# MOBILE FOOD ORDERING SYSTEM

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SESSION 2015/2016

FACULTY OF INFORMATION SCIENCE & TECHNOLOGY

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BY

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## DECLARATION

I hereby declare that the work have been done by myself and no portion of the work contained in this thesis has been submitted in support of any application for any other degree or qualification of this or any other university or institute of learning.

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march 14th 2016

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## ABSTRACT

FoodCube is an intuitive and convenient mobile platform software that provides list of restaurants which are nearby to the user. By this, the software allows the users to get the available restaurants without the physical presence to the restaurant. The software will display the results of the nearest restaurant for the user to obtain information's regarding the restaurants and also what it has to offer for their food menu, and also their delivery services. The list would also display the best deal out of all the listed restaurants in order to get the best budget which they would like to have. As a result of this, customer could also query about the restaurants by using their post code. They then could search various meal dishes from the listed restaurants and also adapt the ingredients. By this customers could also browse through different food items such as what type of burgers are available, what kind of pizza the restaurant could offer and also learn what kind of topping are included to this. Despite the fact that our software designated objective is to assist the consumer to plan for their take away or home delivery, our true intended target market are the restaurants, to become our partners in order for us to list all of their restaurants and provide best deals in our applications for them to participate. Independent online food ordering companies offer two solutions. One is a software service whereby restaurants purchase database and account management software from the company and manage the online ordering themselves. The other solution is an internet-based service whereby restaurants sign contracts with an online food ordering website that may handle orders from many restaurants in a regional or national area. The result of this research is an ordering food application based on Android for customer and courier user, and a website for restaurant and admin user. The conclusion of this research is to help customer in making order easily, to give detail information needed by customer, to help restaurant in receiving order, and to help courier while doing delivery.

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## LIST OF ABBREVIATIONS/ SYMBOLS

| | |
|---|---|
| PHP | Hypertext Preprocessor |
| JAVASCRIPT | Java Script |
| HTML | Hypertext Markup Language |
| DBMS | Data Base Management System |
| SQL | Sequential Language |
| APACHE | Apache |
| E-COMMERCE | Electronic Commerce |
| B2C | Business to Consumer |
| DFD | Data Flow Diagram |

## LIST OF APPENDICES

# INTRODUCTION

## 1.1 Overview

Mobile phones have become part of the life for accessing almost any kind of information. Life in the 21st century is full of technological advancement and in this technological age it is very difficult for any organization to survive without utilizing technology. The mobile phone platform contributes greatly to the creation of an ever-increasing global information database. It could also be used as a mechanism to share information within an enterprise. FoodCube is an online food delivery application which provides an online system to users to make their orders online. Indirectly, it involves sellers (restaurants) and also buyers (customers) which could bring benefits to each other and help to sustain the environment. It's a win-win situation that will bring benefit to the world. FoodCube is bringing the convenience to the customers that could make orders just by using this application on their mobile phone. It provides customers with a completely new way of making orders. By providing customers convenience and also increase of the sales. They could generate more orders via the internet compared to walk in customers. There would be lesser time wasted with ordering or queuing. With the application the customers could browse the menu and make an order just by using the application anywhere they are. Restaurants would have their own dedicated back-end database with a complete control over their food menu. With the back-end database, a food menu content could be added while providing the option of uploading new menus and old menus and list could be deleted or edited. The restaurants can also choose to view its personalized report to monitor its sales growth over a specific period of time. Upon starting up the FoodCube application the customers has an option to login into the application or could also just search the restaurants nearby by using postal code. The customer is then presented with an interactive and a responsive restaurant list which then the customers could search for their desired restaurant based on the food they would like to order. After finding a restaurant the customer could proceed to the ordering process. Login details would however be requested before submitting the order to the restaurant for processing. Various restaurants and cuisines can be chosen in a geographical area.

The administrator, as the name implies, has an overall charge on the system. The administrator can add or delete restaurants, and can monitor the number of registered restaurants and customers. The administrator also ensures the maintenance and testing of the application (FoodCube) is carried out in a timely manner.

## 1.2 Problem Statement

The challenges encountered by the existing system serve as a major drawback to the realization of efficiency and customer satisfaction. The experience of ordering in most restaurants is not pleasant for the customers. Customers will have to make long queues before placing their orders especially during peak hours and then the ordering staff will record customer orders. Having placed their order, the customer must then wait near the counter until their order is ready for collection. The other problem in the food service industry is that restaurants are not realizing the efficiencies that would result from better application of technology in their daily operations. Restaurant business in a very competitive business and one of the way to stand out from competitors is through improving the business process where business process automation can assist business improvement.

## 1.3 Project Objectives

The objective of FoodCube is to provide these services to clients:

- To develop an Android app for customer registration and facilitation using Android SDK,JAVA and XML
- To develop a webpage for restaurant and facilitation using WAMP technology.

## 1.4 Scope

FoodCube proves more reliable, usability, maintainability and dependability functions. By creating quality, easy to keep track management of the application. So that it could streamline all the works by a simple touch to the mobile application. It could also reduce unnecessary cost such as staff salaries, advertisement, customer satisfaction, and also reputation by their reviews. The main purpose is needed to achieve a better customer service and bringing them the convenience. It also able to

provide accurate reliable and up to date information's for decision making. It also could get customer suggestion or feedback by reviews from previous customers. Security is also provided to prevent unauthorized user from accessing to the system.
The purpose of this project is to design and develop a working system with framework that has the capabilities of performing a simple postcode search, browsing list of participating restaurants and its food menu, delivery or pickup option, and providing reviews. Its main aim is to simplify and improve the efficiency of the ordering process for both customer and restaurant, minimize manual data entry and ensure data accuracy and security during order placement process. Customers will also be able to view product menus and be able to have a visual confirmation that the order was place correctly.

## 1.5 Report Organization

This report is an interim report which consists of five chapters preceded by acknowledgement, abstract, table of contents, and lists of figures, tables, references and abbreviations. Below in this section, the chapters of this report are listed and described accordingly.

### 1.5.1 Introduction

This chapter describes generally the mobile devices how join e-commerce , what are the objectives this project is going to achieve and what is the scope and origin idea of this project.

### 1.5.2 Literature Review

This chapter talk about literature review on the current system. To learn the functions that are required in the mobile application and also the way their system works.

### 1.5.3 Methodology

This chapter used in this project. The systems development life cycle was used to develop this project. The analysis phase of the SDLC. The system capabilities and specification are discussed here, while requirements are structures.

### 1.5.4 Implementation

This chapter provides the steps used of mobile app and how to apply from merchant and how admin will access all information.

### 1.5.5 Configuration

This chapter provides the configuration of the mobile app to the system and how to connect it to the website.

### 1.5.6 Case study

This chapter goes through how implementing a prototype of a web based recommender.

### 1.5.7 Conclusion

At the end of the report, this chapter concludes and summarizes the project as a whole with a brief, general and summarized paragraph.

# LITERATURE REVIEW

## 2.1 Overview

An ordering system is referred to as a set of detail methods that is being used in handling the ordering process. Food ordering can be computerized or done manually. Thus, helps the customer to order their food themselves which is known as the customer self-ordering system. The customer self-ordering system can be defined as a computerized system that is being used by customers to place their own orders in the restaurant and allow the orders to be tracked, in order to prepare and deliver the food to the computers.

To understand an ordering system how it works and the steps of ordering system from phone ordering till send the item by deliver. All the component are specified in a diagram as shown below in (Figure 2-1).


**Figure 2.1 Online Ordering Architecture**

The key to designing a perfect system is to perform a proper system analysis which includes a robust gathering of requirements to understand the present food ordering pattern and existing systems in the market (K. E. Kendall & J. E. Kendall, 2011). The gathering of requirements approaches used in this report however, was able to capture the complete system specification on existing systems. Based on the gathering of requirements of current system comparison analyst was perform to gain information on functions for the system.

When online ordering is being discussed, one thing that easily comes to mind is electronic commerce (e-commerce) and an online ordering system is a type of B2C (business to consumer) e-commerce. Electronic commerce is also sharing business information, maintaining business relationships and conducting business transactions by means of communication networks. It includes the relationship between companies (business-to-business), between customers (customer-to customer) as well as between companies and customers (business- to-customer). Business to business segment currently dominates the e-commerce while customer oriented segment is significantly lagging behind and current estimate places it at less than 10% of the total volume, even though they are all experiencing an exponential growth E-commerce offers buyers convenience. They can visit the World Wide Web (www) sites of multiple vendors 24hours a day and seven days a week to compare prices and make purchases, without having to leave their homes or offices. For sellers, e-commerce offers a way to cut costs and expand their markets. They do not need to build staff or maintain a store or print and distribute mail order catalogues. Because they sell over the global internet, sellers have the potential to market their products or services globally and are not limited by the physical location of a store. With regards to this project, an electronic commerce can be defined as the process of buying and selling products or services using electromagnetic data transmission via the internet .Online ordering is a system or method that manages the distribution of home delivered products to customer's .Online ordering systems have various niches to which they cater for. This niche ranges from online food delivery to wide range of available niches out there. Online ordering systems provide customers with product information from various vendors who are within the geological location or delivery range of the customer. Actually the literatures studied, convenience is the most cited reason for online shopping. Age difference might not play a significant role in the online purchasing

habit of consumers, however consumers who shop online are more convenience oriented and better educated.

With internet dramatically affecting the conduct of businesses, the internet is now a more powerful and ubiquitous communication mechanism to facilitate the consummation and processing of business transactions. Factors that could however be influencing electronic commerce adoption are perceived ease of use and usefulness .Small businesses may also be wondering if they can attract customers through the web, if their web presence is going to be expensive to maintain or if customer first purchase could be their last.

## 2.2 Literature Review

After doing some intensive research, on online take away ordering system, I have found two existing system which is famous and being used in Malaysia. The two system has allot of similarities on their system. Therefore, I am going to use both of this system to do comparisons and also use it as a benchmark to create a similar system with a better added functions. In this chapter I will review both of the systems and distinguish the advantages and also the disadvantages among the two systems. The mobile application are FoodPanda and also RoomService.

### 2.2.1 FoodPanda

FoodPanda is a mobile application which allows user to make order for take away menu from restaurants online. It was founded only on March 26, 2012, FoodPanda, together with its older affiliates from Hellofood, has now successfully expanded its operation to more than 25 countries in the world. FoodPanda provides fast and simple online food ordering and delivery services around the world. Buying food is now easy and hassle-free for consumers, Foodpanda/Hellofood offers the convenience to order food online and the widest geographical range from where they can choose their favourite meal from the online menu over the application. The mobile application allows customers to see recommended local restaurants and to select from thousands of dishes for delivery and take-away. Menus come with food pictures and restaurants carry customer reviews and ratings. In addition to that, Foodpanda/Hellofood offers exclusive deals and special offers from a large variety of

restaurants. Returning users can access their order history for fast and convenient re-order. Furthermore the application allows users to customize their meals just like in the restaurant by choosing, replacing or adding their toppings of choice. The fully custom built next generation application demonstrates consistency and convenience across every step of the food ordering process.

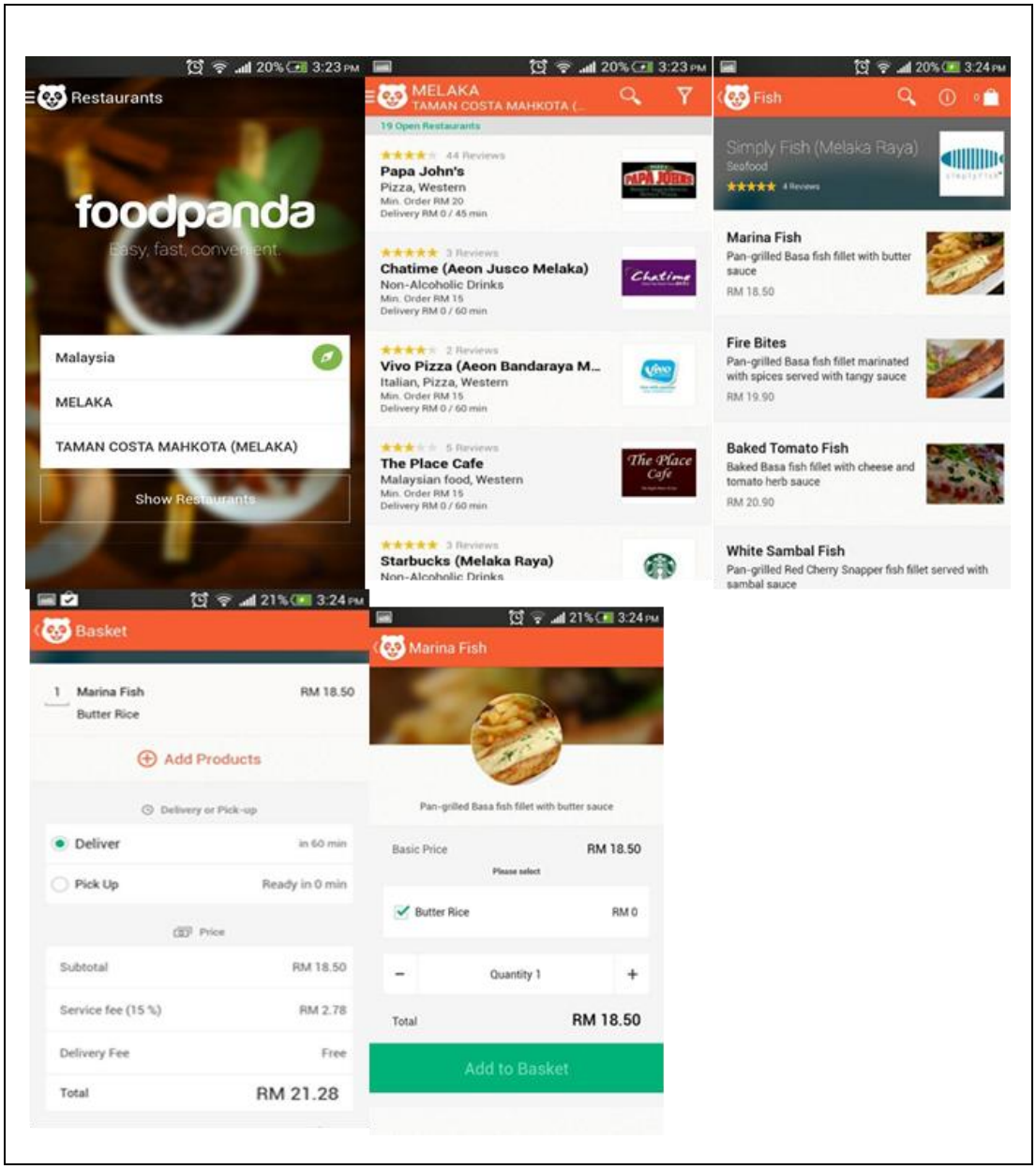


**Figure 2.2.1 Screenshot of FoodPanda Restaurant Application**

### 2.2.2 Strengths of FoodPanda:

- It is a one stop mobile application for all the food menu.
- You will never have to wait or queuing for a long during rush hours.
- Don’t have to worry about cash in your pocket, uses online payment.
- Latest offers from participating restaurants.
- Updated menus from all the restaurants.
- Prompt customer care.
- Regular discounts via coupons and other offers.

### 2.2.3 Weakness of FoodPanda:

- Does have track your order function(which enables you to track your order after conforming).
- Does not have the function to add or remove ingredients from the food.

**Table 2.2.1 FoodPanda Characteristics**

| No | Features | Descriptions |
|---|---|---|
| 1. | Home Page | Directed once login into the application where customer can search for restaurants by location search. Shows if the restaurant is open or closed. |
| 2. | Restaurants | Provides restaurants with description of menu types with different categories. |
| 3. | Promotions | Check out the latest restaurant promotions. |
| 4 | Menu list | Provides restaurant menus and extra food items |
| 5 | Delivery | Suit own time on the available slots. |

### 2.2.4 RoomService

Room service is a Food Runner company, which is a leading restaurant delivery service in Malaysia. Room Service delivers food from hundreds of restaurants, with thousands of dishes to choose from and also it serves major cities where it delivers food purchased by mobile application. The founders of Food Runner are veterans in the e-Commerce and food ordering business having previously built a number of successful companies. Their head office is in Singapore, the technology and innovation hub of Southeast Asia, and operates through highly experienced local companies based in Malaysia region. Room Service Deliveries Singapore serves more than 25 different types of cuisine from over 50 restaurants and cafes in Singapore. From Chinese, Indian, Malay, Indonesian, Japanese, American, Italian, Portuguese, Mediterranean, even to doughnuts and wines, Room Service Deliveries Singapore has them all. Not only food, it also provides hampers delivery. These products can be delivered to all parts of Singapoare on any day, Monday to Sunday. A minimum order of SGD25 and a flat delivery charge of SGD10 or SGD12 is applicable, coming with a guaranteed delivery time within 1 to 1.5 hours depending on the destination address. Payment can be made by cash or by credit cards. Room Service Deliveries Singapore has always managed to keep its high standard in delivery, including the time and the condition of the food.

