Introduction

1.1 Abstract

Malnad food delivery system is proposed here which simplifies the malnad food ordering process the proposed system shows an user interface and update the menu with all available options so that it eases the customer work. Customer can choose more than one item to make an order and can view order details before loging off. The order confirmation is sewnt to the customer the order is placed in the queue and updated in the database and returned in real time. The system assists the staff to go through the orders in real time and process it efficiently with minimal errors.

1.2 Objective

- To provide a better communication platform.
- Using this Application the customers need not go to the restaurant by themselves. But they can order the dishes through android mobiles anywhere.
- The main reason is that it benefits both the customer and the business.
- With our application customers can easily browse all the malnad special dishes, customize dishes to there requirements and place an order.
- The foremost aim of the Malnad food delivery application is to establish a business. These app connect the customers with the restaurants and they can directly place the order on the app.

1.3 Methodology

The simulation first starts with the customer entering his/her credentials (name, ID and password). Once that has been verified, the customer can place an order specifying the quantity of the food required. Now we get a window that displays the order number, customer ID, food name, price and quantity. Once the customer finalizes his/her order, they are redirected to the payment window where the total price is displayed and the customer can select the payment method of their choice and then the customer gets a message of confirmation of order. The block diagram and the ER Diagram of the proposed Online Food Ordering System is given in Figure 1 (a) and (b). The above mentioned simulation flow is with respect to the customer's point of view. Now if you are an admin, you can select the normal login option and enter the admin credentials (email ID and password). Once you enter the admin portal, you get the option of adding food, deleting food or updating food. Any option of choice leads you to the food menu. Once the selected operation is carried out, the end result, i.e, the added food or the updated food list is displayed and if you have deleted a food, that particular food disappears from the main menu.

Scope

2.1. Existing System

- Online food ordering system is a process in which one can order various foods and beverages from some local restaurant and hotels through the use of internet, just by sitting at home or any place. And the order is delivered to the told location.
- □ Nowadays everyone is having busy schedule whether it is urban area or rural.
- But talking specifically about the urban areas and deeply about the big cities, people out there are so busy in their life that they don't get enough of time to have their meals properly.
- As these days women are no less than men, in any field. So in big cities even wives are working women, therefore mostly the small families manage to have their food ordered from somewhere, as they lack time.
- □ Not only this is the case, if we talk about the children in the modern era they like only fast food or something from the outside.
- ☐ But they ignore eating homemade meals. Nowadays, people are more regular to dine-in at restaurant for their meals.
- ☐ The online food ordering system provides convenience for the customers that are nothing special but the general busy people of the society.
- □ It overcomes the demerits of the manual hotel or mess system and the old fashioned queuing system.
- ☐ This system enhances the readymade of foods than people.
- In the present scenario people have to physically visit the hotels or restaurants for eating food, and have to make payment through cash mode most of the times due to unawareness of advanced technologies at certain places.

- □ In this method time as well as physical work is required, among which time is something that no one has in ample amount.
- ☐ The traditional food ordering procedure is not efficient enough for hotels and restaurant, as they have to deal with crowd, in their restaurant.
- The old methods can be classified into categories which are paper grounded and verbal grounded. For paper based work, the waiter comes and pens down foods that customers order and pass the food list containing paper to the chefs or cooks in the kitchen for further process.
- Also from the owner's point of view maintaining data record and the accounts in physical file is difficult work to do. And also it is full of risk as anyone can access it and modify the data.
- □ if there is rush or a huge crowd present in the restaurant then in that case sometimes unavailability of tables cut downs the restaurants customer.
- □ Currently there is no online platform for purchasing and selling malnad foods and products.
- Many people from use Facebook and other social media platforms to sell the items they have prepared.
- ☐ It's not easy for people to buy malnad foods and products as it's not available online.

2.2. Proposed System:

- □ Food ordering system these days has one of the fastest growing market, though being a new idea.
- Our proposed system main aim is to provide user friendly malnad food and items ordering system.
- In this project we have developed something like the same to earn from and serve the nation in a much better way possible.

- This online application enables the end users to register to the system online, select the Malnad food items of their choice from the menu list, and order Malnad food online.
- People can shop from a wide range of products from malenadu that are popular for their best taste and quality.
- People can order the malnad products of there choice in a few minutes and will be delivered to the customers location.
- Malnad food ordering system is a tool which provides Malnad food ordering fecilities by installing it in smart phones.
- ☐ The proposed application simplifies the Malnad food ordering process for both customers and restaurant manager.
- The application consists of many parts like ordering menu, billing menu, restaurant table, home deliver, advertisement etc.
- ☐ The app consists of two parts one for customer and one restaurant owner.
- On the customer side application allow user to search Malnad food specified food item with price, category of items.
- Food items can be added to the basket list. The
- Customers are allowed to change or delete the food items in their basket list.
- ☐ It acts a convenient system that manager easily manages the overall system.

