**Online Food Ordering System**

\* The Smokin’ Grill \*

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**CERTIFICATE**

This is to certify that the project entitled, **"Online Food Ordering System"**, is combined work of

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# *Abstract*

ONLINE FOOD ORDER SYSTEM is a website designed primarily for use in the food delivery industry. This system will allow hotels and restaurants to increase scope of business by reducing the labor cost involved. The system also allows to quickly and easily manage an online menu which customers can browse and use to place orders with just few clicks. Restaurant employees then use these orders through an easy to navigate graphical interface for efficient processing.

**Chapter 1**

***INTRODUCTION***

##### It is known globally that, in today’s market, it is extremely difficult to start a new small-scale business and live-through the competition from the well-established and settled owners. In fast paced time of today, when everyone is squeezed for time, the majority of people are finicky when it comes to placing a food order. The customers of today are not only attracted because placing an order online is very convenient but also because they have visibility into the items offered, price and extremely simplified navigation for the order.

##### Online ordering system that we are proposing here, greatly simplifies the ordering process for both the customer and the restaurant. System presents an interactive and up-to-date menu with all available options in an easy to use manner. Customer can choose one or more items to place an order which will land in the Cart. Customer can view all the order details in the cart before checking out. At the end, customer gets order confirmation details. Once the order is placed it is entered in the database and retrieved in pretty much real time. This allows Restaurant Employees to quickly go through the orders as they are received and process all orders efficiently and effectively with minimal delays and confusion

###### **Motivation**

The motivation for designing this application came because we personally do not like waiting for long in the store or to have to call store to place an order especially during the peak lunch or dinner hours. Moreover, I value recent learning about the Programming languages as well as seeing how powerful and dynamic they are when it comes to web designing and applications. The languages used to build this application are JavaScript, HTML and CSS at client facing whereas database at the back-end because I found them to be extremely useful while working on the technologies.

###### **Aim of the Software**

This software is developed to help computer science students to learn about the Web application designing using HTML and CSS from their basic capabilities to build a complete working application from scratch. Further, it gives insight about how GUI interacts with server-side language, Java, and finally with the back-end database.

##### Chapter 2

###### **Web Ordering System Module**

Customers of the Web Ordering system will interact with the application through an easy to use top navigation menu.

“Home” menu option: allows the users to see all food items offered with nice images as well as select an item to place an order

“Menu”menu option: a ‘Drop-Down’ menu, allows users to see all food items per category. Item can then be added to the cart using a single button click.

“My Cart” menu option:

Allows users to see details of the items placed in cart. Details include Item , Product Name, Product Image, Product Description, Quantity, Unit Price, Total per item and final Total of the order. It also allows ‘Update’ and ‘Delete’ an item using single button click. User can then use a ‘Proceed to checkout’ button to proceed further.

Once, Check Out button is selected, user will be prompted for the Sign In/Sign Up process if not logged in else user will be presented with a simple “Payment Information” form. User will be asked to provide all required details in displayed text boxes and make appropriate Drop- down selections. Then, all this information can be saved using a ‘Save’ button.

User will then be presented with a “Review Order” page, which will display Payment Information along with Order details to review. User can then use a ‘Check Out’ button to place an order.

Once order is placed, user will be presented with appropriate Order confirmation success/failure message.

“MyAccount”: a “Drop Down” menu will display the user orders, Sign In and Sign Out options.

###### **Menu Management System Module**

Similar to Web ordering system, this module presents Admin with below additional options under “MyAccount” Drop down menu:

Add Category: Allows to add a food Category name in a simple form.

Add Product: Allows to add Product Name, Description, Price and choose .

Category in a simple form along with Product Image.

Modify Product: Allows updating or deleting product details.

###### **Order Retrieval System Module**

The application will automatically fetch new orders from the database at regular intervals and display the order numbers.

Under “MyAcoount’ menu a customer will be able to see only his/her order whereas a Restaurant Employee or an Admin can see all users orders.

To view the details of an order, the user must click on that order number, which will display all order details This structure can intuitively be expanded and collapsed to display only the desired information.

##### Chapter 3

##### *Background and Related work*

##### This Case study looks at the problem of setting up a fast food restaurant. In existing system there are few problems:

##### • For placing any orders customers have to visit hotels or restaurants to know about food items and then place order and pay. In this method time and manual work is required.

##### • While placing an order over the phone, customer lacks the physical copy of the menu item, lack of visual confirmation that the order was placed correctly.