### 2.2.5 The strength of Room Service

One of the strong features of Room service that they displays it’s how to order (6.steps) guide even though using the application is relatively easy. Room Service also has a wider range acceptable payment. It has an equally interactive menu and features editable food ingredients in its food menu.

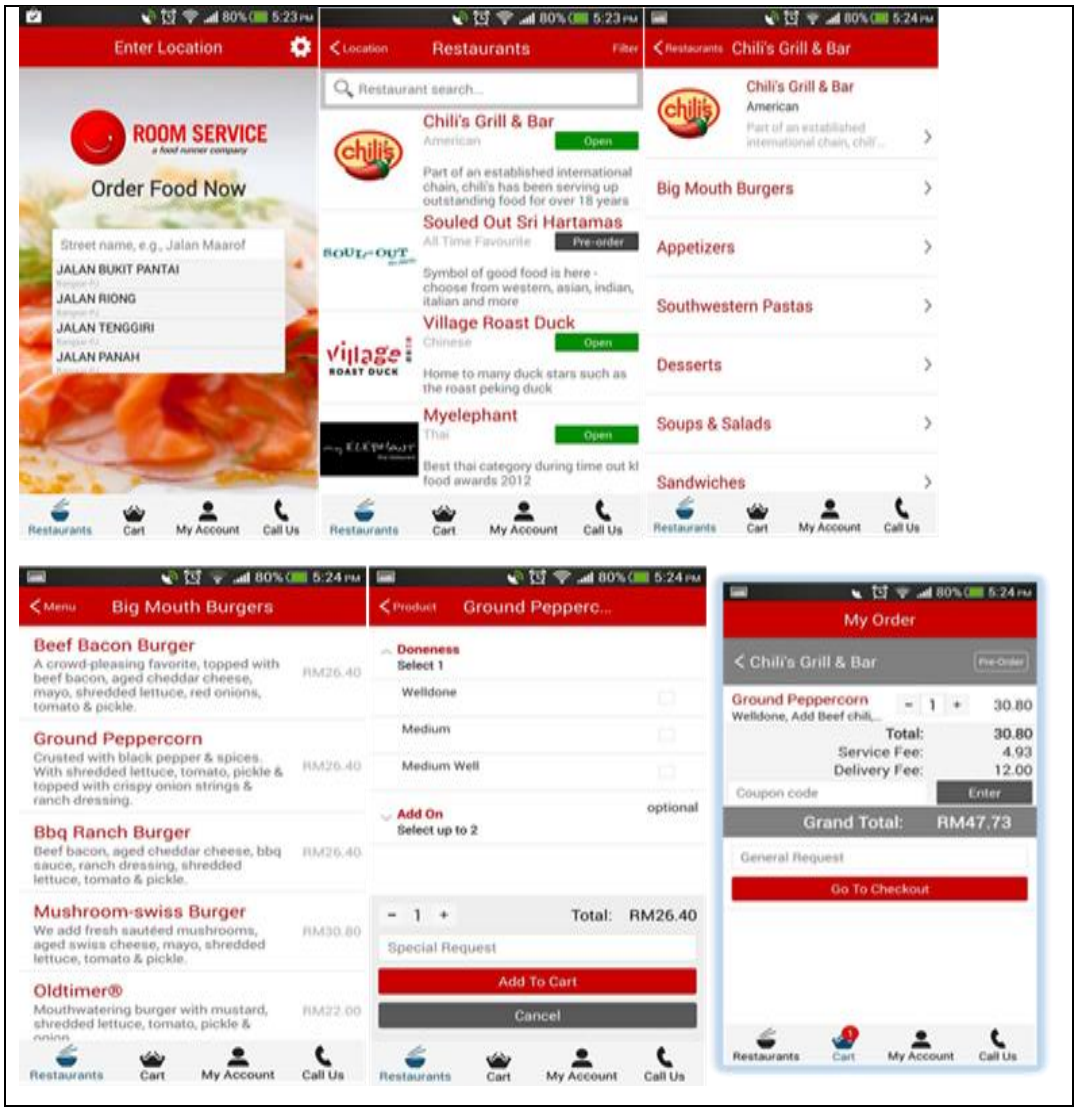


**Figure 2.2.4 Screenshot of RoomService Application**

### 2.2.6 The weakness of Room Service

It has a lower social online presence which can undermine its potential to be a major key player in the industry. Another weakness to note is that it has lower geographic area availability. It is not as famous and popular among users as FoodPanda.

### 2.2.7 Summary of Existing Application

**Table 2.2.7 Compare FoodPanda&RoomService**

| Application comparative analyst | FoodPanda | Room Service |
|---|---|---|
| Accept online payment | ✓ | ✓ |
| Accept cash on delivery | ✓ | ✓ |
| Allow guest ordering | ✓ | ✓ |
| Use SMS confirmation for customers | × | × |
| Use phone confirmation for customers | × | ✓ |
| Use email confirmation for customers | ✓ | ✓ |
| Edit ingredients on menu | × | ✓ |
| Cancel order | × | × |
| Discount coupons | × | ✓ |
| Change in orders | × | ✓ |
| All ages Order | ✓ | ✓ |
| Customer Care | × | ✓ |
| Application Engine | Html5 + Java | Html5 + Java |

### 2.2.8 Summary

To summarize, both services are using Html5 interface with java programing language for fast and smooth browsing. They also have similar business flow. It is not easy for customers to realize the differences in these services. When there are similar businesses with identical service quality, customers have to find a reason to use one instead of the others. Price, quality, after-sales service and promotions are some of the most important decision factors. I would propose a function for them to add such as SMS confirmation for customers feature. As they would make the customers to check for their conformed meal by SMS in state of conformation by Email.

# METHODOLOGY

## 3.1 Overview

For this project to be successfully developed it needs a good foundation which creates an excellent output. In order to achieve this this, the foundation of a successful system is a rock solid System Development Methodology which is a standard process followed in an organization to conduct all the steps necessary to analyse, design, implement and maintain information systems. With a solid and good system development methodology, the project will have more understanding regarding the system scope and objectives. Which also means a careful planning from the start can save cost, time and effort in developing a system. There are several methodologies used in software design and development. Some of the methods are Waterfall Development, Prototyping, Incremental Development, Spiral Development, Rapid Application Development (RAD), Object Oriented Development and Agile software Development. Most of the methods has its own advantages and disadvantages. Choosing the correct method which the project needs is very crucial.

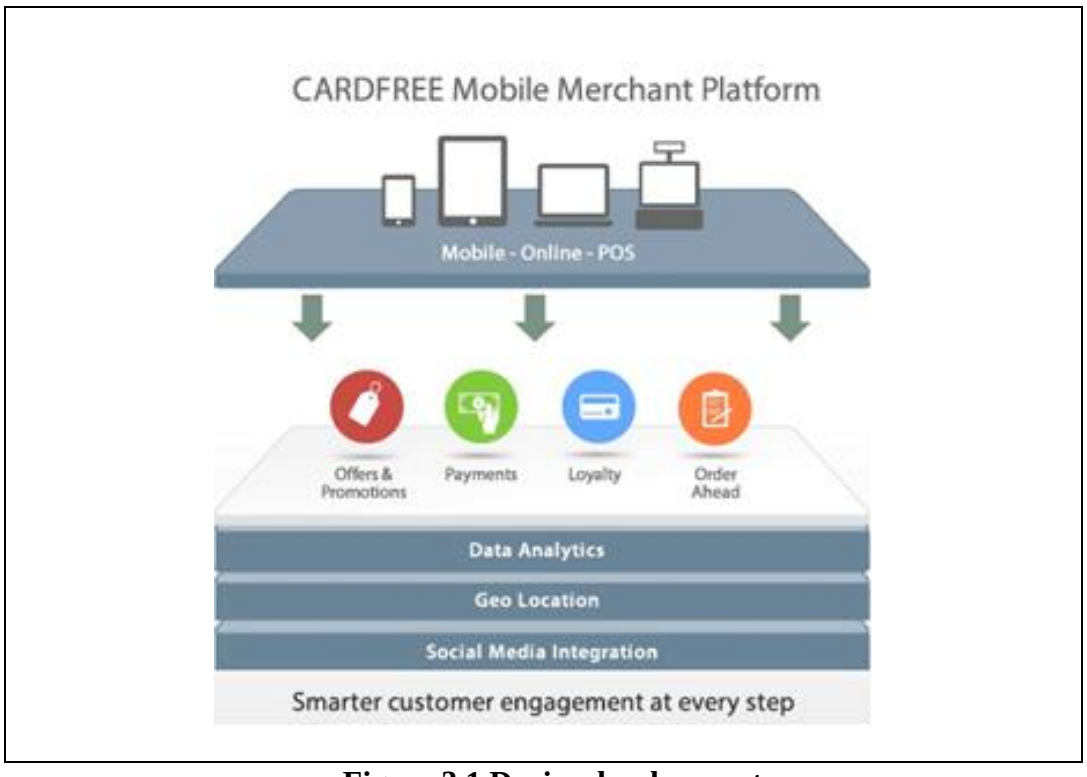


**Figure 3.1 Device development**

### 3.2 Rapid Application Development (RAD)

Rad refers to a development life cycle designed to give much faster development and higher quality system than the traditional life cycle. It is designed to take advantage of powerful development software like CASE tools, prototyping tools and code generators. The key objective of RAD are High Speed, High Quality and Low cost. Rad is a people centred and incremental development approach. Active user involvement, as well as collaboration and co-operation between all stakeholders are imperative. Testing is integrated throughout the development life cycle so that the system is tested and reviewed by both developers and users incrementally. This application would be built on this approach which combines computer – assisted software engineering (CASE) tools such as the android studio tools and techniques, it is user- driven prototyping and stringent project delivery time limits into a potent, tested, reliable formula for top-notch quality and productivity. RAD drastically raises the quality of finished systems while reducing the time it takes to build them. Online knowledge defines Rapid Application Development as a methodology that enables organizations to develop strategically important systems faster while reducing development cost and maintaining quality. In short, RAD is exactly what I need in order to build this application. As it takes advantages of automated tools and techniques to restructure the process of building this application. RAD places hand-designed and coding processes which are dependent upon the skills of isolated individuals, with automated design and coding, which is an inherently more stable process. It is much faster and less error prone then hand coding.RAD compresses the step by step development of conventional methods into an iterative process. The RAD approach thus includes developing and refining the data models, process models, and prototype in parallel using an iterative process. User requirements are refines, a solution is designed, and the solution is prototype, the prototype is reviewed, user input is provided and the process begins again.

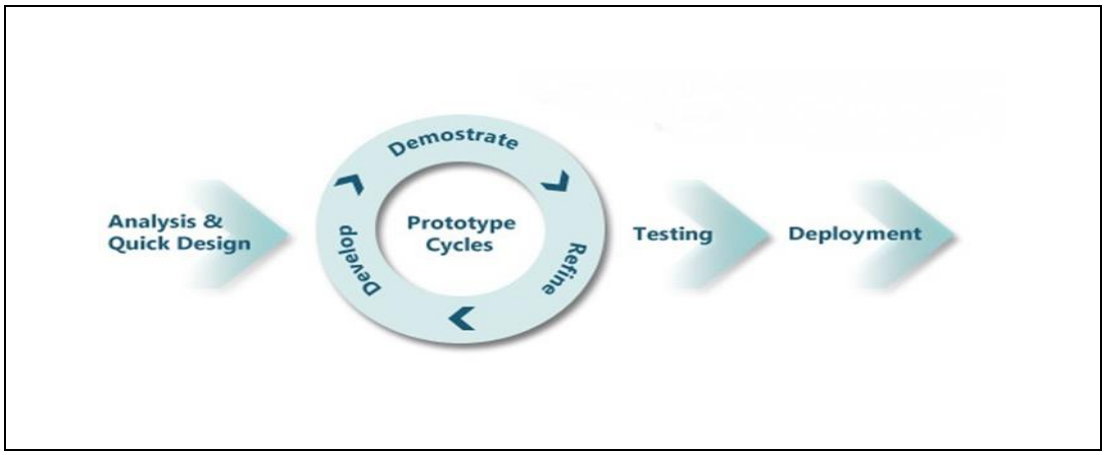


**Figure 3.2 Rapid Application Development (RAD)**

Each project requires time to be achieved or completed and within a required period, a certain strategy is to be followed in order to introduce the final product in the best possible from. The project is to be divided into six phases. Three of which will be implemented in FYP phase one and the other three will be implemented in FYP phase two. These phases are listed below:

- Understand about online ordering.
- Perform database by PhpMyAdmin.
- Perform and design a model for the mobile app.
- Study and Perform real mobile app by Android Studio.
- Implement a virtual webpage by local host and using Apache and SQL.
- Perform a series of test on Mobile app to connect to the server with Wi-Fi.

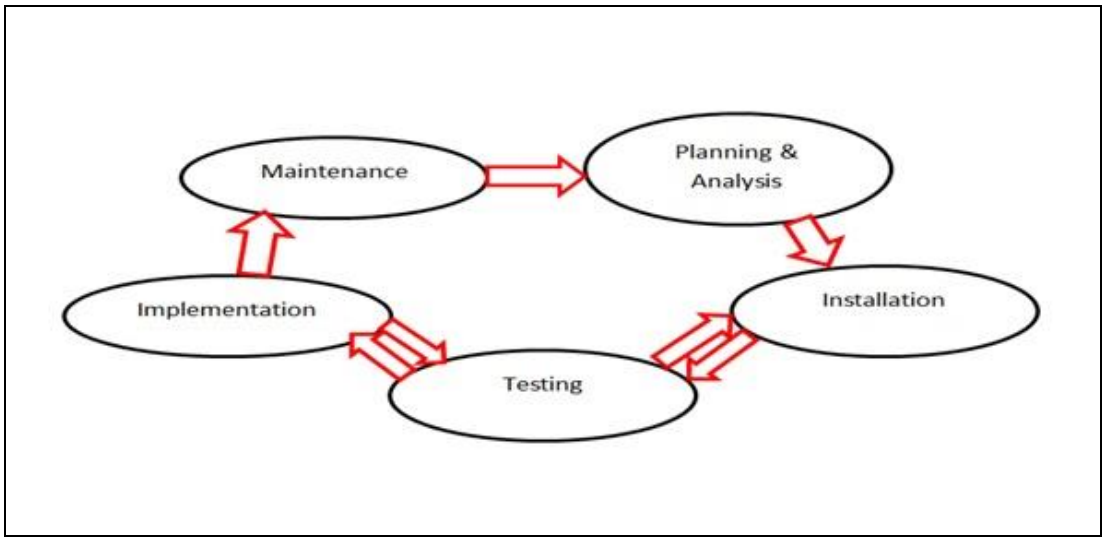


**Figure 3.3 Project Life Cycle**

### 3.3 Script Language

Scripting language by definition of (Ronald Loui, 2008), is a programming language that supports the writing of scripts, programs written for a software environment that automate the execution of tasks which could alternatively be executed one-by-one by a human operator. In this project, the main programming language that will be used by the developer is PHP and for the database is MySQL. Both of them are open source and this can help the developer to save some cost in building the system.

### 3.4 PHP (Used On Server Side)

According to (Matisse Enzer, 1994-2008), "PHP (first call Personal Home Page) is a supports the writing of scripts, programs written for a software environment that automate the execution of tasks which could alternatively be executed onebyone by a human operator. In this project, the main programming language that will be used by the developer is PHP and for the database is MySQL. Both of them are open source and this can help the developer to save some cost in building the system.Unlike HTML, the PHP code is read and processed by the web server software (HTML is read and processed by the web browser software.).As described before PHP designed for creating software that is part of a website, and HTML which is used for create web pages can mixed with PHP because PHP is designed to cooperate with html.(Stewart, 2006), describe there are several reason to supports while choosing PHP as a script language for developing the system. The reasons are describe bellow:

- PHP is easy to understand, learn, and use for user with basic programming skill, and also compatible with variety platform such as Windows, Macs, and UNIX version
- PHP is open source its mean does not need money to use it. PHP also fairly stable and since its open source, many PHP communities available through internet to discuss any difficulties experience by the user, fixing bug, and offer technical support
- PHP runs fast and does not tend to slow other program because it does not use a lot of the system's resources

- Another advantage why i choose PHP as a script language because is its connective abilities. Variety of libraries such as graphics, XML, encryption, and used by PHP as a modular system of extensions to interface (Stewart, C., 2006).

### 3.5 HTML5

HTML5 is a core technology mark-up language of the Internet used for structuring and presenting content for the World Wide Web. Which is the main language which I have used for the designing process, this is because its core aims have been to improve the language with support for the latest multimedia while keeping it easily readable by humans and consistently understood by computers and devices (android).