Software And Hardware Requirements

3.1. Software Requirements

• Operating System : Windows

• Scripting Language : JAVA (JDK 8.0)

• Frontend : HTML, CSS, JSP

Backend : MYSQL Server

• Server : Apache tomcat

• Supporting Tool : Dreamweaver

3.2. Hardware Requirements

- Processor I3
- 2 GB Ram
- Min 80 GB hard disk

Tools And Technologies Used

4.1. **JAVA**

JAVA was developed by Sun Microsystems Inc in 1991, later acquired by Oracle Corporation. It was developed by James Gosling and Patrick Naughton. It is a simple programming language. Writing, compiling and debugging a program is easy in java. It helps to create modular programs and reusable code.

Java Terminology

Before we start learning Java, lets get familiar with common java terms. Java Virtual Machine (JVM) This is generally referred as JVM. Before, we discuss about JVM lets see the phases of program execution. Phases are as follows: we write the program, then we compile the program and at last we run the program.

- 1. Writing of the program is of course done by java programmer like you and me.
- 2. Compilation of program is done by javac compiler, javac is the primary java compiler included in java development kit (JDK). It takes java program as input and generates java bytecode as output.
- 3. In third phase, JVM executes the bytecode generated by compiler. This is called program run phase.

So, now that we understood that the primary function of JVM is to execute the bytecode produced by compiler. Each operating system has different JVM, however the output they produce after execution of bytecode is same across all operating systems. That is why we call java as platform independent language.

Bytecode

As discussed above, javac compiler of JDK compiles the java source code into bytecode so that it can be executed by JVM. The bytecode is saved in a .class file by compiler

Java Development Kit(JDK)

While explaining JVM and bytecode, I have used the term JDK. Let's discuss about it. As the name suggests this is complete java development kit that includes JRE (Java Runtime Environment), compilers and various tools like JavaDoc, Java debugger etc. In order to create, compile and run Java program you would need JDK installed on your computer.

Java Runtime Environment(JRE)

JRE is a part of JDK which means that JDK includes JRE. When you have JRE installed on your system, you can run a java program however you won't be able to compile it. JRE includes JVM, browser plugins and applets support. When you only need to run a java program on your computer, you would only need JRE.

Main Features of JAVA

Java is a platform independent language

Compiler (javac) converts source code (.java file) to the byte code(.class file). As mentioned above, JVM executes the bytecode produced by compiler. This byte code can run on any platform such as Windows, Linux, Mac OS etc. Which means a program that is compiled on windows can run on Linux and vice-versa.

Java is an Object Oriented language

Object oriented programming is a way of organizing programs as collection of objects, each of which represents an instance of a class.

4 main concepts of Object Oriented programming are:

- 1. Abstraction
- 2. Encapsulation
- 3. Inheritance
- 4. Polymorphism

Simple

Java is considered as one of simple language because it does not have complex features like Operator overloading, Multiple inheritance, pointers and Explicit memory allocation.

Robust Language

Robust means reliable. Java programming language is developed in a way that puts a lot of emphasis on early checking for possible errors, that's why java compiler is able to detect errors that are not easy to detect in other programming languages. The main features of java that makes it robust are garbage collection, Exception Handling and memory allocation.

Secure

We don't have pointers and we cannot access out of bound arrays (you get ArrayIndexOutOfBoundsException if you try to do so) in java. That's why several security flaws like stack corruption or buffer overflow is impossible to exploit in Java.

Java is distributed

Using java programming language we can create distributed applications. RMI(Remote Method Invocation) and EJB(Enterprise Java Beans) are used for creating distributed applications in java. In simple words: The java programs can be distributed on more than one systems that are connected to each other using internet connection. Objects on one JVM (java virtual machine) can execute procedures on a remote JVM.

Multithreading

Java supports multithreading. Multithreading is a Java feature that allows concurrent execution of two or more parts of a program for maximum utilisation of CPU.

Portable

As discussed above, java code that is written on one machine can run on another machine. The platform independent byte code can be carried to any platform for execution that makes java code portable.

4.2. MYSQL

A database is a separate application that stores a collection of data. Each database has one or more distinct APIs for creating, accessing, managing, searching and replicating the data it holds.

Other kinds of data stores can also be used, such as files on the file system or large hash tables in memory but data fetching and writing would not be so fast and easy with those type of systems.

Nowadays, we use relational database management systems (RDBMS) to store and manage huge volume of data. This is called relational database because all the data is stored into different tables and

relations are established using primary keys or other keys known as **Foreign Keys.**

A **Relational DataBase Management System (RDBMS)** is a software that –

- Enables you to implement a database with tables, columns and indexes.
- Guarantees the Referential Integrity between rows of various tables.
- Updates the indexes automatically.
- Interprets an SQL query and combines information from various tables.

RDBMS Terminology

Before we proceed to explain the MYSQL database system, let us revise a few definitions related to the database.

