E-Commerce Web Application

For Food Menu

By

Yashika Rohilla

ECN- 4143

Espire Infolabs Pvt. Ltd.

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**Abstract**

This Web based application can be used for viewing food menu and ordering it, by the customers, as well as updating or modifying menu items by the admin of this application. The main emphasis of this web application is on making “viewing & ordering food” more user friendly & easy for customers.

**Introduction:-**

Goal-

The Food Menu web application is intended to provide best user interface to view & order food items, their ingredients, & their price to the customer.

It enables admin of this application to update dishes, their price, their ingredients from his end which will be visible on the customer’s end.

Need of this application-

No food application gives option to customize their ingredient to the customer. This application will serve this purpose.

**Problem-** There are so many food ordering websites used by customers in the market for ordering food which do not shows the ingredients used in it which creates a confusion in customer’s mind whether to order that item or not.

**Solution-** The Food Menu web application will provide all the information regarding the ingredients to the customer, which is also the main advantage of using this application.

Scope-

This product is developed to automate day-to-day activity of a food provider. This product is for small-scale & medium-scale food providers. So, we can say that the scope here is wide. This product can be used by a single restaurant or even by a food provider chain. It would be useful in upcoming times too.

Specifications-

Hardware:

* 500 MB RAM
* Dual-core processor
* 200 MB free memory space

Software:

* Windows XP
* XAMPP database server
* Visual Studio 2008

System Requirement Analysis:-

Information Gathering-

The goal of the application is to provide customers with the best facility online to view and order food choosing their own ingredients in their dishes.

Some main ingredients in every dish are fixed, and the other ingredients are to be chosen by the customer itself.

Then, the customer can add it to the cart and total price according to the ingredients is shown there. After that, he can order his food and make payment.

The food which he ordered will be stored in the admin’s database which he will give order to prepare the dish keeping an extra note of what ingredients the customer mentioned which will be delivered to the customer.

Objectives-

* Attract Customer by customizable menu items.
* Price vary according to the ingredients added.
* Online bill generation.
* Making responsive web application.
* Best user-friendly interface
* Displaying everyday offers
* Contact support to customers through e-mail or contact number.
* Category-wise menu displaying.
* Customer’s ratings on the food item.
* Customer’s reviews displayed with the food item.
* Displaying opening & closing time.
* E-mailing customers with the best everyday offers.

Risks-

* If the user interface is not user-friendly, it will lose customers.
* If the item detail is not up to date, customer will not visit it again.
* If ingredient’s availability is not up to date, it will lose customer satisfaction.
* Lack of synchronization creates miscommunication.
* Varying price according to the ingredient.

Planning & Requirement-

* Tasks & sub-tasks creation
* Network upgrades
* Hardware drivers installed
* Compatible OS
* Licensed & updated software
* Security Maintenance
* Range of features
* Decided deadlines for every task
* Business protocols to follow
* Efficient software
* Up-to-date information about ingredients
* Skilled members
* Up-to-date systems
* User-friendly interface

Feasibility-

First of all, we need to check whether our project is feasible or not. Feasibility means to check if the team can accomplish the project in future or not. We need to check:

* If project can be technically completed.
* Is the project feasible in the pre- defined budget.
* Can the project be completed before deadline.
* What hardwares or softwares are required to deploy the application.