### 3.6 Xampp Server

Xampp refer to a stack consisting of the operating system Microsoft Windows, the Apache web server, the MySQL databases and one of the PHP, Perl or Python programming languages. For a development and deployment this will be a typical stage for a web application. Xampp server is one of the tools that i have used to evolve my application in phase II of my project. This software is also stable and easy to use. I have utilized the xampp server to join with PhpMyAdmin to the MySQL database.

# IMPLEMENTATION

## 4.1 Overview

In this chapter, I will describe the architecture of the system based on the logical design created. The idea is to give an overview of how the system works. The logical design will be illustrated in the form of diagrams. The diagrams involved are Flow Chart, Context Diagram, and Data Flow Diagram (DFD).

## 4.2 Flowchart

Flowcharts are used in designing and documenting complex processes or programs. Like other types of diagram, they help visualize what is going on and thereby help the viewer to understand a process, and perhaps also find flaws, bottlenecks, and other less-obvious features within it. For Foodcube the application would be divided into three parts which consists of Admin, Customers and also the merchants. The admin, customers and merchants will be having different flow of login accessibility towards the system and menu. The merchant and the admin will be accessing the back end part of the system. Where else the customers will be accessing the front end of the menu. The administrator will be having the total control of the system/ application.

### 4.2.1 Admin Flowchart

According to the admin flowchart (figure 4.2.1) these steps is going to start from homepage and pass the security part in login subpage and once accepted by the verification can start access all part of project like adding merchant, edit the items, check user list, edit the whole menu, sales reports and other reports that link to the merchant and users. Admin flowchart can describe the whole responsible of the coordinator of the website and mobile application. Admin can do the setting of the mobile application and also website. Finally after finish all changes and save and logout from the admin part of project.

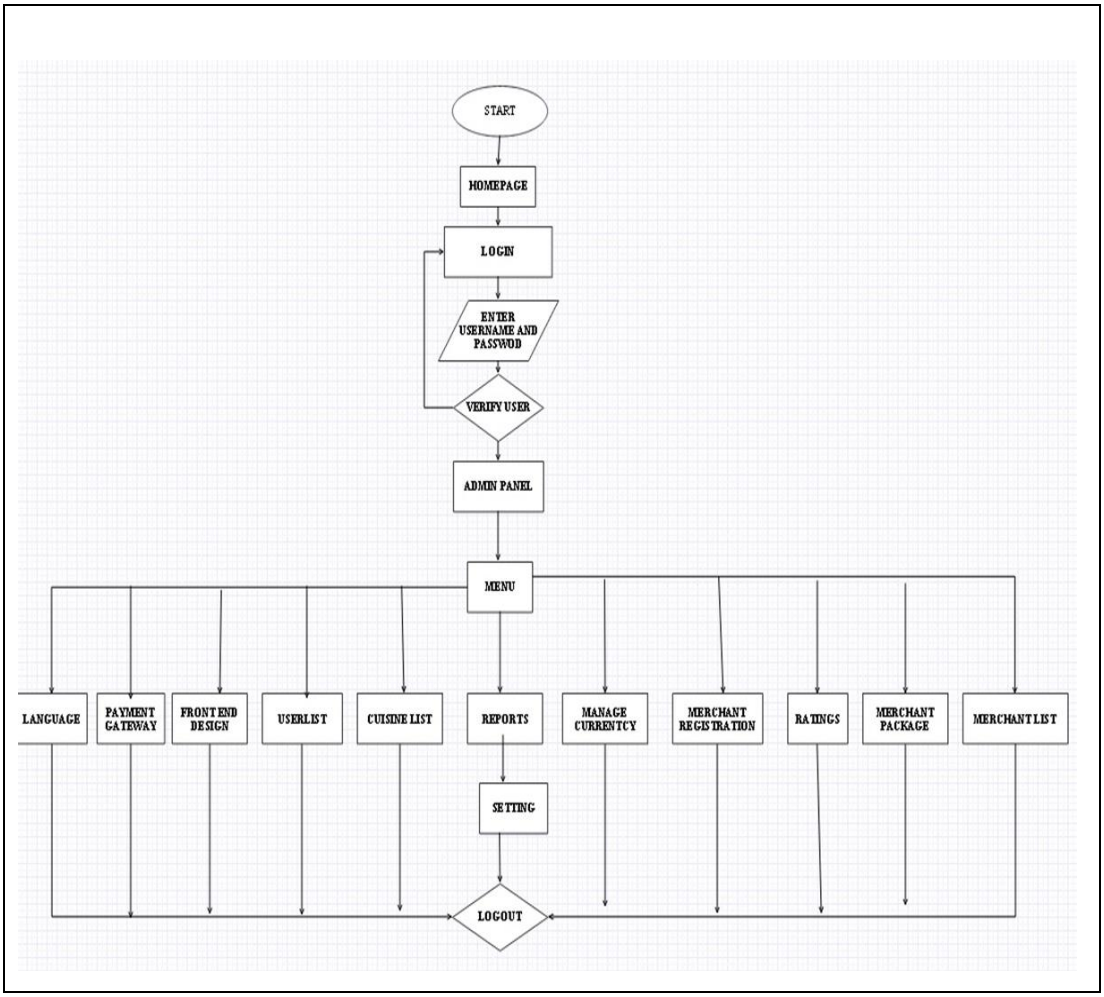


**Figure 4.2.1 Admin Flow Chart**

**Table 4.2.1 Functions on the Admin Panel**

| **Name** | **Functions** |
|---|---|
| Language | Edit language for the homepage and user page |
| Payment gateway | Manage payment type for merchants |
| Front end design | Edit the homepage design |
| Cuisine list | Edit the types of cuisines. |
| Report | View sales report |
| Merchant package | Edit the types of merchant packages |
| Rating | Edit merchant ratings |
| Setting | Edit settings admin panel |
| Userlist / Merchant list | Edit admin user list / merchant list |
| Manage currency | Change and manage the currency |

### 4.2.2 Merchant Flowchart

According to the merchant flowchart (figure 4.2.2) that showing the process of merchant and how merchant and entre to the system and apply for registration and also chose their own items.

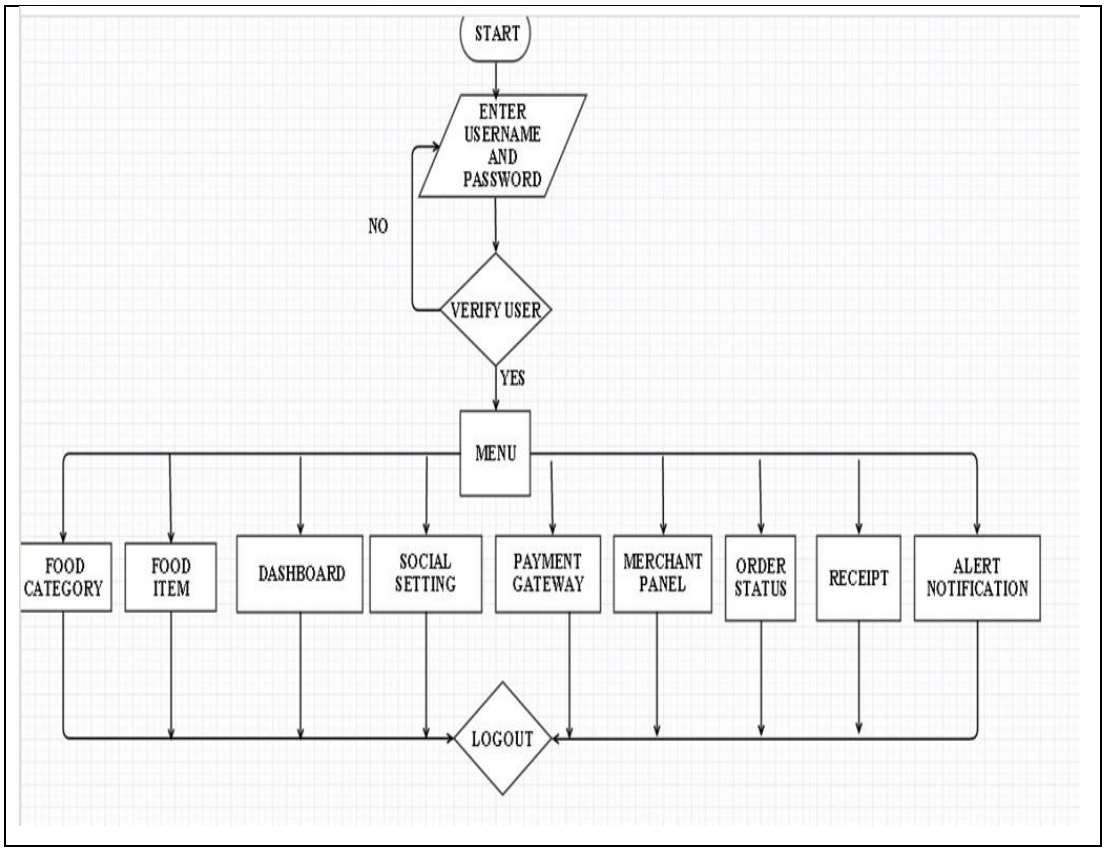


**Figure 4.2.2 Merchant Flow Chart**

**Table 4.2.2 Functions on the Merchant Panel**

| Name | Functions |
|---|---|
| Food Category | Add food category |
| Food item | Add food item |
| Dashboard | View Sales summary |
| Social Setting | Setting for social network |
| Payment gateway | Define payment type |
| Merchant Panel | Edit Merchant Home screen |
| Order Status | View orders and verify order status |
| Receipt | Define receipt type |
| Alert Notification | Define on how to alert user Email/SMS |

### 4.2.3 Customers Flowchart

According to the customer flowchart (figure 4.2.3) that shows how customer and ace to the system and find nearest restaurant and choose any item that customer want.

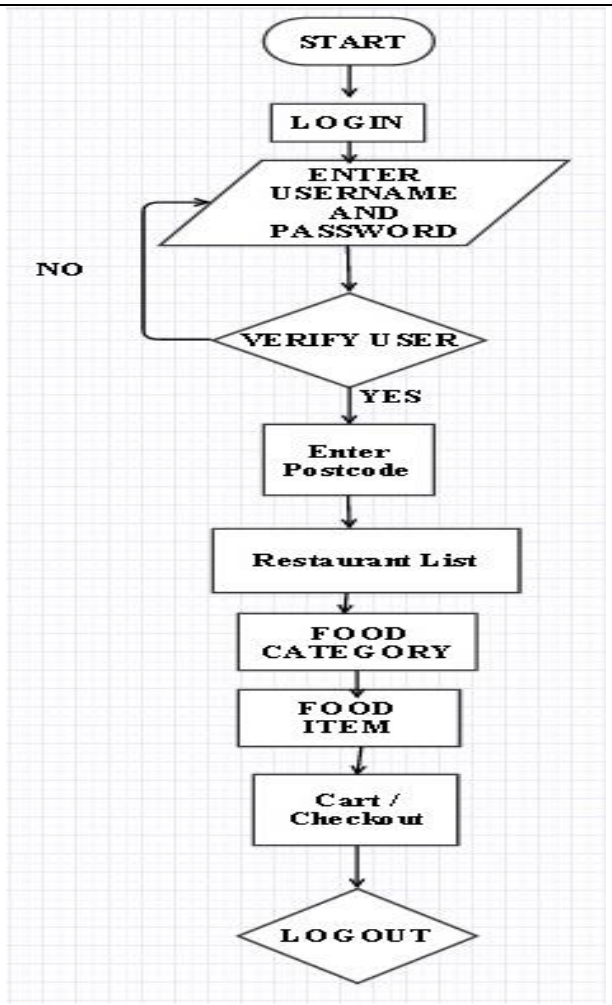


**Figure 4.2.3 Customers Flow Chart**

**Table 4.2.3 Functions on User Panel**

| **Name** | **Functions** |
|---|---|
| Enter Postcode | Query of post code for restaurant search |
| Restaurant List | Provides restaurant list from postcode |
| Food Category | Restaurant Menu |
| Food Item | Restaurant food items |
| Cart/Checkout | Selected items goes to cart for purchase |

### 4.3 Context Diagram

According to this diagram (Figure 4.3) FOODCUBE connect to three part of core project, customer using ordering part and registration, admin monitoring the project and do the edit, manager of restaurant (merchant) will coordinate the website.

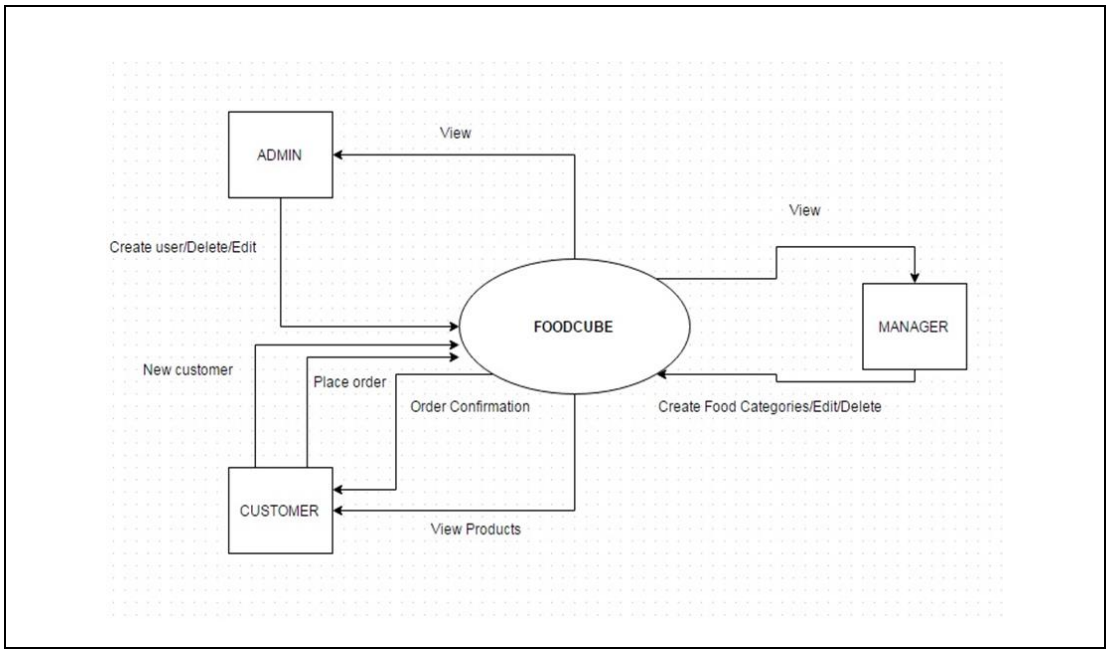


**Figure 4.3 Context Diagram**

### 4.4 Admin Data Flow Diagram

According to this diagram (Figure 4.4) all functions of admin part.admin will save all functions in database.

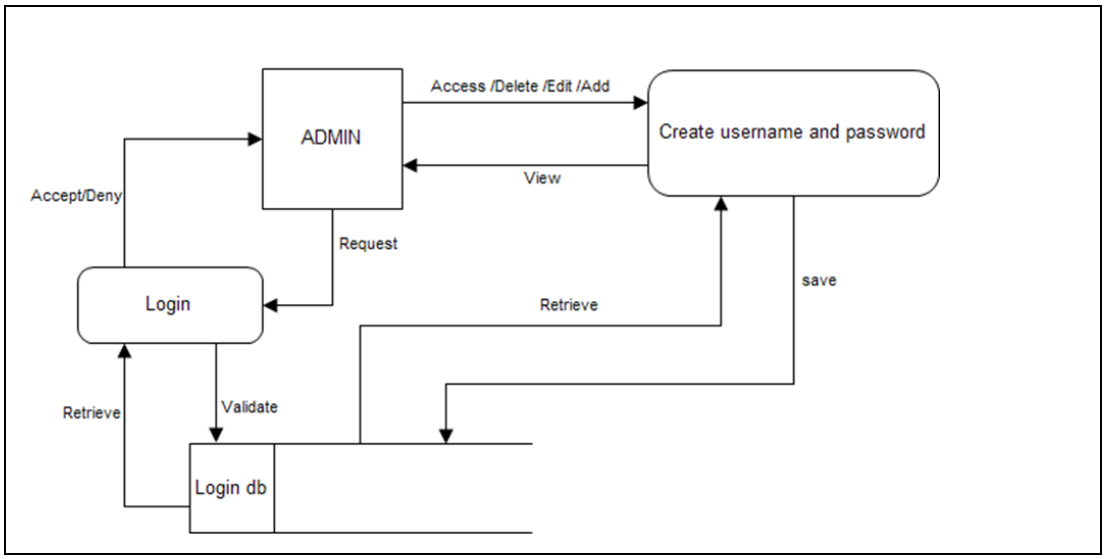


**Figure 4.4 Admin Data Flow Diagram**

### 4.5 Customer Data Flow Diagram

According to this diagram (Figure 4.5) customer will register first, login into the system and do the ordering and get the product and all will save in database.

