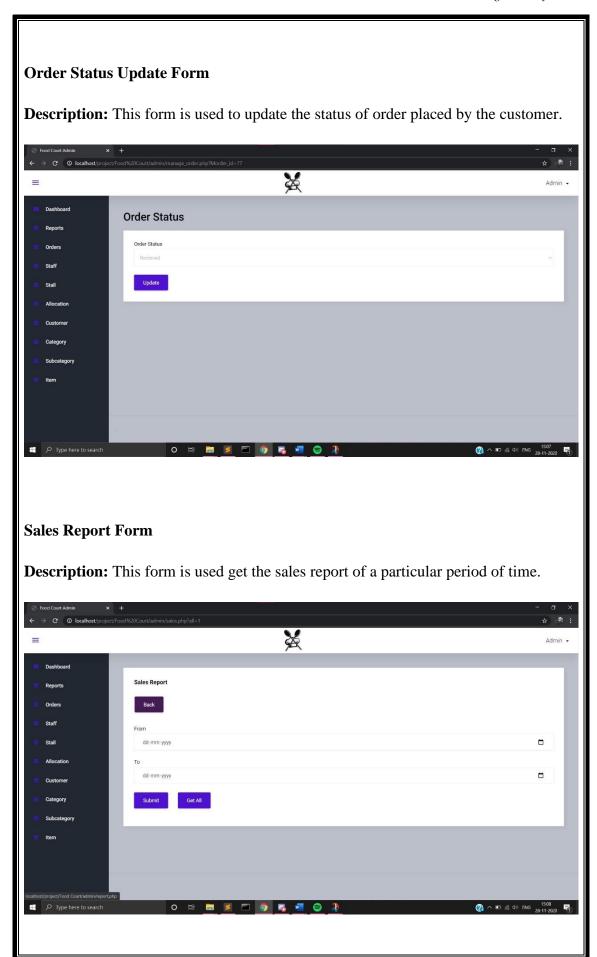




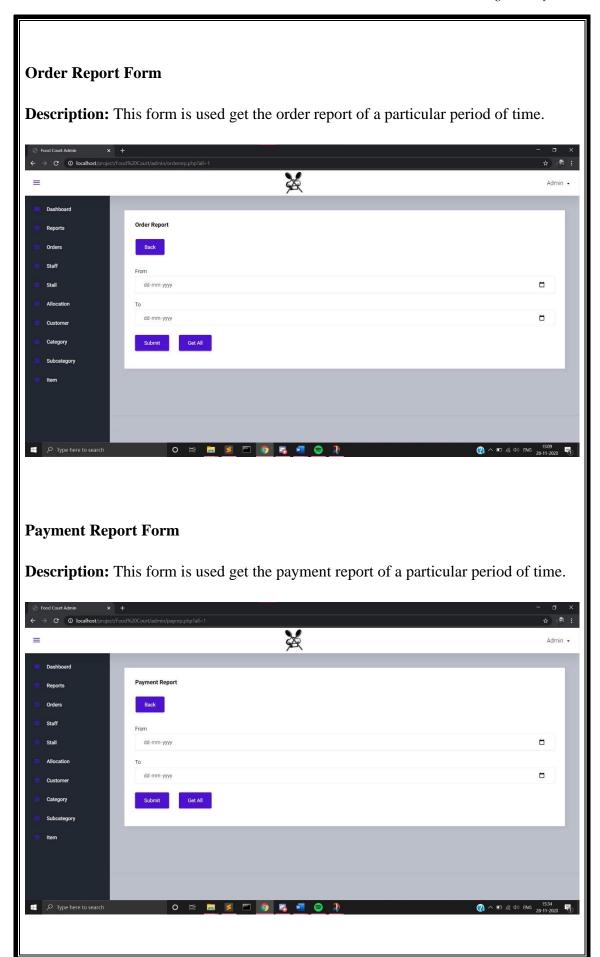
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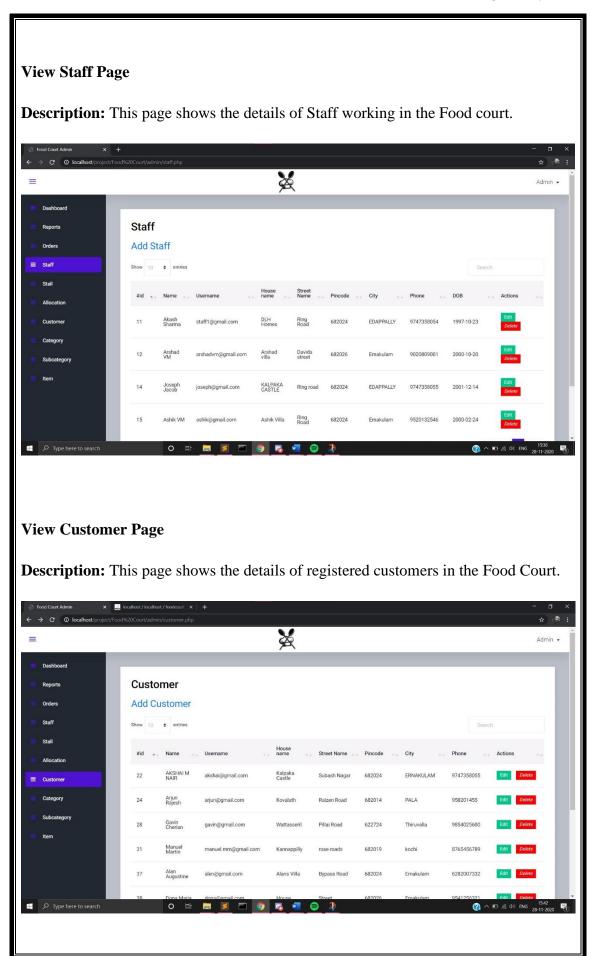
4.2 OUTPUT DESIGN

