1. **PROBLEM INVESTIGATION**

The objective of the systems-investigation phase is to answer the following questions: What is the business problem, is it a problem or an opportunity, what are the major causes of the problem, Can the problem be solved by improving the current information system?Problem investigation is divided in four following categories:

* 1. **Introduction to Existing System**

To implement / developany new system, it is necessary to remove the shortcomings of   an   existing   system. The computerized has more edge over the manual system.  As the project is on “FOOD ORDERING SYSTEM”. So firstly to introduce the existing system, the existing system is based on manual system, where the ordersare maintained manually. With this manual system, worker maintains the order about the many customers by using diary

* 1. **Limitations of Current System**

In the existing system, it is very difficult to rememberthe orders from different different customers also to handle the whole system manually that’s why it is taking more mind efforts and chances of data loss is high.

The manual system is so time-consuming.

* 1. **SolutionSuggested**

The following solutions are suggested to develop the new system. They are as follows:

1. Important information's are abstracted from the unauthentic user.
2. The system should allow anyone to browse system but only the authentic customer may place there order.
3. In manual system, the storage of information takes place manually on paper, whereas with the help of computerized system, information stores in system.
4. Computerized system provides a long term storage facility also that help to maintain record by customer detail.
5. Food ordering system acts as a better system as compared to manual system.

**1.4 Goal & Objectives of project**

The goal of the food ordering system is to provide the better, efficient and complete information about the order through computerized environment which takes place in the any restaurant with the following objectives:

1. The objective is to reduce the consumption of time during maintaining the records of orders.
2. User interfaces are user friendly and attractive.
3. **SYSTEM ANALYSIS**

System analysis is a problem solving technique that decomposes a system into its component pieces for the purpose of the studying how well those component parts work and interact to accomplish their purpose

**2.1 Information Gathering**

The main sources of information are –

1. User of the system.
2. Forms and documents used in the organization.
3. Menu card
4. Computer programs of existing system.

Information should be obtained from all the above sources.

**2.1.1 Online Observation**

The information gathering tool which will be used for gathering information for proposed system is: **“**ONSITE-OBSERVATION**”.**

It is the process of recognizing and noting people, objects and occurrences to obtain information. The major objective of on-site observation is to get as close as possible to the **“real”** system being studied.

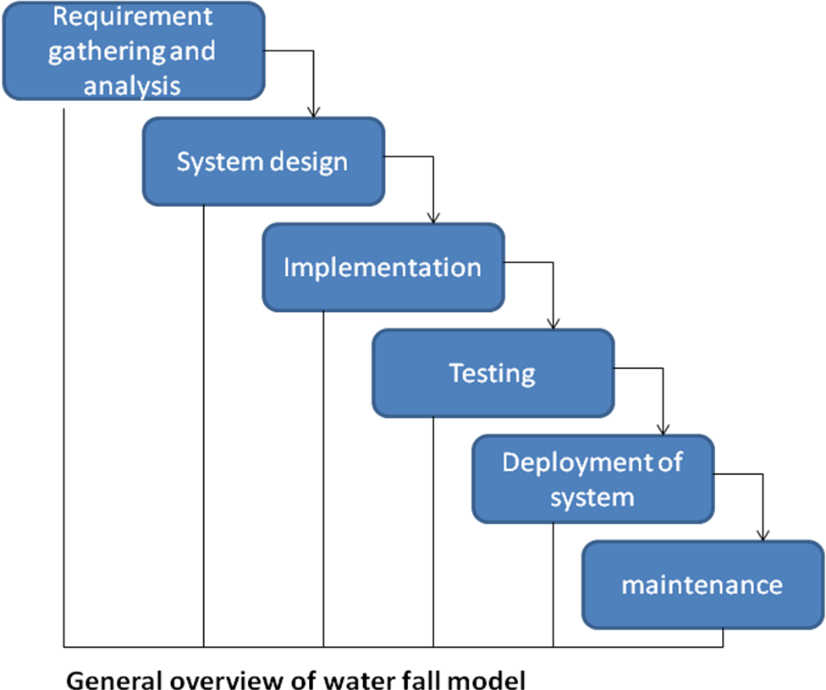
For gathering information for the proposed system following websites will be visited:

1. au.ask.com
2. [www.wikipedia.org/wiki/eventmanagement.com](http://www.wikipedia.org/wiki/eventmanagement.com)
3. limetray.com/blog/best-restaurant-billing-software3.**APPROACH OF DEVELOPMENT**

For the proposed system object oriented approach has been followed.