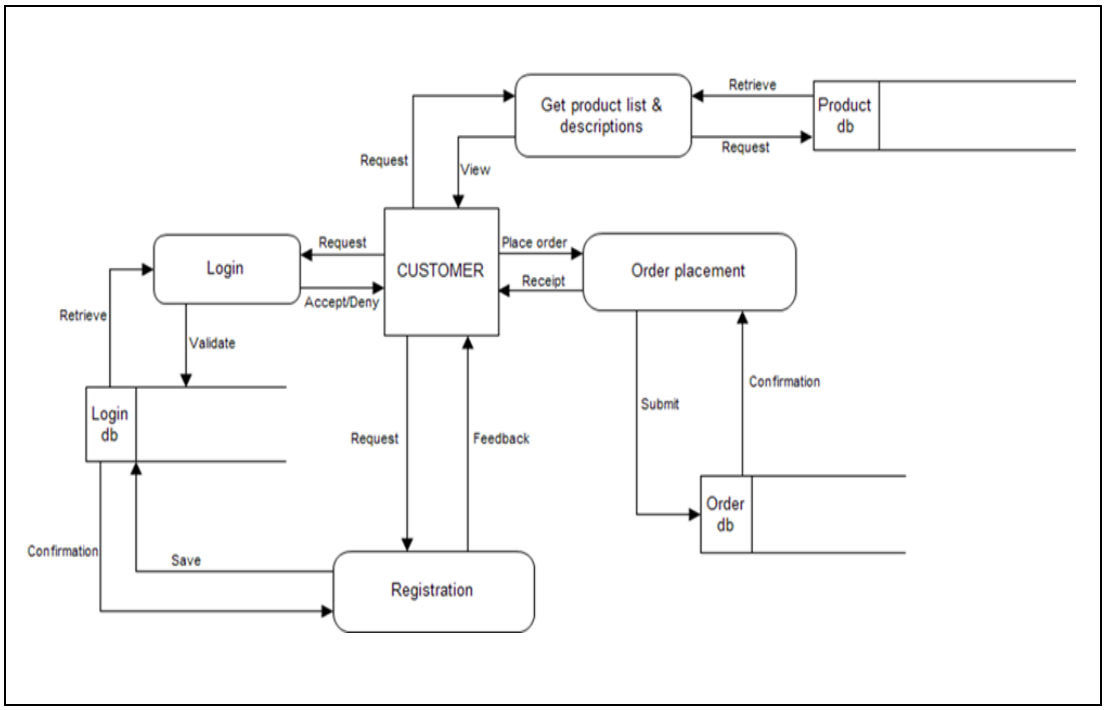


**Figure 4.5 Customer Data Flow Diagram**

### 4.6 Manager Data Flow Diagram

According to this diagram (Figure 4.6) Manager will coordinate all part of this procedure. Manager is the person that become merchant and register to FOODCUBE. Manager always must be on and check all details and orders. As can see on this diagram manager must coordinate the registration of customer and let customer to be active on restaurant website and do the ordering. Other part of manager responsible will be on products unit. Products must be add to the system and arrange in correct part. All these items will sae in database. If any changes happen in system manager will know that. The person in charge for manager part must be smart person that can handle these three parts.

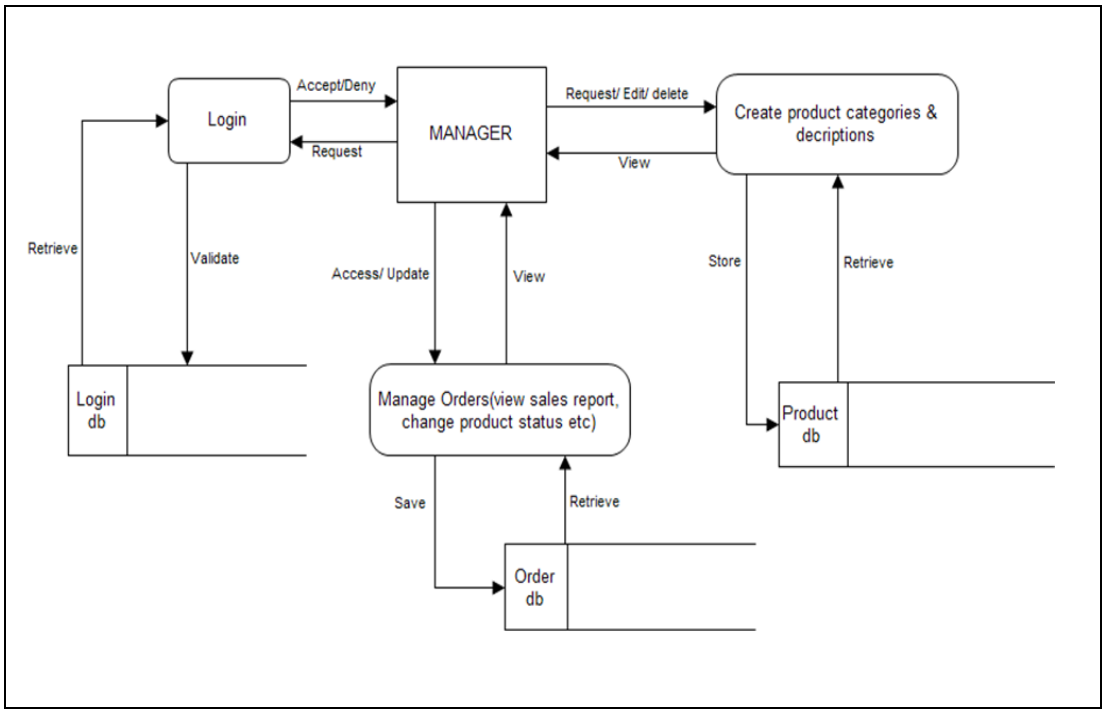


**Figure 4.6 Manager Data Flow Diagram**

## 4.7 Entity Relationship Mode

According to this ERD (Figure 4.7) there are seven entity that each table consist so many variables. Each entity include a primary key and also foreign key. One of the main entity that connect to other entities is customer entity. Customer entity include Customer_Id as a primary key, each customer has specific number as an ID. Other variables like Customer_F Name & Customer_L Name & Customer Email & gender and other customer information. Payment can be second entity that most of entities connect with that. Receipt_No would be primary key of this entity other variables can be Order No & Member No & Credit No and so on. Payment action will start with customer entity and processor by order entity. Feedback entity include few variables like Feedback_No & Subject & Rating & Comment. Redeem is

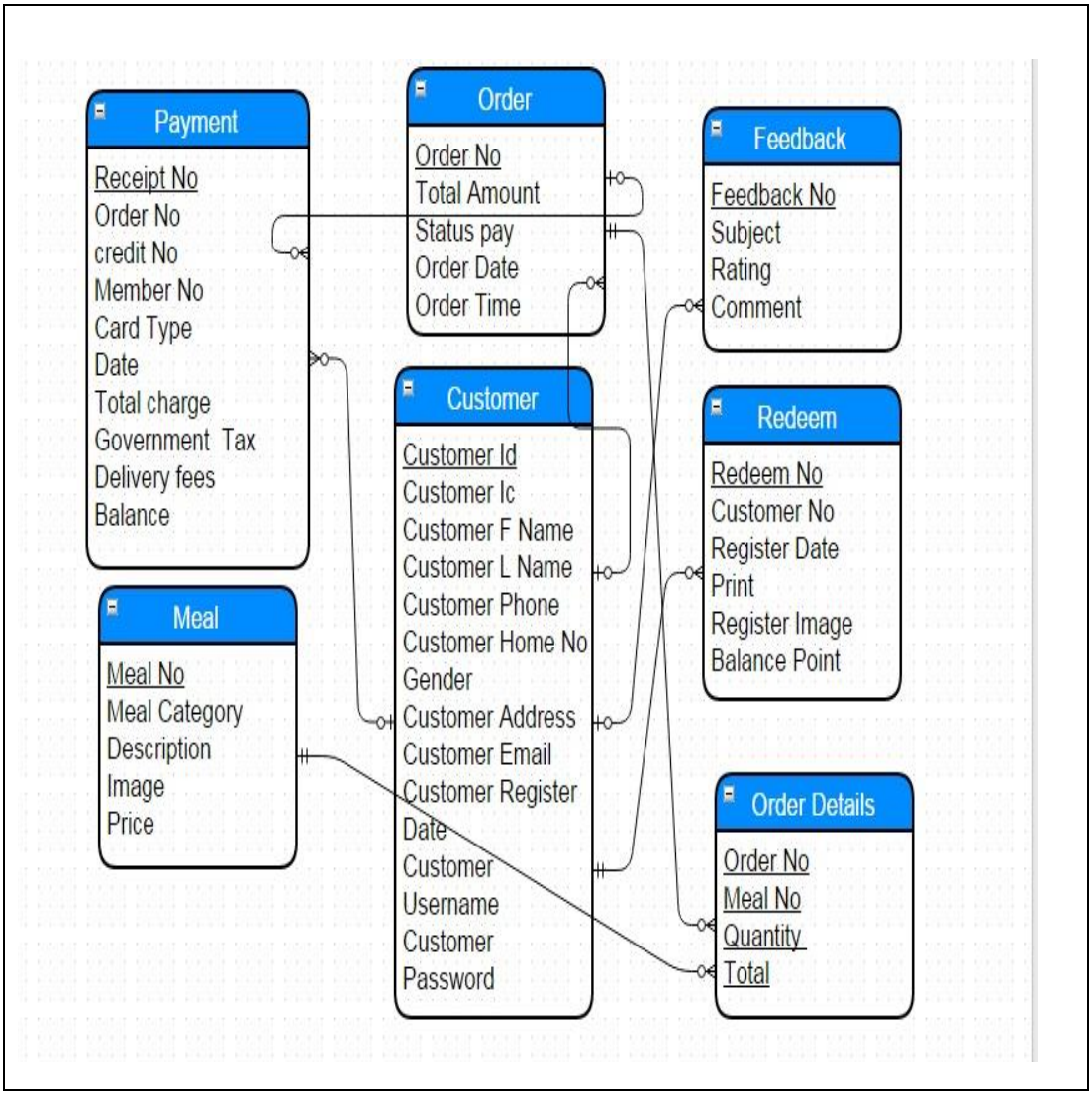


**Figure 4.7 FoodCube ERD**

## 4.8 Use Case

According to this diagram (figure 4.8) use case will show the relation between customer and admin and manager. A use case is a series of related interactions between a user (and more generally, an "actor") and a system that enables the user to achieve a goal. To phrase this definition in another way, a use case describes the system's behaviour as it responds to a series of related requests from an actor. As can see in this use case customer related to ordering, payment, rating, view meal, so the all functions of customer summarized in this diagram. Actually manager is same with merchant, so merchant can arrange and edit the menu & also will access to main website. Admin will access the whole project to monitor the project. Use case will show the whole project directly in simple format.

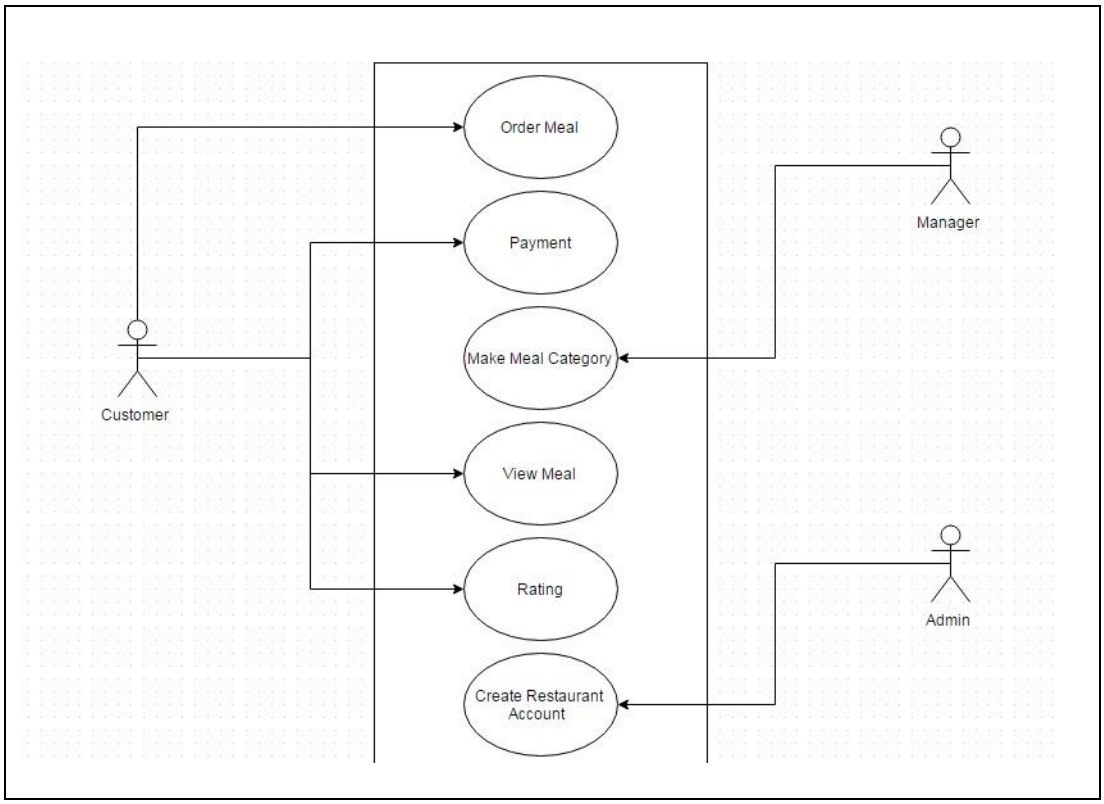


**Figure 4.8 FoodCube Use Case**

### 4.7 Data Dictionary

Actually in this part just need refer to the table of each entity to will know about details of each variable that each variable using what char? How many char? Primary or foreign key or normal types. A data dictionary is a collection of descriptions of the data objects or items in adata model for the benefit of programmers and others who need to refer to them. A first step in analyzing a system of objects with which users interact is to identify each object and its relationship to other objects. The data dictionary has three primary uses:

- Oracle accesses the data dictionary to find information about users, schema objects, and storage structures.
- Oracle modifies the data dictionary every time that a data definition language (DDL) statement is issued.
- Any Oracle user can use the data dictionary as a read-only reference for information about the database.

For more details you can check appendix A.

### 4.8 Front End Design

According to this picture (Figure 4.8) is the home page for FoodCube, which has a drop down menu and also the details regarding the application owner, it also has a drop down menu for login and registration purposes.

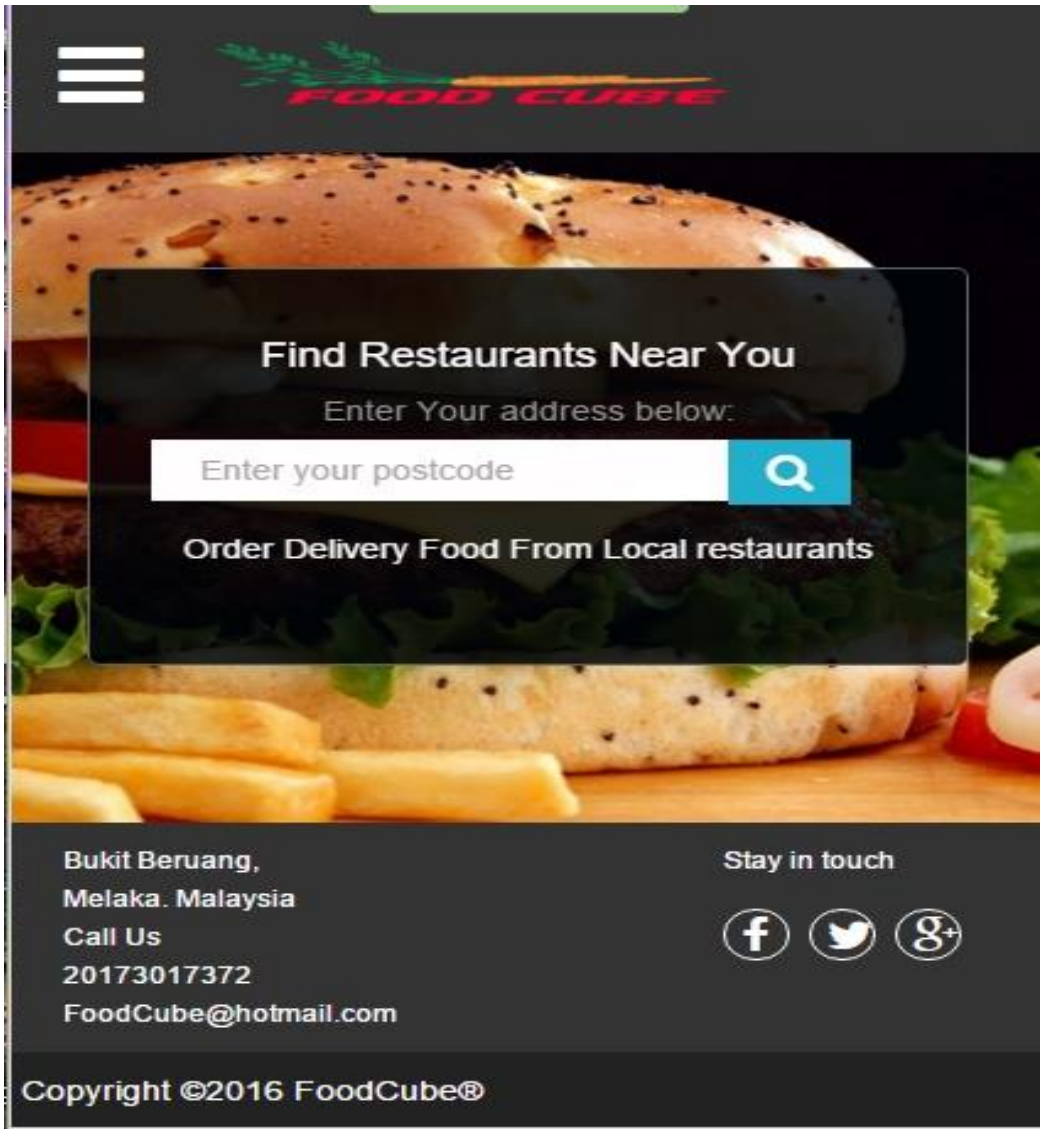


**Figure 4.8 FoodCube Homepage**

### 4.8.1 FoodCube Drop Down Menu

According to this picture (Figure 4.8.1) is the login page for FoodCube, which has a drop down menu and also the details regarding the application owner, it also has a drop down menu for login and registration purposes. User can contact to the admin also let the merchant and admin to login from the website.in drop down menu signup is for the user and about us is a summarization about FOODCUBE.

