#### A PROJECT REPORT ON

#### "PERSONALIZED FOOD DELIVERY APP"

SUBMITTED TO THE SAVITRIBAI PHULE PUNE UNIVERSITY, PUNE IN THE PARTIAL FULFILLMENT OF THE REQUIREMENTS FOR THE AWARD OF THE DEGREE

OF

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This is to certify that the project report entitled "PERSONALIZED FOOD DELIVERY APP"

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#### ACKNOWLEDGMENT

I would like to express my deepest appreciation to all those who provided me the possibility to complete this report. A special gratitude I give to our final year project guide Ms Snehal Rathi, whose contribution in stimulating suggestions and encouragement, helped me to coordinate my project especially in writing this report.

Furthermore I would also like to acknowledge with much appreciation the crucial role of the experts Ms Pallavi Rege & Ms Vidya Gaikwad, who gave the permission to use all required resources & references. And lastly I would like to thank my Family and Friends for constant support and encouragement they have shown throughout the project.

#### **ABSTRACT**

Use of food ordering apps is increasing day by day. With a variety of offers available people are getting used to order food online on a daily basis. The food ordering apps currently available mostly provide hotel food, consumption of such food on a daily basis is not at all healthy. Therefore we intend to introduce an app which not only provides healthy food but also gives recommendations about what the user should and should not eat. The app would process the feedback given by the user and the data about the user taken during registration to give a recommendation about what package best suits the user. This app will include packages of various cuisine on a subscription basis (of seven days). This would also reduce the time that the user spends on the app to choose the food. Apart from this, we also propose to integrate payment gateway so that the user can make payments. Payments would be done integrating UPI payment gateways.

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#### LIST OF ABBREVIATIONS

NPCI - National Payment Corporation of India

POS - Point Of Sale

VPA - Virtual Payment Address

PSPs - Payment Service Providers

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#### 1. INTRODUCTION

#### 1.1 MOTIVATION

The growing use of food ordering apps has made people used to eating hotel food. This has led to consumption of hotel food on a daily basis which is not good for the health of users. Also due to increase availability of jobs has led to increased rate of working class which is a good thing but because of this people have become busy and barely get any time to cook. So homemade online food service is the need of the hour. Also people need to be more cautious about their dietary needs. Seeing this we intend to propose an app which not only provides healthy food but also guides the user about the dietary needs.





#### **HYGIENIC FOOD**

**UNHYGIENIC FOOD** 

The users need to be aware about the kind food they need to eat. Many times people are unaware about the ingredients and this may cause problems. Guiding the user about what food is best suited for them is the main goal here. Apart from this, the way the delivery is managed by the apps in the market is not so cost efficient. Therefore creating a route in such a way so that multiple deliveries could be managed is one of the things these apps lack. Creating such a route is also taken into consideration here.

#### 1.2 PROBLEM DEFINITION

Nowadays many people order food online because their lives are getting busier plus its more easy because, who would want to cook if the food was just few fingertips away? There are various apps which provide online food delivery but most of these apps provide hotel food. Consumption of such food on a daily basis can be harmful therefore a food app that delivers homemade healthy food is the need of the hour. Also people need to take care about what they are eating not all healthy food can always be good for everyone. Therefore an app which not only provides healthy food online but also gives recommendations to the user about what is good and what is not good for them could be a real savior. Apart from this, various payment gateway available in the market charge for the transaction, therefore using a payment gateway which does not charge any extra fee would be real winner.

#### 2. LITERATURE SURVEY

#### 2.1 ONLINE FOOD ORDERING SYSTEM

Improving customer satisfaction can increase the customers' loyalty to a product or service provider. One way to improve it is by having a food ordering system which enables customers to purchase the products without physically visiting the shop, namely by phone or by website, and then have the product delivered to the customer's address safely and in good condition. Some food franchises in Indonesia have implemented this type of system, such as Kentucky Fried Chicken, McDonald's, and Pizza Hut. In delivery service, one of the main problems is to find the shortest path between customers' addresses in order to deliver the product in reasonably short time, to save fuel usage and to optimize the utilization of the vehicles and delivery personnel. The optimization requirement is usually represented on the delivery staff job vacancy announcement that often requires the applicants to know the streets or shortcuts in particular area or city. The routing problem that is related to the condition of food delivery service is called Traveling Salesman Problem (TSP). In TSP, the seller starts moving from his/her hometown and is required to visit several cities exactly one time before going back to his/her hometown with minimum total distance. All cities are connected to each other. In this research, the author develops a system that can optimize the delivery routing process by implementing one of the solutions to TSP, which is heuristics algorithm. In addition, the system also utilizes the Global Positioning System (GPS) technology and mapping solution software, Google Maps.