**3.1 Processed Model Used (Waterfall Model)**

The development models are the various processes or methodologies that are being selected for the development of the project depending on the project’s aims and goals. There are various process models. As per the system requirements, the proposed system matches the “WATERFALL MODEL” in this project. Figure 3.1 shows the waterfall model.



**Figure: 3.1 Waterfall Model**

**3.2 Advantage of Waterfall Model**

Simple and easy to understand and use.Each phase must be completed fully before the next phase can begin. In waterfall model phases do not overlap.When it will use:Requirements are very well known, clear and fixed, Technology is understood.

4.**PROJECT PLANNING**

The key to a successful project is the planning. Creating a project plan is the first thing we should do when undertaking any project. The planning for any project will be completed in following steps:

**4.1Project Resources**

For developing the project basically hardware, software, human resource will be required. In project management, resources are required to carry out the project tasks.In the proposed system following resources are used:

**4.1.1 Hardware & Software requirements**

|  |  |
| --- | --- |
| HARDWARE | SOFTWARE |
| 512 RAM | Operating System: Microsoft window XP. |
| 1 GB (space on) HDD | Application Development: JSP, HTML, CSS, MYSQL |
| PROCESSOR Intel Pentium or more |  |

* + 1. **Time**

Total time duration of our project is approximate 3 month scheduled as

1. 30days Requirement gatheringand Analysis.
2. 20days Design.
3. 35days Coding and Testing.
4. Few days for implementation

**4.2Team organization**

To successfully develop any project it is very necessary to build a strong team. A team is an organized group of people who are involved in performing shared/individual tasks

Followings tasks done by each member of team:

1. Understanding the work and make plan to complete it.
2. Complete project within the budget and timeline.
3. Jointly work with others.
4. Communicating status of tasks with each other.

Table 4.1 shows the details of each team member:

**Table: 4.1 Team Organization**

|  |  |  |
| --- | --- | --- |
|  |  |  |
|  |  |  |

**4.3Specify the role in team**

Balu work’s in all the phases’ i.e.Analysis, Design, Coding, Testing and database.

* 1. **Schedule**

For schedule, firstly create a list of tasks need to be carried out.

For each task identify the following:

1. The amount of effort required to complete the task.
2. The resource which will carry the task.

In the development of proposed system each task is divided according to time so that proposed system will be completed on time.Figure 4.1 shows the details of timeline chart:



**Figure 4.1: Timeline chart**

1. **FEASIBILITY STUDY**

Afeasibility study is a test of a system proposal according to its workability, impact on the organization, ability to meet user needs, and effective use of resources.It focuses on three major questions:

1. What are the user’s demonstrable needs and how does candidate system meet them?
2. What resources are available for given candidate systems? Is the problem worth solving?
3. What are the likely impacts of the candidate systems on the organization? How well does it fit within the organization’s master MIS plans?

These questions resolve around investigation and evaluation of the problem identification and description of the candidate system, specification of performance. The result of the feasibility study is a formal proposal. This is simply a report orformal document detailing the nature and scope of the proposed solution.

1. **Economic Feasibility Study**

Analysis which is also known as cost benefit analysis is done to see whether the adoption of the system can be cost justified with cost and benefits analysis, acquiring and operating. This project has no economical value as its being made for open source contribution and for entertainment.

1. **Technical Feasibility Study**

According to requirement analysis we decided to develop a web based system since our proposed system fulfill all objective and functions which is essential requirement of organization and also provide more efficient output. This involves questions such as whether the technology needed for the system exists, how difficult it will be to build, and whether the firm has enough experience using that technology.

1. **Operational Feasibility Study**

Once it is determined that the system is both technically and economically feasible it has to be seen if it is operationally feasible or not. Operational feasibility is dependent upon determining human resources for the project. It refers to projecting whether the system will operate and be used if once it is installed. It considers extend the proposed system will fulfill the user’s requirements.