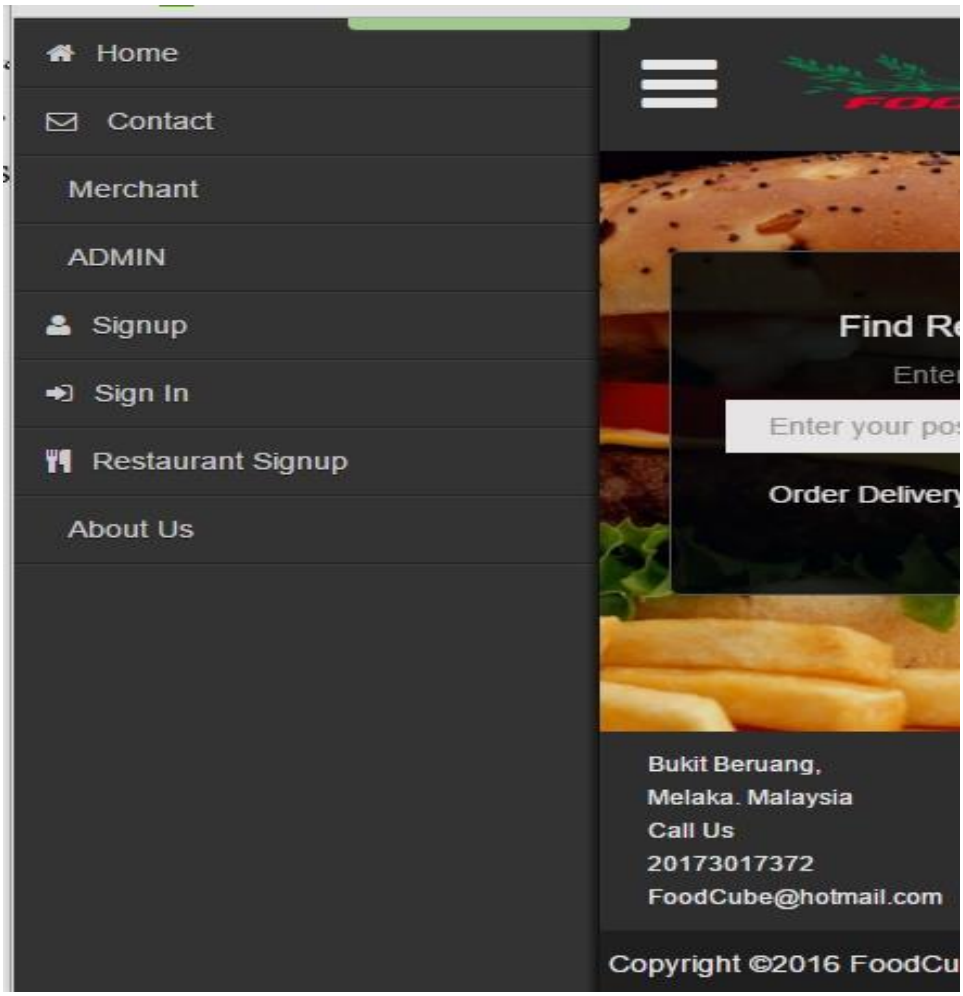


**Figure 4.8.1 FoodCube Drop down Menu**

### 4.8.2 FoodCube Login Screen

According to this figure (Figure 4.8.2) is the page that will show after click on signup or login button.

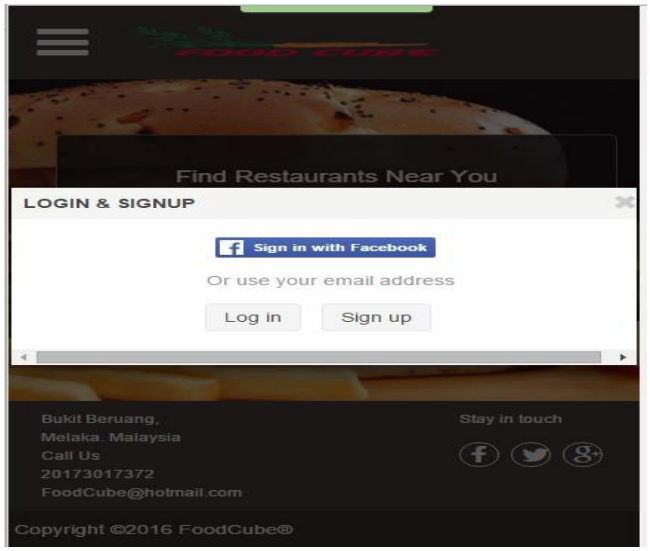


**Figure 4.8.2 FoodCube Login Screen**

### 4.8.3 FoodCube Signup Form

According to this figure (Figure 4.8.3) let users to sign up and put their information and choose right password for the application.

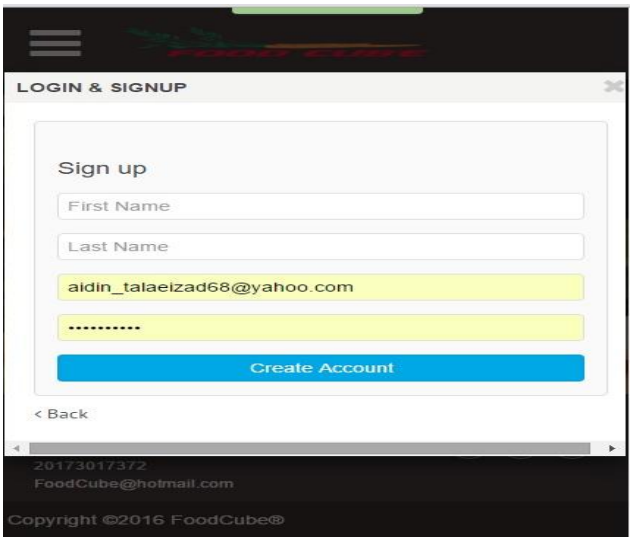


**Figure 4.8.3 FoodCube Signup Form**

### 4.8.4 FoodCube Login Form

According to this picture (Figure 4.8.4) let user to put their e-mail address and password that they chose in sign up page.

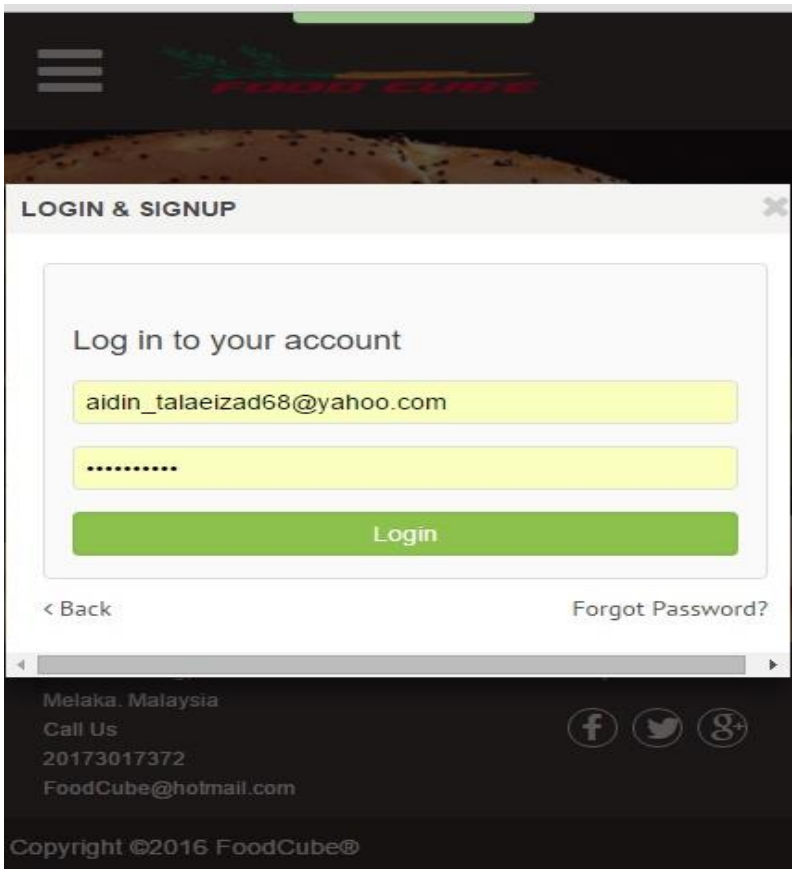


**Figure 4.8.4 FoodCube Login Form**

### 4.8.5 FoodCube Restaurant List

After entering the post code the restaurants will be listed. As we could see it will state the cuisine type and also it will sort by the distance of the restaurant from the users location which was enter by the postcode. For sponsored restaurants it will always be at the top list. Refer to this picture (Figure 4.8.5)

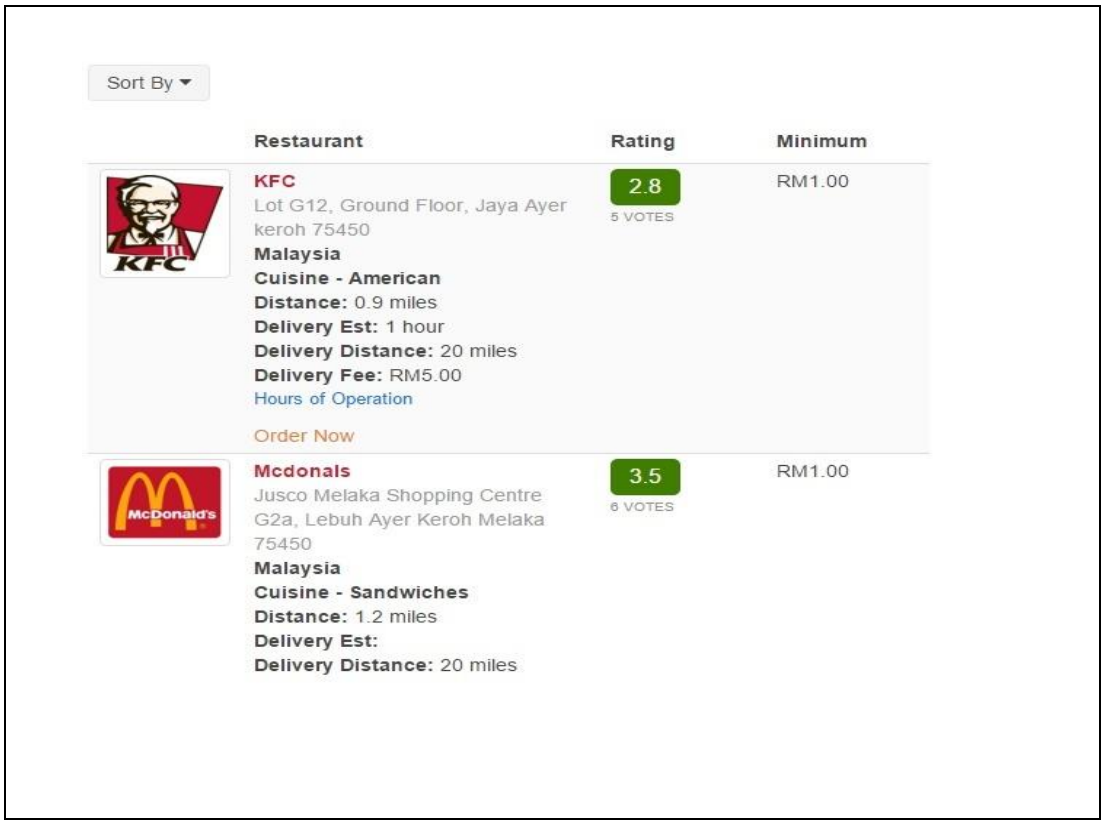


**Figure 4.8.5 FoodCube Restaurant List**

### 4.8.6 FoodCube Restaurant Menu List and Details

After selecting the restaurant we could see the restaurant menu and also the price for the food items as well as the new discounted price. Below is a delivery time and date form, customers could also select for delivery or pickup according to their convenient time. In the top right hand side customer can check the restaurant information like the name of restaurant and distance also the addressee of restaurant, each restaurant got different delivery price and delivery estimation that is depends to the customers that where they put the post code, so the price delivery always is not same. According to this figure (Figure 4.8.6) user can do feedback by choose a rating number of restaurant. Rating can be a one of specific items that only can find in this application, more over write comment as a feedback can be stranger on this matter. Logo of the restaurant can help customer to memorize the restaurant name and make the page more presentable.

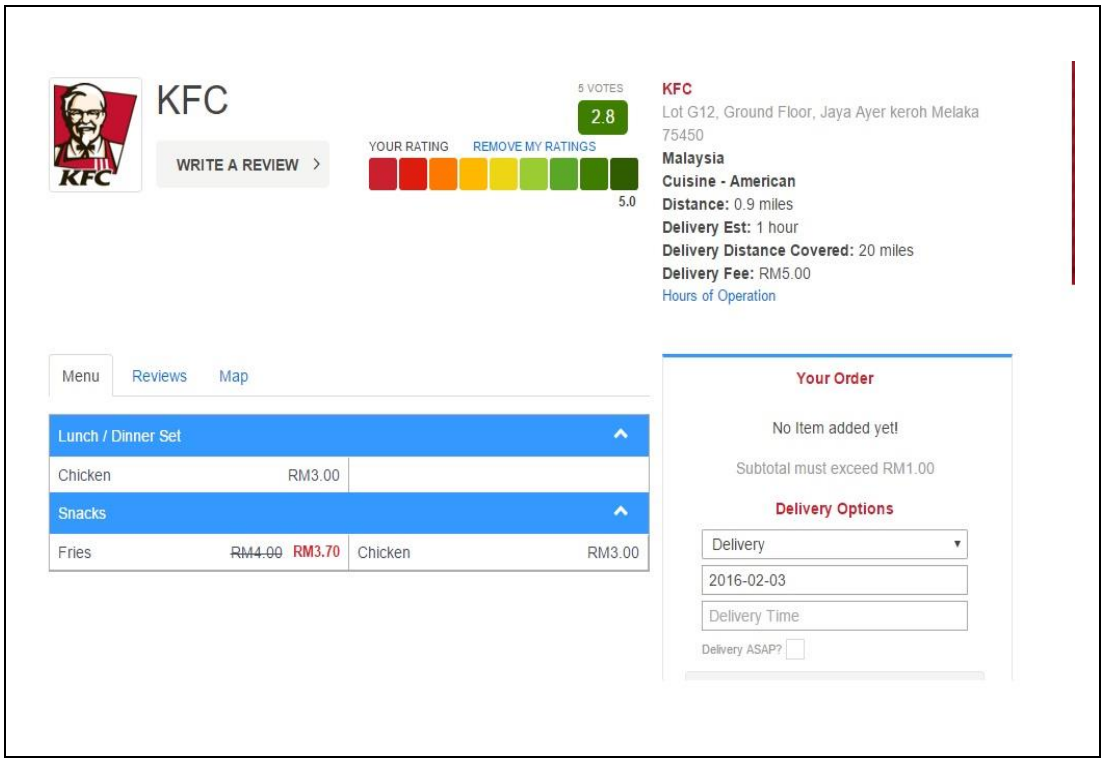


**Figure 4.8.6 FoodCube Restaurant Menu List and Details**

### 4.8.7 FoodCube Delivery/Take away Time Selection

According to this figure (Figure 4.8.7) delivery is flexible for the user, like choose the date and time.