- **Database** A database is a collection of tables, with related data.
- Table − A table is a matrix with data. A table in a database looks like a simple spreadsheet.
- Column One column (data element) contains data of one and the same kind, for example the column postcode.
- Row A row (= tuple, entry or record) is a group of related data, for example the data of one subscription.
- **Redundancy** Storing data twice, redundantly to make the system faster.
- **Primary Key** A primary key is unique. A key value can not occur twice in one table. With a key, you can only find one row.
- Foreign Key A foreign key is the linking pin between two tables.

- Compound Key A compound key (composite key) is a key that consists of multiple columns, because one column is not sufficiently unique.
- Index An index in a database resembles an index at the back of a book.
- Referential Integrity Referential Integrity makes sure that a foreign key value always points to an existing row.

MYSQL Database

MYSQL is a fast, easy-to-use RDBMS being used for many small and big businesses. MYSQL is developed, marketed and supported by MYSQL AB, which is a Swedish company. MYSQL is becoming so popular because of many good reasons —

- MYSQL is released under an open-source license. So you have nothing to pay to use it.
- MYSQL is a very powerful program in its own right. It handles a large subset of the functionality of the most expensive and powerful database packages.
- MYSQL uses a standard form of the well-known SQL data language.
- MYSQL works on many operating systems and with many languages including PHP, PERL, C, C++, JAVA, etc.
- MYSQL works very quickly and works well even with large data sets. MYSQL is very friendly to PHP, the most appreciated language for web development.
- MYSQL supports large databases, up to 50 million rows or more in a table. The default file size limit for a table is 4GB, but you can increase this (if your operating system can handle it) to a theoretical limit of 8 million terabytes (TB).

• MYSQL is customizable. The open-source GPL license allows programmers to modify the MYSQL software to fit their own specific environments.

STUDY OF THE SYSTEM

To provide flexibility to the users, the interfaces have been developed that are accessible through a browser. The GUI'S at the top level have been categorized as

- 1. Administrative user interface
- 2. The operational or generic user interface

The 'administrative user interface' concentrates on the consistent information that is practically, part of the organizational activities and which needs proper authentication for the data collection. These interfaces help the administrators with all the transactional states like Data insertion, Data deletion and Date updation along with the extensive data search capabilities.

The 'operational or generic user interface' helps the end users of the system in transactions through the existing data and required services.

4.3. Dreamweaver

Adobe Dreamweaver is a software application that allows you to create and develop Web sites.

Dreamweaver is considered WYSIWYG (What You See Is What You Get), meaning that when you format your Web page, you see the results of the formatting instead of the mark-ups that are used for formatting. HTML is not WYSIWYG, whereas Microsoft Word is WYSIWYG. However, Dreamweaver allows you to hand code HTML as well. Dreamweaver also supports CSS and JavaScript as well as other languages including ASP and PHP.

Dreamweaver makes it easy to upload your entire Web site to a Web server. You can also preview your site locally. Dreamweaver also lets you create templates for your Web site that you can use again and again by modifying certain unrestricted areas within the template. Dreamweaver is fairly complex software.

INTRODUCTION TO CSS(Cascading Style Sheet):

is a style sheet language used for describing the look and formatting of a document written in a markup language While most style web pages and interfaces written used to in HTML and XHTML, the language be applied can to any of XML document. One of the favored features is its ability to allow the sorting of document content written in markup languages (like HTML) from document presentation written in CSS. Here are more advantages of CSS in website design:

4.4. Tomcat

Apache Tomcat (called "Tomcat" for short) is a free and open-source implementation of the Jakarta Servlet, Jakarta Expression Language, Jakarta Expression Language and WebSocket technologies. Tomcat provides a "pure Java" HTTP web server environment in which Java code can run.

Tomcat is developed and maintained by an open community of developers under the auspices of the Apache Software Foundation, released under the Apache License 2.0 license.

4.5. CSS

INTRODUCTION TO CSS(Cascading Style Sheet):

CSS is astyle sheet language used for describing the look and formatting of a document written in a markup language While most

pages and interfaces written style web to in HTML the and XHTML. language can be applied kind to any of XML document. One of the favored features is its ability to allow the sorting of document content written in markup languages (like HTML) from document presentation written in CSS. Here are more advantages of CSS in website design:

4.6. HTML

INTRODUTION TO HTML(Hyper Text Markup Language):

HTML refers to the Hypertext Markup Language. HTML is used to create webpages. It uses many tags to make a webpage. So it is a tag based language. The tags of HTML are surrounded by angular bracket. It can use wide ranges of colors, objects and layouts. Very useful for beginners in web designing field.

Advantages of HTML:

- 1. First advantage it is widely used.
- 2. Every browser supports HTML language.
- 3. Easy to learn and use.
- 4. It is by default in every windows so you don't need to purchase extra software.

