VISVESVARAYA TECHNOLOGICAL UNIVERSITY BELAGAVI-590018

A MINI PROJECT REPORT
ON
CATERING SERVICE MANAGEMENT SYSTEM

BY

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4MT19CS167	**4MT20CS400**

In the partial fulfillment of the requirement for 5th semester

DBMS LABORATORY WITH MINI PROJECT (18CSL58)

Under the guidance of

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CERTIFICATE

This is to certify that the mini project entitled *"Catering Service Management System"* is a bonafide work carried out by SWASTHIKA (4MT19CS167) in partial fulfillment for the requirement of 5th semester DBMS Laboratory with mini project (18CSL58). It is certified that all the corrections / suggestions indicated for the Internal Assessment have been incorporated in the report. The mini project has been approved as it satisfies the academic requirement in respect of the 18CSL58 prescribed for the 5th Semester B.E in Computer Science & Engineering Program by the **Visvesvaraya Technological University, Belagavi**, for the academic year 2021 – 2022.

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Name of the Examiners   **Signature with Date**

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ABSTRACT

Catering Service Management System is being developed for service providers to manage the various activities and support the daily operation of a catering services. The customer being registered in the website has the facility to order the food items. The purpose is to automate the existing manual system by the help of computerized equipment's and full-fledged computer software, fulfilling their requirements, so that their valuable data can be stored for a longer period with easy accessing and manipulation of the same. It can assist the user to concentrate on other activities rather than record keeping. Thus, it will help the administrator in better utilization of resources. The organizations can maintain computerized records without redundant entries. User will be motivated for making new order and they actually save their time by using this system.

ACKNOWLEDGEMENT

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Chapter 1

INTRODUCTION

A database management system (DBMS) refers to the technology for creating and managing databases. DBMS is a software tool to organize (create, retrieve, update and manage) data in a database. The main aim of a DBMS is to supply a way to store up and retrieve database information that is both convenient and efficient. By data, we mean known facts that can be recorded and that have embedded meaning. Normally people use software such as DBASE IV or V, Microsoft ACCESS, or EXCEL to store data in the form of a database. Database systems are meant to handle a large collection of information. Management of data involves both defining structures for the storage of information and providing mechanisms that can do the manipulation that stored information. Moreover, the database system must ensure the safety of the information stored, despite system crashes or attempts at unauthorized access.

1.1 Problem Statement

In Catering Management order detail and employee detail have to be maintained manually, this consumes lot of time and work. In real world, communication is quite difficult between service provider and clients. In our online catering service management system it will be easy to maintain and store the data. Online ordering allows customers the ability to check prices and availability of menu items ahead of time. The individual who wants to order food have to add the food items to the cart and order the food items after finalizing cart. This system increases customer satisfaction.

1.2 SQL(Structured Query Language)

SQL is used to communicate with databases and it is the standard language for relational database management systems. SQL statements are used to perform tasks such as creating, reading, updating, and deleting relational databases and tables. Most of the RDBMS like MySQL, Oracle, MSAccess, Informix, and SQL Server use SQL as their standard database language

1.3 PHP(Hypertext Preprocessor)

PHP is a general-purpose scripting language that is especially suited to server-side web development, in which case PHP generally runs on a web server. Any PHP code in a requested file is executed by the PHP runtime, usually to create dynamic web page content or dynamic images used on websites or elsewhere.

PHP originally stood for Personal Home Page, but it now stands for the recursive backronym PHP. Hypertext Pre-processor. PHP code may be embedded into HTML code, or it can be used in

combination with various web template systems, web content management system and web frameworks.

1.4 HTML5(HyperText Markup Language)

HTML, which stands for Hyper Text Mark-Up Language, is the language for describing structured documents as well as the language used to create web pages in the Internet. The language is based on an existing, international formatting standard SGML, Standard Generalized Mark-Up Language, which is used for text processing.HTML documents are nothing but web pages which contains HTML tags and plain text.The purpose of a web browser is to read HTML documents and display them as webpages. The browser does not display the HTML tags, but uses the tags to interpret the content of the page.

1.5 CSS3(Cascading Style Sheet)

Cascading style sheets are used to format the layout of web pages. They can be used to define text styles, table sizes, and other aspects of Web pages that previously could only be defined in a page's HTML.

CSS helps Web developers create a uniform look across several pages of a Web site. Instead of defining the style of each table and each block of text within a page's HTML, commonly used styles need to be defined only once in a CSS document.

1.6 JAVASCRIPT

Javascript is the scripting language that enables you to create dynamically updating content,control multimedia, animate images, etc. Client-side Javascript is the most common form of the language. The script should be included in or referenced by an HTML document for the code to be interpreted by the browser. Javascript client-side mechanism provides many advantages. For example, we can use Javascript to check whether the user has entered a valid email address or not in the form field. Javascript can be used to trap user-initiated events such as button clicks, link navigation, and other actions that the user initiates implicitly and explicitly

1.7 XAMPP

The acronym XAMP refers to a set of free (open source) applications, combined with Microsoft Windows, which are commonly used in Web server environments. The combined usage of these programs is called a server stack. In this stack, Microsoft Windows is the operating system (OS), Apache is the Webserver, MySQL handles the database components, while PHP, Python, or PERL represents the dynamic scripting languages.

Chapter 2

REQUIREMENT ANALYSIS AND SPECIFICATION

2.1 Functional Requirements

These are statements of services the system should provide, how the system should react to particular inputs and how the system should behave in particular situations. In some cases, the functional requirements may also explicitly state what the system should not do. The functional requirements for a system describe what the system should do. These requirements depend on the type of software being developed, the expected users of the software and the general approach taken by the organization when writing requirements. When expressed as user requirements, the requirements are usually described abstractly. However, functional system requirements describe the system function in detail, its inputs and outputs, exceptions.

The functional requirements of Catering Service System Management are as follows:

Register module

- The user needs to provide their email id, new password and provide other details while registering.
- Once registered user detail will be stored in the database.

Login module

- The admin/user should provide their email id and password in order to login
- They use their respective accounts.

Update module

- admin can update some details.
- Functional requirements for a software system may be expressed in several ways.

The functional requirements are broadly classified into 2 categories, they are:

Hardware requirements

• Processor : Intel i3/i5,1.8GHz machine or above

• Main memory : 4GB RAM or more.

• Hard disk drive : 1TB

Software requirements

• Operating System : Windows 7 and higher

• Front end : HTML5, CSS3,Javascript

• Back end : PHP,SQL

• Software : Visual Studio Code,XAMPP

2.1 Non Functional Requirements

Non-functional requirements are requirements that are not directly concerned with the specific functions delivered by the system. They may relate to emergent system properties such as reliability, response time and store occupancy. Alternatively, they may define constraints on the system such as the capabilities of I/O devices and the data representations used in system interfaces. The plan for implementing functional requirements is detailed in the system design. The plan for implementing non-functional requirements is detailed in the system architecture. Non-functional requirements are often called qualities of a system. Other terms for non-functional requirements are "constraints", "quality attributes", "quality goals", "quality of service requirements" and "non-behavioral requirements". Qualities, that are non-functional requirements, can be divided into two main categories: Execution qualities, such as security and usability, which are observable at run time.

The non-functional requirements of Catering Service System Management are as follows:

Reliability:

- Catering Service Management System is a reliable interface as it provides data security and data safety.
- Data provided by the user is confidential and safe. User cannot use another user account without a password and user mail-id verification.

Consistency:

- Catering Service Management System provide consistency of data.
- The system can generate a list of main category and food items.
- There's no case of redundancy in the database so it will not take any extra memory space

Performance:

- Catering Service Management System interface performs smoothly for all user to have a good and easy experience.
- It is easy to understand and can access anywhere through the internet.
- Catering Service Management System maintains and retrieves all the data when required.

Security:

- Security is a very important aspect that Catering Service Management System provides, data of users are maintained with confidentiality.
- No data can be accessed by any third party and data is only for users to access.