One of the important features of an information system for users is the output it produces. Output is the information delivered to users through the information system. Without quality output, the entire system appears to be unnecessary that users will avoid using it. Uses generally merit the system solely by its output. In order to create the most useful output possible. One works closely with the user through an interactive process, until the result is considered to be satisfactory.

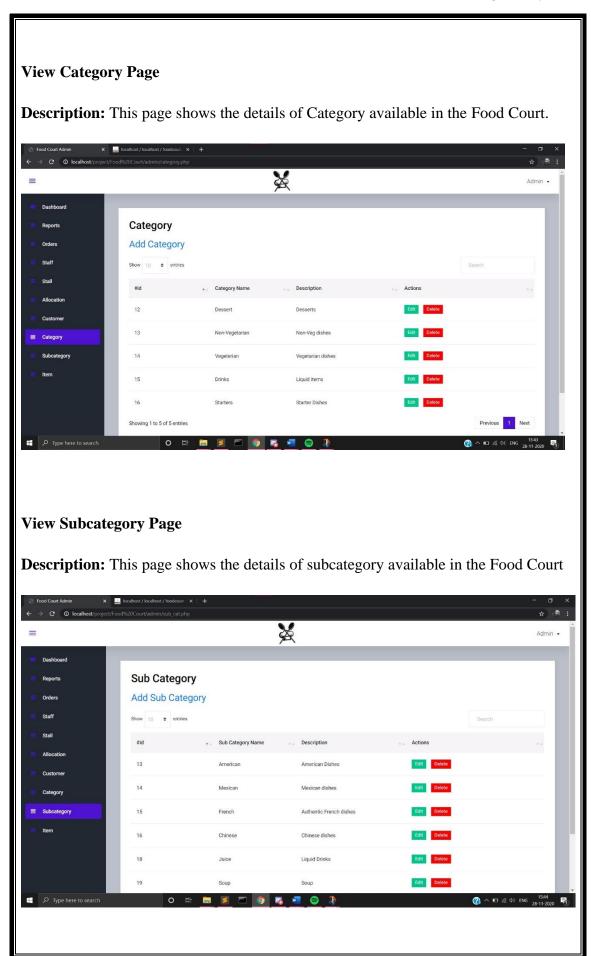
Output design has been an ongoing activity almost from the beginning of the project. In the study phase, outputs were identified and described general in the project directive. A tentative output medium was then selected and sketches made for each output. In the feasibility analysis, a "best" new system was selected; its description identified the input and output media. In the design phase the system has included an evaluation and selection of specific equipment for the system.

Output design generally deals with the results generated by the system i.e., reports. These reports can be generated from stored or calculated values. Reports are displayed either as screen window preview or printed form. Most end users will not actually operate the information system or enter data through workstation, but they will use the output from the system.