[1]

#### 2.2 VARIOUS ONLINE FOOD DELIVERY APPS

1. A Food Ordering System with Delivery Routing Optimization Using Global Positioning System

(GPS) Technology and Google Maps by Roy Deddy Hasiholan Tobing [1] based on:

- Android based Application
- Web based App
- Heuristic Routing Algorithm
- 2. Android Application for Local Food Ordering System by

Android Application for Local Food Ordering System by Shubham Takalkar, Devendra Phatak, Kumar Abhinav, Salman Hadi, R. H. Borhade [2] based on:

- Area Recognition (GPS)
- Android based app
- 3. Automated Food Ordering System with Real-Time Customer Feedback [3] based on:
  - The android application on android mobiles of customers to make orders.
  - The server and web applications on the restaurant-owner's laptop to customize menu and keep track of customer records.
  - The central database for restaurant-owner to store updated menu information and order details.
  - Wireless infrastructure to support networked communication.
- 4. Design and Implementation of an Android Application using WiFi-enabled Devices for the Food Servicing Industry [4] by Alberto Bañacia, Marc Dindo Fernando, Arnel Requillo Jr., and Nelson Rubi Jr. EE/ECE Department, University of San Carlos Cebu City, Philippines

#### 2.3 OBSERVATIONS:

While doing the literature survey, the following observations were made:

- The delivery service business process of several food franchises in Pune.
   These observed business processes are the based to develop the proposed food ordering system in this research.
- Study on Android and GPS
- Study on Payment Gateway Integration through UPI
- Study on Machine Learning and Heuristic search algorithms

#### 2.4 METHODOLOGY:

While doing the research it was observed that most of the existing apps possess the required features that an online food delivery system should consist but they lack a few advanced features like recommendation. The key aspects of our proposed system are as follow:

- Use of Machine Learning for Recommendation of the package (Menu)
- Use of UPI for

#### 2.5 MACHINE LEARNING MODEL:

For system should to give recommendation to the user about what food they should eat, the system should consist of a model that can be trained on some data and then give recommendation based on the knowledge it has learned. We gathered information about the dietary requirements and food preferences of people from different age groups. Around 200 entries were collected and we intend to gather more data. This data consists of various attributes which well define the food preferences of people from various walks of life. As observed, most of the data is categorical. Therefore one of the classifiers only would be best suited for training the Model. By studying various classification algorithms, CART (Classification And Regression) was chosen for training the model. The major reason for choosing CART was that it does pruning while training the model, i.e it continuously keeps pruning the tree inorder to reduce the size of the tree. Also it handles continuous data as well.

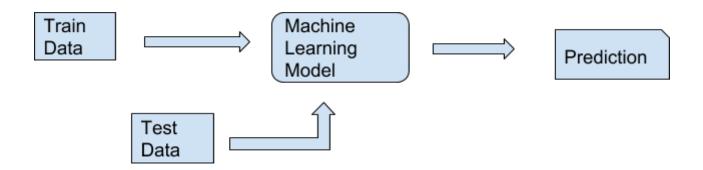


Fig 1: Machine learning Model

#### **Random Forest:**

Random Forest is a flexible, easy to use machine learning algorithm that produces, even without hyper-parameter tuning, a great result most of the time. It is also one of the most used algorithms, because it's simplicity and the fact that it can be used for both classification and regression tasks. In this post, you are going to learn, how the random forest algorithm works and several other important things about it.

To say it in simple words: Random forest builds multiple decision trees and merges them together to get a more accurate and stable prediction.

One big advantage of random forest is, that it can be used for both classification and regression problems, which form the majority of current machine learning systems. I will talk about random forest in classification, since classification is sometimes considered the building block of machine learning. Below you can see how a random forest would look like with two trees:

Random Forest has nearly the same hyper parameters as a decision tree or a bagging classifier. Fortunately, you don't have to combine a decision tree with a bagging classifier and can just easily use the classifier-class of Random Forest. Like I already said, with Random Forest, you can also deal with Regression tasks by using the Random Forest regressor.Random Forest adds additional randomness to the model, while growing the trees. Instead of searching for the most important feature while splitting a node, it searches for the best feature among a random subset of features. This results in a wide diversity that generally results in a better model. Therefore, in Random Forest, only a random subset of the features is taken into consideration by the algorithm for splitting a node. You can even make trees more random, by additionally using random thresholds for each feature rather than searching for the best possible thresholds (like a normal decision tree does). Another great quality of the random forest algorithm is that it is very easy to measure the relative importance of each feature on the prediction. Sklearn provides a great tool for this, that measures a features importance by looking at how much the tree nodes, which use that feature, reduce impurity across all

trees in the forest. It computes this score automatically for each feature after training and scales the results, so that the sum of all importance is equal to 1.

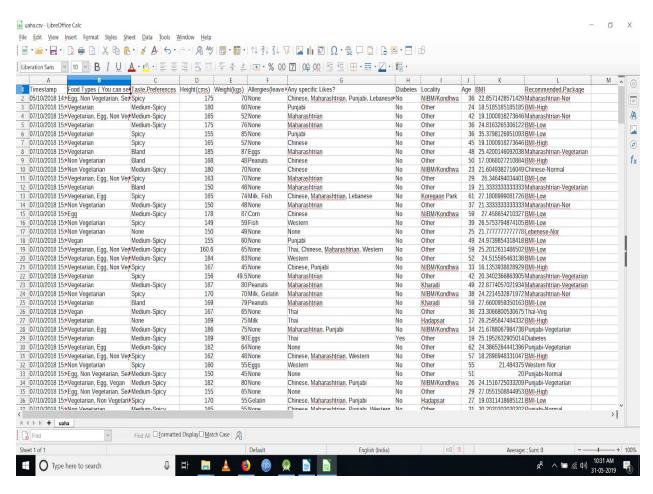
If you don't know how a decision tree works and if you don't know what a leaf or node is, here is a good description from Wikipedia: In a decision tree each internal node represents a "test" on an attribute (e.g. whether a coin flip comes up heads or tails), each branch represents the outcome of the test, and each leaf node represents a class label (decision taken after computing all attributes). A node that has no children is a leaf.