Chapter 3

SYSTEM DESIGN

System Design process partitions the system into subsystems based on the requirements. It establishes overall system architecture and is concerned with identifying various components, specifying relationships among components, specifying software structure, maintaining a record of design decisions and providing a blue print for the implementation phase. Design consists of architecture design and detailed design is concerned with the details of how to package processing modules and how to implement the processing algorithms, data structures and interconnections among modules and data structures.

3.1 ER Diagram

ER Diagram stands for Entity Relationship Diagram, also known as ERD is a diagram that displays the relationship of entity sets stored in a database. In other words, ER diagrams help to explain the logical structure of databases.
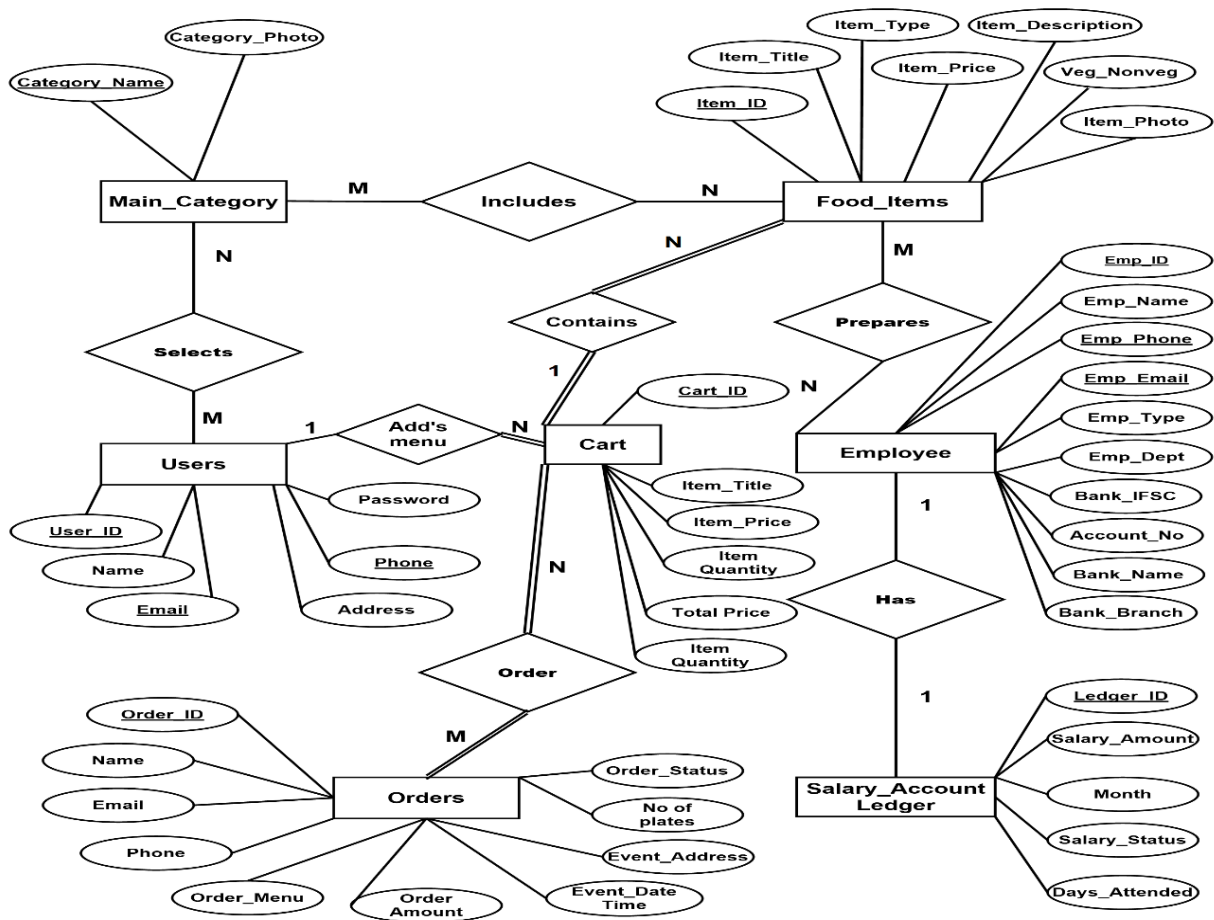

Figure 3.1 ER Diagram of Catering Service Management System

In Figure 3.1 there are total 7 entities namely Main_Category, Food_Items, Users, Cart, Orders, Employee, Salary_Account_Ledger . Consider the Main_Category relation which has two attribute Category_Name and Category_Photo. Category_Name is the primary key. It has M:N cardinality ratio and partial participation between Main_Category and Food_Items. Food_Items relation has 7 attribute where Item_ID is the primary key. Main_Category and Users relation has N:M cardinality ratio and partial participation where Users can select one or more Main_Category. Users entity has 6 attribute and User_ID, Email, Phone is the primary key. Food_Items and Employee relation has M:N cardinality ratio and partial participation where Employee can prepare any number of food items. Employee entity has 10 attributes where Emp_ID , Emp_Phone , Emp_Email are the primary keys. Users and Cart relation has 1:N cardinality ratio and total participation where user have to add menu to cart to make the orders. Cart contains 6 attributes where Cart_ID is the primary key. The Cart and Food_Items are in relation of N:1 Cardinality ratio and full participation where any number of food items can be added to cart. Cart and Orders have the N:M cardinality ratio and full participation relationship where Orders enitity consist of 10 attributes in which Order_ID is the primary key. Employee and Salary_Account_Ledger has 1:1 cardinality ratio and partial participation relationship. Salary_Account_Ledger has 5 attributes where Ledger_ID is the primary key.

3.2 Schema Diagram

A schema diagram is a diagram that contains entities and the attributes that will define that schema. A schema diagram only shows us the database design. It does not show the actual data of the database. The schema represents the relationship between these tables.