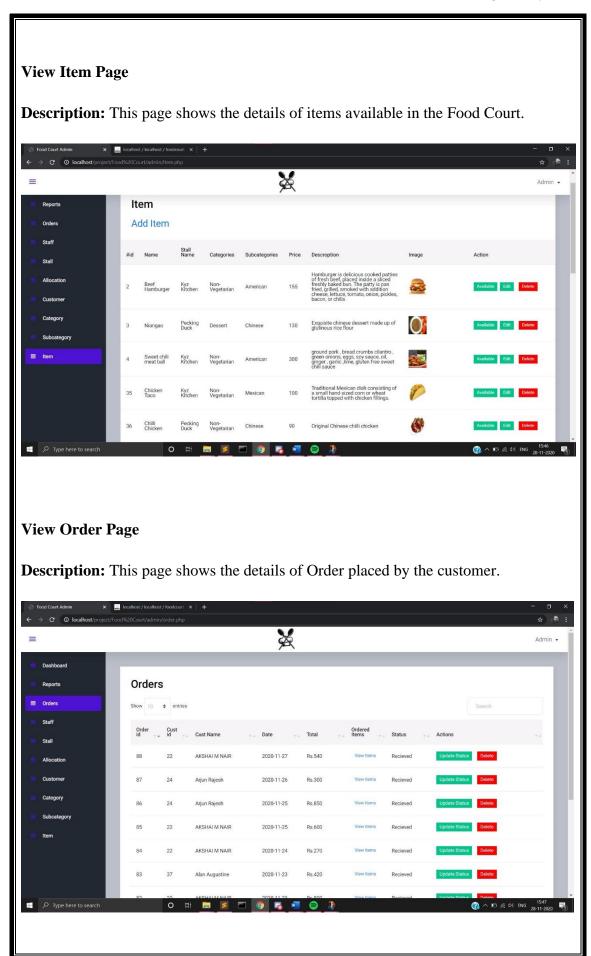
Outputs from computer systems are required primarily to communicate the results of processing to the user. They are also used to provide a permanent copy of these results for later consultation.



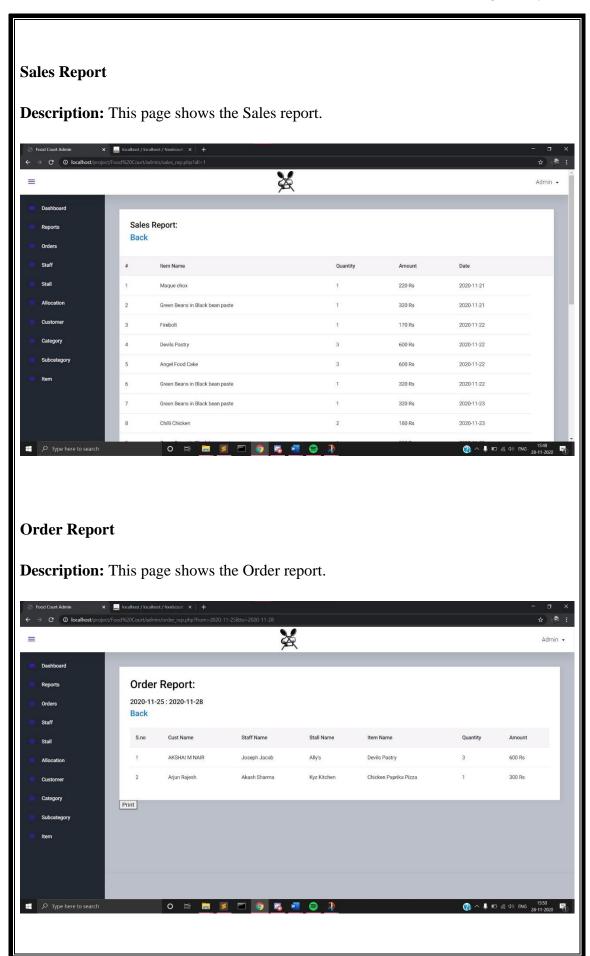
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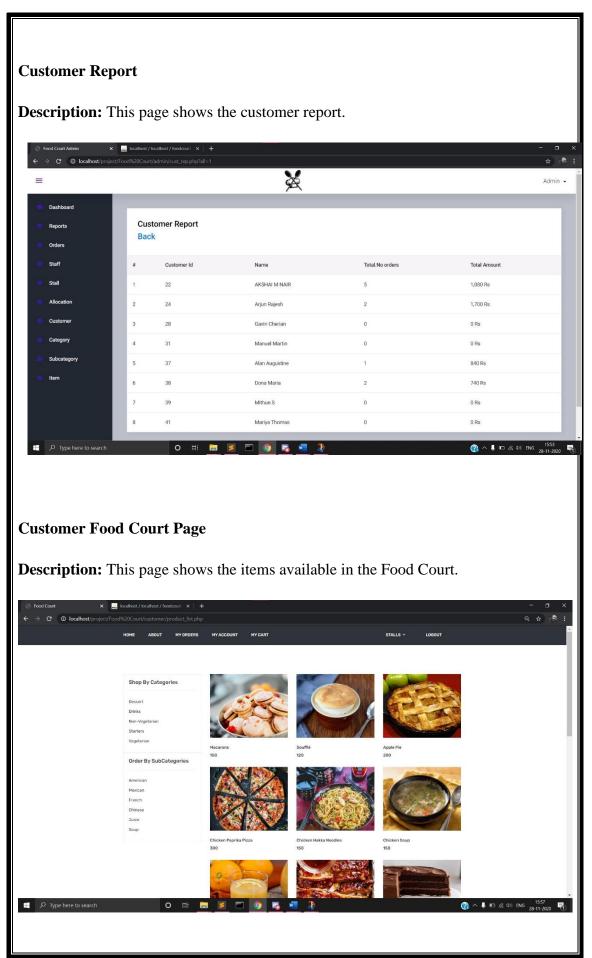
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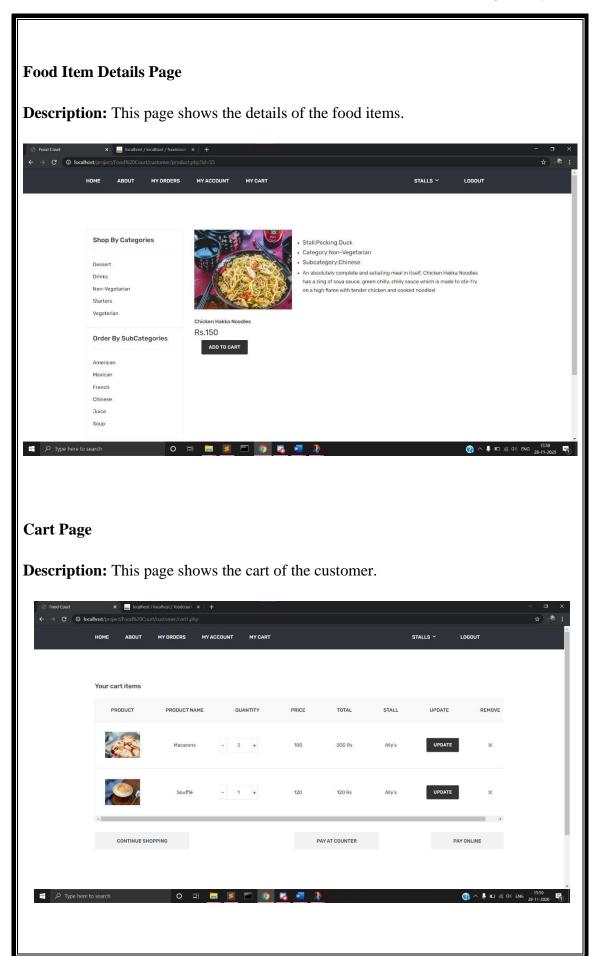
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4.3. DATABASE DESIGN