STATIC Vs DYNAMIC WEB PAGES:

Over the past 10 years, the Internet has evolved from a hyper textual information system offering static information to a marketplace for the buying and selling of goods and services, and now to a widely used infrastructure for the development and hosting of software

applications within organizations. Thus, over time, the Internet has moved from principally static page content to dynamically generated content via programs running on Web servers.

4.7. **JSP**

Introduction to JSP

- It stands for Java Server Pages.
- It is a server side technology.
- It is used for creating web application.
- It is used to create dynamic web content.
- In this JSP tags are used to insert JAVA code into HTML pages.
- It is an advanced version of Servlet Technology.
- It is a Web based technology helps us to create dynamic and platform independent web pages.
- In this, Java code can be inserted in HTML/ XML pages or both.
- JSP is first converted into servlet by JSP container before processing the client's request.

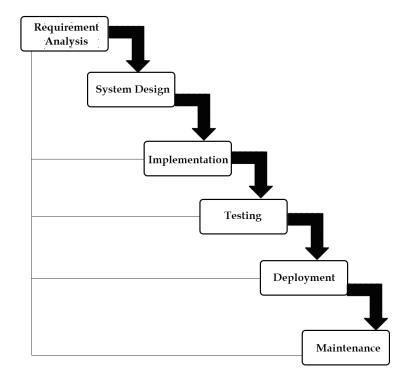
System Design

5.1. Process Model Used With Justification

Waterfall Model

The waterfall model was selected as the SDLC model due to the following reasons:

- Requirements were very well documented, clear and fixed.
- Technology was adequately understood.
- Simple and easy to understand and use.
- There were no ambiguous requirements.
- Easy to manage due to the rigidity of the model. Each phase has specific deliverables and a review process.
- Clearly defined stages.
- Well understood milestones.



5.2. Modules

The system comprises of 3 major modules with their sub-modules as follows:

1. Admin

- Manage Sellers: Admin can manage sellers by adding, updating and deleting.
- Manage Delivery Person: Admin can manage delivery person by Adding, Update, Delete and View.
- View Users: Admin can view users.
- View Orders: Admin can view orders.

2. Shop Manager

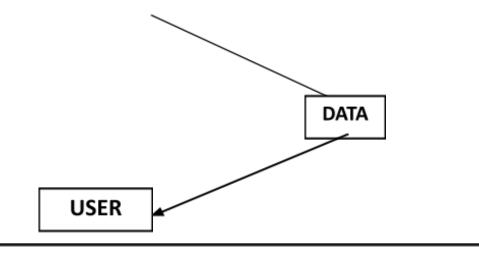
- Login: Shop Manager can login using credentials.
- Change Password: They can change their password.
- My Details: They can view and update details of Shop Manager
- Reviews: They can also view all the Ratings and reviews
- Manage Menu: They can manage menu by adding, updating and deleting.
- Orders: Restaurant manager can see Previous, Current and Upcoming order details. Assign delivery person to the order, update status of the order.
- Transactions: Payment entries can be seen by manager.

3. User

- Register: User can register and get login
- Login: User can login using credentials.
- **Profile:** User can set their profile.
- Change Password: User can change their password.
- **Restaurant:** Restaurant Details been shown like address, location, reviews and ratings.
- Menu: list of Menu with price, details and photos. Filter menu by Kind of Food
- Orders: Users can view the pervious and current order history and also can track the order.
- **Transactions:** payment can be done online.
- Favorites: Favorites Food/remove from Favorites
- **Notification:** Notifications on order status changed.