In Figure 3.2 Users relation has User_ID, Email, Phone are the primary keys. Main_Category relation Category_Name is the primary key .In Food_Items relation Item_ID is the primary key and Item_category is foreign key which is referenced to Category_Name in Main_Category relation. In Cart relation Cart_ID is the primary key and Item_ID is the foreign key which is referenced to Item_ID in Food_Items relation and User_ID is the foreign key which is referenced to User_ID in Users relation. In Orders relation Order_id is the primary key and User_ID is the foreign key which is referenced to User_ID in Users relation and Item_ID is the foreign key which is referenced to Item_ID in Food_Items relation.In Employee relation Emp_ID ,Emp_Phone,Emp_Email,Account_No is the primary key.In Salary_Account_Ledger Ledger_ID is the primary key and Emp_ID is the foreign key references to Emp_ID in Employee relation.In Admin relation Admin_ID ,A_Email, A_Phone is the primary key.
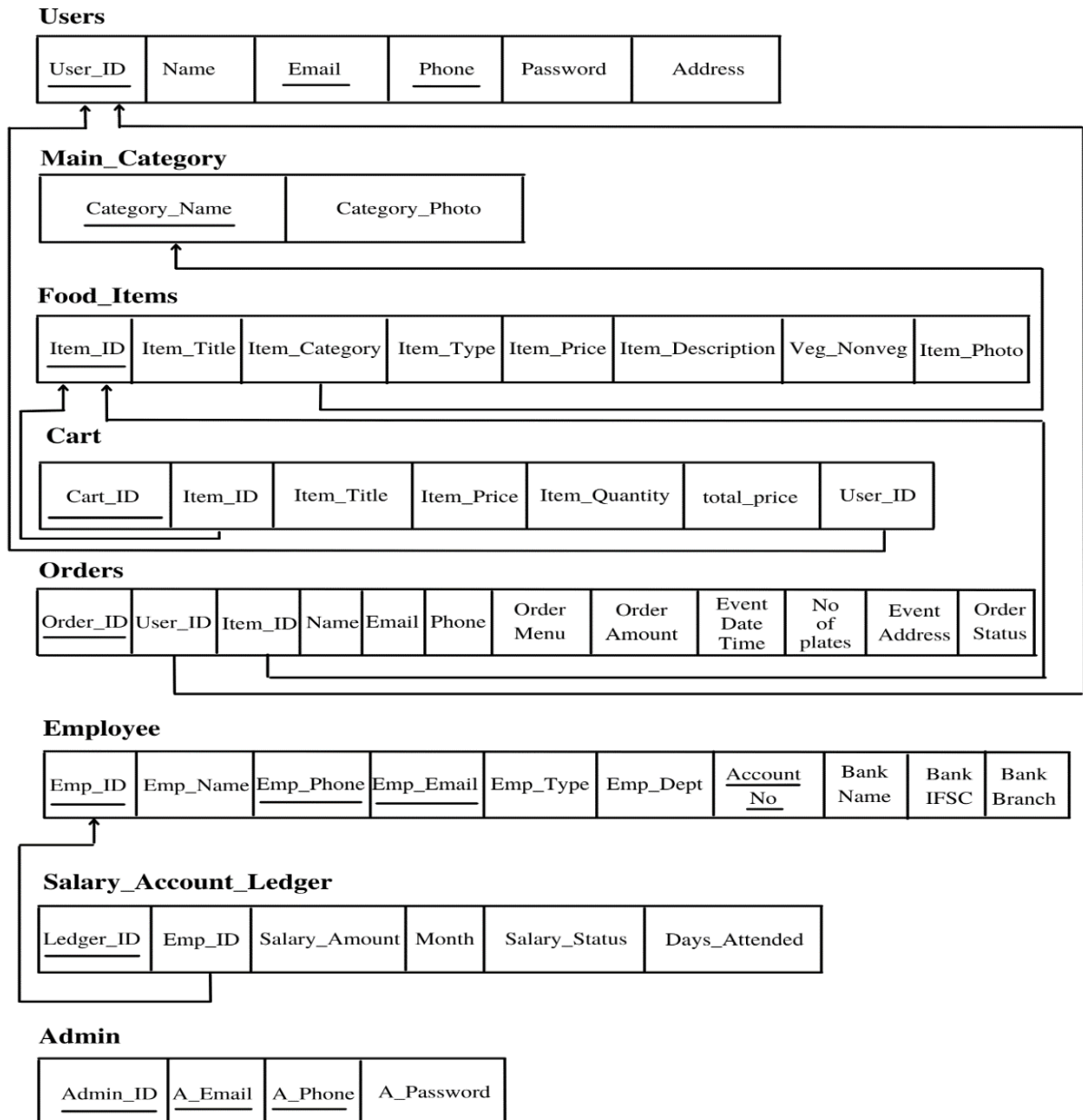
Users

User_ID	Name	Email	Phone	Password	Address

Main_Category

Category_Name	Category_Photo

Food_Items

Item_ID	Item_Title	Item_Category	Item_Type	Item_Price	Item_Description	Veg_Nonveg	Item_Photo

Cart

Cart_ID	Item_ID	Item_Title	Item_Price	Item_Quantity	total_price	User_ID

Orders

Order_ID	User_ID	Item_ID	Name	Email	Phone	Order Menu	Order Amount	Event Date Time	No of plates	Event Address	Order Status

Employee

Emp_ID	Emp_Name	Emp_Phone	Emp_Email	Emp_Type	Emp_Dept	Account No	Bank Name	Bank IFSC	Bank Branch

Salary_Account_Ledger

Ledger_ID	Emp_ID	Salary_Amount	Month	Salary_Status	Days_Attended

Admin

Admin_ID	A_Email	A_Phone	A_Password

Figure 3.2 Schema diagram of catering service management system

3.3 Description of Tables

The database consist of seven tables:

1.USERS: Stores the user registration details.

- User_ID: identifying number of users.

- Name: name of the users.

- Email: email address of users.

- Phone: phone no. of users.

- Password: password of users.

- Address:location address of users.

2.Main_Category: Stores the details of main category.

- Category_Name: Name of food category.
- Category_Photo: Photo of the category.

3.Food_Items: Stores the details of food items.

- Item_id: identifying numbers of food items.
- Item_title: name of food items.
- Item_category: Name of category to which item belongs to.
- Item_type: Type of food item.
- Item_price: Price of the food item.
- Item_description: Description of the item.
- Veg_nonveg: veg or non veg detail of food item.
- Item_photo: Photo of the food item.

4.Cart: Stores the details of cart.

- Cart_Id: Identifying number of cart.
- Item_id: Identifying numbers of food items.
- Item_Title: Name of food items.
- Item_price: Price of the food item.
- Item_quantity: quantity of food items.
- User_ID: Identifying number of users.

5.orders: Stores the details of orders.

- Order_ID: Identifying number of order.
- User_ID: Identifying number of users.
- Item_id: Identifying numbers of food items.
- Name: Name of the users.
- Email: Email address of users.
- Phone: Phone no. of users.
- Order_menu: Menu of orders.
- Order_Amount: Amount of order.
- Event_Date_Time: Date and time of the of the event.
- No_Of_Plates: Number of plates in order.
- Event_Address: Address where event is organised.
- Order_Status: Status of the order.

6.Employee: Stores the detail of employee.

- Emp_ID: Identifying numbers of employee.

- Emp_Name: Name of the employee.
- Emp_Phone: Phone number of the employee.
- Emp_Email: Email of the employee.
- Emp_Type: Type of the Employee.
- Emp_Dept: Department details of employee.
- Account_No: Account number of employee.
- Bank_Name: Bank name of the employee.
- Bank_IFSC: Bank IFSC details of employee.
- Bank_Branch: Bank Branch details of Employee.

7.Salary account_ledger: Stores the salary details of employee.

- Ledger_ID: Unique Identifyin number of Salary account ledger.
- Emp_ID: Identifying numbers of employee.
- Salary_Amount: Salary of employee .
- Month: Salary paid month.
- Salary_Status: Status of the salary.
- Days_Attended: Number of the days attended by the employee.

8.Admin: Stores the admin login details.

- Admin_ID: Identifying numbers of admin.
- A_Email: Email of the admin.
- A_Phone: Phone number of the Employee.
- A_Password: Password of the admin.

3.3 Block Diagram

A block diagram is a diagram of a system in which the principal parts or functions are represented by blocks connected by lines that show the relationships of the blocks. Block diagrams are typically used for higher level, less detailed descriptions that are intended to clarify overall concepts without concern for the details of implementation. Contrast this with the schematic diagrams and layout diagrams used in electrical engineering, which show the implementation details of electrical components and physical construction.

In Figure 3.3, the user register themselves by providing their credentials. During login phase, the user and admin details are verified with the data present in the database. After verification, the admin and user can only be allowed to enter and perform necessary operations. These operations include fetching data from the database like adding the main category or food items. The users are allowed select main category and add required food items to cart. Users can