4.3.1 NORMALIZATION

Designing a database is a complex task and the normalization theory is a useful aid in this design process. The process of normalization is concerned with transformation of conceptual schema into computer representation form.

A bad database design may lead to certain undesirable situation such us,

- Repetition of information
- Inability to represent certain information
- Loss of information

To minimize these anomalies, normalization mat be used. If the database is in a normalization form, the data can be restructured and can maintain it easily. This is important that the database using that we are using may free from data redundancy and inconsistency. For this need we maintain the tables in a normalized manner.

First Normal Form

A relation is in first normal form (INF), if and only if all its attributes are based on single domain. The objective of normalizing a table is in to remove its repeating groups and ensure that all entries of the resulting table have at most single value.

Second Normal Form

A table is said to be in Second Normal Form (2NF), when it is in 1NF and every attribute in the record is functionally dependent upon the whole key, and not just a part of the key.

Third Normal Form

A table is in third Normal Form (3NF), when it is in 2NF and every non-key attribute is functionally dependent on just the primary key.

 $TABLE\ NAME: {\tt tbl_login}$

Description: This table stores login details of the user.

Field Name	Data Type	Constraints	Description
Username	int(20)	Primary Key	User name as email
Usertype	varchar(10)	notnull	Type of user
Password	password	notnull	Password

TABLE NAME: tbl_staff

Description: This table stores details of staff.

Field Name	Data Type	Constraint	Description
Staff_id	int (5)	Primary Key	Unique id of staff
Username	varchar(20)	Foreign key	Username as email
Staff_name	varchar(20)	Not null	Staff Name
Staff_hname	varchar(20)	Not null	House name
Staff_pin	numeric(6)	Not null	Pin code
Staff_city	varchar(20)	Not null	City in which staff lives
Staff_phone	numeric(10)	Not null	Phone number

TABLE NAME: tbl_stall

Description: This table stores details about stalls.

Field Name	Data Type	Constraint	Description
Stall_id	int (5)	Primary key	Unique id of stall
Stall_name	varchar(5)	Not null	Name of stall
Stall_no	int(3)	Not null	Stall number
Stall_desc	varchar(30)	Not null	Stall description

TABLE NAME: tbl_allocation

Description: This table stores details about staff allocation.

Field Name	Data Type	Constraint	Description
Alloc_id	int (5)	Primary key	Unique id for allocation
Stall_id	int (5)	Foreign key	Unique id of stall
Staff_id	int (5)	Foreign key	Unique id of staff

TABLE NAME: tbl_cust

Description: This table stores details of customer.