1. **STRUCTURED SYSTEM ANALYSIS**

Structured analysis is a set of techniques and graphical tools that allow the analyst to develop a new kind of system specifications that are easily understandable to the use. Goals of structured system analysis:

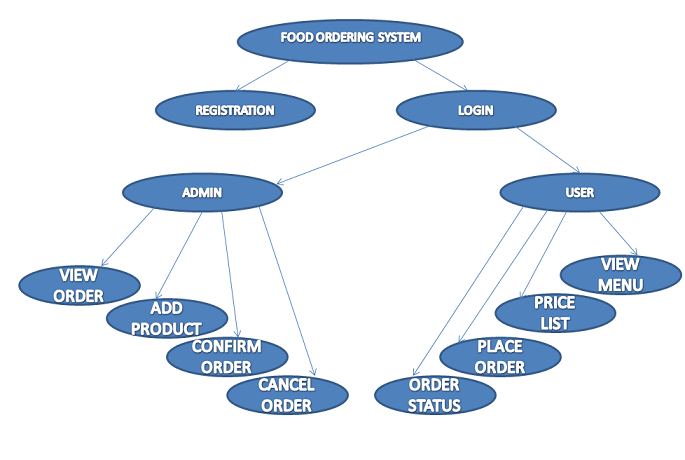
* + - 1. Use graphics wherever possible to help communicate better with the user.
      2. Differentiate between physical and logical system.
      3. Build a logical model system to familiarize the user with the system characteristics and interrelationships before implementation.

**6.1 process chart**

Process flow chart is used to represent a process showing steps and their order by connecting them. This shows diagrammatic representation illustrates a solution model to a problem. In project i.e., College Event Management, the process chart broadly divided into two parts:

1. Registration
2. Login

Figure 6.1 shows the details of process chart:

****

**Figure 6.1: Process chart**

**6.2DFD**

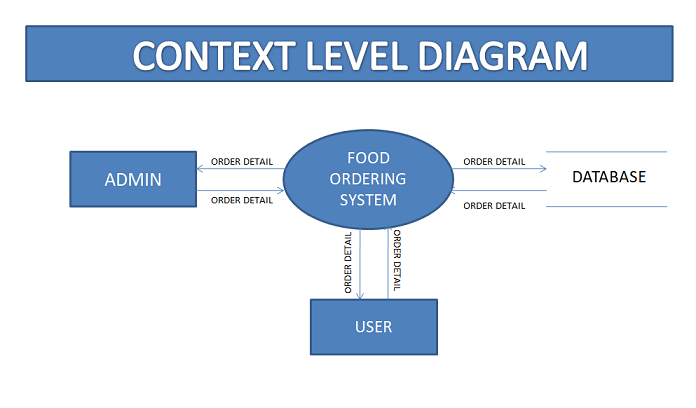
Data flow diagram (DFD) is used to described the logical operation of system i.e. what a system does, DFD shows the flow through a system and the work or processing performed by that system. DFD only represent the flow of data through the system and to don’t describe the physical functioning of the system.It is a graphical representation.A DFD shows what kind of data will be input and output from the system , where the data will come from and go to , and where the data will be stored.

**DFD SYMBOLS:**

In DFD there are four symbols:

1. A **square** defines a source or destination of system data.
2. An **arrow** identifies data flow.
3. A **circle** or **bubble** or **oval** represents a process that transforms incoming data flow into outgoing data flow.
4. An **open rectangle** is a data store-data at rest.
5. **Context Level DFD**

Context level DFD is the 0th level dfd it shows the system under consideration.Figure: 6.2 shows the Context level DFD:



**Figure 6.2: Context Level DFD**

1. **SYSTEM DESIGN (STRUCTURED SYSTEM DESIGN)**

System design is the process of defining the architecture, components, modules and data for a system to satisfy specified requirements. System designing is done by making different diagrams: UML Diagrams, ER-Diagram

**7.1 UML Diagrams**

The unified modeling language (UML) is a proposed standard for creating specifications of various components of a software system. UML allows several different types of visual diagrams that represent various aspects of the system. These are:

1. **CLASS DIAGRAM**

The class diagram is a static diagram. It represents the static view of an application. Class diagram is not only used for visualizing, describing and documenting different aspects of a system but also for constructing executable code of the software application. The class diagram describes the attributes and operations of a class and also the constraints imposed on the system. The class diagrams are widely used in the modeling of object oriented systems because they are the only UML diagrams which can be mapped directly with object oriented languages. The class diagram shows a collection of classes, interfaces, associations, collaborations and constraints. It is also known as a structural diagram.