remove unwanted items and place order after finalising required food items. All these operations are performed on the database and are updated accordingly.
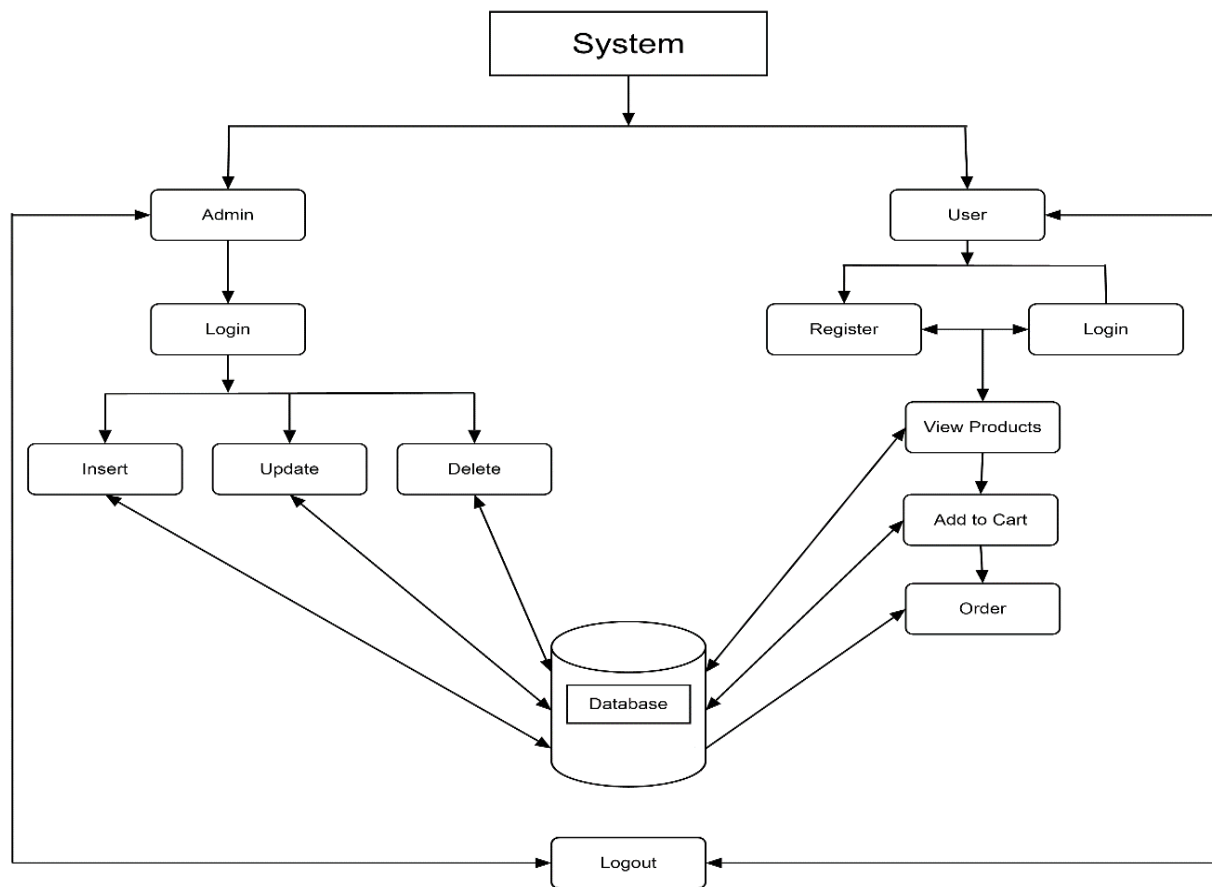

Figure 3.3 Block Diagram for Catering Service Management System

3.4 Flowchart

A Flowchart is a graphically representation of the process, algorithm or the step-by-step solution of the problem. A flowchart is a diagram that depicts a process, system or computer algorithm. They can range from simple, hand- drawn charts to comprehensive computer-drawn diagrams depicting multiple steps and routes.

In the Figure 3.4, the user/admin enters his credentials for registration and later logins. If the login credentials are correct if admin is an authorized user, admin is given the privilege of adding, deleting the main category, food items, employee. If an authentic user logs in, user gets the details of the main category and food items and can order the food items by adding food items to cart . After performing all the operations, the user and admin can save and log out.
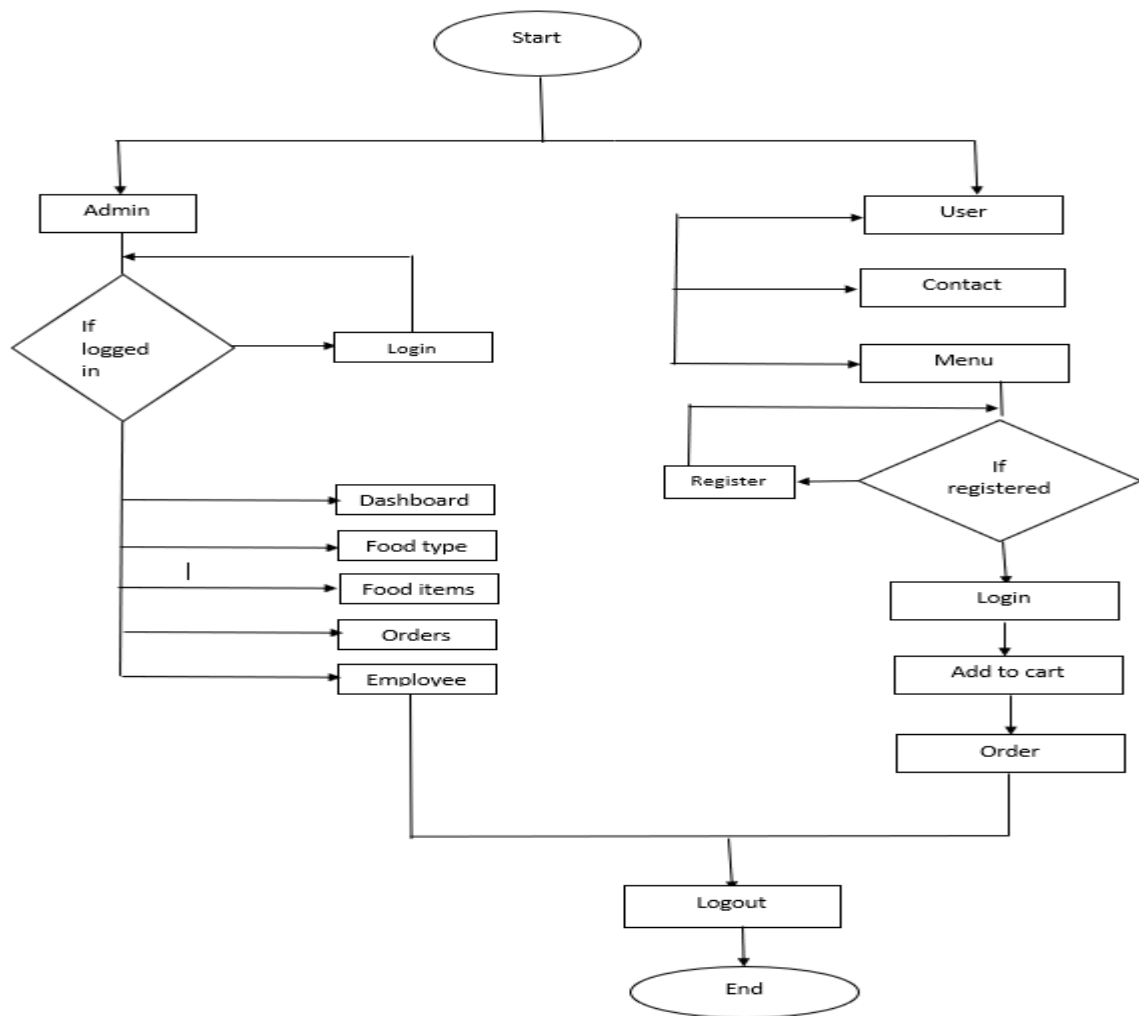
Figure 3.4 Flow Chart for Catering Service Management System

Chapter 4

IMPLEMENTATION

PHP: Hypertext Pre-processor (or simply PHP) is a server-side scripting language. PHP code may Be embedded into HTML code, or it can be used in combination with various web template systems, web content management systems, and web frameworks. PHP code is usually processed by a PHP interpreter implemented as a module in the web server or as a Common Gateway Interface (CGI) executable. The web server combines the results of the interpreted and executed PHP code, which may be any type of data, including images, with the generated web page. PHP code may also be executed with a command-line interface (CLI) and can be used to implement standalone graphical applications.

This project uses HTML as front-end tool. Hypertext Mark-up Language (HTML) is the standard mark-up language for creating web pages and web applications. With Cascading Style Sheets (CSS) and JavaScript, it forms a triad of cornerstone technologies for the world wide web. Web browser receive HTML documents from a web server or from local storage and render the documents into multimedia web pages.HTML describes the structure of a web page semantically and originally included cues for the appearance of the document.HTML elements are the building blocks of HTML pages. With HTML constructs, images and other objects such as interactive forms may be embedded into the rendered page.HTML provides a means to create structured documents by structural semantics for text such as headings, paragraphs, lists, links, quotes and other items.HTML elements are delineated by tags, written using angle brackets. Browsers do not display the HTML tags, but use them to interrupt the content of the page.