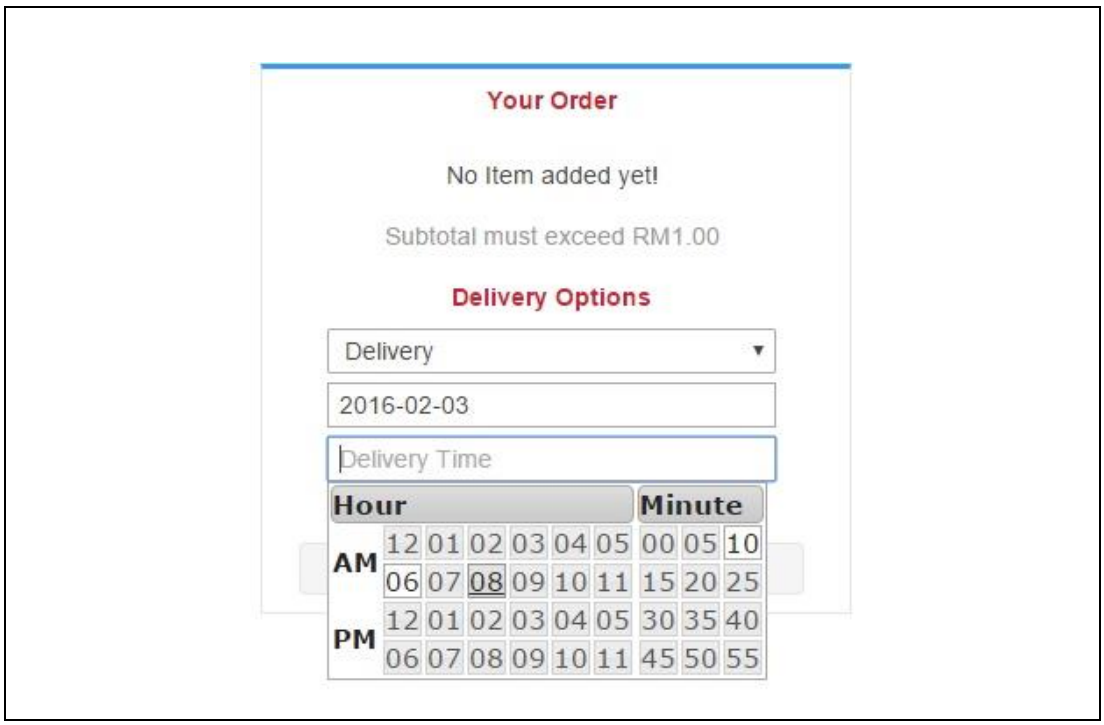


**Figure 4.8.7 FoodCube Delivery/Take away Time Selection**

### 4.8.8 FoodCube Food Menu Adding To Cart

According to this picture (Figure 4.8.8) it has an option to add quantity, food size, and also extra add-on menu. Customers could also select special instructions to add on the menu before selecting to cart option.

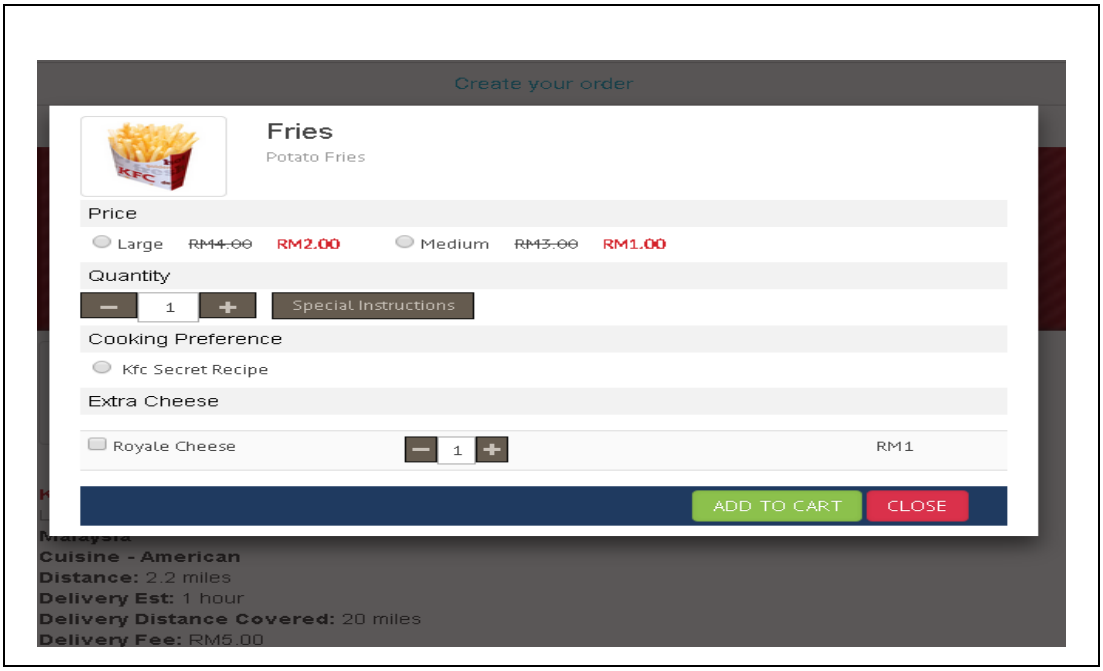


**Figure 4.8.8 FoodCube Food Menu Adding To Cart**

### 4.8.9 FoodCube Delivery Option

According to this figure (Figure 4.8.9) last checking the prices and delivery information and just press check out to procedure to the payment.

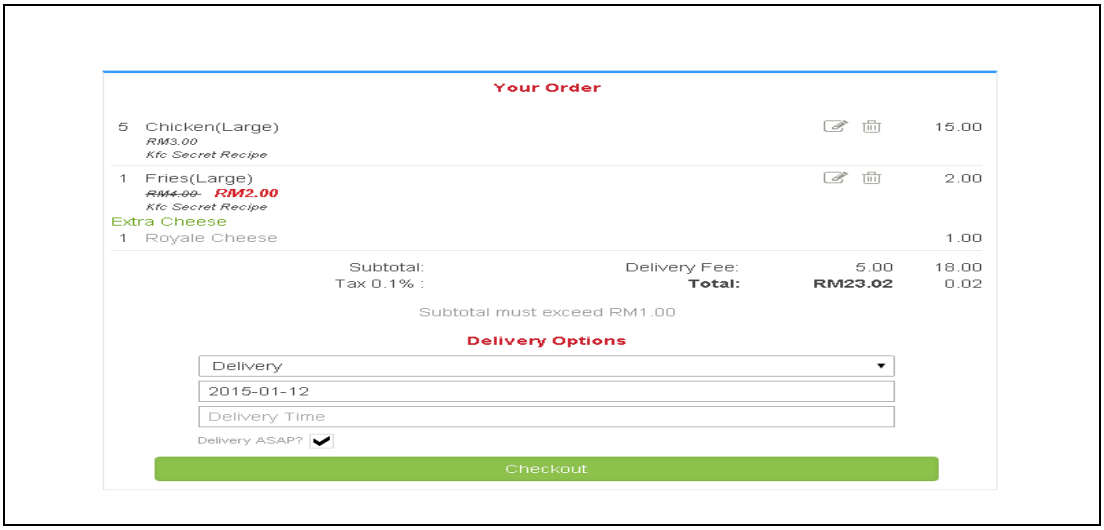


**Figure 4.8.9 FoodCube the Order List and the Delivery Option**

### 4.8.10 FoodCube Delivery and Payment Information

According to this figure (Figure 4.8.10) user must put right addressee information. This information will save in database of system and also for sending the items need to have right address. User can chose the payment method that cash on delivery is traditional method and PAYPAL and credit card (VISA / MASTER) can be a new technology method for payment.

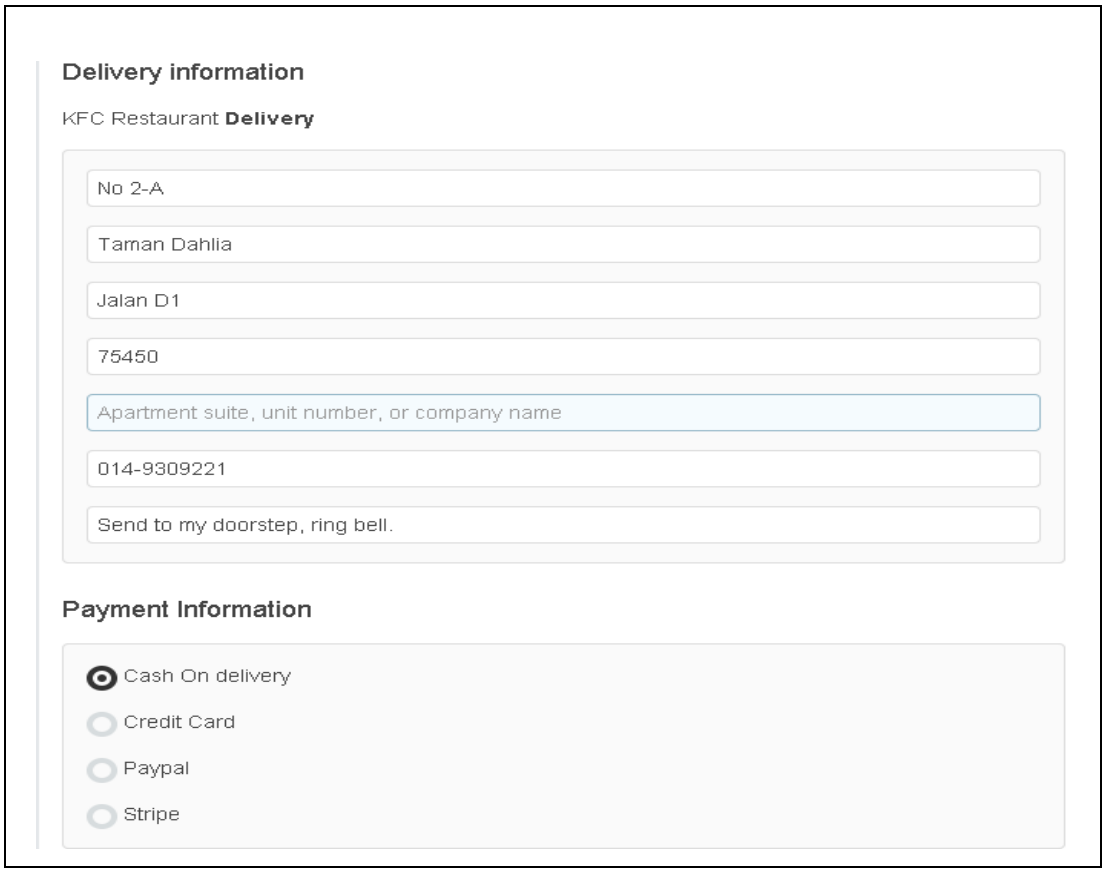


**Figure 4.8.10 FoodCube Delivery and Payment Information**

### 4.8.11 FoodCube Payment Receipt

According to this picture (Figure 4.8.11) user will receive this receipt. Admin and merchant also have specific receipt like this in database. If any delay or interruption during delivery, customer can argue about it.

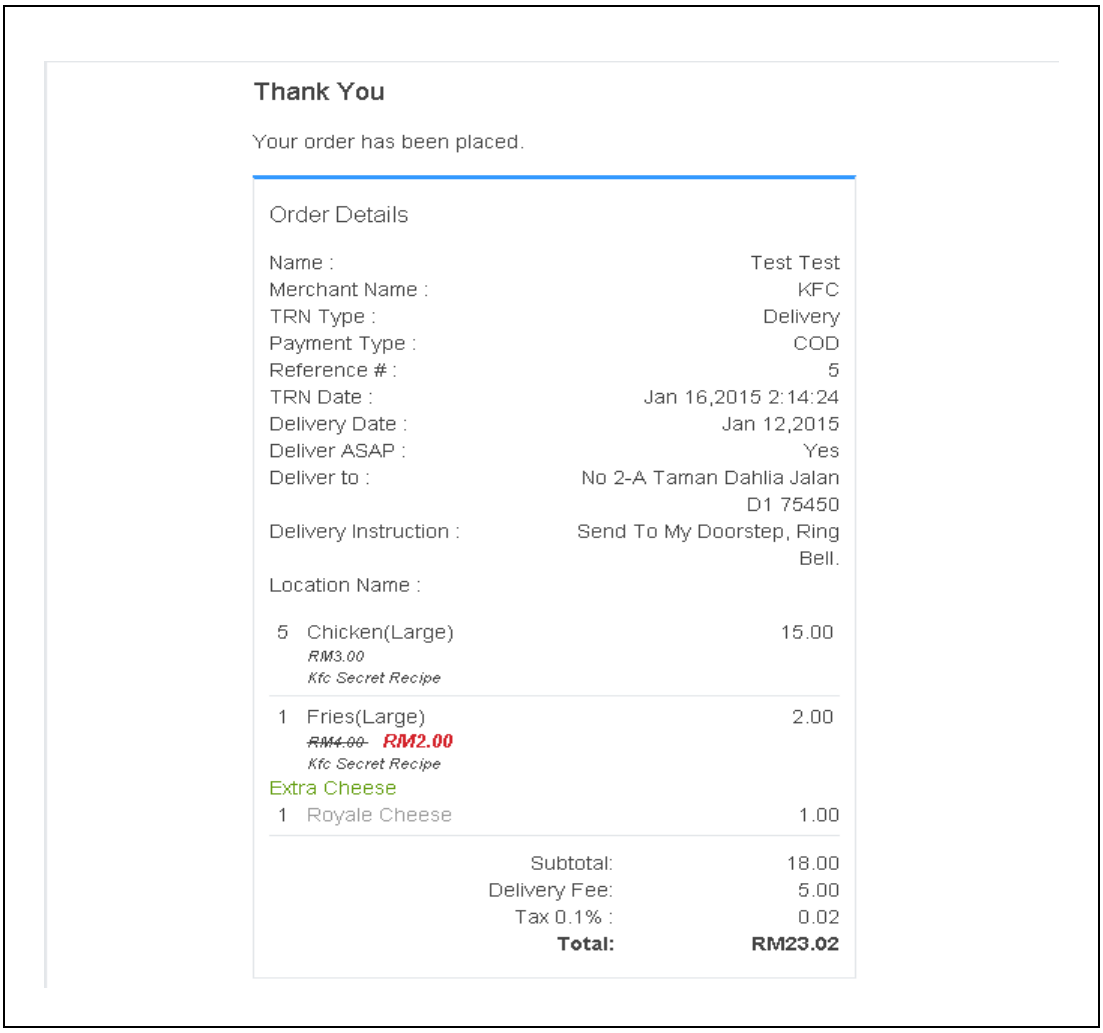


**Figure 4.8.11 FoodCube Payment Receipt**

## 4.9 FoodCube Login Form For Merchant

According to this picture (Figure 4.9) this is the login page for merchant. Once admin add merchant as a one of restaurant and choose place for it in system, merchant can start to login and access to their system and information and also edit their category. Merchant if forgot the password can click on “forgot password?” and get password n email address. If merchant want to change password must connect to admin and ask person in charge to do the editing. User can’t access to this page, because only must let approval from admin.


**Figure 4.9 FoodCube Login Form For Merchant**

### 4.9.1 Back End Merchant Panel

As we could see it has new order list for today as we ordered a kfc menu item from the previous print screen as a user. The merchant will now verify the payment, process the food and proceed with the delivery. It also shows the total sales for the last 30 days. Refer to this figure (Figure 4.9.1).