1. **USE CASE DIAGRAM**

The use case diagram is used to identify the primary element and processes that form the system. The primary elements are termed as “ACTORS” and the processes are called “USE CASES”. The use case diagram shows which actors interact with each use cases.A use case diagram captures the functional aspects of a system.

1. **ACTIVITY DIAGRAM**

Activity diagram are graphical representation of stepwise activities and actions with support for choice, iteration and concurrency. An activity diagram shows the overall flow of control.

1. Rounded rectangles represent activities.
2. Diamond represents decisions.
3. Black circle represent the start of the work flow.
4. An encircled black circle represents the end.
5. Arrow represents the order in which activities happen.
6. **SEQUENCE DIAGRAM**

A sequence diagram in a Unified Modeling Language (UML) is a kind of interaction diagram that shows how processes operate with one another and in what order. It is a construct of a Message Sequence Chart. A sequence diagram shows object interaction arranged in time sequence.The main purpose of a sequence diagram is to define event sequences that result in some desired outcome.

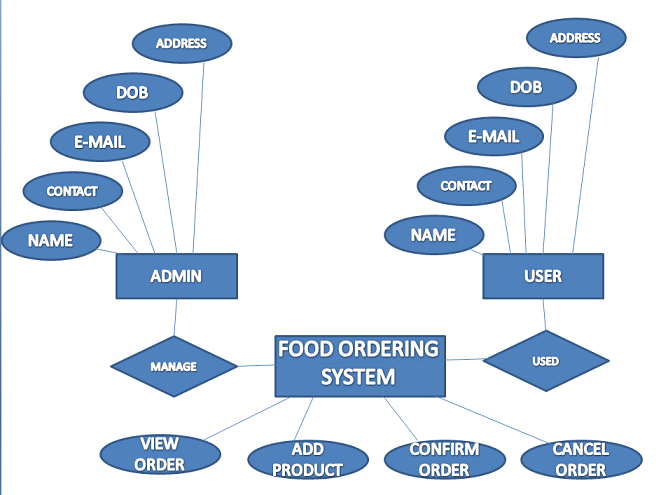
**7.2 ER-DIAGRAM**

An E-R diagram can express the overall logical structure of a database graphically. An entity-relationship diagram is a [data modeling](http://searchdatamanagement.techtarget.com/definition/data-modeling) technique that creates a graphical representation of the entities, and the relationships between entities, within an information system. Such a diagram consists of the following major components:

1. **Rectangles**, which represent entity sets
2. **Ellipses**, which represent attributes
3. **Diamonds**, which represent relationship sets

ER-Diagram is a visual representation of data that describes how data is related to each other.Figure 7.3shows ER-Diagram:

ER-Diagram

****

**Figure: 7.3 ER-Diagram**

**7.3 Table Schema**

An ER-Diagram converts to a table format, which is the basis for deriving a relational database design from an E-R diagram. A database is a collection of tables. For each entity set there is a unique table. In the proposed system, the name of schema is Demo and it will consisting four tables named as:

* + - 1. registration
      2. order\_detail

The structures of these tables are shown below:

Table: 7.1 shows the detail of registration

**Table 7.1 Registration**

|  |  |  |
| --- | --- | --- |
| **Field** | **Data Type** | **Primary Key** |
| Fname | Varchar2 (40) | Null |
| Lname | Varchar2 (40) | Null |
| Email | Varchar2 (40) | Null |
| Pass | Varchar2 (40) | Null |
| Rpass | Varchar2 (40) | Null |
| Address | Varchar2 (40) | Null |
| Mob | Integer (12) | Null |
| Status | Varchar2 (40) | Null |

Table: 7.2 shows the detail of order\_detail

**Table 7.2 order\_detail**

|  |  |  |
| --- | --- | --- |
| **Field** | **Data Type** | **Primary Key** |
| Order\_id | Varchar2 (40) | Not null |
| Product\_name | Varchar2 (40) | Null |
| Product\_price | Varchar2 (40) | Null |
| Product\_availability | Varchar2 (40) | Null |

1. **TOOLS USED AND DESCRIPTION**

**8.1 Front end**

The Front End used in our project are:

1. **HTML**
2. **CSS**
3. **JSP**
4. **HTML**

**Hypertext Markup Language**, commonly referred to as **HTML**, is the standard markup language used to create web pages It is written in the form of HTML elements consisting of *tags* enclosed in angle brackets (like <html>). HTML tags most commonly come in pairs like <h1>and </h1>, although some represent empty elements and so are unpaired, for example <img>. The first tag in such a pair is the start tag, and the second is the end tag (they are also called opening tags and closing tags).

