



PVG's College of Engineering & S.S.D IOM Nashik



Project Presentation
On
“Android Based E-Wallet Canteen
Billing System”

By

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Guide

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Project Title:

“ANDROID BASED E- WALLET CANTEEN BILLING SYSTEM”

android 



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Aim

❖ Aim of Project

- i. Accomplish this task by creating a application for managing.
- ii. Beneficial for reducing the time wasted waiting in the queue.

Objective

❖ Objective of Project

- i. To effective in cutting the amount of time spent in the queue to send orders straight into the kitchen.
- ii. To Placing order before and with the option to use a card payment system that reduces time.

Introduction

- ❖ Traditional canteens are based on pen-paper records, cash, manual calculations and manual record keeping of credits which in today's time in an inefficient way to operate a business.
- ❖ We aim to accomplish this task by creating an android application for managing the canteen menu and orders.
- ❖ The proposed application is mainly beneficial for reducing the time wasted waiting in the queue by sending the orders directly to the kitchen, placing orders in advance & by providing a prepaid wallet facility which saves time spent in canteen ordering process.
- ❖ We will offer quality solutions to students in the form of Canteen Management software, which can be used in many large- or small-scale canteens.

Literature Survey:

Sr. No.	Reference Name	Title Name	Author Name	Features
1	IJRET MAR 2019	Canteen Management Android Application Using E-Wallet	<ul style="list-style-type: none"> • Gaurav N • Pranjal P • Tejas G • Rameshwari F 	Providing a Prepaid E-Wallet Facility.
2	IJITEE MAY 2020	Cashless Management System	<ul style="list-style-type: none"> • Ranjith K • Sandhya K • Saravana k • Ambika M 	Payment can be done using prepaid E-Wallet Facility
3	IRJET AUG 2020	Web Based Canteen Management System	<ul style="list-style-type: none"> • Sharad D • Giteshri K 	This System Reduces the paper work and saves the time.
4	IRJET APR 2021	Android Based Canteen Management System	<ul style="list-style-type: none"> • Zaid B • Zehra R • Misbah D 	All the orders placed by the students will be in digital format hence no chance of human error.

Flowchart:

1.1 Admin

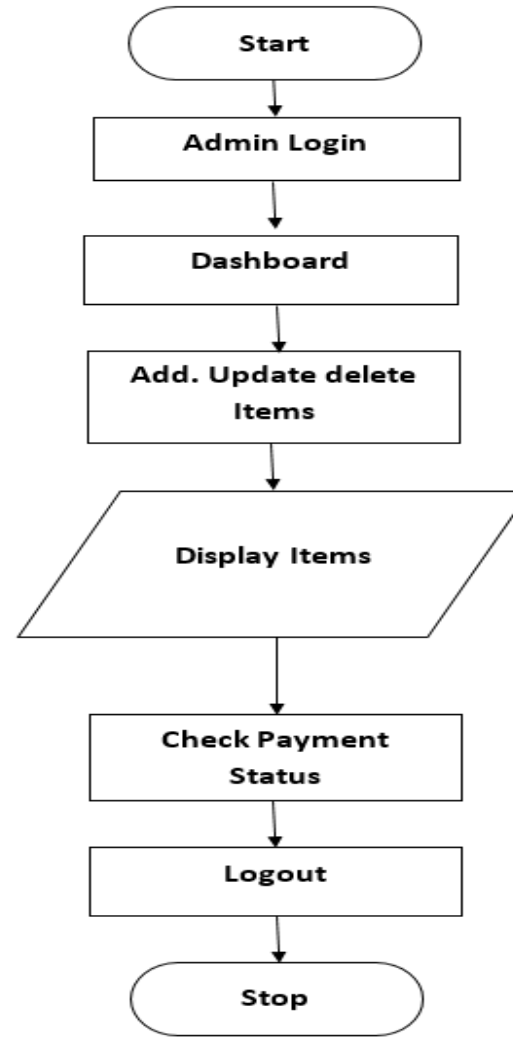


Fig. 1.1 Flowchart for Admin

1.2 User

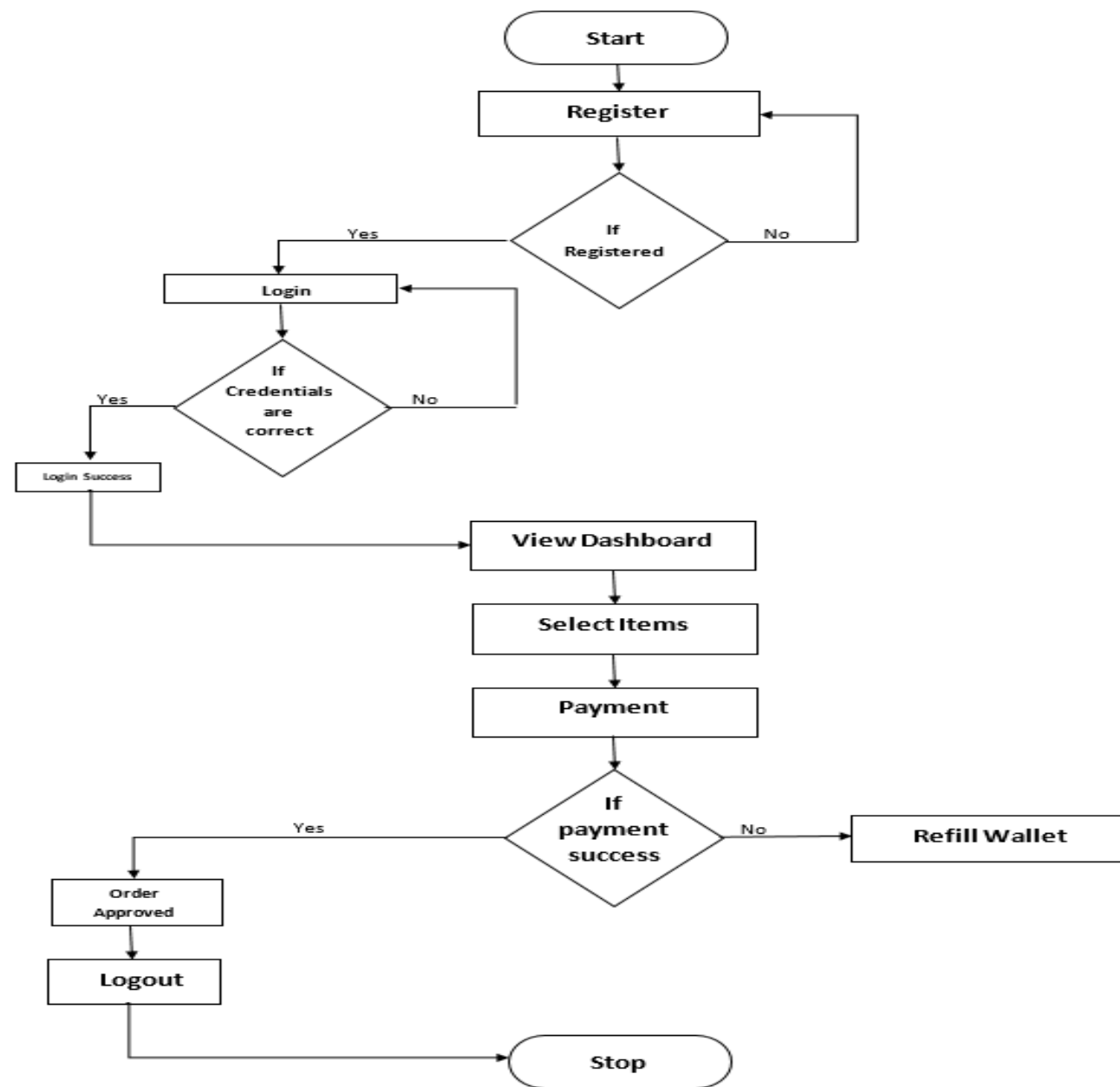


Fig. 1.2 Flowchart for User

Block Diagram:

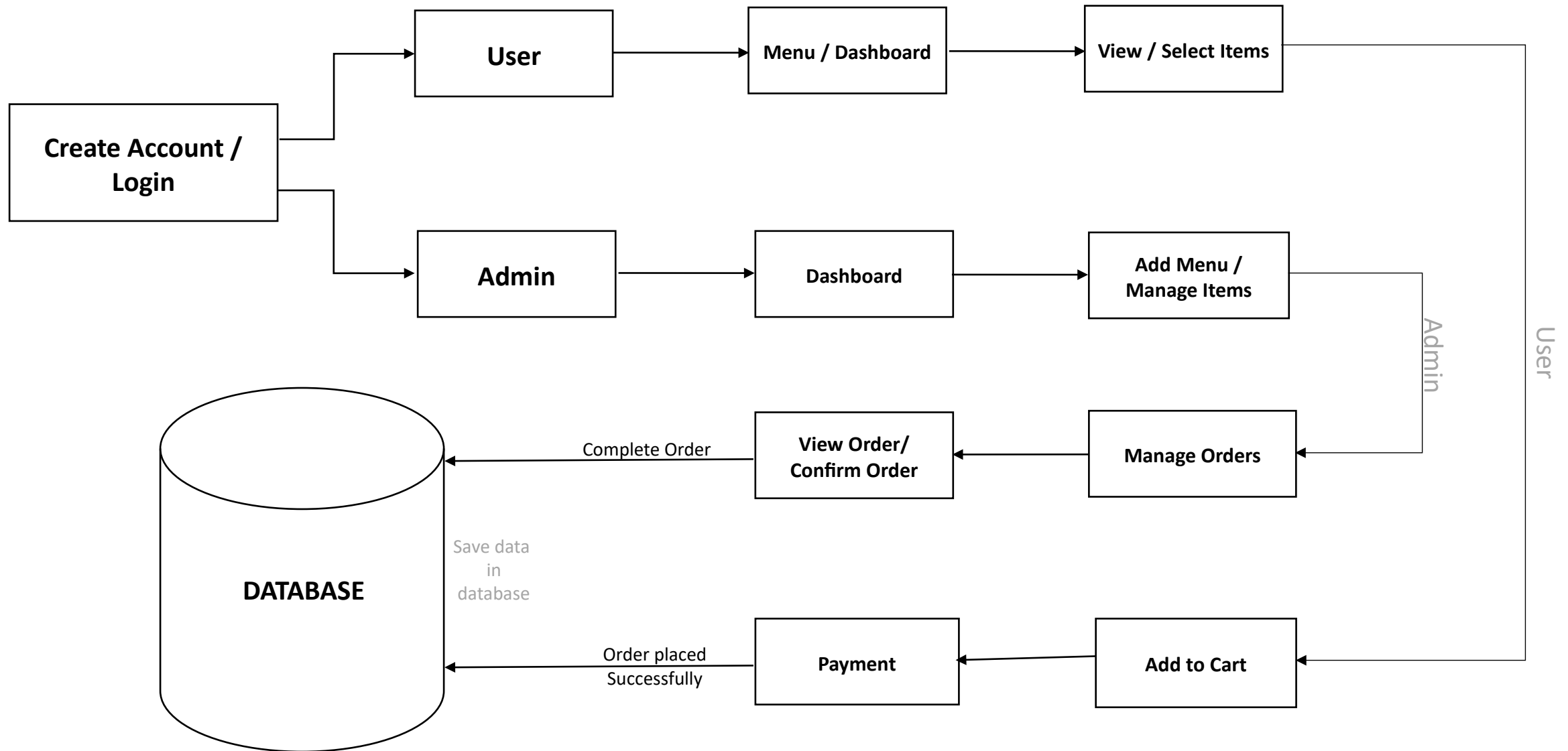


Fig. 2 Block Diagram

Use Case Diagram:

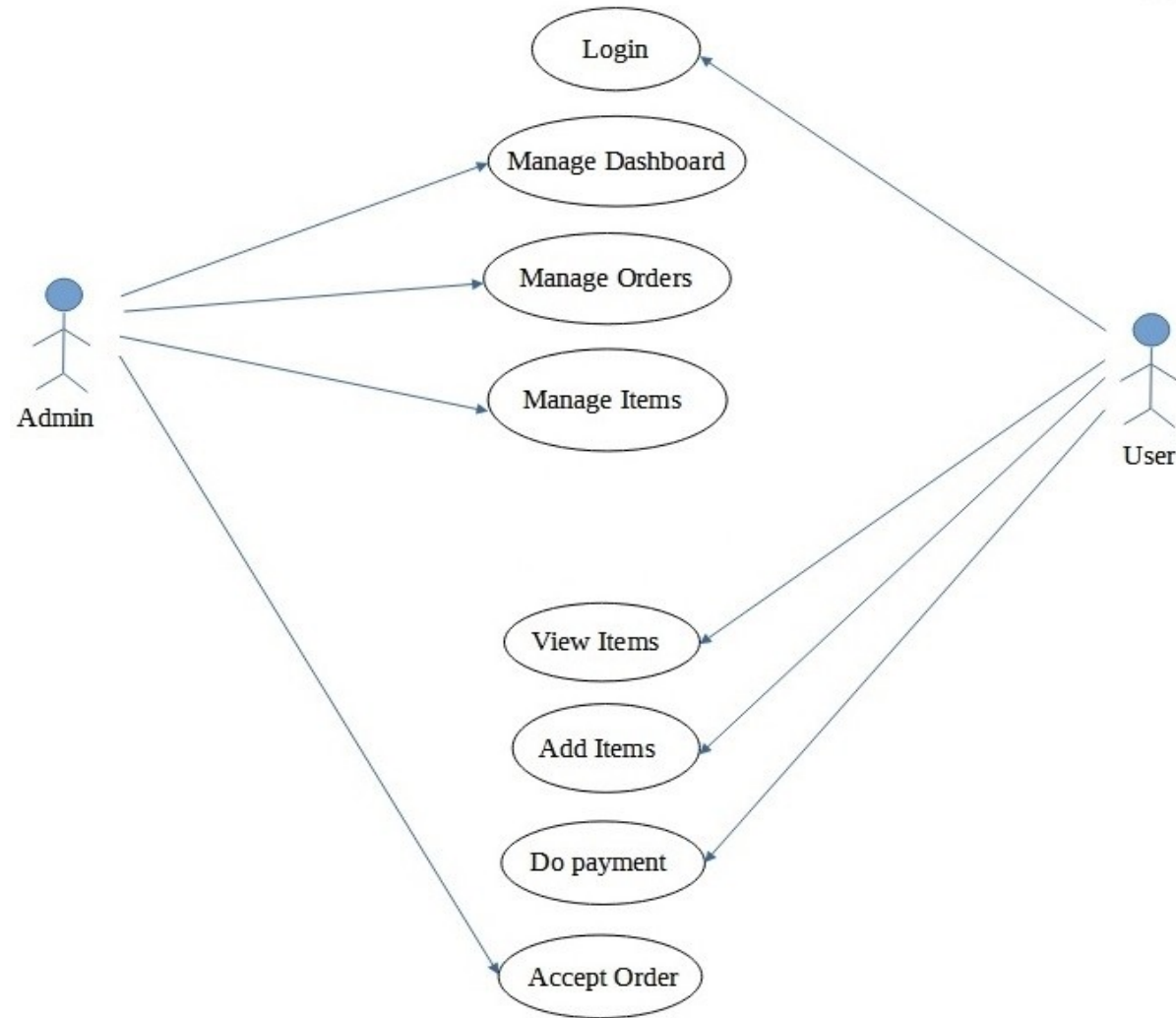
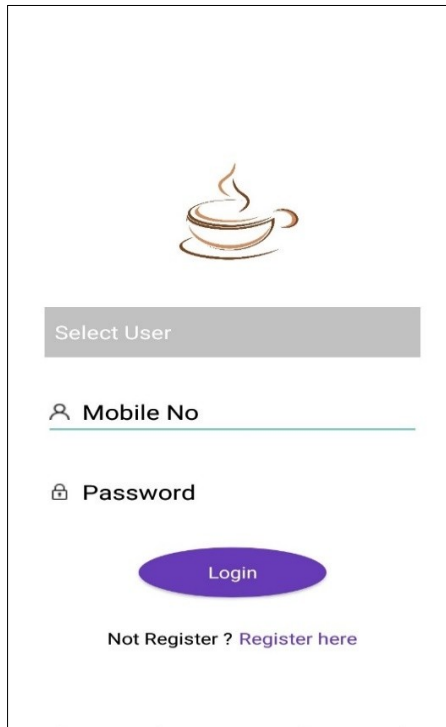