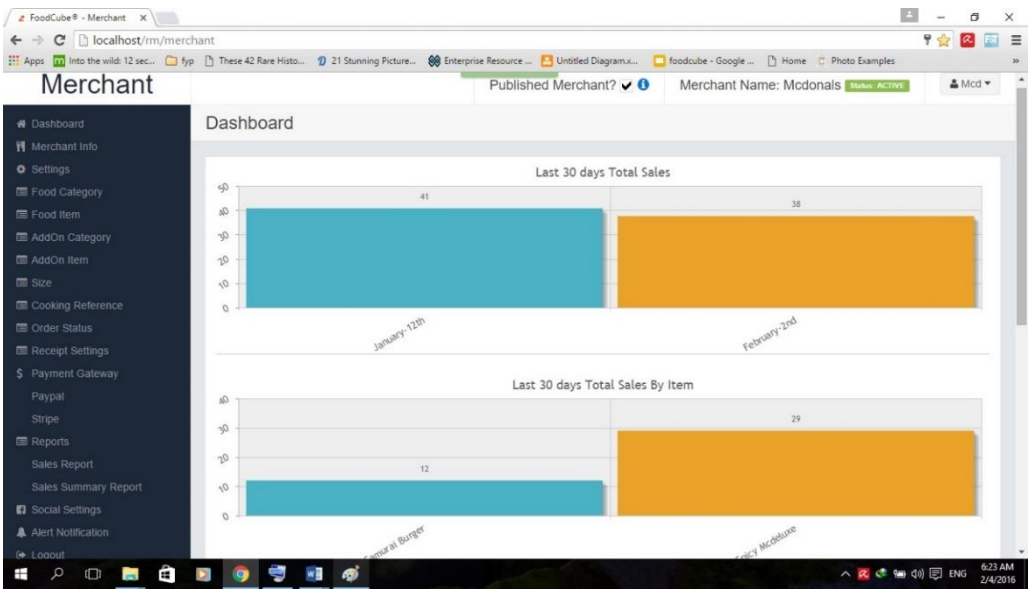


**Figure 4.9.1 FoodCube Merchant Panel**

### 4.9.2 FoodCube Merchant Panel

According to this picture (Figure 4.9.2) the merchant could edit the food menu and update the restaurant menu list instantly.

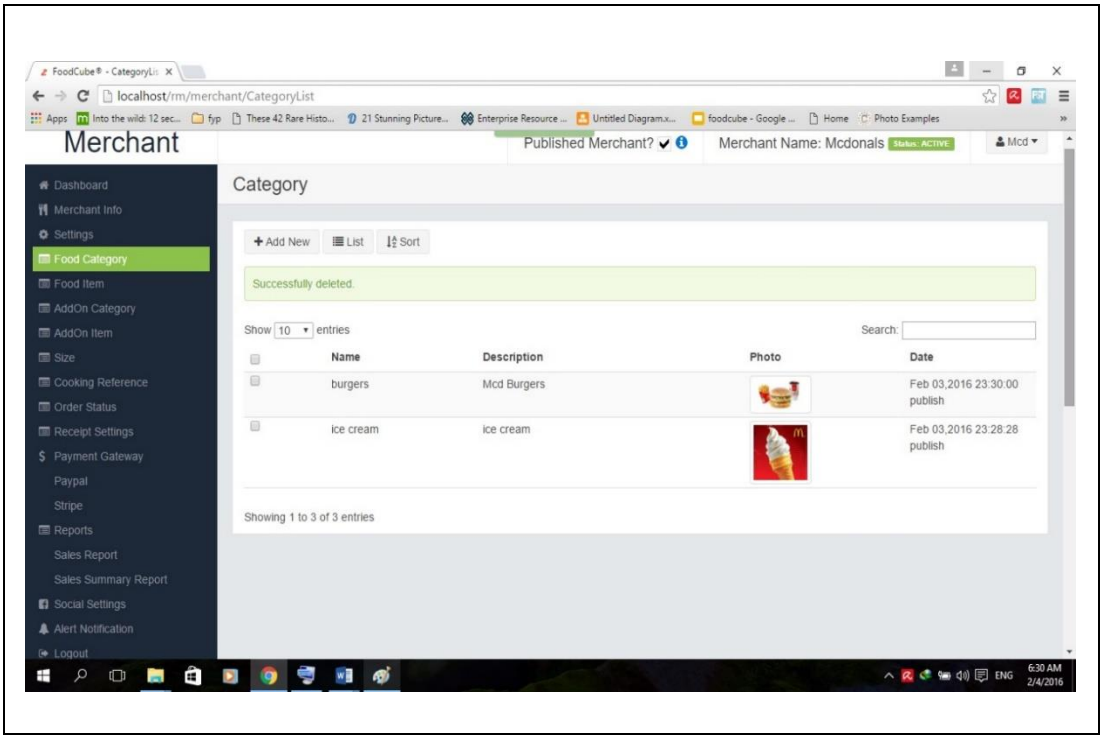


**Figure 4.9.2 FoodCube Merchant Panel**

### 4.9.3 FoodCube Merchant Sales Report

According to this Figure (Figure 4.9.3) merchant can check sales in all days or in a single day also can check what item sold with show the quantity and price for each of that and will show total amount for the whole items. On this matter merchant cannot do any changes on it only can read and take a snap for more reference. Merchant must chose start date and end date to let database know which day till which day he is referring to. The name of items and size of that is another part of this function for merchant.

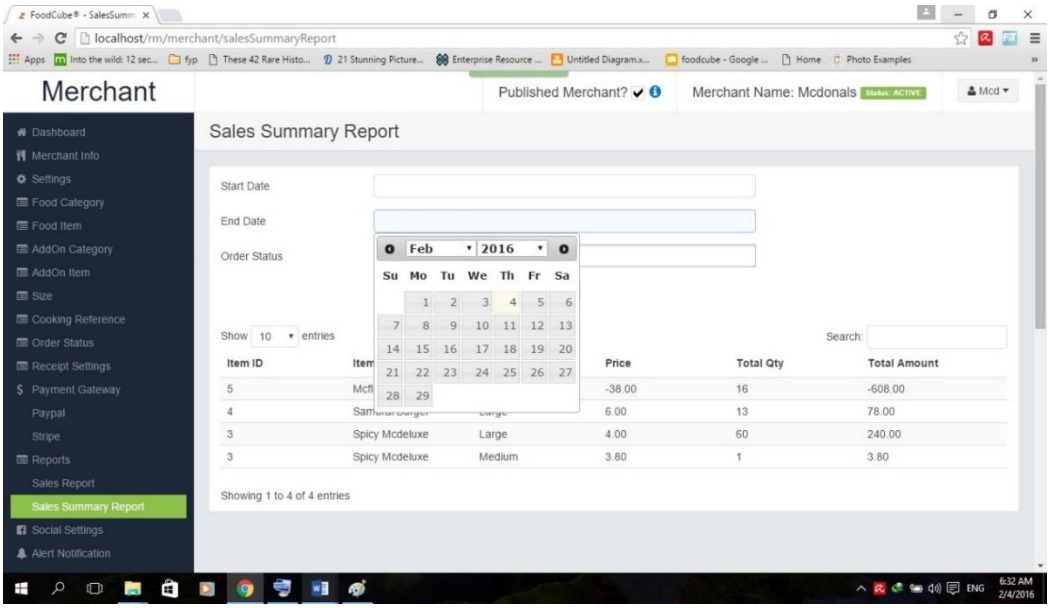


**Figure 4.9.3 FoodCube Merchant Sales Report**

### 4.9.4 FoodCube Merchant Sales Report

According to this figure (Figure 4.9.4) merchant put addressee of restaurant and other specific information. Contact number and address is the part that use must know about it.

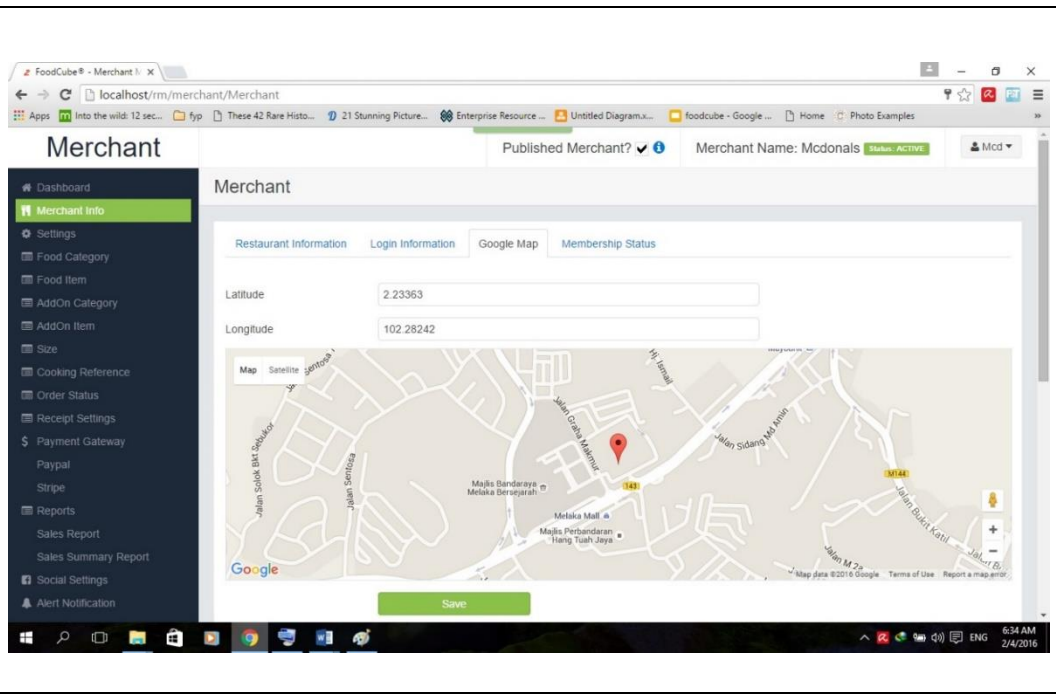


**Figure 4.9.4 FoodCube Merchant Details, Which Could Be Edited**

## 4.10 Back End Admin Panel

In this part we are going to show admin panel screenshots and let you know about tolls that admin control it. Refer to this figure (Figure 4.10).

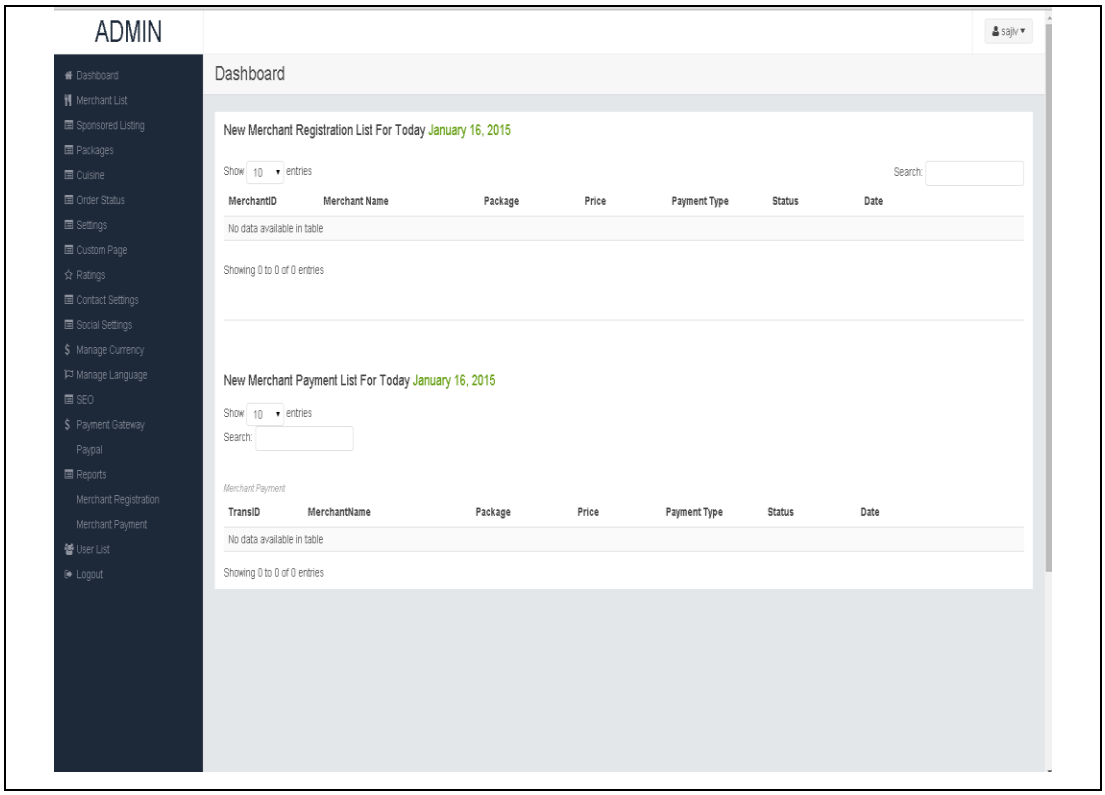


**Figure 4.10 FoodCube Backend Admin Panel**


**Figure 4.11 Admin Panel**

# Configuration/Testing

## 5.1 Overview

The testing to the android application was conducted on a html5 test website which was created by GITHUB community for html5 compatibility testing and application benchmark, the php backend was also tested with xampp server with multiple users login and also multiple ordering. The web application performed well, and had very little bugs.

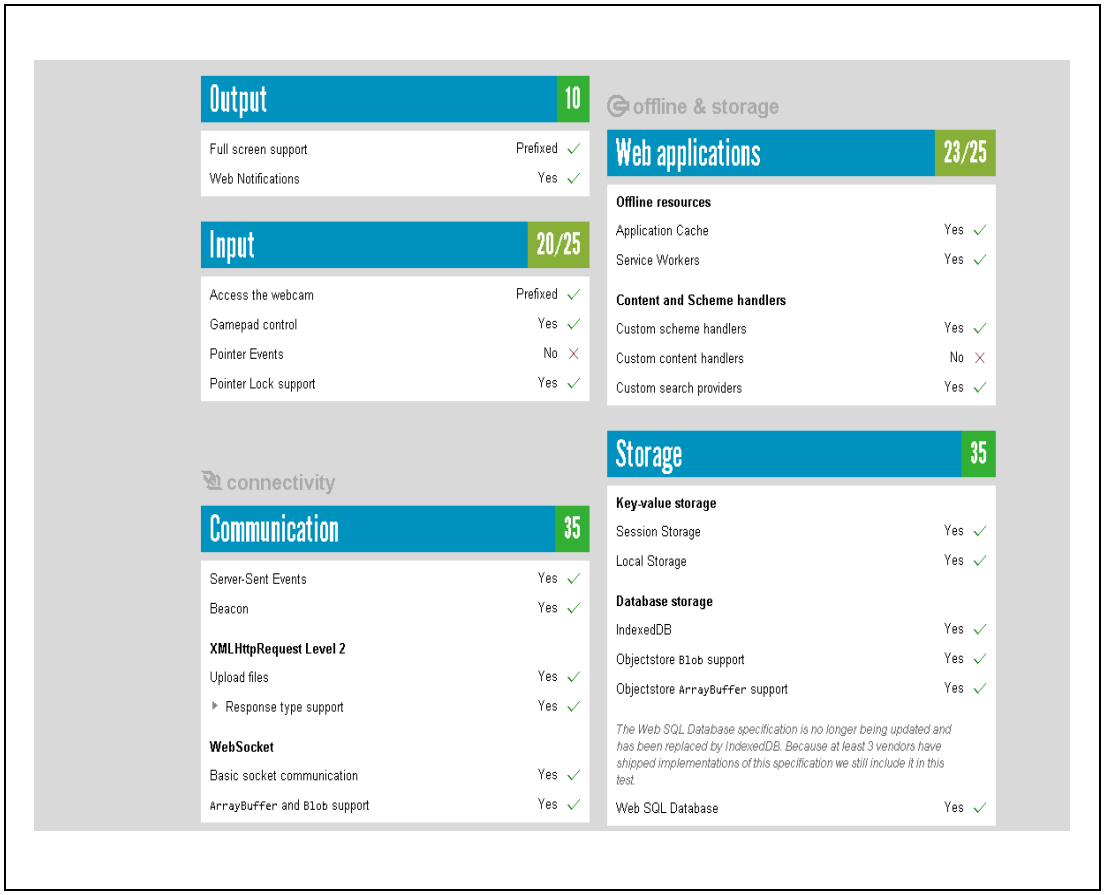


**Figure 5.1 Application Testing For HTML5**

The figure above shows the response for the application for output, input, data communication, SQL data storage and also the web application. According to this figures (5.2). Acceptance Testing is the table that shows all the testing, that's in appendix C.

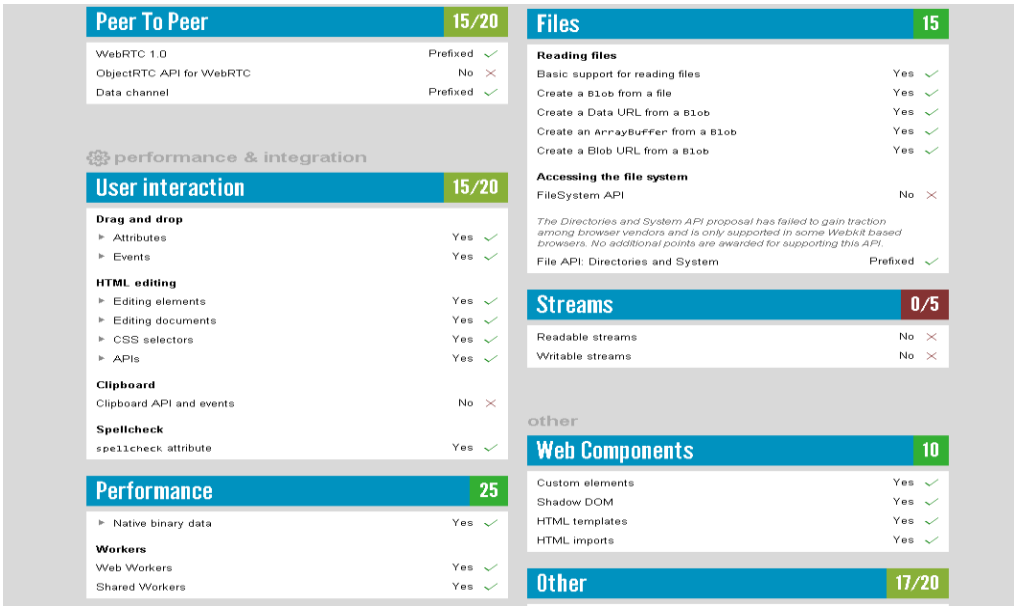


**Figure 5.2 Selected Test Results**

As we could see at this figure (Figure 5.3) those are the test result which the apps has obtain in the following test, user interactions, performance, web components , security , and etc.