##### • Every restaurant needs certain employees to take the order over phone or in-person, to offer a rich dining experience and process the payment. In today’s market, labor rates are increasing day by day making it difficult to find employees when needed.

##### Hence, to solve this issue, what I propose is an “Online Food Order System, originally designed for small scale business like College Cafeterias, Fast Food restaurant or Take-Out, but this system is just as applicable in any food delivery industry.

##### The main advantage of my system is that it greatly simplifies the ordering process for both the customer and the restaurant and also greatly lightens the load on the restaurant’s end, as the entire process of taking orders is automated.

##### Anticipated Benefits are:

##### 1. This will minimize the number of employees at the back of the counter.

##### 2. The system will help to reduce labor cost involved.

##### 3. The system will be less probable to make mistake, since it’s a machine.

##### 4. This will avoid long queues at the counter due to the speed of execution and number of optimum screens to accommodate the maximum throughput.

##### *System Model*

##### This is the diagrammatic representation of the model.

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##### The structure of the system can be divided into 3 main logical components:

##### • Web Ordering System- provides the functionality for customers to place their order and supply necessary details.

##### • Menu Management-allows the restaurant to control what can be ordered by the customers

##### • Order Retrieval System-This is a final logical component. Allows restaurant to keep track of all orders placed. This component takes care of order retrieving and displaying order information.

##### Chapter 4

***Implementation***

##### Hardware/Software Interface:

##### This section lists the minimum hardware and software requirements needed to run the system efficiently.

##### Hardware Interface:

##### • Intel Processor

##### • 500 MB of free hard-drive space

##### • 4GB of RAM

##### Software Interface:

##### • Operating System: Windows (Vista/7 or above)

##### • Web Browser: Google Chrome

##### • Drivers: Java Runtime Environment

##### All users of the system, are provided with below menu options:

##### Home, Menu, My Cart, UserAccount, AboutUs and Contact

##### *System Evolution*

##### The heart of the entire ordering system is the Database. Currently the system is only available for small scale restaurants. For Large restaurants, performance considerations should be taken into account in terms of Hardware/Software capacity/Page load time etc. Also, security vulnerabilities should be evaluated for large scale systems.

##### In future this can also be available as a Mobile application and can be integrated with in store Touch Screen Order devices.

##### We are also certain that if this system goes into actual use, many requests will arise for additional features which I had not previously considered, but would be useful to have. For this reason, I feel as though the application can be constantly evolving, which we consider a very good thing.

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##### *Conclusion and Future Work*

##### *Conclusion:*

##### The main objective of the application is to help Computer Science students understands the basics of Java, JavaScript and HTML. The following results have been achieved after completing the system and relate back to the system’s objective.

##### • Should allow Computer Science students to browse through the code and application:

##### This can be achieved when students are able to run and install the application. When they run the application, they can browse through the implementation of different objects.

##### 

##### • Should allow users to browse through different product categories: This is achieved through an easy to use graphical interface menu options.

##### • Should allow users to save items to the cart and view detailed information about the order: The users can add any number of items to the cart from any of the available food categories by simply clicking the Add to Cart button for each item. Once item is added to the cart, user is presented with detailed order to review or continue shopping.

##### • Should allow the user to CheckOut the item(s): This is achieved using the “Proceed to checkout button” in the cart initially and then “CheckOut” button at last step after “review Order” step.. Button is disabled when there are no items in the cart.

##### • Should allow the user to process the payment: This is achieved when user selects “Processed to Checkout” button and fill up the Payment information details.

##### • Should allow the user to see Success message after placing an order: This is achieved when user successfully places an order. The user is given the order conformation number along with success message.

##### *Future Work:*

##### The following section describes the work that will be implemented with future releases of the software.

##### • Customize orders: Allow customers to customize food orders

##### • Enhance User Interface by adding more user interactive features. Provide Deals and promotional Offer details to home page. Provide Recipes of the Week/Day to Home Page

##### • Payment Options: Add different payment options such as Online payments, Cash, Gift Cards etc. Allow to save payment details for future use.

##### • Allow to process an order as a Guest

##### • Delivery Options: Add delivery option

##### • Order Process Estimate: Provide customer a visual graphical order status bar

##### • Order Status: Show only Active orders to Restaurant Employees.

##### • Order Ready notification: Send an Order Ready notification to the customer

##### • Restaurant Locator: Allow to find the restaurant

##### • Integrate with In store touch screen devices like iPad