A JAVA PROJECT

On

RESTAURANT MANAGEMENT SYSTEM

Submitted by

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SARASWATI COLLEGE OF ENGINEERING

Kharghar, Navi Mumbai

(Affiliated to University Of Mumbai)

Academic Year : 2021-22

Saraswati College of Engineering, Kharghar

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To educate students to become quality technocrats for taking up challenges in all facets of life.

Department Of Computer Science and Engineering

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CERTIFICATE

"This is to certify that the requirements for the synopsis entitled"

Have been successfully completed by the following Students:

SAKSHI BUDDESHWAR JADHAV (36)

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In partial fulfilment of Sem-III Bachelor of Engineering of Mumbai University , Computer Science and Engineering(Artificial Intelligence and Machine Learning) of Saraswati College of Engineering, Kharghar during the academic year 2021-22.

Internal Guide **External Examiner**

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Prof. DIKSHA G KUMAR

Acknowledgement

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RESTAURANT MANAGEMENT SYSTEM

ABSTRACT

Online Restaurant Management System (ORMS)" is web application to restaurant management. This system wake to provide service facility to restaurant and also to the customer. The services that are provided is food ordering and reservation table management by the customer through the system online, customer information management and waiter information management, menu information management and report.

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INTRODUCTION

The project “RESTAURANT MANAGEMENT SYSTEM” is software for monitoring and controlling the transactions in the restaurant.

Restaurant Management System is a window application designed to help users maintain and organize restaurant. The system processes the transactions and resulting data. Reports will be generated from these data which help the manager to make appropriate business decisions for restaurant.

PROBLEM STATEMENT

This program is a basic Billing System software using JAVA.