Fig. 3 Use Case Diagram

Module 1 Design:

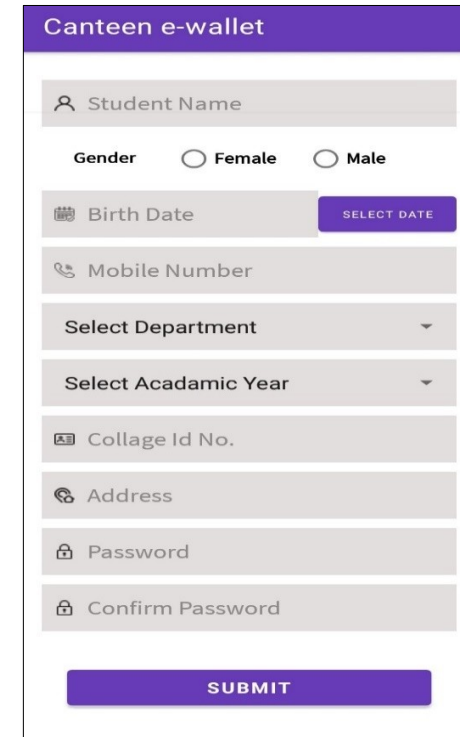
1. Login Page



The login page features a central illustration of a steaming cup of coffee. Below it is a grey button labeled 'Select User'. Underneath is a text input field with a person icon and the label 'Mobile No'. Below that is another text input field with a lock icon and the label 'Password'. A purple oval button labeled 'Login' is positioned below the password field. At the bottom, there is a link that says 'Not Register ? Register here'.

- a) Students can login by entering the mobile number and password that they are entered during registration process.
- b) There are two options available (Select User) i.e. User login and Admin login.
- c) Students can login as a User and only the canteen owner can login as an Admin in the application.

2. Registration Process

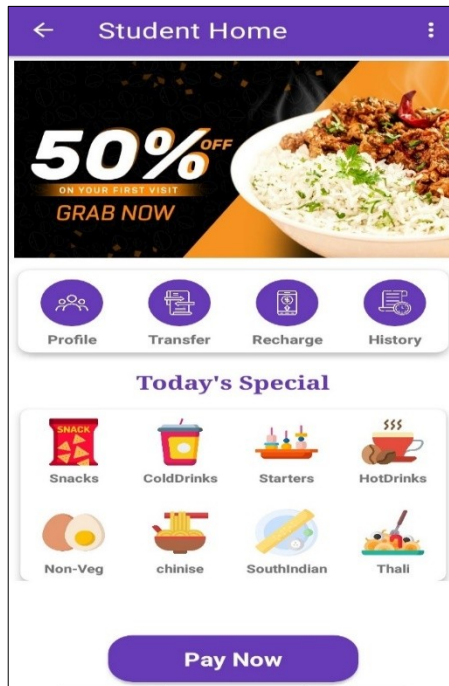


The registration form is titled 'Canteen e-wallet' in a purple header. It contains several input fields: 'Student Name' with a person icon, 'Gender' with radio buttons for 'Female' and 'Male', 'Birth Date' with a calendar icon and a 'SELECT DATE' button, 'Mobile Number' with a phone icon, 'Select Department' and 'Select Academic Year' as dropdown menus, 'Collage Id No.' with an ID card icon, 'Address' with a location pin icon, 'Password' with a lock icon, and 'Confirm Password' with a lock icon. A large purple 'SUBMIT' button is at the bottom.

- a) Students can login by entering the mobile number and password that they are entered during registration process.
- b) There are two options available (Select User) i.e. User login and Admin login.
- c) Students can login as a User and only the canteen owner can login as an Admin in the application.

Module 1 Design:

3. Main Dashboard



- a) When user can successfully login in the application, the main dashboard will be displayed.
- b) There are different menu items available in the dashboard so students can select any item from canteen and order for it.