Through looking at the feature importance, you can decide which features you may want to drop, because they don't contribute enough or nothing to the prediction process. This is important, because a general rule in machine learning is that the more features you have, the more likely your model will suffer from overfitting and vice versa.

#### **Prepossessing:**

Data for the project has been collected using google forms shared over social media

The google form csv data set generated looks like this:



BMI is calculated from height and weight values using BMI calculation formulae. From this data set all the unnecessary columns determined unimportant for model training has been dropped completely: Timestamp, Height, Weight, locality

After this, multi valued columns are split up using python commands for processing and new columns are generated for existing attributes distinctly appearing in the respective multi valued column. Eg:

For instance: 'Any specific Likes?' is converted into columns with distinct values as "Likes.\*"

where \* is Chinese, Lebanese, Maharashtrian etc..

```
datalikes=dftrain['Any specific Likes?'].str.get_dummies(sep=',')

df=pd.concat([datalikes], axis=1) //join original dataset and newly generated columns

df=df.drop(['Any specific Likes?'],axis=1) //to drop all the converted column parents
```

All categorical columns are prepossessed using label encoder from sklearn.

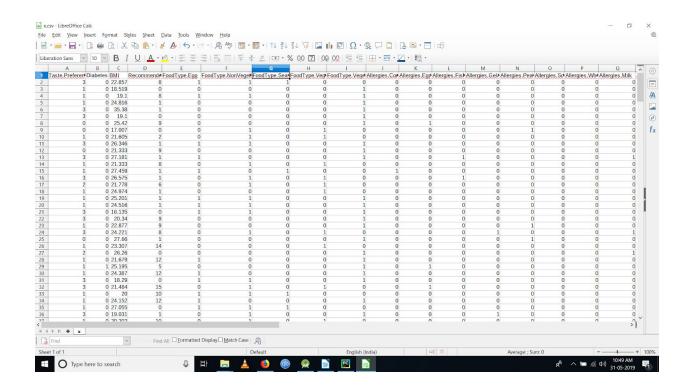
Eg:

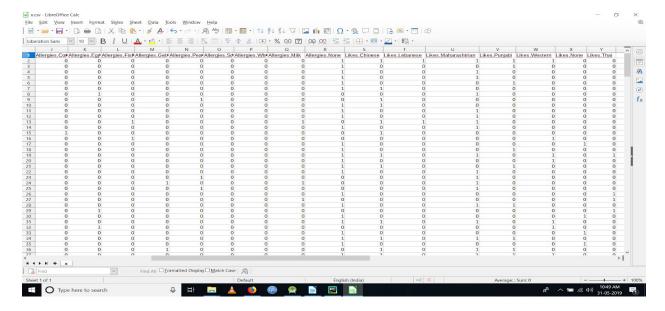
Taste preference ranges from spicy, medium-spicy, bland and none.

Label encoders assigns values from 0,1,2,3

```
leT = preprocessing.LabelEncoder()
df['Taste.Preferences'] = leT.fit transform(df['Taste.Preferences'])
```

Outputs generated are now either nominal, binary or numeric and only necessary columns required for model are existing.



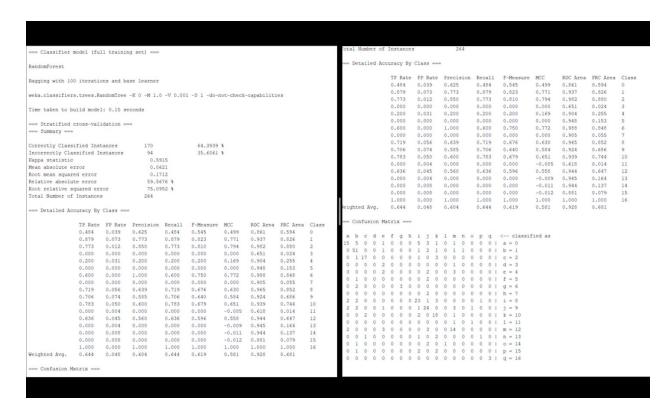


We have deployed in our application using weka API in android Studio but for analysis purpose we have used the Weka tool for Windows.

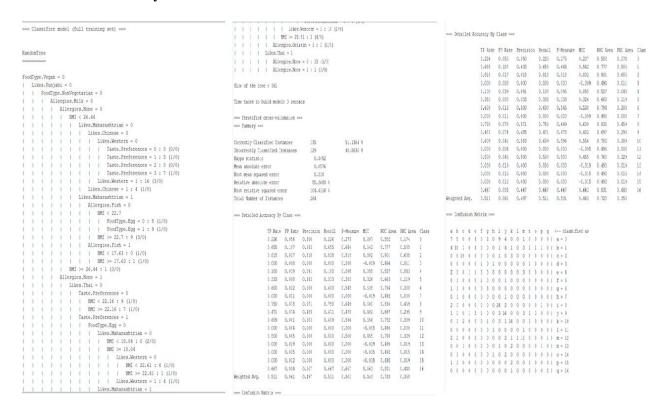
For preprocessing in weka since weka reads all categorical columns from csv files as numeric conversion back to categorical is done using weka filter: weka.attribute.unsupervised.attribute.NumerictoNominal (first-2,4-last)

