OUTLINE FOR THE PROJECT IN MCA I SEMESTER II

ONLINE FOOD ORDERING SYSTEM

BY

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1. **INTRODUCTION**

The offline food restaurants or cafes are facing many difficulties. Problems they are facing are inefficiency of food sometimes, attention of customers, lack of profit earned, rude behavior of customer sometime. And as customer has to do more visit restaurants or café which include wastage of time. Lot of paper work required to maintain the customers record, and also is hard to calculate daily profit and loss so, it makes very difficult to handle offline restaurants and cafe.

The online food system has overcome some of its disadvantages. The online food ordering system provides convenience for the customers. It overcomes the disadvantages of the traditional queuing system. This system increases the takeaway of foods than visitors. Therefore, this system enhances the speed and standardization of taking the order from the customer. It provides a better communication platform. The system will be taking orders when the shop is open only. Multiple products can be ordered online at a time and it will be added to the cart according the bill will be generated. The user’s orders and details are noted electronically in database which would be easy for an admin to contact the customer.

The system is user friendly as it has simple design and user won’t find difficulties while searching on it, he can move to any product or tab he wants. The system will be more secure as each time when the users tries to login, he should provide credentials to the system. The system will maintain the information of customers and about their orders in database which would be easy for an admin to contact the customer.

The system also aims to earn profits for vendor as well by selling their product and earning profit. As the food items are sold online there will be more promotion of restaurants and it will be more helpful.

The delivery of the product is COD (Cash on Delivery), so when the product will be ordered it will be delivered to his address. This functionally will help the customer to save lot of time and energy as there is no need for him to go out and buy the product. Hence the system will more useful and feasible to everyone.

**2. SIGNIFICANCE OF PROJECT**

**Some of the disadvantages of offline Restaurants or cafe are:**

1. Famous Cafes can’t be reached to more customers.
2. Cafes can’t earn more profits.
3. Customer have to go to restaurants, so it’s their waste of time and money.
4. Customer’s record and their orders record have to manually recorded.
5. Less selling of food items.

**Benefits of Online Food ordering system is required because of some advantages given below:**

#### **Makes the ordering process easier to customers.**

#### **2)Better customers data and order management.**

#### **3) Customer can save money and time.**

#### **4) More profit growth to owner to owner of restaurants.**

#### **5)Automated billing system and cash on delivery facility available.**

**3. OBJECTIVE OF PROJECT**

1. For Customer Surfing or searching through food items facility is provided.
2. To provide facility of ordering product online.
3. To provide facility of selection of multiple food items at a time which will be added to the cart.
4. To provide Registration and login facility.
5. After ordering food items, the bill will be generated.
6. To maintain record of orders.

**4. SCOPE OF PROJECT**

1. On First page “Friends Corner Cafe” related Information will be available.
2. Searching and surfing through given food items facility will be provided.
3. Facility of ordering the given product online will be available only.
4. Multiple given food items can be selected from the list and will be added to the cart.
5. Customer and Admin will only have login facility.
6. Bill will be generated according to given food item being selected as per their rates.
7. Customer and Admin will have the history of records of orders.

**5.INFORMATION GATHERING (PRIMARY AND SECONDARY SOURCE OF INFORMATION, INTERFACE DESIGN)**

**INFORMATION GATHERING:**

**PRIMARY SOURCE OF INFORMTION:**

The Primary Information of System was collected through direct interviews of cafe owner. The owner told us about the food items which he sells offline along with their rates. He told about the delivery process that he can follow.

He also suggests us some points.

**SECONDARY SOURCE OF INFORMATION:**

The Secondary Information of System was collected by referring various websites related to various cafe systems online.

**INTERFACE DESIGN:**

Client side:

Home Page

|  |
| --- |
| Logo  Navigation Bar  **Product** Cart Orders Profile |
| Product List |
|  |

|  |
| --- |
| Logo |
| Login Form |
|  |

|  |
| --- |
| Logo |
| Registration Form |
|  |

Login Page Registration

|  |
| --- |
| Logo  Navigation Bar  **Product** Cart Orders Profile |
|  |
|  |

Home Page

Product Page Profile

|  |
| --- |
| Logo  Navigation Bar  **Product** Cart Orders Profile |
| Profile |
|  |

Product Page Order Page Profile

|  |
| --- |
| Logo  Navigation Bar  **Product** Cart Orders Profile |
| Products |
|  |

|  |
| --- |
| Logo  Navigation Bar  **Product** Cart Orders Profile |
| Order list |
|  |