Web browsers can read HTML files and render them into visible or audible web pages. Browsers do not display the HTML tags and scripts, but use them to interpret the content of the page. HTML describes the structure of a website semantically along with cues for presentation, making it a markup language, rather than a programming language.

1. **CSS**

**Cascading Style Sheets** (**CSS**) is a style sheet language used for describing the look and formatting of a document written in a markup language. While most often used to change the style of web pages and user interfaces written in HTML and XHTML, the language can be applied to any kind of XML document, including plain XML, SVG and XUL. Along with HTML and JavaScript, CSS is a cornerstone technology used by most websites to create visually engaging WebPages, user interfaces for web applications, and user interfaces for many mobile applications.

CSS is designed primarily to enable the separation of document content from document presentation, including elements such as the layout, colors, and fonts. This separation can improve content accessibility, provide more flexibility and control in the specification of presentation characteristics, enable multiple HTML pages to share formatting by specifying the relevant CSS in a separate .css file, and reduce complexity and repetition in the structural content, such as semantically insignificant tables that were widely used to format pages before consistent CSS rendering was available in all major browsers.

1. **JSP**

Short for **J**ava **S**erver **P**age. A server-side technology, Java Server Pages is an extension to the Java servlet technology that was developed by Sun.

JSPs have dynamic scripting capability that works in tandem with HTML code, separating the page logic from the static elements -- the actual design and display of the page -- to help make the HTML more functional (i.e. dynamic database queries).

A JSP is translated into Java servlet before being run and it processes HTTP requests and generates responses like any servlet. However, JSP technology provides a more convenient way to code a servlet. Translation occurs the first time the application is run. A JSP translator is triggered by the .jsp file name extension in a URL. JSPs are fully interoperable with servlet. You can include output from a servlet or forward the output to a servlet and a servlet can include output from a JSP or forward output to a JSP.

**8.2 Back End**

The backend used in our project is: **“MySQL”**

**MySQL:**

MySQL (“My S-Q-L", officially, but also called "My Sequel") is the world's second most widely used relational database management system (RDBMS) andmost widely used open-source RDBMS.

**Interfaces of MySQL:**MySQL Workbench running on OS X

MySQL is a relational database management system (RDBMS), and ships with no GUI tools to administer MySQL databases or manage data contained within the databases.MySQL Workbench is actively developed by Oracle.

**8.3Selection of tools (Reasons for Tool selected)**

**a)**JSP are translated and compiled into JAVA servlets but are easier to develop than JAVA servlet.

**b)** JSP have all advantages of Java i.e write once run anywhere

**c)**JSP uses simplified scripting language based syntax for embedding HTML into JSP.

**d)** JSP containers provide easy way for accessing standard objects and actions.

**e)** JSP reaps all the benefits provided by JAVA servlets and web container environment, but they have an added advantage of being simpler and more natural program for web enabling enterprise developer

**f)**JSP use HTTP as default request /response communication paradigm and thus make JSP ideal as Web Enabling Technology.

**g)**Context-sensitive list of SQL keywords and objects, for more efficient coding in MySQL Workbench.

**h)**Write, run and debug SQL statements.

**i**)HTML is highly flexible.

1. **CONSTRUCTION OR CODING OF PROPOSED SYSTEM**

The coding of the project is done by using java technology. The components which we have used are JSP. Also we have used CSS for designing and JavaScript for validations.

Below is the one of the program of the source code as a sample.