This excludes BMI which is infact a numerical value

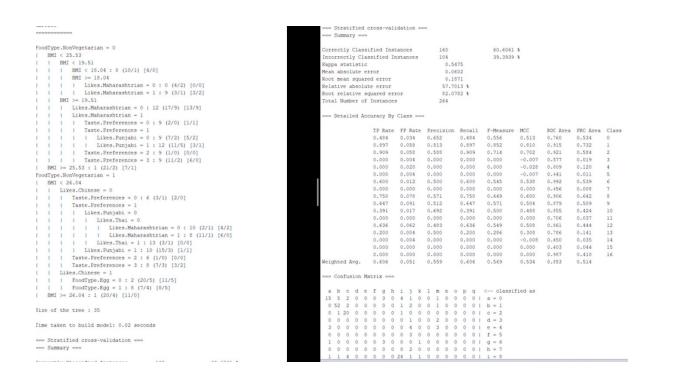
#### **Random Forest Analysis:**



#### **Random Tree Analysis:**



#### **REP Tree Analysis:**



As can be seen from the analysis above the random forest provides highest performance metric compared to other tree methods.

A model file is generated for our dataset and placed in android app

java -cp wekaSTRIPPED.jar weka.classifiers.trees.RandomForest -I 100 -K 0 -S 1 -c 4 -t x.csv.arff -d cpu.model

```
Random forest of 100 trees, each constructed while considering 5 random features.

Out of bag error: 0.3874

Time taken to build model: 0.33 seconds
Time taken to test model on training data: 0.04 seconds
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```

This completes the analysis process, Further structuring and functioning of model takes place using weka api in android studio where user input generates predictions using the model for recommended package.

Note: Training and testing splits are made using cross-validation with 10 folds

#### Weka:

Weka is an open source Java based platform containing various machine learning algorithms. Weka is a collection of machine learning algorithms for data mining tasks. The algorithms can either be applied directly to a data set or called from your own Java code. Weka contains tools for data per-processing, classification, regression, clustering, association rules, and visualization. It is also well-suited for developing new machine learning schemes.

It can be used to detect the various hidden patterns in your data set and find the most determining factors out of many .

Cross-validation, a standard evaluation technique, is a systematic way of running repeated percentage splits. Divide a dataset into 10 pieces ("folds"), then hold out each piece in turn for testing and train on the remaining 9 together. This gives 10 evaluation results, which are averaged. In "stratified" cross-validation, when doing the initial division we ensure that each fold contains approximately the correct proportion of the class values. Having done 10-fold cross-validation and computed the evaluation results, Weka invokes the learning algorithm a final (11th) time on the entire data set to obtain the model that it prints out.

#### 2.6 SOFTWARE DEVELOPMENT LIFE CYCLE:

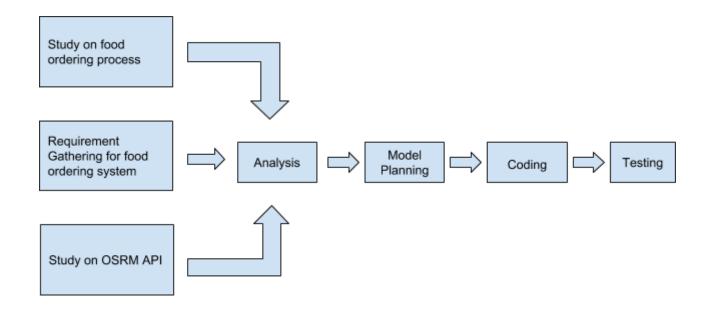


Fig 2: SDLC

#### 2.7 UNIFIED PAYMENT INTERFACE (UPI) :

Unified Payment Interface (UPI) allows easy and convenient medium of fund transfer between bank accounts in real-time using a virtual payment address (VPA) without entering bank details whatsoever. Customers can pay the merchant either using their VPA or by scanning the QR code at the retail stores.

As a result, more and more online retailers and apps are offering UPI payment methods to make financial transactions easier for its customers. UPI is an initiative of the National Payment Corporation of India (NPCI) which provides a common library module comprising of the UPI integration program for the websites and mobile apps.