Order Page

|  |
| --- |
| Logo  Navigation Bar  **Product** Cart Orders Profile |
| Cart |

Cart Page

**Admin side:**

Login Page

|  |
| --- |
| Logo |
| Login Form |
|  |

Home Page

|  |
| --- |
| Logo  Navigation Bar  **Orders** History Add/Delete Product |
|  |
|  |

Order Page Order History Add/delete product

|  |
| --- |
| Logo  Navigation Bar  **Orders** History Add/Delete Product |
| Order list |
|  |

|  |
| --- |
| Logo  Navigation Bar  **Orders** History Add/Delete Product |
| Order History list |
|  |

|  |
| --- |
| Logo  Navigation Bar  **Orders** History Add/Delete Product |
|  |
|  |

**6. TECHNOLOGY DETAILS**

|  |  |  |  |
| --- | --- | --- | --- |
|  | Client | Development | Server |
| Software | Windows or any operating system, Browser | Operating system, IDE and XAMMP | XAMMP |
| Hardware | At least 500MB RAM. | 8GB RAM | 2Gb RAM 512Mb web hosting space |

**HTML-5**

**HTML5** is a language that defines the properties and behaviors of [web page](https://en.wikipedia.org/wiki/Web_page) [content](https://en.wikipedia.org/wiki/Web_content) by implementing a [markup](https://en.wikipedia.org/wiki/Markup_language)-based [pattern](https://en.wikipedia.org/wiki/Software_design_pattern) to it.

Some of the elements which we will be using:

Tags used are:

* <html>- element defines the root of HTML and XHTML documents.
* <div>- (short for division) tag is generic container for flow content, which has no default rendering or meaning.
* <h1> to <h6>- heading tags are used to define HTML headings. There are six levels of headings, from <h1> (most important) to <h6> (least important).
* <style>-tag is used to define style rules at a page-level (i.e. within the document).
* <link>-tag defines a link between the current document and an external resource.
* <button>- tag creates a clickable button in an [HTML form](https://www.tutorialrepublic.com/html-tutorial/html-forms.php).
* <body>-element represents the main content of the document. It typically wraps around all of the content that will be displayed on screen, such as headings, paragraphs, hyperlinks, images, forms, tables, lists, videos and so on.
* <form>- tag defines an HTML form that contains interactive controls which enable a user to submit information to a web server.
* <option>- element represents an option in a dropdown list defined by the [<select>](https://www.tutorialrepublic.com/html-reference/html-select-tag.php) element. A dropdown list must contain at least one <option> element.
* <select>- element defines a selection list within a [<form>](https://www.tutorialrepublic.com/html-reference/html-form-tag.php).
* <li>- (short for list item) defines an individual list item within a list. Each list item usually rendered with a bullet (in unordered lists, defined by the [<ul>](https://www.tutorialrepublic.com/html-reference/html-ul-tag.php) tag) or a number or letter (in the case of ordered lists, defined by the [<ol>](https://www.tutorialrepublic.com/html-reference/html-ol-tag.php) tag).
* <ul> -(short for unordered list) element defines an unordered list of items. Each list item is defined by a [<li>](https://www.tutorialrepublic.com/html-reference/html-li-tag.php) element.
* <ol>- (short for ordered list) tag defines an ordered list of items. Each list item is defined by a [<li>](https://www.tutorialrepublic.com/html-reference/html-li-tag.php) tag.
* <table>- tag is used to represents data in a grid-like fashion (in rows and columns).<th>,<tr>,<td> are elements used in table.
* <img>- (short for image) tag defines an image in an HTML document. Images are not directly inserted into the document; they are linked to the HTML pages.

**BOOTSTRAP-4**

Bootstrap is a free and open-source CSS framework directed at responsive, mobile-first front-end web development. It contains CSS- and (optionally) JavaScript-based design templates for typography, forms, buttons, navigation and other interface components.

## **Bootstrap 4 CDN**

If you don't want to download and host Bootstrap 4 yourself, you can include it from a CDN (Content Delivery Network).