1. **Source code for home page**

<%@page contentType="text/html" pageEncoding="UTF-8"%>

<!DOCTYPE HTML>

<html>

<head>

<title>Coffee Shop Website Template | Home :: W3layouts</title>

<meta http-equiv="Content-Type" content="text/html; charset=utf-8" />

<meta name="viewport" content="width=device-width, initial-scale=1, maximum-scale=1">

<link href="css/style.css" rel="stylesheet" type="text/css" media="all" />

<link href="css/slider.css" rel="stylesheet" type="text/css" media="all" />

<script type="text/javascript" src="js/jquery-1.9.0.min.js"></script>

<script type="text/javascript" src="js/jquery.nivo.slider.js"></script>

<script type="text/javascript" src="js/menu.js"></script>

<script type="text/javascript">

$(window).load(function() {

$('#slider').nivoSlider();

});

</script>

</head>

<body>

<!----start-header----->

<div class="wrap">

<div class="header">

<div class="header\_top">

<div class="logo">

Food Shop

</div>

<div class="menu">

<nav class="clearfix">

<ul class="clearfix">

<li class="active" ><a href="index.html">HOME</a></li>

<li><a href="about.html">ABOUT</a></li>

<li><a href="services.html">SERVICES</a></li>

<li><a href="Price.html">PRICE LIST</a></li>

<li><a href="contact.html">CONTACT</a></li>

</ul>

<a href="#" id="pull">Menu</a>

</nav>

</div>

</div>

</div>

</div>

<!----End-header----->

<!------ Slider ------------>

<div class="slider">

<div class="slider-wrapper theme-default">

<div id="slider" class="nivoSlider">

<img src="images/slider-2.jpg" data-thumb="images/slider-2.jpg" alt="" />

<img src="images/slider-3.jpg" data-thumb="images/slider-3.jpg" alt="" />

<img src="images/slider-4.jpg" data-thumb="images/slider-4.jpg" alt="" />

<img src="images/slider-1.jpg" data-thumb="images/slider-1.jpg" alt="" />

</div>

</div>

</div>

<!------End Slider ------------>

<!---start-content---->

<div class="wrap">

<div class="content">

<div class="welcome\_desc">

<div class="section group">

<div class="col\_1\_of\_2 span\_1\_of\_2">

<h3>Welcome to Our <br><span>Food Shop</span></h3>

<p><span>Lorem ipsum dolor sit amet, consectetur adipisicing elit, sed do eiusmod tempor incididunt ut labore et dolore magna aliqua. Ut enim ad minim veniam.</span></p>

<p>Lorem ipsum dolor sit amet, consectetur adipisicing elit, sed do eiusmod tempor incididunt ut labore et dolore magna aliqua. Ut enim ad minim veniam, quis nostrud exercitation ullamco laboris nisi ut aliquip ex ea commodo consequat. Duis aute irure dolor in reprehenderit in voluptate velit esse cillum dolore eu fugiat nulla pariatur.Lorem ipsum dolor sit amet, consectetur adipisicing elit, sed do eiusmod tempor incididunt ut labore et dolore magna aliqua. Ut enim ad minim veniam, quis nostrud exercitation ullamco laboris nisi ut aliquip.</p>

<a href="login.jsp">Login Here</a><br>

<a href="register.jsp">New User..???</a>

</div>

<div class="col\_1\_of\_2 span\_1\_of\_2">

<div class="grid\_img">

<img src="images/slider-1.jpg" alt="" />

</div>

<div class="price\_desc">

<a href="#"><div class="price">$50</div>

<div class="price\_text"><h4><span>Today Special</span>\*eiusmod tempor incididunt ut labore</h4></div>

<div class="clear"></div>

</a>

</div>

</div>

</div>

</div>

<div class="border-stip"></div>

<!-- <div class="mid-grid">

<h2>Lorem ipsum <span>dolor sit amet elit</span> dolore magna aliqua</h2>

<h3>Lorem ipsum dolor sit amet, consectetur adipisicing elit</h3>

<p>" consectetur adipisicing elit, sed do eiusmod tempor incididunt ut labore et dolore magna aliqua. Ut enim ad minim veniam, quis nostrud exercitation ullamco laboris nisi ut aliquip ex ea commodo consequat Lorem ipsum dolor sit amet, consectetur adipisicing elit, sed do eiusmod tempor incididunt ut labore et dolore magna aliqua. Duis aute irure dolor in reprehenderit in voluptate velit esse cillum dolore eu fugiat nulla pariatur. "</p>

<div class="button"><span><a href="#">Read More</a></span></div>

</div> -->

<div class="border-stip"></div>

<div class="top-grids">

<div class="section group">

<div class="grid\_1\_of\_3 images\_1\_of\_3 top\_grid">

<h3>Testimonials</h3>

<p>Lorem ipsum dolor sit amet, consectetur adipisicing elit, sed do eiusmod tempor incididunt ut labore et dolore magna aliqua. Duis aute irure dolor in reprehenderit in voluptate velit esse cillum dolore eu fugiat nulla pariatur.</p>