4.1 Code Snippet

Connection Code:

```php
<?php
  $db= mysqli_connect("localhost", "root","", "catering");
  if (mysqli_connect_errno()) {
    echo "Failed to connect: " . mysqli_connect_error();
  }
?>
```

Figure 4.1 Code Snippet for Connection Module

The above code snippet in Figure 4.1 is used for connecting purpose. This is used to connect backend and front end. If the connection fails then an ERROR message will be displayed.

Login Code:

```php
<?php
        session_start();
        include("db_config.php");
        if(ISSET($_POST['login'])){
        $Email = $_POST['Email'];
        $Password = $_POST['Password'];
        $query = mysqli_query($db, "SELECT * FROM users WHERE `Email`=
        '$Email' AND `Password` = '$Password'") or die(mysqli_error());
        $fetch = mysqli_fetch_array($query);
        $row = mysqli_num_rows($query);
        if($row > 0){
                $_SESSION['User_ID']=$fetch['User_ID'];
                echo "<script>alert('Login Successfully!')</script>";
                echo "<script>window.location='index.php'</script>";
        }
        else
        {
                echo "<script>alert('Invalid Email or Password')</script>";
        }
        }
?>
```

Figure 4.2 Code Snippet for Login

The above code snippet in Figure 4.2 is used for Login purpose. The user will login to their account using Email-ID and Password.

Add Food Item Code:

```php
<?php
        if (isset($_POST['submit']))
          {
                $Item_Category=$_POST['Item_Category'];

                $Item_Title=$_POST['Item_Title'];

                $Item_Type=$_POST['Item_Type'];

                $Item_Price=$_POST['Item_Price'];

                $Veg_Nonveg=$_POST['Veg_Nonveg'];

                $Item_Description=$_POST['Item_Description'];

                $Item_Photo = addslashes(file_get_contents($_FILES
                ['Item_Photo']      ['tmp_name']));

                $sql="INSERT into food_items (Item_Category, Item_Photo ,
                Item_Title, Item_Type, Item_Price, Veg_Nonveg,
                Item_Description ) values ('$Item_Category','$Item_Photo',
                '$Item_Title', '$Item_Type', '$Item_Price', '$Veg_Nonveg',
                '$Item_Description')";


                if(mysqli_query($db,$sql)){

                        echo "Main Category Created Sucessfully";

                }
                else{

                        echo "Failed To create Main Category";

                }
          }
        ?>
```

Figure 4.3 Code Snippet for Adding Food Items

The above code snippet in Figure 4.3 is used for adding or inserting the food items to database.

When the food item is added to database successfully, the SUCCESS message will be displayed.

If it fails then an ERROR message will be displayed.

Update Food Item Code:

```php
<?php
        if (isset($_POST['submit']))
          {
            $Item_Category=$_POST['Item_Category'];

            $Item_Title=$_POST['Item_Title'];

            $Item_Type=$_POST['Item_Type'];

            $Item_Price=$_POST['Item_Price'];

            $Veg_Nonveg=$_POST['Veg_Nonveg'];

            $Item_Description=$_POST['Item_Description'];

            $Item_Photo = addslashes(file_get_contents($_FILES['Item_Photo']
            ['tmp_name']));

            $sql="UPDATE food_items  SET Item_Category='$Item_Category',
            Item_Title= '$Item_Title', Item_Type='$Item_Type',
            Item_Price='$Item_Price', Veg_Nonveg= '$Veg_Nonveg',
            Item_Description='$Item_Description' WHERE Item_ID='$Item_ID'

            if(mysqli_query($db,$sql)) {

                echo "Menu Updated Sucessfully";

              }
              else{

                echo "Failed To Update Main Category";

              }

          }
        ?>
```

Figure 4.4 Code snippet for Updating Food Items

The above code snippet in Figure 4.4 is used for updating purpose. When the food item is updated to database successfully, the SUCCESS message will be displayed. If it fails then an ERROR message will be displayed.

Display Food Items Code:

```php
<?php
        include 'config.php';

        $Category_Name=$_GET['Category_Name'];

        $stmt = $db->prepare("SELECT * from food_items where
        Item_Category= '$Category_Name' ");

        $stmt->execute();

        $result = $stmt->get_result();

        while ($row = $result->fetch_assoc()):

        $Item_ID=$row['Item_ID'];

        $Item_Category=$row['Item_Category'];

        $Item_Title=$row['Item_Title'];

        $Item_Type=$row['Item_Type'];

        $Item_Price=$row['Item_Price'];

        $Veg_Nonveg=$row['Veg_Nonveg'];

        $Item_Description=$row['Item_Description'];
    ?>


    <?php endwhile; ?>
```

Figure 4.5 Code snippet for Displaying Food Items

The above code snippet in Figure 4.5 is used for displaying purpose. When the main category is selected, the food items of the selected category are displayed.

Deletion Code:

```php
<?php
    include 'includes/db_config.php';
    $Item_ID=$_GET['Item_ID'];
    $sql = "DELETE FROM food_items WHERE Item_ID='$Item_ID'";
    if(mysqli_query ($db ,$sql ))
    {
        header("location:menu.php");
    }
?>
```

Figure 4.6 Code snippet for Deleting the Food Item

The above code snippet in Figure 4.6 is used for Deleting the Food Item. The above code snippet will delete the entire tuple for the database based on the suitable condition.

Logout Code:

```php
<?php
    session_start();
    session_destroy();
    header('location: index.php')
?>
```

Figure 4.7 Code snippet for Logout

The above code snippet in Figure 4.7 is used for logout purpose. It helps the users to logging out from the website.

Chapter 5

TESTING

Software testing is the process of used to identify the correctness, security, completeness and quality of developed computer software. This includes the process of executing the program or applications with the intent of finding errors. An individual unit, functions or procedure of developed project is verified and validated and these units are fit for use.

5.1 Testing process

Best testing process is to test each subsystem separately, as we have done in project. Best done during implementation. Best done after small sub-steps of the implementation rather than large chunks. Once each lowest level unit has been tested, units are combined with related units and retested in combination. Typical levels of testing:

- Module- package, abstract data type, class
- Sub-system- collection of related modules, cluster of classes, method-message paths
- Acceptance testing- whole system with real data (involve customer, user, etc)

Alpha testing is acceptance testing with a single client (common for bespoke systems).

Beta testing involves distributing system to potential customers to use and provide feedback. This exposes system to situations and errors that might not be anticipated by us.

5.1.1 Unit testing

Unit testing is the process of testing individual software components unit or modules. Since it needs the detailed knowledge of the internal program design and code this task is done by the programmer and not by testers.

5.1.2 Integration Testing

Integration testing is another aspect of testing that is generally done in order to uncover errors associated with the flow of data across interfaces. The unit-tested modules are grouped together and tested in small segment, which makes it easier to isolate and correct errors. This approach is continued until we have integrated all modules to form the system as a whole. After the completion of each module it has been combined with the remaining module to ensure that the project is working properly as expected.

5.1.3 System Testing

System testing tests a completely integrated system to verify that it meets its requirements. After the completion of the entire module they are combined together to test whether the entire project

is working properly.

5.2 Test Cases

A Test Case is a software testing document, which consists of events, action, input, output, expected result and actual result. Technically a test case includes test description, procedure, expected result and remarks. Test cases should be based primarily on the software requirements and developed to verify correct functionality and to establish conditions that reveal potential errors.

Test cases no	Test Case	Expected results	Status
1	Logging into website	Username and password provided correct	Successful
2	Logging into website	Username incorrect	Unsuccessful
3	Logging into website	Password Incorrect	Unsuccessful
4	Logging into website	Any field left empty	Unsuccessful

Table 5.1 Test Case for Login

Table 5.1 represents the test case for login module. It shows both successful and unsuccessful results for the test cases.