5.3. System Design

ADMIN

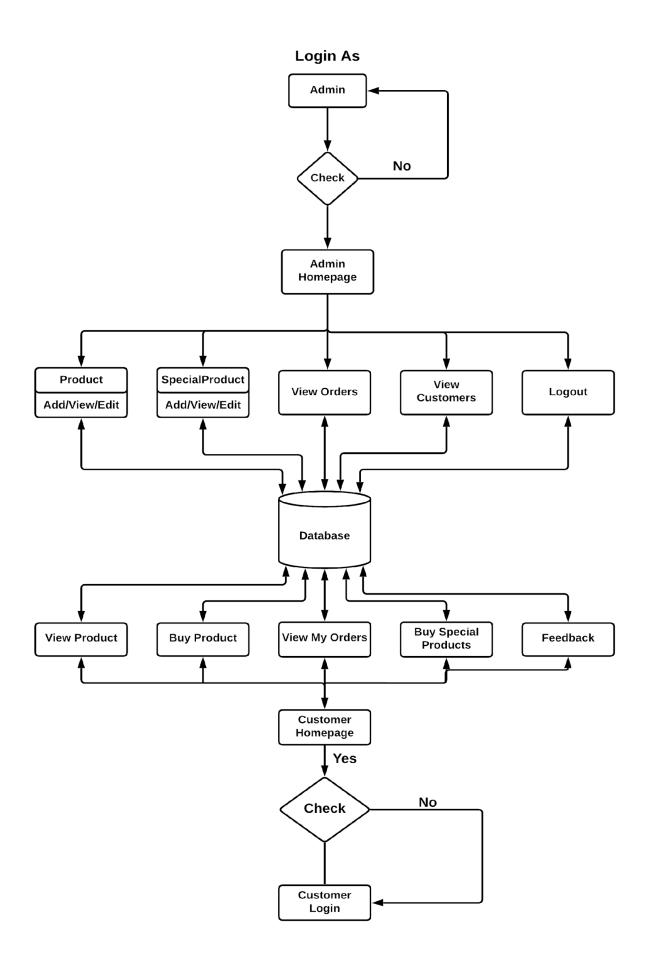


We believe that the art and craft of system design is in danger of being lost. Carefully designed systems, in which the right abstraction is combined in just the right way to produce a system that is easy to learn, easy to change, and pleasing to use and work with, are unlikely to happen using the kind of design techniques that are popular today. It isn't the techniques that we use that impede our ability to design systems. We are unable to train engineers and scientists adequately in system design. The economics of the industry push us in directions that don't favour design. The realities of funding in research make it unlikely that much time will be spent on system design. The end result is that less careful design work is being done, and we as an industry, a profession and an intellectual discipline don't seem to care or be able to do much about it.

PURPOSE OF SYSTEM DESIGN

System design is documented in the System Design Document (SDD). It describes design goals set by the project, subsystem decomposition (with UML class diagrams), hardware/software mapping (with UML deployment diagrams), data management, access control, control flow mechanisms, and boundary conditions. The SDD is used to define interfaces between teams of developers and serve as a reference when architecture-level decisions need to be revisited.

5.4.Data Flow Diagram



Testing

6.1 Types of Testing

6.1.1 System Testing

Software testing is a critical element of software quality assurance and represents the ultimate review of specification, design, and coding. The user tests the developed system and changes are made according to their needs. The testing phase involves the testing developed system using various kinds of data.

System is the stage of implementation that is aimed at assuring at the system works accurately and efficiently before live operation commences. Testing is vital to the success of the system. System testing makes a logical assumption that if all the parts of the system are correct, the goal will be successfully achieved. The candidate system is subject to a variety of tests such as recover, security and usability tests. A series of testing is performed for the proposed system before the system is ready for the user acceptance testing.

Implementation ends with formal test. The test data are very crucial to this process. They must be realistic and cover extreme conditions are well. Ideally, vary alternative path through the program should be exercised at least once beyond the test data. The system test must involve all the element that compose the system including program validation checking, files and forms and triggers procedures.

6.2 Testing Strategies

Following are few of the testing strategies used for the testing purpose;

- Unit testing
- Validation testing
- Output testing
- User acceptance testing

6.2.1 Unit Testing

Unit testing focuses effort on the smallest unit of software design of the module. This is also known as 'Module Testing'. The module of FSA system id teste separately. This testing was carried out during programming stage itself in this testing each module is found to be working satisfactorily with regards to the expected output from the module.

6.2.2 Validating Testing

At the culmination of integration testing, software is completely assembled as a package, interfacing errors have been uncovered and final series of software test begins. Validation testing can be defined in many ways, but a simple definition is that validation succeeds when the software function in a manner that can be reasonably expected by the customer. After validation test has been conducted, one of the two possible conditions exists, the functions are performance characteristics confirm to specification and are accepted.

6.2.3 Output Testing

After performing the validation testing the next test is output testing of the proposed system since no system could be useful if it does not produce the required output in the specified format. Asking the user about the forma required by them tests the outputs generated or displayed by the system under consideration. Here, the output format is considered in two ways. One-onscreen and other is printed format. The output format on the screen is found to be correct as the format was designed in the system phase according to the user's needs. Hence, output using does not result in any correction in the system.

6.2.4 User Acceptance Testing

User acceptance of a system is the key factory for the success of any system. The system under consideration is tested for user acceptance by constantly keeping in touch with the perspective system. Users at time of developing can make changes wherever required.

This is done in regards to the following points:

- Input screen design
- Output screen design
- Menu driven system
- Format of reports and other outputs

Taking various kinds of test data does the above tests. Preparation of the test data places a viral role in system testing. After preparing the test data the system under study is tested using the same. While testing the system by using the test, errors are uncovered. They are then corrected and noted down for future use.

6.3 Testing Guidelines

Testing guidelines are hints for the testing team to help them choose tests that will reveal defects in the system.

- Choose inputs that force the system to generate all error messages;
- Design inputs that cause buffers to overflow;
- Repeat the same input or input series several times;
- Force invalid outputs to be generated;
- Force computation results to be too large or too small.

6.4 Test Case Design:

- Involves designing the test cases (inputs and outputs) used to test the system.
- The goal of test case design is to create a set of tests that are effective in validation and defect testing.