MaxCDN provides CDN support for Bootstrap's CSS and JavaScript. You must also include jQuery:

MaxCDN:

<!-- Latest compiled and minified CSS -->  
<link rel="stylesheet" href="https://maxcdn.bootstrapcdn.com/bootstrap/4.4.1/css/bootstrap.min.css">  
  
<!-- jQuery library -->  
<script src="https://ajax.googleapis.com/ajax/libs/jquery/3.4.1/jquery.min.js"></script>  
  
<!-- Popper JS -->  
<script src="https://cdnjs.cloudflare.com/ajax/libs/popper.js/1.16.0/umd/popper.min.js"></script>  
  
<!-- Latest compiled JavaScript -->  
<script src="https://maxcdn.bootstrapcdn.com/bootstrap/4.4.1/js/bootstrap.min.js"></script>

Bootstrap 4 Classes:

Classes is the important element in bootstrap.

All we have to include it in div tag. Eg:<div class=”.navbar”>

Some of the the classes used are: .active, .navbar, .bg-secondary, .bg-primary.etc.

Some of the elements used for are:

* Grid System-Bootstrap's grid system is built with flexbox and allows up to 12 columns across the page.

If you do not want to use all 12 columns individually, you can group the columns together to create wider columns.

Grid classes:.col-,.col-sm-,.col-md-,.col-lg-,.col-xl-

* Color-Bootstrap 4 has some contextual classes that can be used to provide "meaning through colors".The classes for text colors are: .text-muted, .text-primary, .text-success, .text-info, .text-warning, .text-danger, .text-secondary, .text-white, .text-dark, .text-body (default body color/often black) and .text-light
* Table- A basic Bootstrap 4 table has a light padding and horizontal dividers.

The .table class adds basic styling to a table.

* Image-Tag used for inserting image:<img src="paris.jpg" class="float-left">
* Buttons: Different types of button are-

Basic,Primary,Secondary, Success, Info, Warning, Danger, Dark Light .

* navigation bar -is a navigation header that is placed at the top of the page.
* Bootstrap provides two types of form layouts:

Stacked (full-width) form.

Inline form.

**CSS 3**

Cascading Style Sheets (CSS) is a style sheet language used for describing the look and formatting of a document written in a markup language. CSS3 is a latest standard of CSS earlier versions (CSS2).

CSS can be implemented using 3 types:-

Inline CSS: -

E.g.- <p style=”color:sienna;margin-left:20px”>This is example</p> .

External CSS: -

In this type CSS file is external and is included in html file in <head> tag <link rel=”spreadsheet” type=”text/css” href=”mystyle.css”>.

Internal CSS: -

In this type CSS is written between <head> tag and <style> tag.

Some of the properties used in this are: -

|  |  |
| --- | --- |
| Property | Description |
| background | Defines a variety of background properties within one declaration. |
| background-attachment | Specify whether the background image is fixed in the viewport or scrolls. |
| background-clip | Specifies the painting area of the background. |
| background-color | Defines an elements background color |
| background-image | Defines an elements background image |
| border | Sets the width, style and color for all four sides of elements border. |
| border-radius | Defines the shape of the border corners of an element. |
| color | Specify the color of the text of an element. |
| opacity | Specifies the transparency of an element. |
| font-family | Defines a list of fonts for element. |
| font-stretch | Select a normal, condensed or expanded face from a font. |

**PHP 7**

**PHP** is a [general-purpose programming language](https://en.wikipedia.org/wiki/General-purpose_programming_language) originally designed for [web development](https://en.wikipedia.org/wiki/Web_development). It was originally created by [Rasmus Lerdorf](https://en.wikipedia.org/wiki/Rasmus_Lerdorf) in 1994, the PHP [reference implementation](https://en.wikipedia.org/wiki/Reference_implementation) is now produced by The PHP Group. PHP originally stood for Personal Home Page, but it now stands for the [recursive initialism](https://en.wikipedia.org/wiki/Recursive_initialism) PHP: Hypertext Pre-processor.

* PHP 7 is much faster than the previous popular stable release (PHP 5.6)
* PHP 7 has improved Error Handling
* PHP 7 supports stricter Type Declarations for function arguments
* PHP 7 supports new operators (like the spaceship operator: <=>)

In this project PHP7 is used only for server side, And used to process the data and connect to database.

**MYSQL 8.0**

MySQL is an [open-source](https://en.wikipedia.org/wiki/Open-source_software) [relational database management system](https://en.wikipedia.org/wiki/Relational_database_management_system) (RDBMS). Its name is a combination of "My", the name of co-founder [Michael Widenius](https://en.wikipedia.org/wiki/Michael_Widenius)'s daughter, and "[SQL](https://en.wikipedia.org/wiki/SQL)", the abbreviation for [Structured Query Language](https://en.wikipedia.org/wiki/Structured_Query_Language).