PROPOSED SYSTEM

A) ALGORITHM

1. Start
2. Initializing all variables
3. Taken input from users
4. Started Exception Statements
5. Cases for

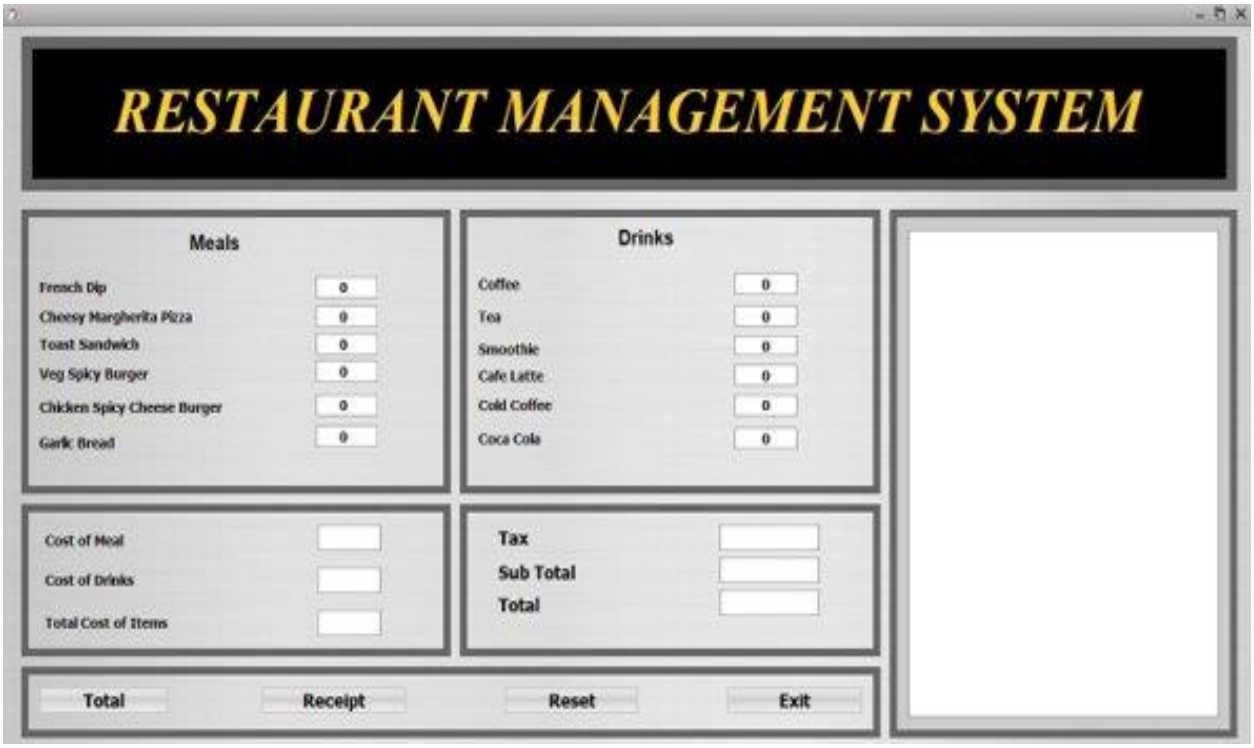
    A) Meals

    B) Drinks

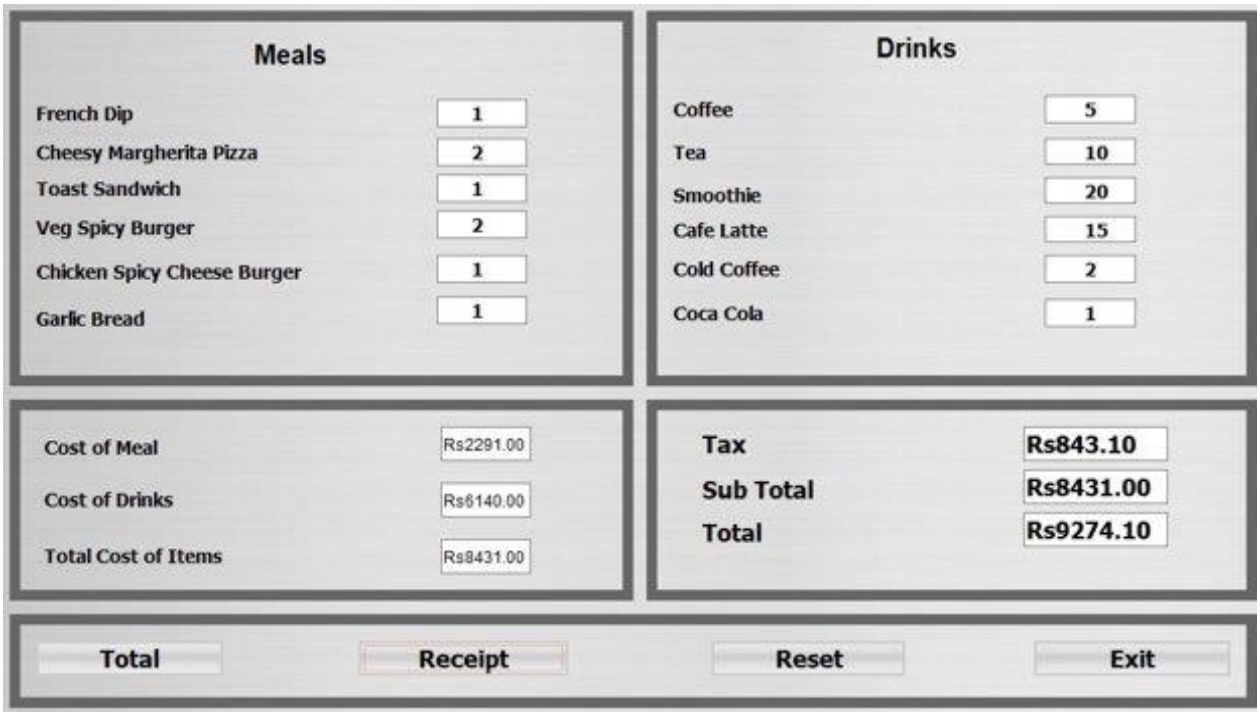
6. Exit
7. End of Exception Statements

RESULTS

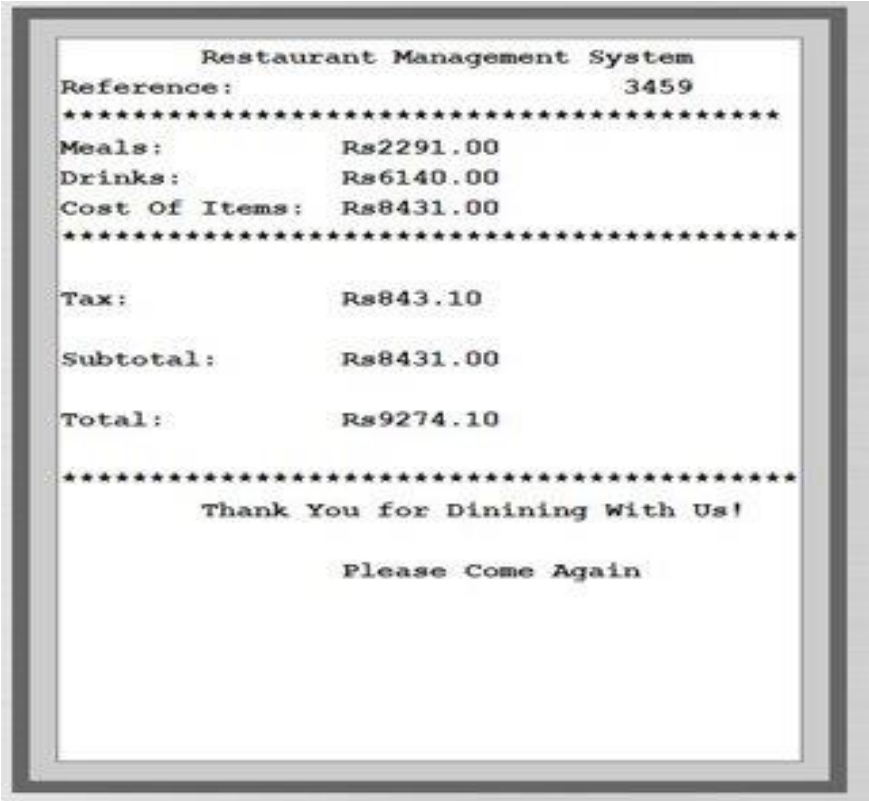
1) Main Window



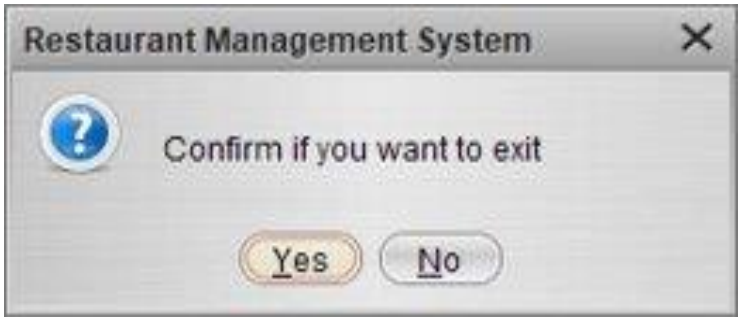
2) Order Food


Meals
French Dip
1
Cheesy Margherita Pizza
2
Toast Sandwich
1
Veg Spicy Burger
2
Chicken Spicy Cheese Burger
1
Garlic Bread
1
Drinks
Coffee
5
Tea
10
Smoothie
20
Cafe Latte
15
Cold Coffee
2
Coca Cola
1
Cost of Meal
Rs2291.00
Cost of Drinks
Rs6140.00
Total Cost of Items
Rs8431.00
Tax
Rs843.10
Sub Total
Rs8431.00
Total
Rs9274.10
Total
Receipt
Reset
Exit

3) Invoice



4) Confirmation for Exit



CONCLUSION

The outcome of all the time hard work is here. We have a system which takes the necessary choice of the customers according to the filter like category of the food . This is achieved through an easy to use graphical interface menu options. The users can add any number of items to the cart from any of the available food Categories.

Customer according to the choice pay bill via cash or debit card or credit card method. Hence all the process works perfect, full filling of demand.

REFERENCE

- Github
- JAVA The Complete Reference (Seventh Edition)
- Stackoverflow.com

Program Educational Objectives (PEO)

1. To prepare the candidate for a successful career in the industry and make him acquainted with the latest software and hardware.
2. To enable student to work productively as computer engineers, including supportive teamwork and leadership roles on multidisciplinary teams.
3. Graduates are prepared to be responsible computing professionals in their own area of interest.
4. To provide the candidate with a sound foundation in mathematics, software technologies, database technologies, networking, hardware and to prepare them for post graduate studies and research programs.
5. To promote the awareness of lifelong learning among students and to introduce them to professional ethics and codes of professional practice.
6. To demonstrate effective communication skills in oral, written and electronic media.

Program Outcomes (PO)