Test cases no	Test Case	Expected results	Status
1	Adding new main category	All details provided correctly	Successful
2	Adding new main category	Any one field is incorrect	Unsuccessful
3	Adding new main category	Any field left empty	Unsuccessful

Table5.2 Test Case for Adding New Main Category

Table 5.2 represents the test case for adding new main category module. It shows both successful and unsuccessful results for the test cases.

Test cases no	Test Case	Expected results	Status
1	Adding new Food_items	All details provided correctly	Successful
2	Adding new Food_items	Any one field is incorrect	Unsuccessful
3	Adding new Food_items	Any field left empty	Unsuccessful

Table 5.3 Test Case for Adding New Food Items

Table 5.3 represents the test case for adding new food category module. It shows both successful

and unsuccessful results for the test cases.

Test cases no	Test Case	Expected results	Status
1	Deleting food items	If item is not present in inventory	Successful
2	Deleting food items	Item is available in inventory	Unsuccessful

Table 5.4 Test Case for Deleting Food Items

Table 5.4 represents the test case for deleting supply item module. It shows both successful and unsuccessful results for the test cases.

Test cases no	Test Case	Expected results	Status
1	Deleting main category	All details provided correctly	Successful
2	Deleting main category	Any one field is incorrect	Unsuccessful
3	Deleting main category	Any field left empty	Unsuccessful

Table 5.5 Test Case for Deleting Main Category

Table 5.5 represents the test case for deleting new main category module. It shows both successful and unsuccessful results for the test cases.

Test cases no	Test Case	Expected results	Status
1	Adding new users	All details provided correctly	Successful
2	Adding new users	Username already exist	Unsuccessful
3	Adding new users	Any field left empty	Unsuccessful

Table 5.6 Test Case for Adding New Users

Table 5.6 represents the test case for adding new users module. It shows both successful and unsuccessful results for the test cases.

Test cases no	Test Case	Expected results	Status
1	Adding new employees	All details filled correctly	Successful
2	Adding new employees	Employee name already exist	Unsuccessful
3	Adding new employees	Any field left empty	Unsuccessful

Table 5.7 Test Case for Adding New Employee

Table 5.7 represents the test case for adding new employees module.It shows both successful and unsuccessful results for the test cases.

CHAPTER 6

SNAPSHOT
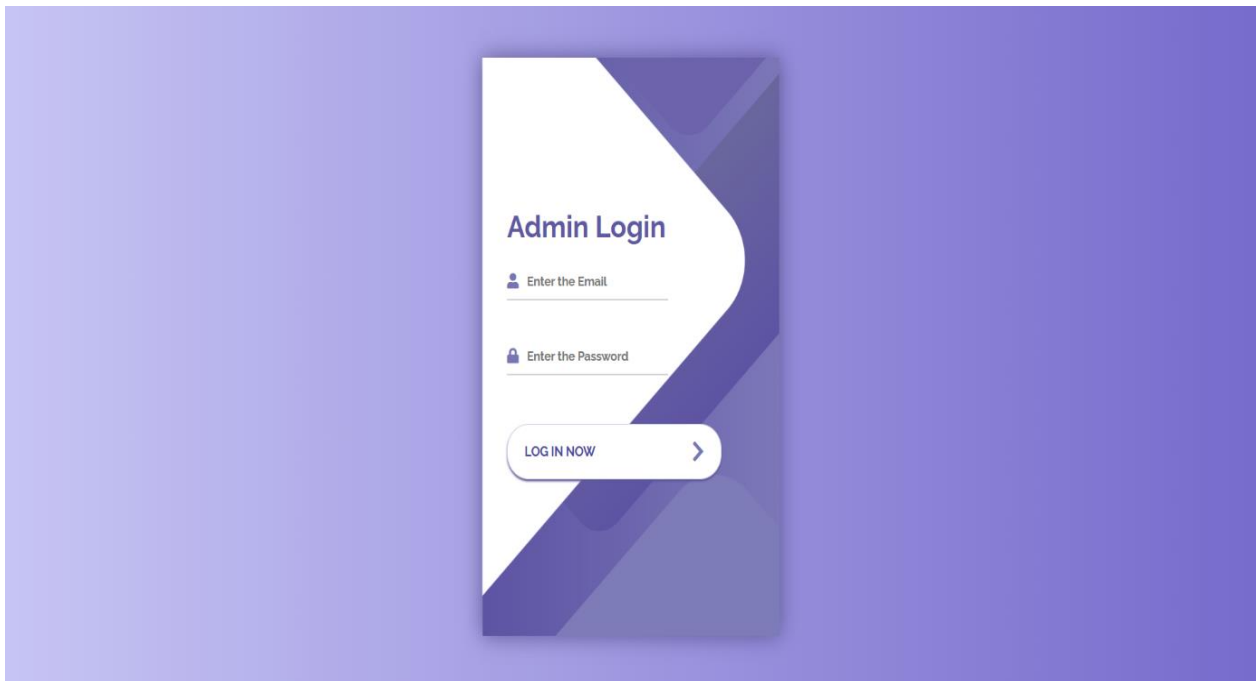
Figure 6.1 Screenshot of Admin Login page

Figure 6.1 indicates screenshot of the Admin dashboard that contains admin login. It asks for the admin email and password to login.
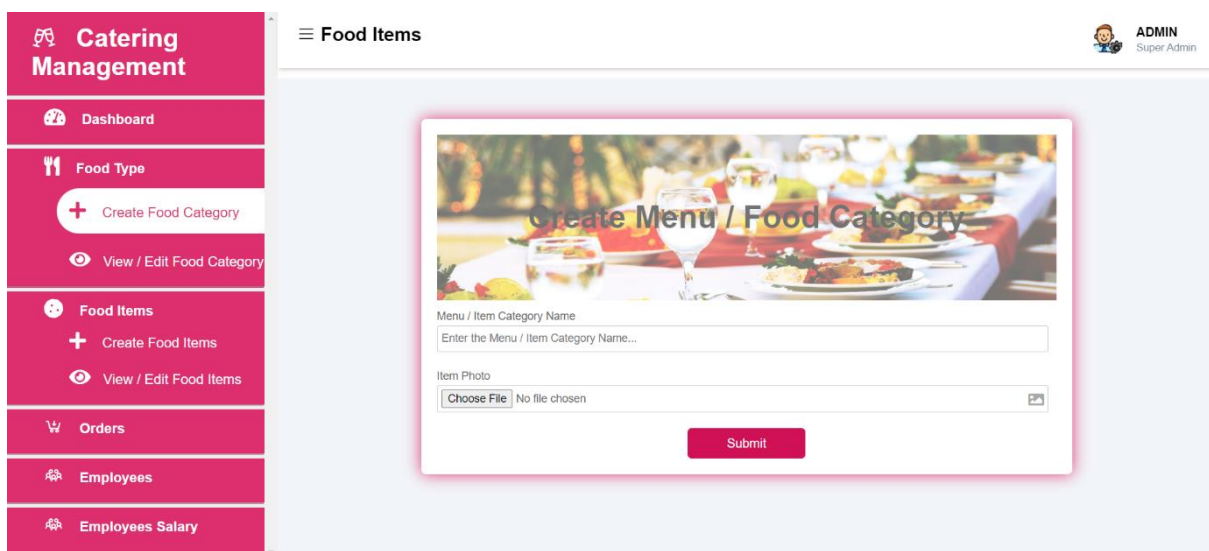