#### 2.8 INTEGRATING UPI WITH ANY APPLICATION:

Currently, only the banks can act as Payment Service Providers (PSPs) for UPI and hence the first step to integrate UPI in your website/application is to partner or tie up with a bank as a merchant. The banks which are offering the UPI SDK include RBL, ICICI, Yes Bank, and Axis Bank.

Once you have the access to UPI SDK, you just need to add it to your website/application to enable transactions using UPI.

#### 2.9 BENEFITS OF USING UPI:

NPCI has set UPI specifications for the Android phones, IOS and Windows based mobiles will also be able to download UPI based apps. Some of the benefits for the applications for integrating UPI include:

#### 1. Instant transfers

Considering that UPI also works in real-time and transfers funds immediately without revealing the bank account details to the payee. Undoubtedly, it has become one of the most used payment modes other than the debit/credit cards. Integrating UPI will add another payment mode to your app which attracts users, as the more payment options an app has, the better it is for the users.

#### 2. Negligible charges

Moreover, as compared to the other payment methods like NEFT and IMPS, UPI does not charge anything. So, integrating your app with UPI gives your users a free of charge payment method.

#### 3. More secure

Further, as paying through UPI does not require users to enter their bank account and card details for making payments, it is definitely more secure mode of payment. So, if your app offers payments through UPI, the users can make quick and easy payments without having to load their e-wallet or enter bank details.

UPI is being considered as an incredibly well-designed payment solution as compared to all the other payment mediums. Integrating UPI in your website/application would surely attract more users as it is a convenient and a preferred payment mode.

#### 2.10 TYPES OF UPI PAYMENT GATEWAYS/APPS

#### 1.Web-flow UPI integration

#### Platform: Web, mobile web, Android, iOS

This is the most popular UPI integration mode. Let's see how it works from a customer perspective.

- 1. Customer selects items, fills details like shipping address, delivery instructions etc
- 2. Selects UPI as payment mode, enters his mobile app UPI ID, also called as VPA (Virtual Payment Address), verifies and submits it.
- 3. Need to check his mobile phone and do a <u>two-way authentication</u> which involves:

a)Opening the UPI app (in this case BHIM app) using app Pass code/Face-id/thumb impression as the case may be.

b)Authenticating the transfer by entering UPI PIN. (UPI-PIN is a 4-6 digit secret code you create/set when you link a bank account with your UPI mobile app.)

Once the payment has been authenticated by the customer, the transaction will be marked as successful.

#### **Payment flow:**

The customer has to first enter his VPA(or UPI ID), open his UPI mobile app, do 2-factor authentication on his mobile phone and then come back to the website.

#### **Suitability:**

Any business that wants to provide UPI as a payment mode and doesn't mind redirecting the customer to a third party site (UPI app provider such as Google Pay, PhonePe). It is a relatively economical UPI integration mode.

#### 2. UPI GOOGLE PAY INTEGRATION

Platform: Web, mobile web, Android, iOS (Payer needs to have Google Pay on their phone)