In this project mysql is used to store data.

Data is stored using connection of php and mysql.

<?php  
$servername= "localhost";  
$username= "username";  
$password= "password";   
$conn= new mysql($servername,$username,$password);?>

This is the code for connection of php with database.

In database data is inserted deleted and select query is used

**JavaScript**

JavaScript is the programming language of HTML and the Web.

JavaScript is easy to learn.

This tutorial will teach you JavaScript from basic to advanced.

In HTML, JavaScript code must be inserted between <script> and </script> tags.

JavaScript can "display" data in different ways:

* Writing into an HTML element, using innerHTML.
* Writing into the HTML output using document.write().

JavaScript provides a way to validate form's data on the client's computer before sending it to the web server. Form validation generally performs two functions.

* **Basic Validation** − First of all, the form must be checked to make sure all the mandatory fields are filled in. It would require just a loop through each field in the form and check for data.
* **Data Format Validation** − Secondly, the data that is entered must be checked for correct form and value. Your code must include appropriate logic to test correctness of data.

**Input Events**

[onblur - When a user leaves an input field](https://www.w3schools.com/js/tryit.asp?filename=tryjs_events_onblur).

[onchange - When a user changes the content of an input field](https://www.w3schools.com/js/tryit.asp?filename=tryjs_events_onchange).

[onchange - When a user selects a dropdown value](https://www.w3schools.com/js/tryit.asp?filename=tryjs_events_dropdown).

[onfocus - When an input field gets focus](https://www.w3schools.com/js/tryit.asp?filename=tryjs_events_onfocus).

[onselect - When input text is selected](https://www.w3schools.com/js/tryit.asp?filename=tryjs_events_onselect).

onsubmit - When a user clicks the submit button.

[onreset - When a user clicks the reset button](https://www.w3schools.com/js/tryit.asp?filename=tryjs_events_onreset).

**Click Events**

[onclick - When button is clicked](https://www.w3schools.com/js/tryit.asp?filename=tryjs_events_onclick).

[ondblclick - When a text is double-clicked](https://www.w3schools.com/js/tryit.asp?filename=tryjs_events_ondblclick)

**Load Events**

[onload - When the page has been loaded](https://www.w3schools.com/js/tryit.asp?filename=tryjs_events_body_onload).

[onload - When an image has been loaded](https://www.w3schools.com/js/tryit.asp?filename=tryjs_events_img_onload).

**7. IMPLEMENTATION**

|  |  |
| --- | --- |
| TIMELINE | RESPONSIBILITY |
| 12-01-2020 to 15-01-2020 | Information Gathering |
| 16-01-2020 to 21-01-2020 | Planning and Flow Control |
| 25-01-2020 to 07-02-2020 | Documentation |
| 08-02-2020 to 16-02-2020 | Database Designing |
| 17-02-2020 to 21-02-2020 | Form Designing |
| 22-02-2020 to 04-02-2020 | Coding & Validation |
| 05-03-2020 to 07-03-2020 | Database Connectivity |
| 08-03-2020 to 15-03-2020 | Reviewing and Analysis of Project |

**8. CONCLUSION/SUMMARY**

* This system will be able to provide the facility of ordering the Food items online.
* The customer will be able to search and select multiple food items and add it to the cart and bill will be generated automatically.
* The café owner will be able to sell their food items online and earn more profit.
* Customer have to just order the food items and the it will be delivered at the address.
* Cash on Delivery facility will be available.

**9. URL (DOMAIN NAME OF WEBSITE)**

www.firendscorner.xyz

**10. DETAILS OF TEAM MEMBERS & THEIR RESPONSIBILITES IN DETAILED.**

|  |  |
| --- | --- |
| **Team Member** | **Responsibility** |
| Sayali Burte | Information Gathering |
| Sayali Burte, Sanket Khardekar | Planning and Flow Control |
| Sayali Burte, Sanket Khardekar | Documentation |
| Sanket Khardekar | Database Designing |
| Sayali Burte | Form Designing |
| Sayali Burte, Sanket Khardekar | Coding & Validation |
| Sayali Burte, Sanket Khardekar | Database Connectivity |
| Sayali Burte, Sanket Khardekar | Reviewing and Analysis of Project |