<h5>- Lorem ipsum dolor</h5>

<div class="read\_more"><a href="#">View all</a></div>

</div>

<div class="grid\_1\_of\_3 images\_1\_of\_3 top\_grid">

<h3>Events</h3>

<div class="posts">

<div class="date">

<figure><span>20</span>OCT</figure>

</div>

<div class="post\_desc">

<p>Lorem ipsum dolor sit amet consec tetuer adipiscing elit Praesent molestie lacus <span><a href="#">[...]<span>Read More</span></a></span></p>

</div>

<div class="clear"></div>

</div>

<div class="posts">

<div class="date">

<figure><span>09</span>SEP</figure>

</div>

<div class="post\_desc">

<p>Lorem ipsum dolor sit amet consec tetuer molestie lacus <span><a href="#">[...]<span>Read More</span></a></span></p>

</div>

<div class="clear"></div>

</div>

<div class="posts">

<div class="date">

<figure><span>17</span>AUG</figure>

</div>

<div class="post\_desc">

<p>Lorem ipsum dolor sit amet consec tetuer elit Praesent lacus <span><a href="#">[...]<span>Read More</span></a></span></p>

</div>

<div class="clear"></div>

</div>

<div class="read\_more"><a href="#">View all</a></div>

</div>

<div class="grid\_1\_of\_3 images\_1\_of\_3 top\_grid">

<h3>Reservastion</h3>

<p>Lorem ipsum dolor sit amet, consectetur adipisicing elit, sed do eiusmod tempor incididunt ut labore et dolore magna aliqua. Duis aute irure dolor in reprehenderit in voluptate velit esse cillum dolore eu fugiat nulla pariatur.</p>

<h4>+1 (234) 456-789</h4>

</div>

</div>

</div>

</div>

</div>

<!---End-content---->

<!---start-footer---->

<div class="copy-right">

<p>Design by <a href="http://w3layouts.com/"> W3layouts</a></p>

</div>

<!---End-footer---->

</body>

</html>

1. **TESTING**

Software testing is a critical phase of software quality assurance. It indicates the ultimate review of specification, design, and code generation. Once source code has been generated, software must be tested to uncover and correct maximum possible errors, before been delivered. To accomplish this task various software testing methods are used. These methods provide systematic guidance for designing tests that must do the following:

1. They exercise the internal logic of the software components.
2. They exercise program’s input and output domains, thus uncovering errors in program function, behavior, and performance.

**10.1 Objectives of Testing Methods**

The primary objectives of software testing are:

1. Testing is a process of executing a program to find error in it.
2. A good test case should have a high probability of finding an as-yet-undiscovered error.
3. A test case will be considered successful if it uncovers an as-yet-undiscovered error.

**10.2 Testing Methods Used**

In project two methods for testing is used. These are:

1. White-Box Testing
2. Black-Box Testing

**White-Box Testing:**

White-Box testing, also called Glass-box testing, is a test case design method that uses the

Control structure of the procedural design to derive test cases. Using white-box testing

Methods, the software engineer can derive test cases that:

1. Guarantee that all independent paths within a module have been exercised at least once
2. Exercise all logical decisions on their true or false sides
3. Execute all loops at their boundaries
4. Ensure validity of data

**Black-Box Testing:**

Black-box testing, also called behavioral testing, focuses on the functional requirements of the software. That is, black-box testing enables the software engineer to derive sets of

Input conditions that will fully exercise all functional requirements for a program.