Design approaches:	
	Requirements-based testing;
	Partition testing;
	Structural testing

6.4.1 Requirements based testing:

- A general principle of requirements engineering is that requirements should be testable.
- Requirements-based testing is a validation testing technique where you consider each requirement and drive a set of tests for that requirement.

6.4.2 Partition Testing:

- Input data and output results often fall into different classes where all members of a class.
- Each of these classes is an equivalence partition or domain where the program behaves in an equivalent way for each class member.
- Test cases should be chosen from each partition.

6.4.3 Structural Testing:

- Sometime called white-box testing.
- Derivation of test cases according to program structure. Knowledge of the program is used to identify additional test cases.
- Objective is to exercise all program statements (not all path combinations

Implementation

7.1 User Login

```
<%@ page contentType="text/html; charset=iso-8859-1"
language="java" import="java.sql.*" errorPage="" %>
<!DOCTYPE html PUBLIC "-//W3C//DTD XHTML 1.0</p>
Transitional//EN"
"http://www.w3.org/TR/xhtml1/DTD/xhtml1-transitional.dtd">
<a href="http://www.w3.org/1999/xhtml">
<head>
<meta http-equiv="Content-Type" content="text/html;</pre>
charset=iso-8859-1" />
<%@ include file="hometabs.html" %>
<%@ include file="db.jsp" %>
<title>Untitled Document</title>
<style>
input[type=text], select {
 width: 100%;
 padding: 12px 20px;
 margin: 8px 0;
 display: inline-block;
 border: 1px solid #ccc;
 border-radius: 4px;
 box-sizing: border-box;
input[type=password], select {
 width: 100%;
```

```
padding: 12px 20px;
 margin: 8px 0;
 display: inline-block;
 border: 1px solid #ccc;
 border-radius: 4px;
 box-sizing: border-box;
input[type=submit] {
 width: 100%;
 background-color: #4CAF50;
 color: white;
 padding: 14px 20px;
 margin: 8px 0;
 border: none;
 border-radius: 4px;
 cursor: pointer;
input[type=button] {
 width: 100%;
 background-color: #4CAF50;
 color: white;
 padding: 14px 20px;
 margin: 8px 0;
 border: none;
 border-radius: 4px;
 cursor: pointer;
input[type=submit]:hover {
 background-color: #45a049;
.logindiv {
 border-radius: 5px;
 background-color: #f2f2f2;
 padding: 20px;
 margin-left:20%;
```

```
margin-right:20%;
</style>
<body>
<div class="logindiv"><h3 align="center"
style="color:#0000CC">Customer Login Page</h3>
 <form action="" method="post">
  <label for="fname">Customer Phone</label>
 <input name="un" type="text" pattern="[0-9]{10}" title=" phone</pre>
number or number" required />
<label for="lname">Password</label>
 <input name="pw" type="password" id="psw"
pattern="(?=.*\d)(?=.*[a-z])(?=.*[A-Z]).\{8,\}" title="Must contain at
least one number and one uppercase and lowercase letter, and at least 8
or more characters" required>
<input type="submit" name="Submit" value="Submit">
     <a href="fergot.jsp">forgot password</a>
</form>
</div>
< \frac{0}{0}
if(request.getParameter("Submit")!=null){
String s1=request.getParameter("un");
String s2=request.getParameter("pw");
rst=stmt.executeQuery("select * from customer where phone=""+s1+""
and password=""+s2+""");
if(rst.next()){
session.setAttribute("cid",rst.getString(7));
%>
<script>
alert("login Successfull");
window.open("customerhomepage.html"," self");
</script>
< \frac{0}{0}
}else{
%>
```

```
<script>
alert("login Failed");
</script>
<%
}

%

/body>
</html>
```

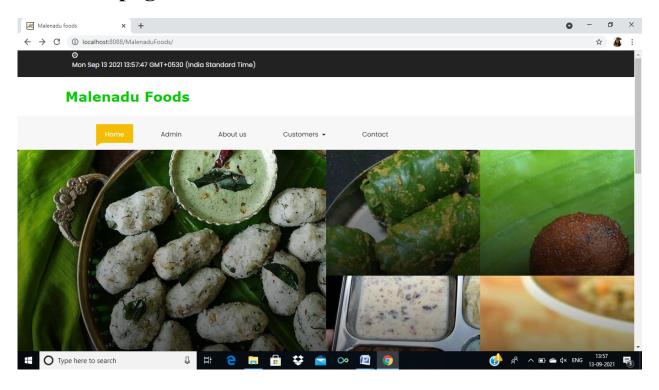
Conclusion

Online malnad special foods and product ordering system will be helpful for the hotels and restaurants to increase the scope of the business by helping users to give order through online.