This is similar to the UPI web flow. Hence the payer needs to enter his phone number instead of the UPI ID.

UPI Google Pay integration is a <u>very convenient checkout flow as the payer/customer</u> need not remember the <u>UPI ID/VPA</u>. Cash-free provides <u>UPI Google Pay integration</u>.

#### **Payment flow:**

Customer enters a mobile number instead of UPI VPA/UPI ID, do a 2-factor authentication (as explained before) and completes the payment.

#### **Suitability:**

Any small and medium business that wants to provide UPI payment option. This mode should be used when you see that Google Pay is a preferred UPI payment mode among customers.

3. Intent flow UPI integration

## Platform: Android Payment flow:

As soon as the user chooses the UPI payment app, the app installed in his mobile launches automatically, the user doesn't need to enter UPI VPA or phone number as it

is auto-filled along with other payment details including the amount to be paid.

#### **Suitability:**

Intent flow is a friction less checkout experience as it automatically launches a preferred UPI mobile app during payment. It is ideal when your customers are placing an order directly on an Android app. Intent flow is offered as a part of Cashfree's Android SDK.

4. UPI SDK flow integration

#### Platform: Android, iOS

Using the UPI SDK, the merchant can receive the payment without the customer having to open any third party app. This form of integration works only on mobiles(Android & iPhone) and is provided by banks like RBL, ICICI, Yes Bank, and Axis Bank. For this, you need to contact the bank directly and request for NPCI UPI Android SDK to receive payments.

#### **Payment flow:**

- I. In this case, the bank will create a VPA and then you can get paid by customers on the same VPA on your mobile app. Once you have the access to UPI SDK, you need to add it to your website/mobile application to enable transactions using UPI.
- II. Here no separate UPI app such as BHIM, Google Pay etc is required. Since there is no redirection to any third party application, using UPI SDK integration, the <u>conversion rate increases</u>.

#### **Suitability:**

Typically big businesses having a high volume of daily inward transactions on its mobile app opt for this type of integration.

#### **2.10 ANALYSIS:**

The food ordering system can be divided into the following main components:

- Android App
- Payment Gateway Integration through UPI
- Machine Learning based Model (for prediction of food choice for user )

#### 3. SOFTWARE REQUIREMENTS SPECIFICATION

#### 3.1 INTRODUCTION

#### 3.1.1 PROJECT SCOPE:

This system will help to manage & run the online food ordering business systematically. In this system, we will provide an App that can be used by the customers to order food. Customers can also give feedback through this app. So that vendor can evaluate the whole system.

This will ultimately lead to providing good quality food to the customers and create an opportunity to appoint more chefs to provide home-made hygienic food .Customers can also make payments through debit or credit cards using POS which will be integrated within the management system. Initially the food delivery service is limited within the Pune city (Specific Areas).