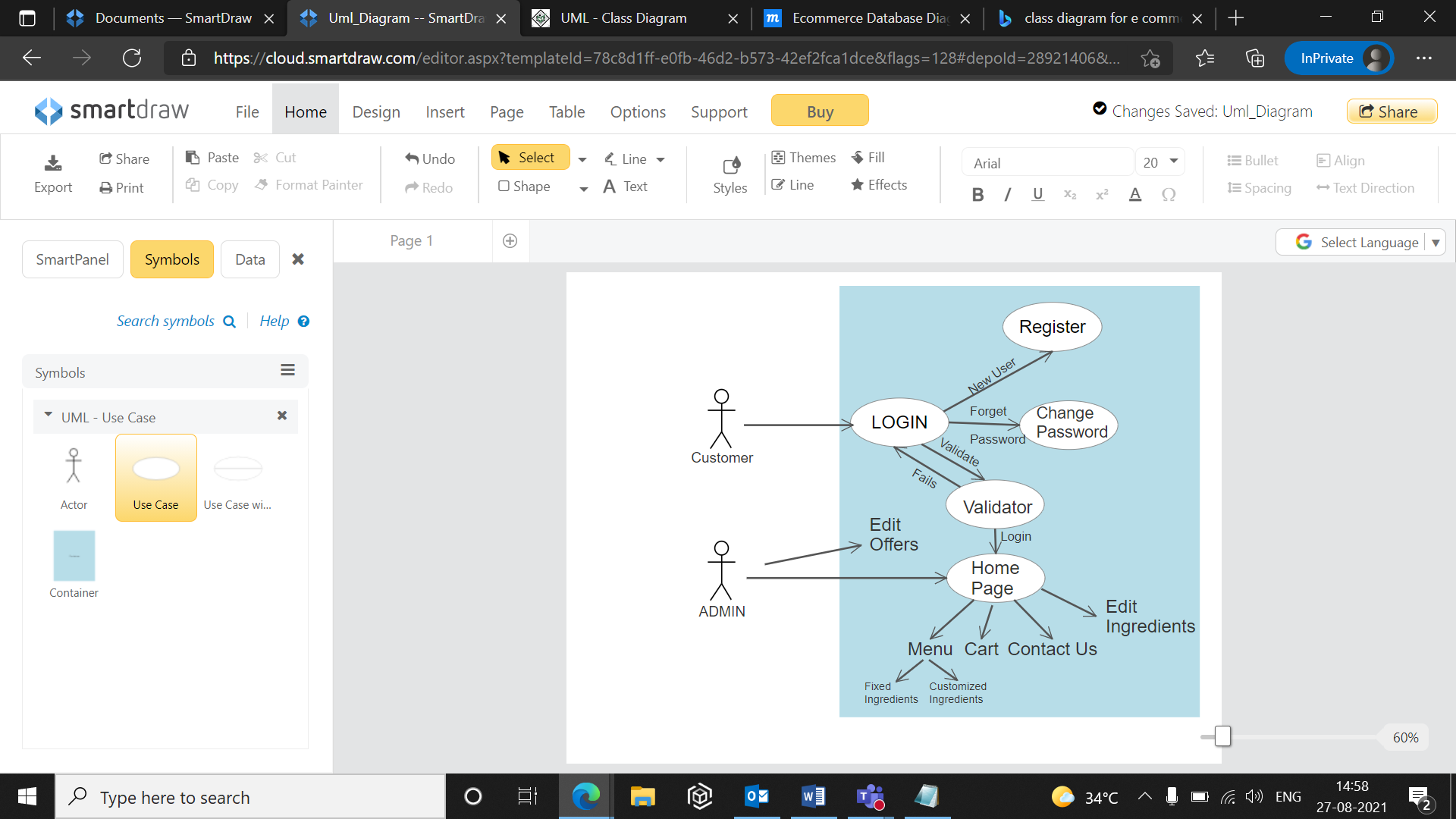
**Economic Feasibility-**

The project is economically feasible as the only cost involved is having a computer with the minimum requirements mentioned earlier. For the users to access the application, the only cost involved will be in getting access to the Internet.

Design-

The product’s design is a strategic organization of ideas, materials, and process for the purpose of achieving of a goal. Project Managers rely on a good design to avoid pitfalls and provide parameters to maintain crucial aspects of the project, like schedule and the budget defined.

**Use Case Diagram-**



Billing

**Deployment Diagram-**

INTERNET

**Connection**

**ROUTER**

**PC**

**SERVER**

**USER**

**OTHER SYSTEMS**

**DATABASE**

Class Diagram-

Cart

Order ID

Order Items

Extra Ingredients

Total Price

Remove()

Add()

Payment

Payment ID

Pay Method

Total Price

Date of pay

Method()

Cancel()

Pay()

**Customer**

Login

Customer ID

Name

Location

Contact No.

E-mail

Rating()

Feedback()

Login ID

Username

Password

Changepw()

SwitchAcc()

Menu

Category

Fixed Ingredients

Custom Ingredients

Regular Price

AddToCart()

Object Diagram-

CartObj:Cart

orderID= “12”

item=”Noodle”

quantity=”1”

price=”200”

PayObj: Payment

payID= ”ABC0012”

Date= “12/12/21”

Total= “200”

CusObj : Customer

Name= “John”

C\_id=”0012”

Contact= “3246435632”

Email=”j000@gmail.com”

LObj:Login

Username= “John1212”

Password= “John@24”