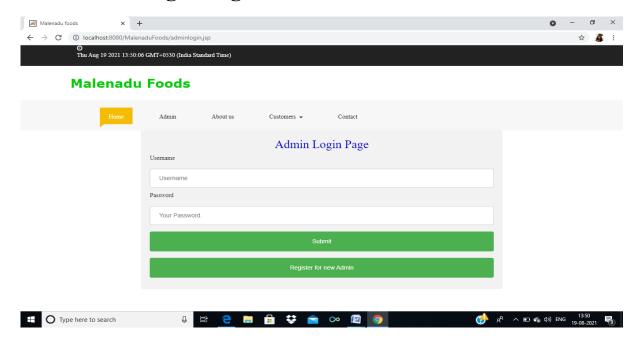
Online ordering and food delivery have taken a big turn over the past few years. The sheer number of startups and the level of funding in this domain is overwhelming. setting up an online malnad special food and products ordering system sets up a restaurant for efficiency, growth and a steady increase in revenue.

Snapshots

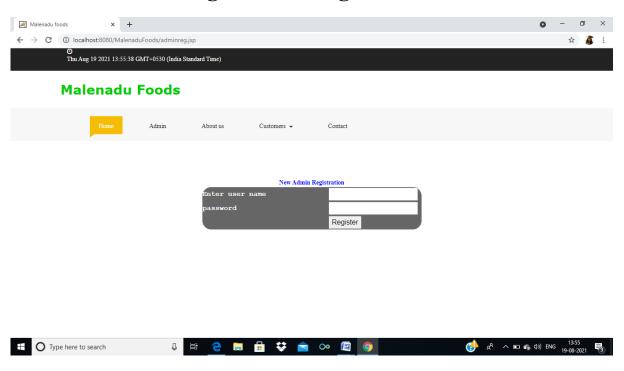
9.1. Homepage



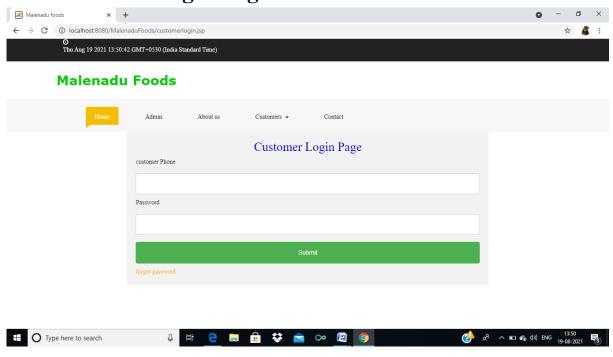
9.2. Admin Login Page



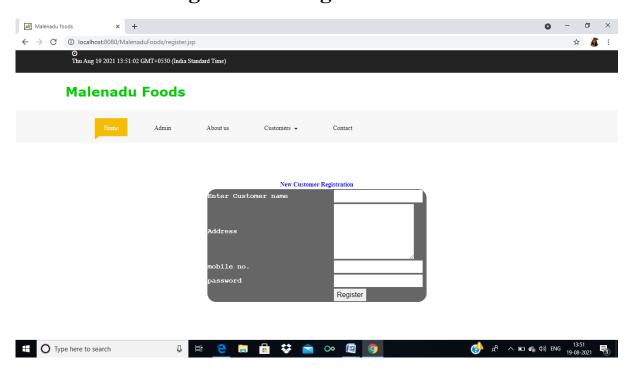
9.3. New Admin Registration Page



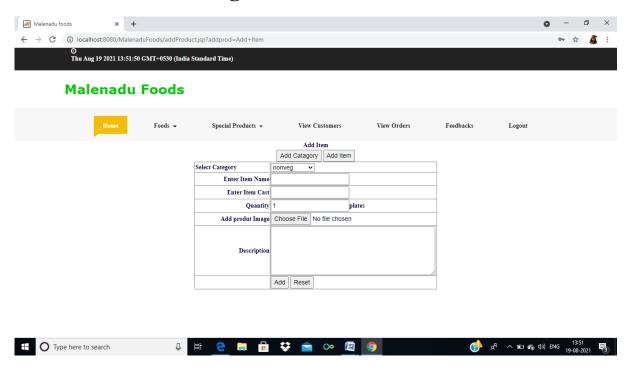
9.4. Customer Login Page