Figure 6.2 Screenshot of Creating Food Category

Figure 6.2 indicates screenshot of admin side used to create food category.to create a new food category we have to insert the category name and category image.
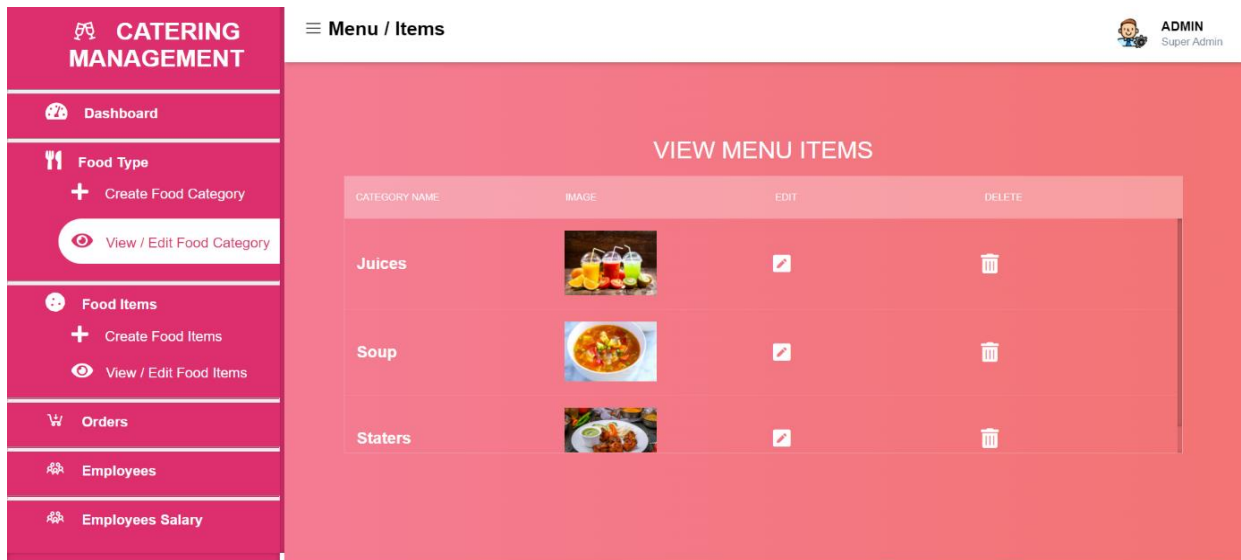
Figure 6.3 Screenshot of View/Edit Food Category

Figure 6.3 indicates screenshot of admin side which is used to view or edit the food category. This contains image of food items, name, edit and delete option.
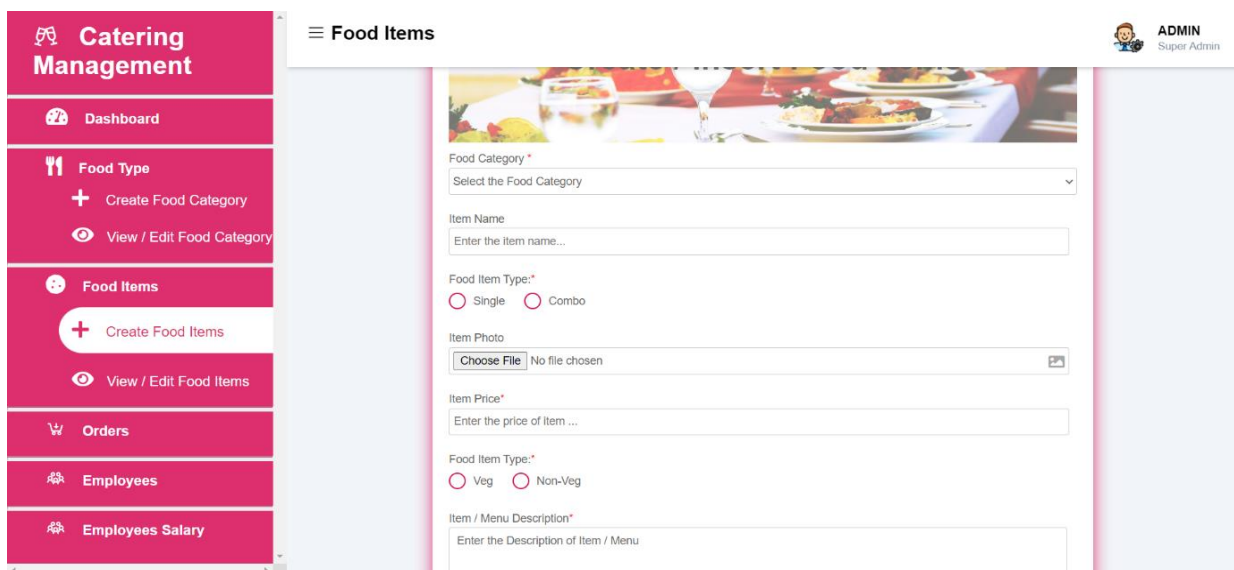
Figure 6.4 Screenshot of Create Food Items

Figure 6.4 indicates screenshot of the admin side webpage for creating or adding new food items. Here we have to specify to which category food item belongs to and provide item details .

Figure 6.5 Screenshot of View/Edit Food Items.

Figure 6.5 indicates a screenshot of admin page to view the food items or to edit the food items ,which contains name, type, category, price, edit and delete option.

Figure 6.6 Screenshot of Order Page

Figure 6.6 indicates a screenshot used to view orders made by the users. It contains detail of order which include customer id, customer name, phone, event date and time, number of plates, final amount.

Figure 6.7 Screenshot of Adding Employee Details

Figure 6.7 indicates screenshot of the admin side page for adding employees, where the admin have to fill the details of employee.
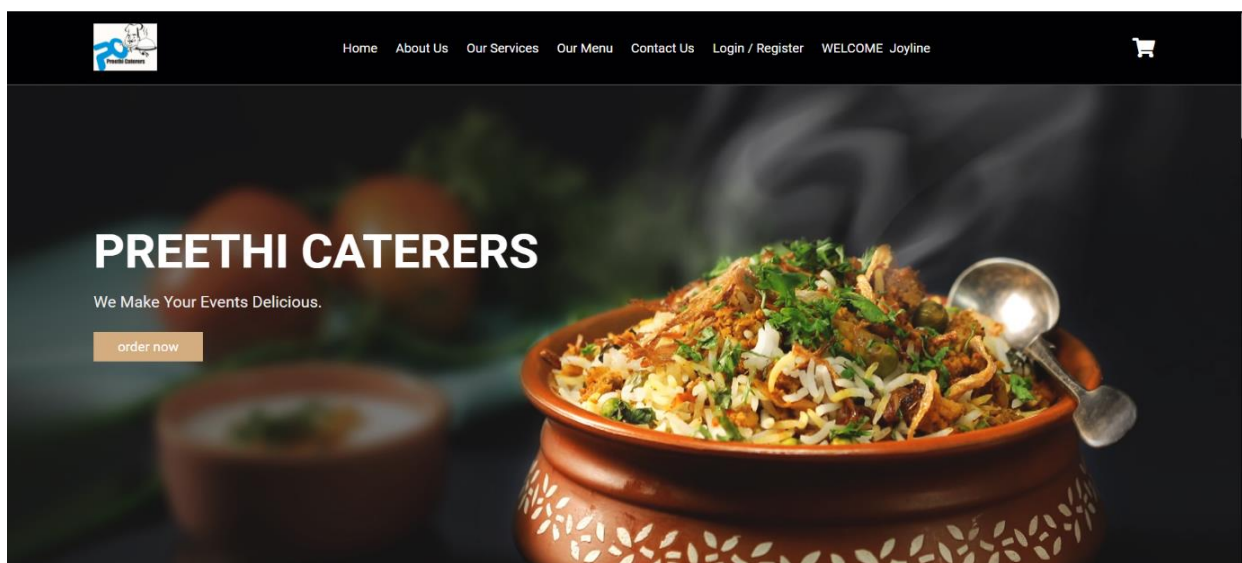