Field Name	Data Type	Constraint	Description
Cust_id	int (5)	Primary Key	Unique id of customer
Username	varchar(20)	Foreign key	Username as email
Cust_name	varchar(20)	Not null	Customer Name
Cust_hname	varchar(20)	Not null	House name
Cust_pin	numeric(6)	Not null	Pin code
Cust_city	varchar(20)	Not null	city in which customer lives
Cust_phone	numeric(10)	Not null	Phone number

TABLE NAME: tbl_cat

Descritpion: This table stores category details.

Field Name	Data Type	Constraint	Description
Cat_id	int (5)	Primary key	Unique id of category
Cat_name	varchar(10)	Not null	Category name
Desc	varchar(20)	Not null	Category description

TABLE NAME: tbl_subcat

Description: This table stores subcategory details.

Field Name	Data Type	Constraint	Description
subcat_id	int (5)	Primary key	Unique id of subcategory
subcat_name	varchar(10)	Not null	Subcategory name
Desc	varchar(20)	Not null	Subcategory description

TABLE NAME: tbl_item

Description: This table stores item details.

Field Name	Data Type	Constraint	Description
item_id	int (5)	Primary key	Unique id of Item
subcat_id	int (5)	Foreign key	Unique id of Subcategory
cat_id	int (5)	Foreign key	Unique id of Category
item_name	varchar(20)	Not null	Item name
item_price	varchar(5)	Not null	Item price
item_qty	numeric(4)	Not null	Item Quantity
item_image	varchar(100)	Not null	Item image

Table Name: tbl_Cart

Description: stores the cart details of the customers.

FIELD	DATA TYPE	CONSTRAINT	DESCRIPTION
cart_id	int (20)	Primary key	Cart id
cust_id	int (20)	Foreign key	Customer id
item_id	int (20)	Not null	Item id
Qty	varchar(20)	Not null	Product Quantity

TABLE NAME: tbl_ordermaster

Description: This table stores order master details.

Field Name	Data Type	Constraints	Description
m_order_id	int (5)	Primary key	Unique id of Order master
cust_id	varchar(5)	Foreign key	Customer id
order_time	time	Not null	Time of order
order_date	date	Not null	Date of order
order_amount	numeric(5)	Not null	Total amount of order

TABLE NAME: tbl_orderchild

Description: This table stores of order child details

Field Name	Data type	Constraints	Description
c_order_id	int (5)	Primary key	Unique id of Order child
m_order_id	int (5)	foreign key	Unique id of Master order
item_id	varchar(5)	foreign key	Item id
qty	numeric(4)	Not null	Quantity

TABLE NAME: tbl_card_payment

Description: This table stores card payment details,

Field Name	Data Type	Constraints	Description
card_no	varchar (16)	Primary key	Unique no of card
cust_id	int (5)	Foreign key	Unique id of customer table
card_name	varchar(5)	Not null	Name of card holder
exp_date	Date	Not null	Expiry of card
card_type	varchar(10)	Not null	Type of card

TABLE NAME: tbl_payment

Description: This table stores payment details.

Field Name	Data Type	Constraints	Description
p_id	int (5)	Primary key	Unique id for payment
staff_id	int (5)	Foreign key	Unique id of staff table
cust_id	int (5)	Foreign key	Unique id of customer table
m_order_id	int (5)	Foreign key	Unique id of Order table
card_no	varchar(16)	Foreign key	Card number
P_type	varchar(5)	Not nul	Type of payment
p_time	time	Not null	Payment time
p_status	varchar(20)	Not null	Payment status

5.1 INTRODUCTION

Software testing can be looked upon among the many process in organization that provides the last opportunity to correct any plane in the development system. System testing includes selecting tests and test data that have more problem of finding errors. System testing is vital for the success of any software system. The system makes a logical assumption that all part of the system works efficiently and goal is achieved. The system is tested for online response, ability to store and stress recovery from failure and usability. System testing requires a test plan that consists of several key activities and steps for programming and user acceptance testing. Another benefit of system testing is its utility as a user-oriented system before implementation.

LEVELS OF TESTING

Some of the methods of the system testing are given below.

Unit testing

In this test each module is tested individually before integration it to the final system. Unit test focuses verification in the smallest unit of software design in each module. This is also known as module testing. In this test each module is tested whether it is producing the desired output and if any error occurs it can be corrected easily.

Integration testing

It is the systematic technique for constructing the program structure while at the same time conducting test to uncover errors associated with interfacing. Thus the relationship between difference modules is checked in this testing for overall performance of testing. Thus in integration testing step, all errors uncovered are corrected for next testing steps. The objective of the test is to take althea modules such as administrator, user and modules are integrated in this testing step and then the entire program is tested.