It findserrors in following categories:

1. Incorrect or missing functions
2. Interface errors
3. Errors in data structures
4. Behavior or performance errors
5. Initialization and termination errors

**(Key point: In this project linear sequential model is followed for testing.)**

**10.3 Test Cases**

1. The software engineer can drive test cases that:
2. Guarantee that all independent paths within a module have been exercised at least once.
3. Exercise all logical decision on their true and false sides.
4. Execute all loops at their boundaries and within their operational bounds.
5. Exercise internal data structure to assure their validity.
6. Performance errors, initialization and termination errors.

|  |  |  |
| --- | --- | --- |
| S.NO | TEST ON | VALIDATIONS |
| 1. | FIRST NAME | fname = document.getElementById("fname");  if (fname.value === "")  {  alert("Enter First Name.");  fname.focus();  return false;  }  var letters = /^[A-Za-z]+$/;  if(fname.value.match(letters))  {  //return true;  }  else  {  alert('Use Alphabets only in First Name');  fname.focus();  return false;  } |
| 2. | LAST NAME | lname = document.getElementById("lname");  if (lname.value === "")  {  alert("Enter Last Name.");  lname.focus();  return false;  }  if(lname.value.match(letters))  {  //return true;  }  else  {  alert('Use Alphabets only in Last Name');  lname.focus();  return false;  } |
| 3. | PASSWORD AND RE-ENTER PASSWORD | pass = document.getElementById("pass");  if(pass.value === "")  {  alert("password Required...");  pass.focus();  return false;  }  rpass = document.getElementById("rpass");  if (rpass.value === "")  {  alert("Re-password Required...");  rpass.focus();  return false;  }  if(pass.value !== rpass.value)  {  alert("Password do not match");  rpass.focus();  return false;  } |
| 4. | LOGIN | scholar = document.getElementById("scholar");  if (scholar.value === "")  {  alert("Enter valid Login Id...");  scholar.focus();  return false;  }  pass = document.getElementById("pass");  if (pass.value === "")  {  alert("Password Required...");  pass.focus();  return false;  } |

1. **IMPLEMENTATION**

Implementation is concerned with detail-the physical creation of the candidate system. It is primarily concerned with user training, site preparation, and file conversion.

System implementation refers to the complete installation of the software in its real Environment. “Implementation constitutes all those activities that are performed to convert from old system to the new system.”

The implementation phase involves three activities:

Training

1. Conversion procedure
2. Post implementation review

**Training:**

Training is given to the operational staff to make them familiar with the new system.

**Conversion Procedure:**

Entire system is replaced by the new one and therefore changes could not take place very efficiently.

**Post Implementation Review:**

As the code is quite flexible to face any updating and changing in future, some minor modification was done, which was told during the training period by the staff member again it was tested and implemented.

* 1. **Forms Layouts**

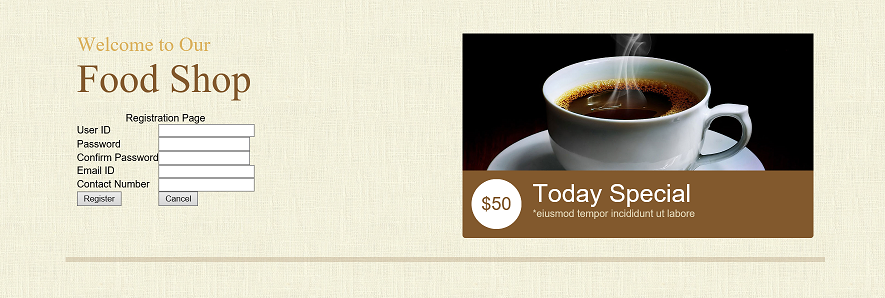
There are many forms layouts for this system.

Figure 11.1 shows the home screen page:

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**Figure 11.1: Home Page**

Figure 11.2shows registration page



**Figure 11.4: Registration**

1. **Conclusion**
   1. **Conclusion and discussion**

After all the existing manual system is compared with the developed computerized system. While concluding, the food ordering system is flexible and can be used by any user. The computerized system is very advantageous than the existing manual system. The present use of “FOOD ORDERING SYSTEM” is to provide order detail and view order status.

* 1. **Merits of system**

The proposed system reduces the time lag between the customer and manager. It is difficult to handle the whole system manually and it is very complex to remember the information according to particular table. The manual system is so time-consuming.

**12.3Limitations of the system**

1. Home delivery is not possible and payment module is not added.
2. Login and password is used for the identification of users.
3. Only registered users will be authorized to use the services.

**12.4 Difficulties encountered during project**

1. Understanding the requirements with full efficiency.
2. During connectivity with the database.

**12.5 Future enhancements**

The proposed system is food ordering system. We can enhance this system by including more facilities like offer, payment, home delivery etc.

1. **Bibliography**

A bibliography is a list of the sources you have used in the process of researching your work.

**13.1Reference Books**

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**13.2 Websites**

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