#### 3.1.2 USER CLASSES AND CHARACTERISTICS:

The following are the main user classes with their characteristics:

#### 1. Customers:

The customers are the registered users who will order the food. They should be able to choose a package of their own choice which will include 7-days menu. The customers should be able to create a package of their own from the available list of items. The customers should also be able to give feedback.

#### 2. Cooks:

The cooks should be able to see how many customers have opted their weekly package so that they can keep a track on their inventory. The should be able to update and notify the users in case of any last moment changes.

#### 3.1.3 ASSUMPTIONS AND DEPENDENCIES:

- The system will use third party service for payment
- The system will use third party service for delivery of food
- Only the cooks who were trained by the employer can register as cooks in the system
- The system has geographical limitation up-to one city

#### 3.2 FUNCTIONAL REQUIREMENTS

#### 3.2.1 Payment Process

#### 3.2.1.1 Description and Priority:

The user should be able to do payment through any UPI supported App

Priority – HIGH

Stimulus/Response Sequences:

The user can pay through any of the UPI supported apps.

**Functional Requirements:** 

The user needs to install at-least one UPI app for doing payments.

REQ-1: User should have a bank account being set up with the UPI app

REQ-2: UPI supported apps should be installed and setup

3.2.2 Recommendation of Personalized package based on the preferences: Description and Priority:

Based on the data received from the registration form and daily feedback the customers will be recommended a personalized package based on his/her likes/dislikes and dietary needs

Priority – HIGH

Stimulus/Response Sequences:

Customer can then choose between the available packages and the recommended one

**Functional Requirements:** 

The customer needs to give feedback and give relevant information during registration

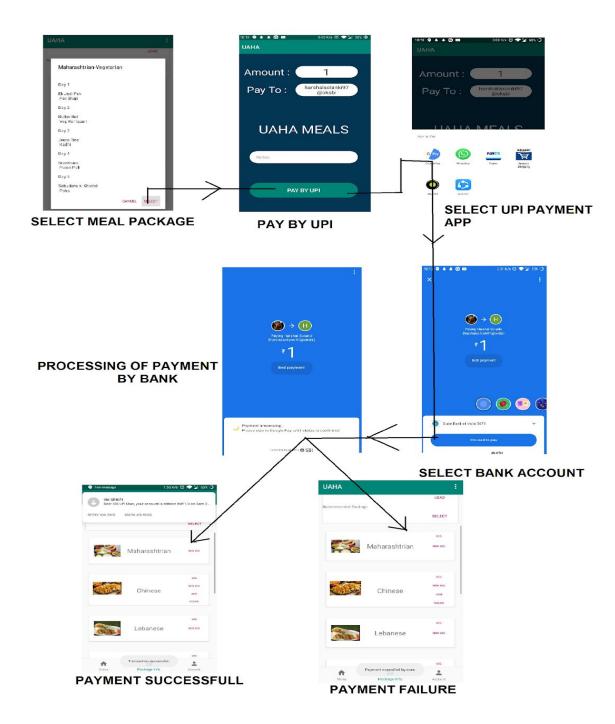
This data can be used to suggest a package according to the customers need.

REQ-1: Customers should determine personal information correctly during registration

REQ-2: Customers should give daily feedback

#### 3.3 EXTERNAL INTERFACE REQUIREMENTS

#### 3.3.1 User Interfaces:



#### 3.3.2 Hardware Interface:

- Android smartphone
- Min RAM 1 GB
- Min internal memory 16 GB

#### 3.3.3 Software Requirements:

• Android with version 7.0 and above

#### 3.3.4 Communication Requirements:

- Internet Access
- GPS

#### 3.4 NON-FUNCTIONAL REQUIREMENTS:

3.4.1 Performance Requirements: The system should be SMART:

S-Specific

M-Measurable

Achievable

R- Realistic

T- Timely

Response time- Should be consistent (ideally a latency of less than a second is acceptable) Workload - The system should handle many concurrent users at a time

Scalability – The system should be able to incorporate the changes made in the packages and also handle the increase in no of users.

Platform Considerations Android