At the end of the program, a student will be able to:

1. Apply knowledge of mathematics, science and engineering.
2. Utilize the computer engineering knowledge in all domains, viz., health care, banking and Finance, other professions such as medical, law, etc.
3. Design and conduct experiments as well as to analyze and interpret data.
4. Analyze the problem, subdivide it into smaller tasks with well-defined interface for interaction among components, and complete the task within the specified time frame and financial constraints.
5. Design a system, component or process to meet the desired needs within realistic constraints such as economic, environmental, social, political and Ethical ability.
6. Design, implement, and evaluate secure hardware and/or software systems with assured quality and efficiency.
7. Communicate effectively the engineering solution to customers/users or peers.
8. Understand professional and ethical responsibilities.
9. Understand contemporary issues and to get engaged in lifelong learning by independently and continually expanding knowledge and abilities.
10. Function in multidisciplinary teams.
11. Identify, formulate and solve engineering problems.

Lab Objectives:

Students will try to:

1. To acquaint with the process of identifying the needs and converting it into the problem.
2. To familiarize the process of solving the problem in a group.
3. To acquaint with the process of applying basic engineering fundamentals to attempt solutions to the problems.
4. To inculcate the process of self-learning and research.

Lab Outcomes:

Student will be able to:

1. Identify problems based on societal /research needs.
2. Apply Knowledge and skill to solve societal problems in a group.
3. Develop interpersonal skills to work as member of a group or leader.
4. Draw the proper inferences from available results through theoretical/ experimental/simulations.
5. Analyze the impact of solutions in societal and environmental context for sustainable development.
6. Use standard norms of engineering practices.
7. Excel in written and oral communication.
8. Demonstrate capabilities of self-learning in a group, which leads to life long learning.
9. Demonstrate project management principles during project work.