Validation testing

It in where requirements established as a part of software requirements analysis is validated against the software that has been constructed. This test provides the final assurance that the software meets all functional, behavioral and performance requirements. The errors, which are uncovered during integration testing, are connected during this phase.

Output Testing

No system could be useful if it does not produce the required output in the specific format. Output testing is performed to ensure the correctness of the output and its format. The output generated or displayed by the system is tested asking the user about the format required by them.

User Acceptance Testing

The system under consideration is tested for user acceptance by constantly keeping in touch with the prospective system user at the time of developing. The testing of the software began along with the coding. The unit testing was done for each module in the software. For various inputs such that each line of code is executed at least once.

5.2 TEST CASES

A test plan documents the strategy that will be used to verify and ensure that a product or system meets its design specification and other requirements. A test plan is usually prepared by or with significant input from test Engineers. Depending on the product and the responsibility of the organization to which the test plan applies.

Unit Testing

Form	Procedure	Expected Result	Actual Result	Statu
				s
Entry Form	Choose			
	whether to			
	Login, About			
	us or			
	Developers			
Login Form	Enter valid	Should validate	Got entry to	Pass
	username and	user and provide	accounts	
	password	link to user		
		accounts		
Staff Form	Enter all	Should validate	Manage	Descri
Stair Form			Message	Pass
	mandatory	all entered fields	indicating	
	fields	and flash a	successful	
		message	registration is	
		indicating	shown	
		successful		
		registration		
Stall Form	Enter all	Should validate	Message	Pass
	mandatory	all entered fields	indicating	
	fields	and flash a	successful	

		message	registration is	
		indicating	shown	
		successful		
		registration		
Customer	Enter all	Should validate	Message	Pass
Form	mandatory	all entered fields	indicating	
	fields	and flash a	successful	
		message	registration is	
		indicating	shown	
		successful		
		registration		
Category	Enter all	Should validate	Message	Pass
Form	mandatory	all entered fields	indicating	
	fields	and flash a	successful	
		message	registration is	
		indicating	shown	
		successful		
		registration		
0.1	F . 11	G1 11 11 1		
Sub	Enter all	Should validate	Message	Pass
Category	mandatory	all entered fields	indicating	
Form	fields	and flash a	successful	
		message	registration is	
		indicating	shown	
		successful		
		registration		
Item Form	Enter all	Should validate	Message	Pass
	mandatory	all entered fields	indicating	
	fields	and flash a	successful	
		message	registration is	
		indicating	shown	

		successful		
		registration		
Payment	Enter all	Should validate	Message	Pass
Form	mandatory	all entered fields	indicating	
	fields	and flash a	successful	
		message	registration is	
		indicating	shown	
		successful		
		registration		

Integration Testing

Form	Expected Result	Actual Result	Status
Login and user account forms	Get entry to appropriate user page	Appropriate user page is displayed	Pass
Staff Form	Must add staff details successfully	Insertion is successful	Pass
Customer Form	Must add customer details successfully	Insertion is successful	Pass
Stall Form	Must add Stall details successfully	Insertion is successful	Pass
Category Form	Must add category details successfully	Insertion is successful	Pass

Sub category	Must add sub category	Insertion is	Pass
Form	details successfully	successful	
Item Form	Must add Item details	Insertion is	Pass
	successfully	successful	
Payment Form	Must update the	Specified entry	Pass
	specified entry in the	updated	
	database		

Validation Testing

Form	Expected Result	Actual Result	Status
Create user	Check all mandatory fields and validate all entered data fields	If any error found display message and the same screen is displayed else record saved and confirmed	Pass
Edit User	Edit the row corresponding to the value entered	If the value entered is invalid error message is thrown otherwise message indicating successful deletion is flashed	Pass

6.1 INTRODUCTION

Implementation is that state in the project plan where the theoretical design is put into real test. All the theoretical and practical works are now implemented as a working system. This is the most crucial stage in the life cycle of a project; the project may be accepted or rejected depending on how it gathers confidence among the users. If the user has achieved satisfaction with the new project, then the project can be termed as successful and then onwards its maintenance and other subsequent works can be commenced. The system goes for implementation only after passing through some rigorous testing, especially when it comes to operating system and other system software, the testing and implementation phase assumes greater significance.

The implementation stage involves following tasks

- Careful planning.
- Investigation of system and constraints.
- Design of methods to achieve the change cover.
- Evaluation of the changeover method.