4. Today's Special

A screenshot of a mobile application screen titled "Menu". It features a table with three columns: "Menu", "Quantity", and "Price". The table contains one row with the item "Kaju Masala", a quantity of "1", and a price of "120".

Menu	Quantity	Price
Kaju Masala	1	120

- a) In this module, all the special food offers of that particular day will be displayed here.

Module 2 Design:

5. Profile



A mobile app screen titled "My Profile" with a purple header. Below the header, the user's name "AMAAN SHAH" and ID "SE12345678" are displayed. The profile details include: Gender: Male, Birthdate: 27/11/2001, Mobile No: 9021415370, Address: Nashik, Department: Computer Engineering, and Academic Year: Second Year.

← My Profile

AMAAN SHAH

SE12345678

Gender: Male

Birthdate: 27/11/2001

Mobile No: 9021415370

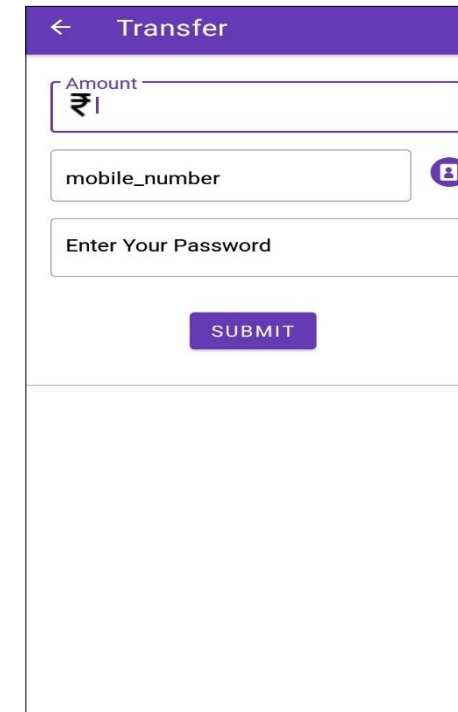
Address: Nashik

Department: Computer Engineering

Academic Year: Second Year

- a) When user clicks on profile, the user's information will be displayed.
- b) All the records of students are stored in database.

6. Transfer Money



A mobile app screen titled "Transfer" with a purple header. It contains input fields for "Amount" (with a rupee symbol), "mobile_number" (with a contact icon), and "Enter Your Password". A purple "SUBMIT" button is at the bottom.

← Transfer

Amount ₹

mobile_number

Enter Your Password

SUBMIT

- a) After clicking on the Transfer button, the transfer module will be open.
- b) Money will be transferred from one student's wallet to another student's wallet by entering the mobile number of that student's which user can transfer by entering total amount and password.

Module 2 Design:

7. Pay Money

← Pay Money

Amount ₹

Enter Your Password

SUBMIT

mobile_number

- a) Students can pay their bills online by entering the total amount and password so that the amount will be debited by the student's wallet and the confirmation message will be displayed on the screen.

References:

- [1] Computational Resources for mobile E-wallet System with observers, Eligijus Sa;alausas', Jonas Muleravicius', Inga Timofejeva
Kaunas University of Technology, Department of Applied Mathematics, Studentu St. 50, LT-51368, Kaunas
978-1-5386-0394-9/17/\$31.00 ©2017 IEE
- [2] Canteen Food Ordering Android System, Abhishek Singh, Amit Tanwar, Aditya Sawant, Chaitanya Parulekar, Kunal Yadav, IT
Department, MUMBAI University, International Journal on Recent and Innovation Trends in Computing and Communication, ISSN: 2321-8169
- [3] Shweta Shashikant Tanpure, Priyanka R. Shidankar, Madhura M. Joshi, "Automated Food Ordering System With Real Time Customer Feedback", International Journal of Advanced Research in Computer Science and Software Engineering, Vol. 3
Issue 2, Feb 2013, Pune .

Conclusion:

The administrator will be able to manage and hence run the entire work in a much better, accurate and error free manner. This paper discusses the canteen issue and finally proposes an effective working solution for the same. Later on, it further discusses the importance of the payment method using E-Wallet, food ordering and automatic managing/storing information of user system's database.

Thank you !!!

Any Questions ?