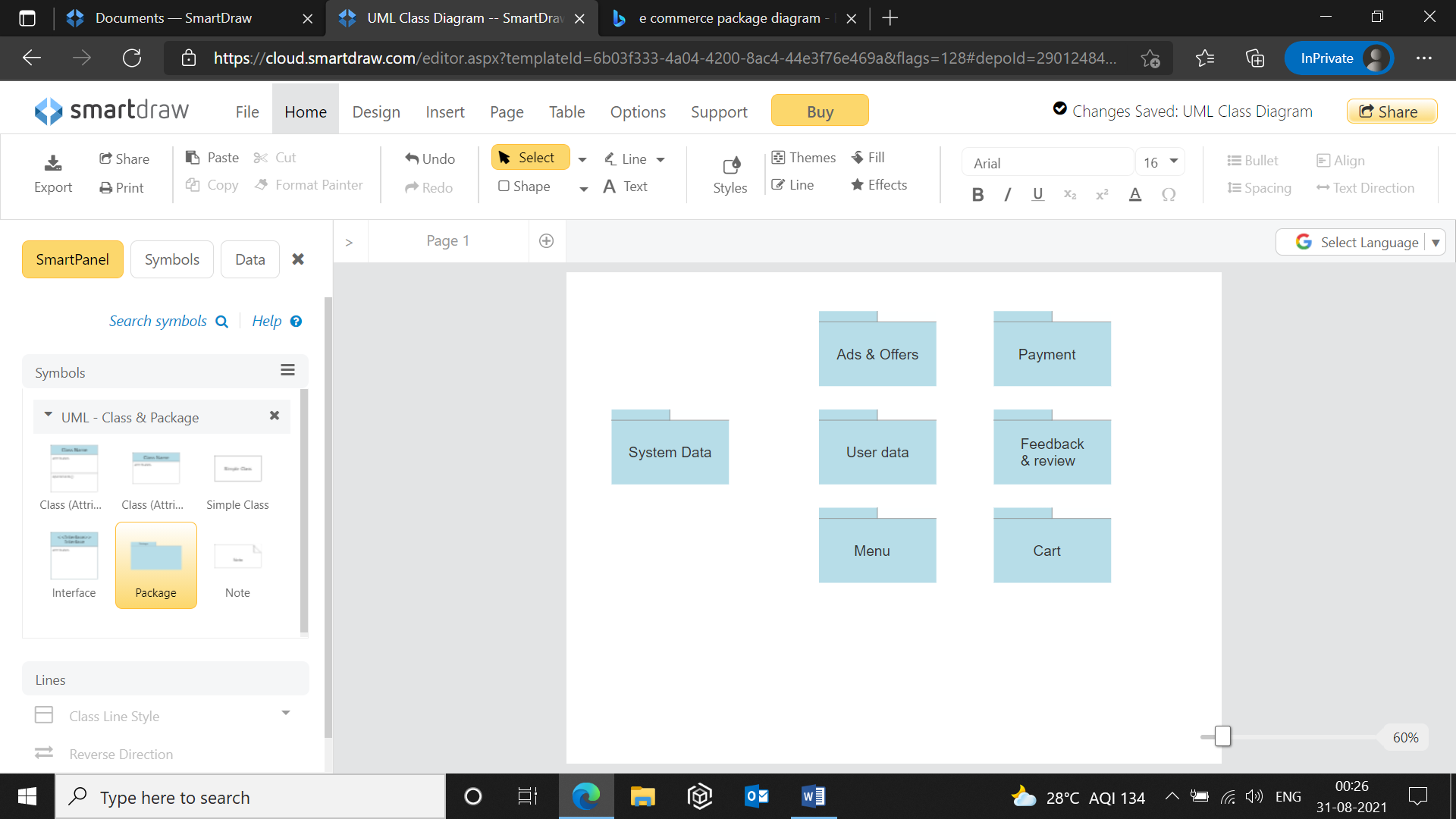
ItemObj: Menu

Dish= “Veg noodles”

Fix=”Noodle”

Custom= “Onion”,”olive”

Package Diagram-



Testing-

Software testing is a process of running with intent of finding errors in software. Software testing assures the quality of software and represents final review of other phases of software like specification, design, code generation etc.

**Unit Testing-** Unit testing emphasizes the verification effort on the smallest unit of software design i.e.; a software component or module. Unit testing is a dynamic method for verification, where program is actually compiled and executed. Unit testing is performed in parallel with the coding phase. Unit testing tests units or modules not the whole software.

**Integration Testing-** In integration testing a system consisting of different modules is tested for problems arising from component interaction. Integration testing should be developed from the system specification. Firstly, a minimum configuration must be integrated and tested.

**White Box Testing-** In white box testing knowing the internal working of the product, tests can be conducted to ensure that internal operations are performed according to specification and all internal components have been adequately exercised. In white box testing logical path through the software are tested by providing test cases that exercise specific sets of conditions and loops.

**Challenges-**

The application can be used for any Ecommerce application. It is easy to use, since it uses the GUI provided in the user dialog. User friendly screens are provided. The application is easy to use and interactive making online shopping a recreational activity for users. It has been thoroughly tested and implemented.

* Compatibility with browsers like Mozilla Firefox, Internet explorer etc.
* Using a layered approach in developing the application which would make the application maintainable.