6.2 INSTALLATION PROCEDURE

Installation of software refers to the final installation of the package in the real environment, to the satisfaction of the intended users and the successful operation of the system. In many organizations, those who commission the software development project will not be the one to operate them. In the initial stage, the person who is not sure that the software will make the jobs easier will doubt about the software. But we have to ensure that the resistance does not build one makes sure that

- The active user must be aware of the benefits of using the system
- Their confidence in the software is built up
- Proper guidance is imparted to the user so that he is comfortable in using the application

Implementation is the stage of the project where the theoretical design is turned into a working system. At this stage, the main work load, the greatest upheaval and the major impact on the existing system shifts to the user department. if the implementation is not carefully planned and controlled, it can cause confusion.

Implementation includes all those activities that take place to convert from the old system to the new one. Proper implementation is essential to provide a reliable system to meet the organizational requirements. Successful implementation may guarantee improvement in the organization using the new system, but improper installation will prevent it. The process of putting the developed system into actual use is called system implementation. This includes all those activities that take place to convert from the old system to the new system. The system can be implemented only after through testing is done and if it is found to be working according to the specification of the system.

6.3 IMPLEMENTATION PLAN

Implementation is the most crucial stage in achieving a successful system and for us it is the processing of bringing "Food Court Management System" into operational use and training it over to the user. Implementation includes all those activities that take place to convert from the old system to new one.

The basic requirements for implementing the proposed system are already mentioned above. This software provides total security for the operations. That is it prevents any unauthorized access. After successful login the user can go to the form according to the situation.

After completion of the food court management systems design and coding, the analyst, the user and the management evaluate the system to ensure that it fulfill all its goals. Thus, the implementation of the project where the critical design is turned into a working system. System implementation plan is concerned with writing program, creating databases, testing programs and operational plans.

7.1 FUTURE ENHANCEMENT

The system has been developed with flexibility in mind. The requirement of the company is bound to change as and when new operations are included. Keeping in view advancements that are being made in technology it is necessary that the system be able to cope up with the changes that are bound to happen.

So, in today's world of mobile technology the software "Food Court management system" if integrated with the mobile will be an added advantage. The mobile users will get instant alerts from this site. The software if we create a mobile app or an alert system for more interaction with the user and also widening the reach of the system to its users.

The system entitled "Food Court management system" provides maximum user interaction and flexibility. The system users stored procedures on the database. This also can be enhanced in the future.