#### 3.4.2 Safety Requirements : App only works over internet

Do not use if the internet is not working properly as the app might not perform as desired in very low bandwidth Keep GPS on so that users Location could be detected

#### 3.4.3 Security Requirements:

Email based authentication by confirming the email address.

#### 3.4.4 Software Quality Attributes:

Salable: The system can handle increase in no of users Portable: The system can be

used through an app Robust : The system can handle any erroneous

Adaptive: Adapts to the requirements of the user and changing nature of packages

Ease of use: User-friendly design

#### 3.5 SYSTEM REQUIREMENTS:

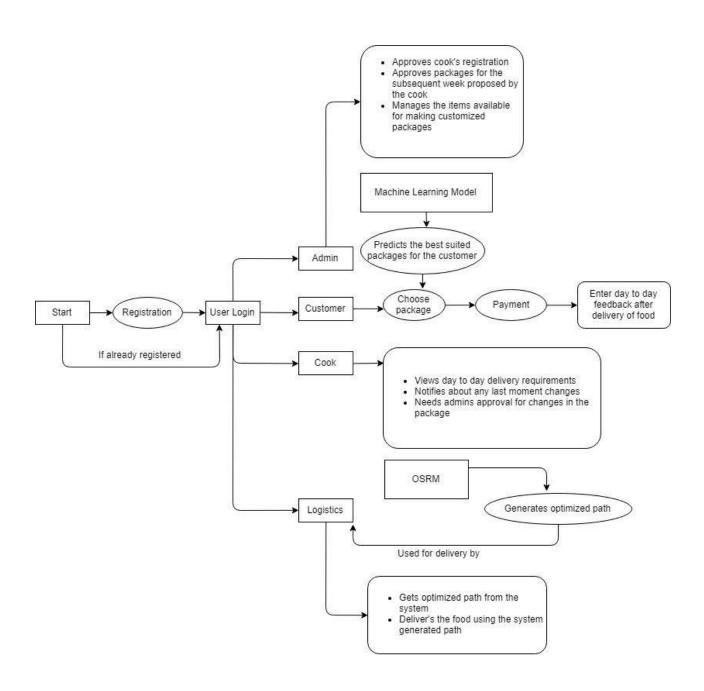
#### 3.5.1 Database Requirements:

At backed the data would be stored on fire base. The same would be used for querying while doing database operations.

#### 3.5.2 Software Requirements (Platform choice):

The system is to developed using android studio for front end and freebase for back-end as well as server

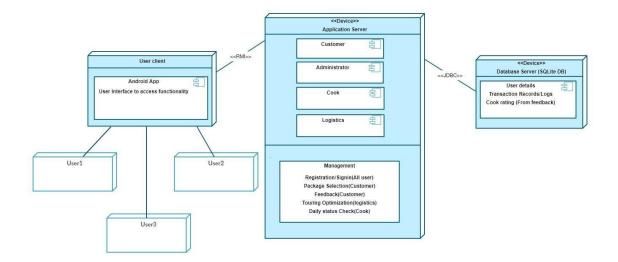
#### FLOW OF THE SYSTEM



#### **4 SYSTEM DESIGN**

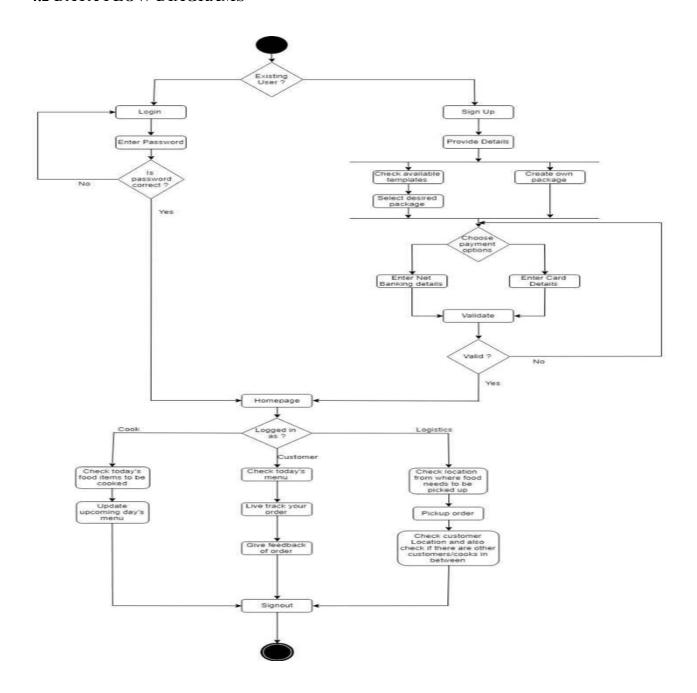
#### **4.1 SYSTEM ARCHITECTURE**

#### Deployment Diagram For Personalized Food App

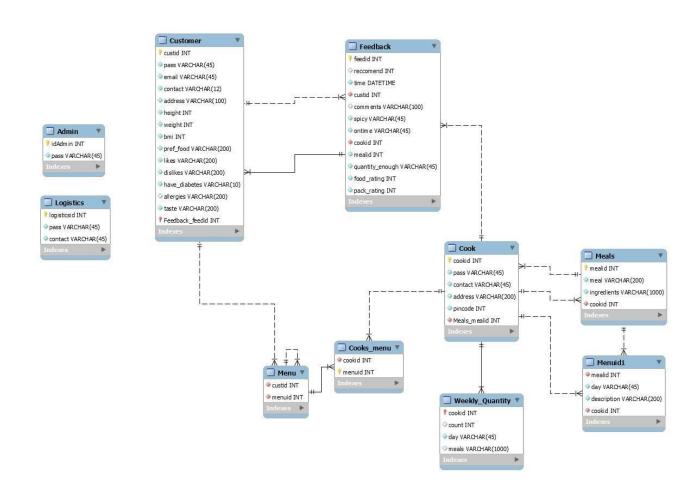




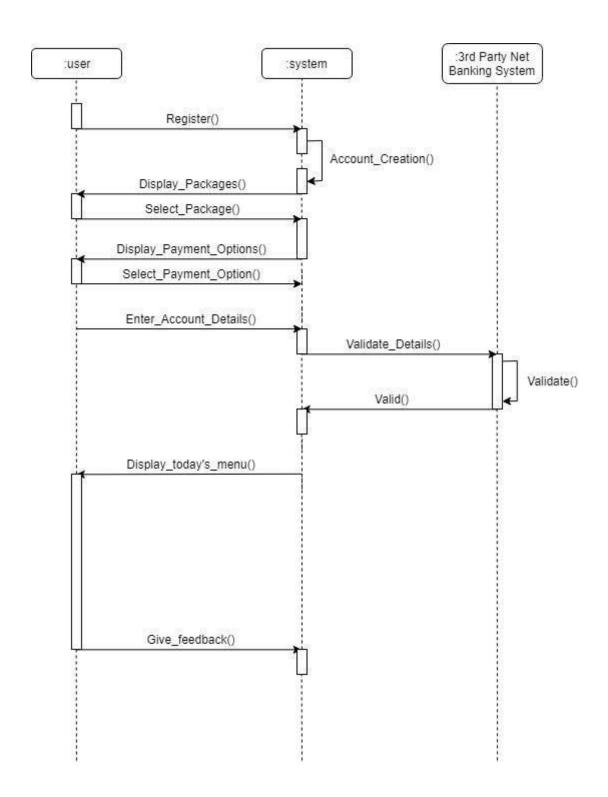
#### **4.2 DATA FLOW DIAGRAMS**



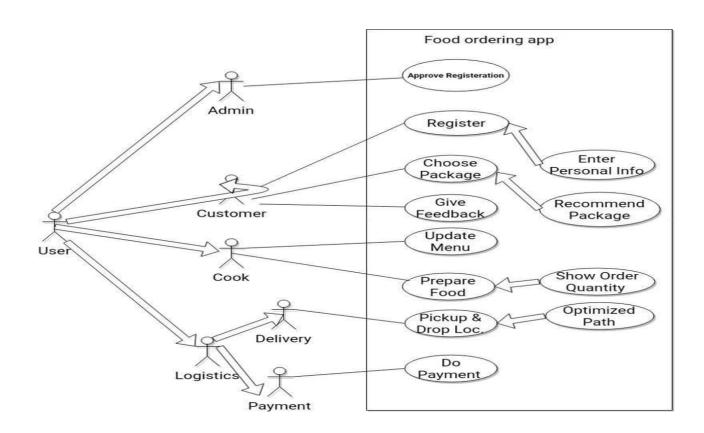
#### 4.3 ENTITY RELATIONSHIP DIAGRAM



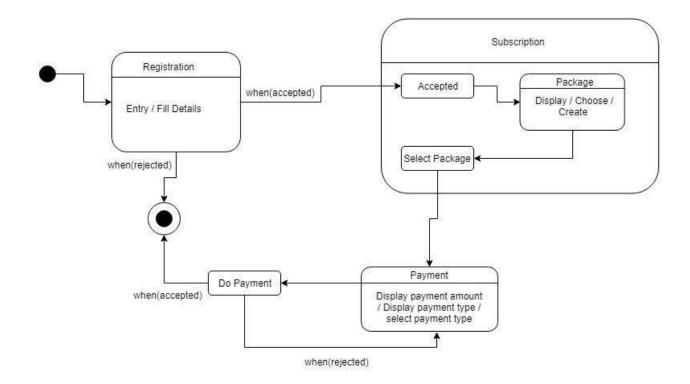
#### **4.4 SEQUENCE DIAGRAM**

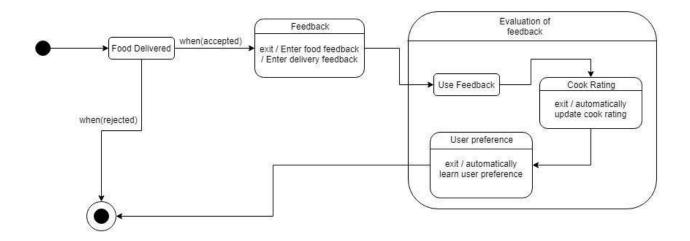


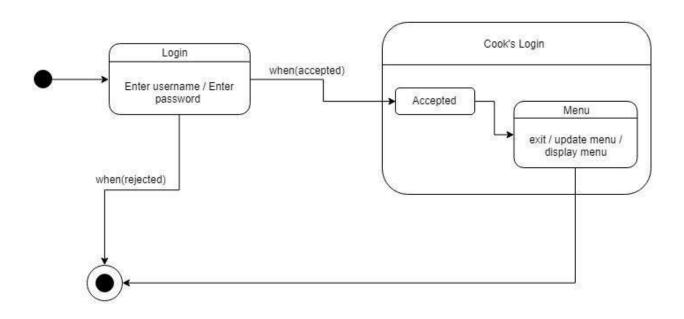
#### **4.5 USE CASE DIAGRAM**



#### 4.6 STATE TRANSITION DIAGRAMS







#### **5 OTHER SPECIFICATION**

#### **5.1 ADVANTAGES:**

Unlike other conventional food delivery apps this app will provide multi pickup and multiple drops for logistics team

The subscription a select and forget system where the user need not constantly browse but the feedback provided will customize food app according to the preference of the customer at the back-end

#### 5.2 LIMITATIONS:

The system will use third party service for payment

The system will use third party service for delivery of food

Only the cooks who were trained by the employer can register as cooks in the system

The system has geographical limitation up-to one city

#### 6 CONCLUSION AND FUTURE WORK

People who order food online on a daily basis are fed up of eating hotel food. Thus, we present a food ordering system that will provide a platform for people to order hygienic home cooked food online, as there are very less sources of getting home cooked food online. Therefore, this system would prove to be a promising one. This system also ensures good quality of service and customer satisfaction. Therefore, the proposed food ordering

system has the potential to attract customers and also adds to the efficiency of maintaining customers ordering and billing sections.

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Design and Implementation of an Android Application using wifi-enabled Devices for the Food Servicing Industryby Alberto Bañacia, Marc Dindo Fernando, Arnel Requillo Jr., and Nelson Rubi Jr. EE/ECE Department, University of San Carlos Cebu City, Philippines