Figure 6.8 Screenshot of User's Home Page

Figure 6.8 indicates screenshot of user's home page which contains order now button, if clicked it directs us to product page to make orders. Header section of user contains about us, our services, our menu, contact us, login/register, when clicked it directs us to selected page.
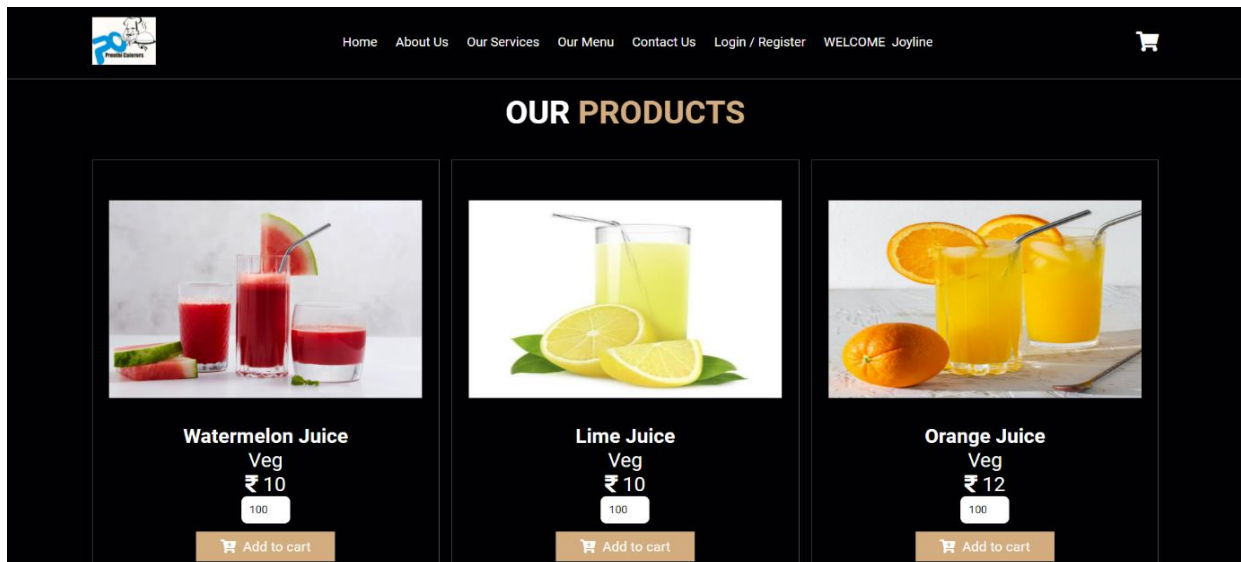
Figure 6.9 Screenshot of Products page

Figure 6.9 indicates snapshot of user's product page which consist of item detail, its cost and a button to add items to cart.
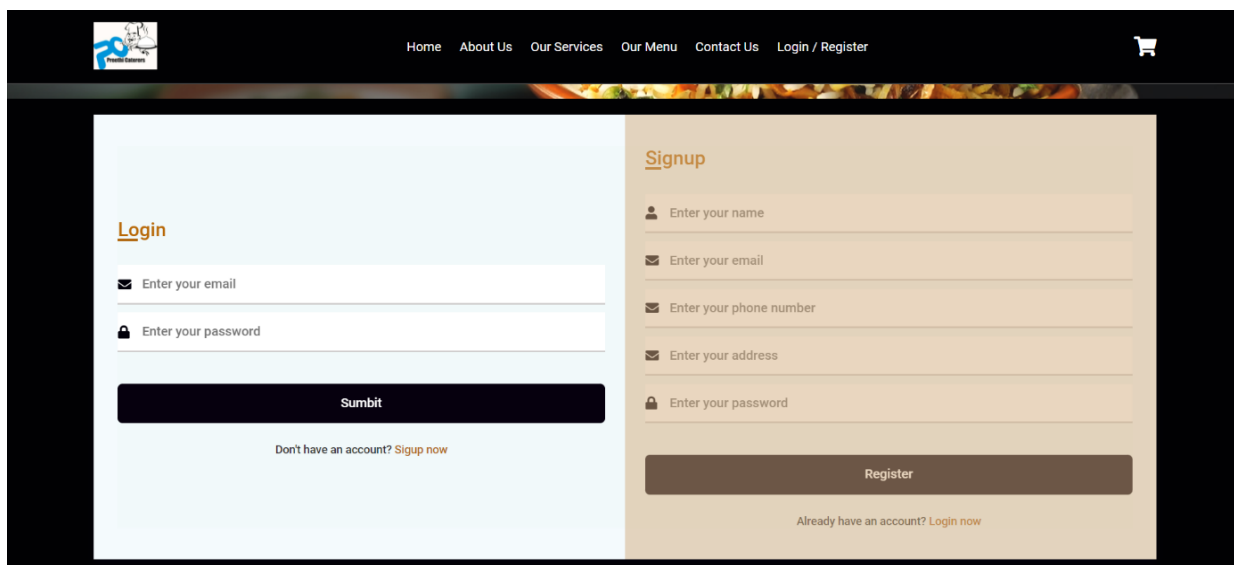

Figure 6.10 Screenshot of Login/Register page

Figure 6.10 indicates screenshot of user's login/signup page where user have to fill the form details and submit to login or register to the website.
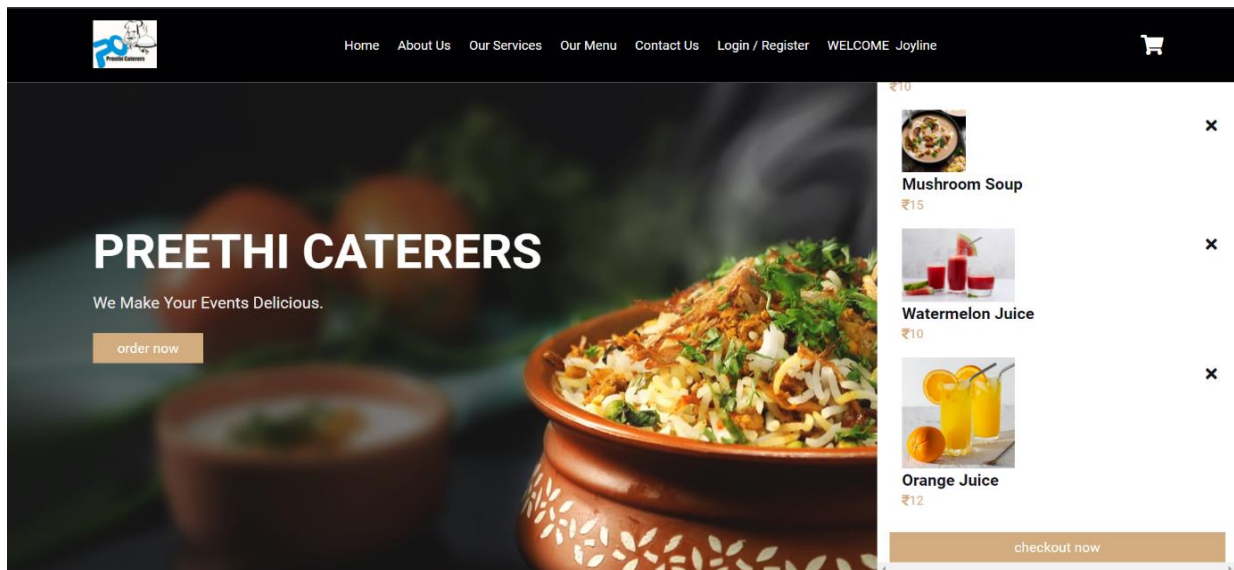
Figure 6.11 Screenshot of User's Cart

Figure 6.11 indicates screenshot of user's cart where the items added to cart by the user can be seen. Here the user can remove unwanted items and proceed to check out if finalized.

Figure 6.11 Screenshot of Checkout Page

Figure 6.12 indicates screenshot of user checkout page where user have to fill the form details and place the order to order food items.

Chapter 7

CONCLUSION

The Catering Service Management System reduces the manual work for the admin of the system. It saves time and resources and reduces redundancy of the data. It is very efficient when compared to the paper work that was used before the automation of the system. The order details and other details are stored in the database. The data stored in the database can easily be retrieved and updated or even deleted. Links are provided in each page so that the user can move from one page to another quickly. Proper error messages are displayed, so the user can easily identify the problem.

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