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APPENDIX A

```
<?php
ob_start();
require('top.php');
$Staff_id=";
$Staff_name=";
$Staff_hname=";
$Staff_city=";
$Street_name=";
$Staff_pin=";
$Staff_phone=";
$Staff_dob=";
$Username=";
$Password=";
$msg=";
if(isset($_GET['Staff_id']) && $_GET['Staff_id']!="){
$Staff_id=get_safe_value($_GET['Staff_id']);
$Username=get_safe_value($_GET['Username']);
$res=mysqli_query($con,"select tbl_staff.*,tbl_login.* from
tbl_staff,tbl_login where tbl_login.Username='$Username' and
tbl_staff.Username='$Username'");
$check=mysqli_num_rows($res);
if(\check>0){}
$row=mysqli_fetch_assoc($res);
$Staff_name=$row['Staff_name'];
$Staff_hname=$row['Staff_hname'];
$Street_name=$row['Street_name'];
$Staff_city=$row['Staff_city'];
$Staff_pin=$row['Staff_pin'];
$Staff_phone=$row['Staff_phone'];
$Staff_dob=$row['Staff_dob'];
}else{
```

```
header('location:staff.php');
die();
if(isset($_POST['submit'])){
  $Staff_name=get_safe_value($_POST['Staff_name']);
  $Staff_hname=get_safe_value($_POST['Staff_hname']);
  $Street_name=get_safe_value($_POST['Street_name']);
  $Staff_city=get_safe_value($_POST['Staff_city']);
  $Staff_pin=get_safe_value($_POST['Staff_pin']);
  $Staff_phone=get_safe_value($_POST['Staff_phone']);
  $Staff_dob=get_safe_value($_POST['Staff_dob']);
  $Username=get_safe_value($_POST['Username']);
  $Password=get_safe_value($_POST['Password']);
  $res=mysqli_query($con,"select * from tbl_staff where
Username='$Username'");
  $check=mysqli_num_rows($res);
 if($check>0){
  if(isset($_GET['Staff_id']) && $_GET['Staff_id']!="){
   $getData=mysqli_fetch_assoc($res);
  if($Staff_id==$getData['Staff_id']){
   }else{
   $msg="staff already exist";
   }else{
   $msg="staff already exist";
  if(!preg_match('/^[a-z]+$/i', $Staff_name))
      $errors['n'] = '* Invalid Name. Only alphabetic characters are allowed
      if(!preg_match('/^[a-z]+$/i', $Staff_city))
      $errors['c'] = '* Invalid city. Only alphabetic characters are allowed ';
      if(!(is_numeric($Staff_phone))){
```

```
$errors['ph']="* invalid phone number";
if (strlen($Staff_phone) < 10 || strlen($Staff_phone) > 10) {
     $errors['ph']="* invalid phone number";
if(!(is_numeric($Staff_pin))){
$errors['p']="* invalid Phone no. Only digit are allowed";
if (strlen(\$Staff_pin) < 6 \parallel strlen(\$Staff_pin) > 6) 
     $errors['p']="* invalid pincode number";
if(preg_match("/^.*(?=.{8,})(?=.*[0-9])(?=.*[a-z])(?=.*[A-Z]).*$/",
Password == 0
$errors['pass'] = '* Password must be at least 8 characters and must contain at
least one lower case letter, one upper case letter and one digit';
}
if(\$msg=="\&\& count(\$errors)==0)
if(isset($_GET['Staff_id']) && $_GET['Staff_id']!="){
mysqli_query($con,"update tbl_staff set
Staff_name='$Staff_name',Staff_hname='$Staff_hname',Staff_city='$Staff_c
ity', Staff_pin='$Staff_pin', Street_name='$Street_name', Staff_phone='$Staff_
phone',Staff_dob='$Staff_dob' where Staff_id='$Staff_id'");
}else{
mysqli query($con,"insert into tbl login (Username,Password,User type)
values ('$Username','$Password','staff')");
mysqli query($con,"insert into
tbl_staff(Username,Staff_name,Staff_hname,Staff_city,Staff_pin,Street_nam
e,Staff_phone,Staff_dob)
values('$Username','$Staff_name','$Staff_hname','$Staff_city','$Staff_pin','$
Street_name','$Staff_phone','$Staff_dob')");
          header('location:staff.php');
          die();
```

```
}
?>
<form method="post">
<div class="form-group">
<label for="staff" class=" form-control-label">Name</label>
<input type="text" id="Staff_name" name="Staff_name" placeholder="Enter</pre>
Staff Name" class="form-control" required value="<?php echo
$Staff name?>">
                     <?php if(isset($errors['n']))echo $errors['n'];
?>
</div>
<div class="form-group">
<label for="staff" class=" form-control-label">Username</label>
<input type="email" id="Username" name="Username" placeholder="Enter</pre>
Username" class="form-control" required value="<?php echo
$Username?>">
</div>
<div class="form-group">
<label for="staff" class=" form-control-label">Password</label>
<input type="Password" id="Password" name="Password"</pre>
placeholder="Enter Password" class="form-control" required value="<?php
echo $Password?>">
<?php if(isset($errors['pass']))echo $errors['pass']; ?>
</div>
<div class="form-group">
<label for="staff" class=" form-control-label">House name</label>
<input type="text" id="Staff_hname" name="Staff_hname"</pre>
placeholder="House name" class="form-control" required value="<?php
echo $Staff hname?>">
</div>
<div class="form-group">
<label for="staff" class=" form-control-label">Street name</label>
```

```
<input type="text" id="Street_name" name="Street_name"</pre>
placeholder="Enter Street" class="form-control" required value="<?php
echo $Street name?>">
</div>
<div class="form-group">
<label for="staff" class=" form-control-label">City</label>
<input type="text" id="Staff_city" name="Staff_city" placeholder="Enter</pre>
City" class="form-control" required value="<?php echo $Staff_city?>">
<?php if(isset($errors['c']))echo $errors['p']; ?>
</div>
<div class="form-group">
<label for="staff" class=" form-control-label">Pincode</label>
<input type="text" maxlength="6" id="Staff_pin" name="Staff_pin"</pre>
placeholder="Enter Pincode" class="form-control" required value="<?php
echo $Staff_pin?>">
<?php if(isset($errors['p']))echo $errors['p']; ?>
</div>
<div class="form-group">
<label for="staff" class=" form-control-label">Mobile Number</label>
<input type="text" maxlength="10" id="Staff_phone" name="Staff_phone"</pre>
placeholder="Enter Mobile Number" class="form-control" required
value="<?php echo $Staff_phone?>">
<?php if(isset($errors['ph']))echo $errors['ph']; ?>
</div>
<label for="staff" class=" form-control-label">Date of Birth</label>
<input type="date" max="2001-12-31" id="Staff_dob" name="Staff_dob"</pre>
placeholder="DOB" class="form-control" required value="<?php echo
$Staff_dob?>">
<button id="payment-button" name="submit" onclick="check()"
type="submit" class="btn btn-lg btn-info btn-block">
<span id="payment-button-amount">Submit</span>
</button>
<div class="field_error"><?php echo $msg?></div>
</form>
```

<?php
require('footer.php');
?>

APPENDIX B

Acronyms

SQL - Structured Query Language

DFD - Data Flow Diagram

ERD - Entity Relationship Diagram

IDE - Integrated Development Environment

OS - Operating System