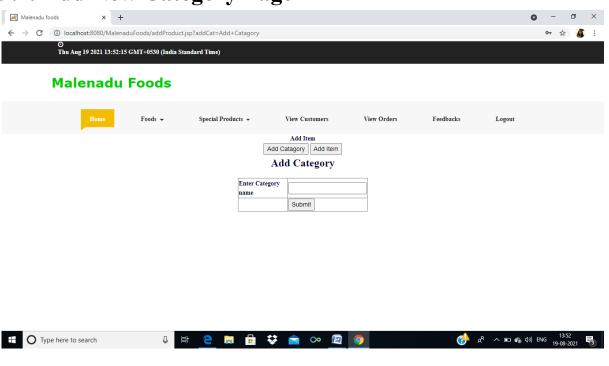
9.5 Customer Registration Page



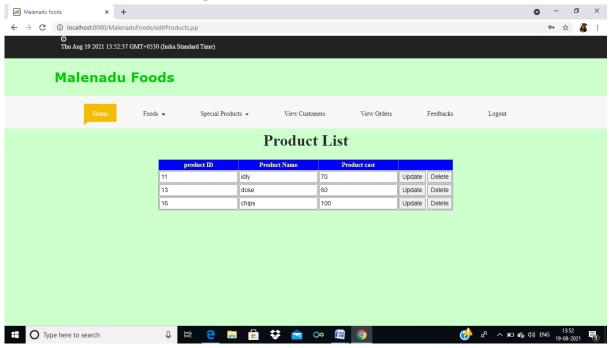
9.6. Add Products Page



9.7. Add New Category Page

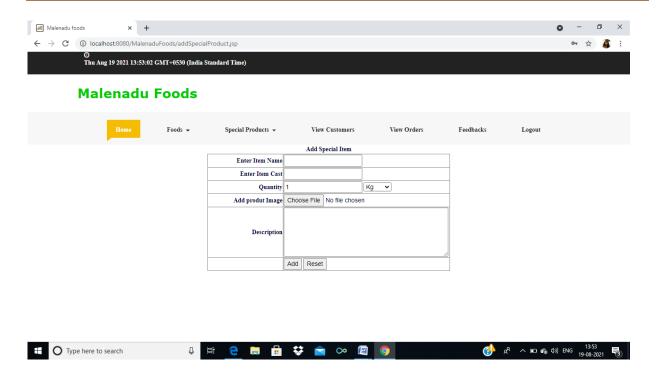


9.8 Product List Page

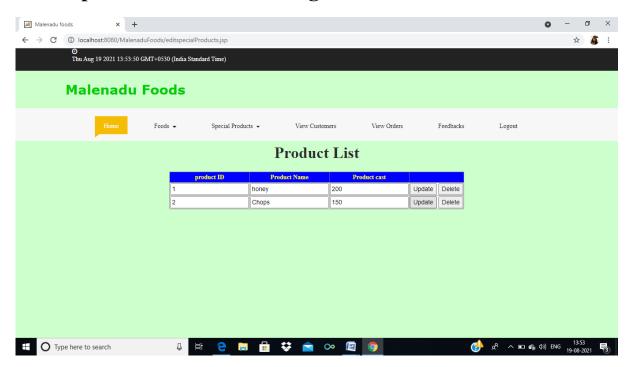


9.9. Add Special Item Page

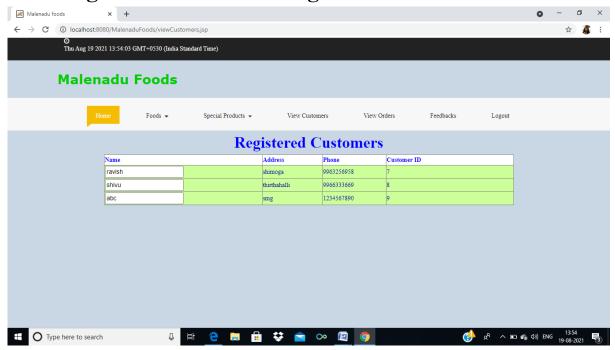
Malnad Special Food and Items Delivery System



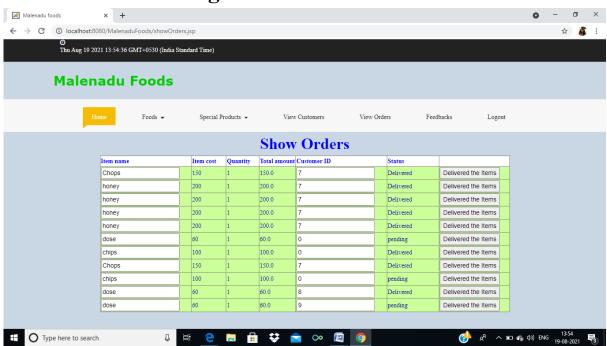
9.10. Special Product List Page



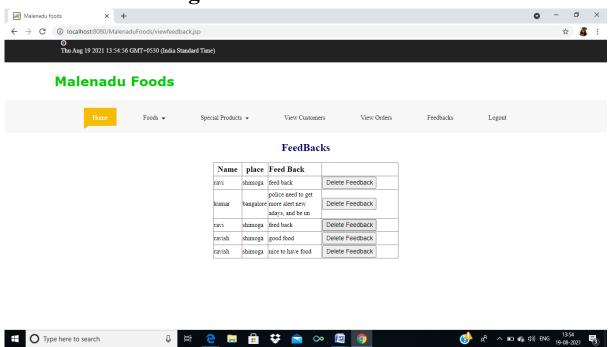
9.11. Registered Customer Page



9.12. Orders List Page



9.13. Feedback Page



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