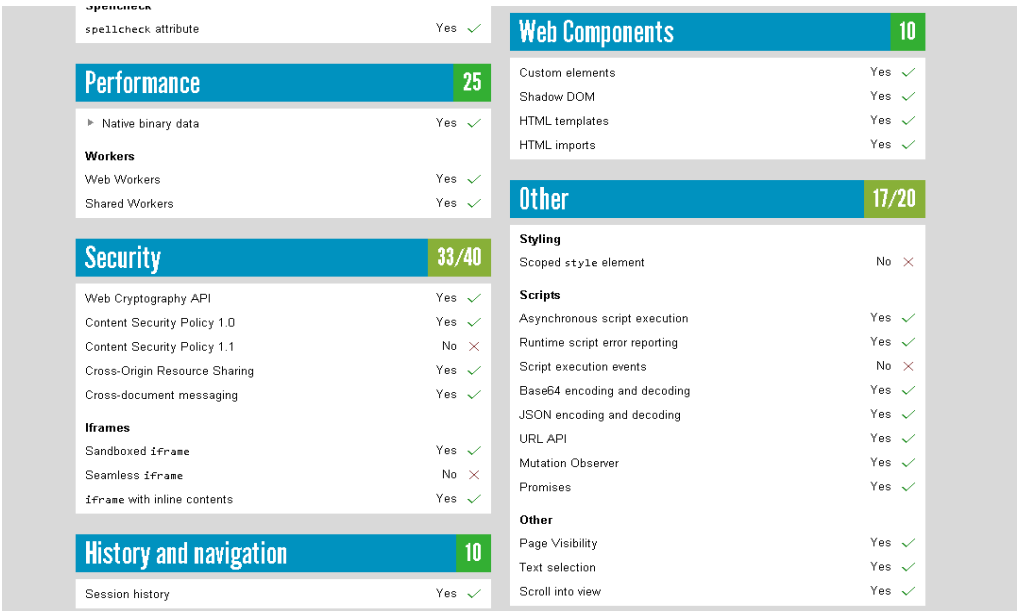


**Figure 5.3 Selected Test Results**

# Conclusion

## 6.1 Conclusion

As technology evolves rapidly, we as humans need to keep up pace with technology's advancement. In order to develop this system, I have to learn and adapt myself with some of the latest technology such as mobile technology, SQL database technology, web scripting technology and graphical design technology. Pooling all of the technology and resources together gave made this system alive. Coupling with software engineering knowledge and awareness of Software Development Life Cycle (SDLC), thus further enhances the system. The most valuable part throughout developing the system, undoubtedly is the opportunity to learn new technology. I was forced to improve his programming skills, design skills and also presentation skills. The experience gained are very valuable and also made me think outside the box on how to develop this application in a very short time.

The suggested implementation system will be effective to make online food delivery. By using its user friendly interface a customer can easily create, edit, delete, and update their order. After the implementation of this android mobile application with the hybrid of HTML5 with native application, the company will be able to make the process of food ordering easy and will be able to sell food online and also raise their sales and yearly revenue. As the limitation currently it is at the SMS features which will be updated on the future updates, I would want to upgrade the system. This system as huge potential to be used as a very user friendly application for all applications not only for android. I would also like to add on features such as gps tokens or GPS trackers to make it easier for users to track the location of the delivery and also their food. By this feature it will be the only take away online system which has the following feature.

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# APPENDICES

## Appendix A DATADICTIONARY

### Table 4.7.1 DD Order Details

| P/F | Field Name | Data Type | Description | Allow Null | Example |
|---|---|---|---|---|---|
| **F** | Order No | Int(15) | Order Number | Primary Key | 2555 |
| **F** | Meal No | Varchar(10) | Meal Number | Foreign Key | F25 |
| | Quantity | Int(20) | Quantity Of Meal | Not Null | 3 |
| | Total | Varchar(20) | Total Amount | Not Null | 40 RM |

### Table 4.7.2 DD Redeem

| P/F | Field Name | Data Type | Description | Allow Null | Example |
|---|---|---|---|---|---|
| **P** | Redeem No | Int(15) | Redeem Number | Primary Key | 500 |
| **F** | Customer ID | Int(10) | Customer ID Number | Foreign Key | 55667786 |
| | Register Date | Int(20) | Registration Date | Not Null | 01/01/2015 |
| | Print | Varchar (20) | Print Details | Not Null | |
| | Register Image | VarChar(30) | Take a Picture from Register | Not Null | |
| | Balance Point | VarChar(30) | Balance From the Points | Not Null | 10 RM |

**Table 4.7.3 DD Feedback**

| P/F | Field Name | Data Type | Description | Allow Null | Example |
|---|---|---|---|---|---|
| **P** | Feedback No | Int(15) | Feedback Number | Primary Key | 45 |
| | Subject | Varchar(50) | Title Of Feedback | Not Null | Delivery Late |
| | Rating | Char(20) | Rate To The Restaurant | Not Null | Excellent |
| | Comment | Varchar (100) | Description Of Subject | Not Null | Delivery Always Late so…. |

**Table 4.7.4 DD Order**

| P/F | Field Name | Data Type | Description | Allow Null | Example |
|---|---|---|---|---|---|
| **P** | Order No | Int(15) | Ordering Number | Primary Key | 55522111 |
| | Total Amount | Varchar(20) | Total Price | Not Null | 50 RM |
| | Status Pay | Char(20) | Status Of Payment | Not Null | Paid or Not Paid |
| | Order Date | Int(20) | Ordering Date | Not Null | 17/2/2013 |
| | Ordering Time | Varchar(20) | Time Of Taking Order | Not Null | 15:00 Pm |

**Table 4.7.5 DD Meal**

| P/F | Field Name | Data Type | Description | Allow Null | Example |
|---|---|---|---|---|---|
| **P** | Meal No | Varchar (15) | Unique Number | Primary Key | F16 |
| | Meal Category | char(20) | Types Of Meal | Not Null | Pizza/Pasta/…. |
| | Description | VarChar(20) | Describe The Meal | Not Null | This Pasta Is Mix Of… |
| | Image | Char(20) | Image of Each Meal | Not Null | |
| | Price | Varchar(20) | Price Of Meal | Not Null | 58 RM |

**Table 4.7.6 DD Payment**

| P/F | Field Name | Data Type | Description | Allow Null | Example |
|---|---|---|---|---|---|
| **P** | Receipt No | Int(15) | Unique Number | Primary Key | 55532532 |
| **F** | Order No | Int(20) | Ordering Number | Foreign Key | 55522111 |
| | Credit No | Int(20) | Credit Card Number | Not Null | 1122299865 |
| | Member No | Int(20) | Member Number | Not Null | 450 |
| | Card Type | char(20) | Type Of Customer Card | Not Null | Visa/Master/… |
| | Date | Int(20) | Dater Of Ordering | Not Null | 05/01/2010 |
| | Total Charge | Varchar(25) | Total Amount | Not Null | 8900 RM |
| | Government Tax | Int(25) | Tax | Not Null | 10% |
| | Delivery Fees | Varchar(25) | Delivery Price | Not Null | 10 RM |
| | Balance | Varchar(20) | Balance Pay Back to Customer | Not Null | 1 RM |
| | Print | Varchar (20) | Print Details | Not Null | |
| | Register Image | VarChar(30) | Take a Picture from Register | Not Null | |
| | Balance Point | VarChar(30) | Balance From the Points | Not Null | 10 RM |

**Table 4.7.6 DD Customer**

| P/F | Field Name | Data Type | Description | Allow Null | Example |
|---|---|---|---|---|---|
| **P** | Customer ID | Int(10) | Username | Primary Key | 110987 |
| | Customer IC | Varchar(20) | Passport Number | Not Null | T789972 |
| | Customer F Name | Varchar(20) | First Name | Not Null | Mohammad |
| | Customer L Name | Varchar(20) | Last Name | Not Null | Abbasi |
| | Customer Phone No | Int(20) | Phone Number | Not Null | 0060-17-61018171 |
| | Customer Home No | Int(20) | Home Number | Not Null | 060235478 |
| | Gender | Varchar(6) | Gender | Not Null | Man |
| | Customer Email | Varchar(50) | Email Address | Not Null | Emma_78@ yahoo.com |
| | Customer Address | Varchar(50) | Home Address | Not Null | B1-5-12/bukit berung utama |
| | Customer Register Date | Int(20) | Registration Date | Not Null | 16/09/2015 |
| | Customer Username | Varchar(40) | Username Account | Not Null | Mohammad78 |
| | Customer Password | Varchar(40) | Password | Not Null | @mohma***** |

## Appendix B Meeting Logs


Faculty of Information Science and Technology (FIST)
**Final Year Project Meeting Log**

| | |
|---|---|
| **MEETING DATE:23th November 2015** | **MEETING NO.:1** |
| **PROJECT ID: T591741** | |
| **PROJECT TITLE : MOBILE FOOD ORDERING SYSTEM** | |
| **SESSION : Trimester 2 2015/2016** | **SUPERVISOR : Mr.Ali Afzalian** |
| **STUDENT ID & Name:1101110243 Aidin talaeizad** | **CO- SUPERVISOR :** |

All to be filled in by student

| |
|---|
| **1. WORK DONE** [Please write the details of the work done after the last meeting.]<br>Research into understanding the create mobile app. |
| **2. WORK TO BE DONE**<br>Find related books, journal papers that are related to Java/PHP. |
| **3. PROBLEMS ENCOUNTERED**<br>The task was clear no problems were encountered. |
| **4. COMMENTS** |

| | | |
|---|---|---|
| Supervisor's Signature & Stamp | Co-Supervisor's Signature & Stamp (if any) | Student's Signature |

**NOTES**:
1. Items 1 – 3 are to be completed by the students before coming for the meeting. Item 4 is to be completed by the supervisor.
2. For FYP Phase 1, total six log sheets are to be submitted (every other week*).
3. For FYP Phase 2, total six log sheets are to be submitted (every other week**).
4. Log sheets are compulsory assessment criteria for FYP. Student who fails to meet the requirements of log sheets will not be allowed to submit FYP report.

*: week 1, 3, 5, 7, 9, 11 or 2, 4, 6, 8, 10 of the first trimester (week 11: report submission, weeks 13 & 14: presentation)
**: week 1, 3, 5, 7, 9, 11 or 2, 4, 6, 8, 10 of the second trimester (week 11: report submission, weeks 13 & 14: presentation)

Faculty of Information Science and Technology (FIST)

**Final Year Project Meeting Log**

| | |
|---|---|
| **MEETING DATE:7th December 2015** | **MEETING NO.: 2** |
| **PROJECT ID: T591741** | |
| **PROJECT TITLE : MOBILE FOOD ORDERING SYSTEM** | |
| **SESSION : Trimester 2 2015/2016** | **SUPERVISOR : Mr.Ali Afzalian** |
| **STUDENT ID & Name:1101110243 Aidin Talaeizad** | **CO- SUPERVISOR :** |

All to be filled in by student

| |
|---|
| **1. WORK DONE** [Please write the details of the work done after the last meeting.]<br>After reading a set of research papers and books. Introduction chapter is completed and is submitted to the lecturer for his reviews . |
| **2. WORK TO BE DONE**<br>Proceed to the literature review chapter. |
| **3. PROBLEMS ENCOUNTERED**<br>No problems were encountered. |
| **4. COMMENTS** |

| | | |
|---|---|---|
| Supervisor's Signature & Stamp | Co-Supervisor's Signature & Stamp (if any) | Student's Signature |

**NOTES**:

5. Items 1 – 3 are to be completed by the students before coming for the meeting. Item 4 is to be completed by the supervisor.
6. For FYP Phase 1, total six log sheets are to be submitted (every other week*).
7. For FYP Phase 2, total six log sheets are to be submitted (every other week**).
8. Log sheets are compulsory assessment criteria for FYP. Student who fails to meet the requirements of log sheets will not be allowed to submit FYP report.

*: week 1, 3, 5, 7, 9, 11 or 2, 4, 6, 8, 10 of the first trimester (week 11: report submission, weeks 13 & 14: presentation)

**: week 1, 3, 5, 7, 9, 11 or 2, 4, 6, 8, 10 of the second trimester (week 11: report submission, weeks 13 & 14: presentation)

Faculty of Information Science and Technology (FIST)

**Final Year Project Meeting Log**

| | |
|---|---|
| **MEETING DATE:21nd December 2013** | **MEETING NO.: 3** |
| **PROJECT ID: T591741** | |
| **PROJECT TITLE : MOBILE FOOD ORDERING SYSTEM** | |
| **SESSION : Trimester 2 2015/2016** | **SUPERVISOR : Mr.Ali Afzalian** |
| **STUDENT ID & Name:1101110243 Aidin Talaeizad** | **CO- SUPERVISOR :** |

All to be filled in by student

| |
|---|
| **1. WORK DONE** [Please write the details of the work done after the last meeting.]<br>performing a research on Mobile application by reading either books or journal papers and after that the literature review chapter was completed and submitted to the lecturer for his reviews. |
| **2. WORK TO BE DONE**<br>Proceed to the methodology chapter. |
| **3. PROBLEMS ENCOUNTERED**<br>Difficulty on deciding on how to present the layout the chapter. |
| **4. COMMENTS** |

| | | |
|---|---|---|
| Supervisor's Signature & Stamp | Co-Supervisor's Signature & Stamp (if any) | Student's Signature |

**NOTES**:

9. Items 1 – 3 are to be completed by the students before coming for the meeting. Item 4 is to be completed by the supervisor.
10. For FYP Phase 1, total six log sheets are to be submitted (every other week*).
11. For FYP Phase 2, total six log sheets are to be submitted (every other week**).
12. Log sheets are compulsory assessment criteria for FYP. Student who fails to meet the requirements of log sheets will not be allowed to submit FYP report.

*: week 1, 3, 5, 7, 9, 11 or 2, 4, 6, 8, 10 of the first trimester (week 11: report submission, weeks 13 & 14: presentation)

**: week 1, 3, 5, 7, 9, 11 or 2, 4, 6, 8, 10 of the second trimester (week 11: report submission, weeks 13 & 14: presentation)

Faculty of Information Science and Technology (FIST)

**Final Year Project Meeting Log**

| | |
|---|---|
| **MEETING DATE:28th December 2013** | **MEETING NO.: 4** |
| **PROJECT ID: T591741** | |
| **PROJECT TITLE : MOBILE FOOD ORDERING SYSTEM** | |
| **SESSION : Trimester 2 2015/2016** | **SUPERVISOR : Mr.Ali Afzalian** |
| **STUDENT ID & Name:1101110243 Aidin Talaeizad** | **CO- SUPERVISOR :** |

All to be filled in by student

| |
|---|
| **1. WORK DONE** [Please write the details of the work done after the last meeting.]<br>Completed the methodology chapter in which the duration and tasks of the project are specified. |
| **2. WORK TO BE DONE**<br>Proceed to implementation chapter. |
| **3. PROBLEMS ENCOUNTERED**<br>No problems were encountered. |
| **4. COMMENTS** |

| | | |
|---|---|---|
| Supervisor's Signature & Stamp | Co-Supervisor's Signature & Stamp (if any) | Student's Signature |

**NOTES**:

13. Items 1 – 3 are to be completed by the students before coming for the meeting. Item 4 is to be completed by the supervisor.
14. For FYP Phase 1, total six log sheets are to be submitted (every other week*).
15. For FYP Phase 2, total six log sheets are to be submitted (every other week**).
16. Log sheets are compulsory assessment criteria for FYP. Student who fails to meet the requirements of log sheets will not be allowed to submit FYP report.

*: week 1, 3, 5, 7, 9, 11 or 2, 4, 6, 8, 10 of the first trimester (week 11: report submission, weeks 13 & 14: presentation)

**: week 1, 3, 5, 7, 9, 11 or 2, 4, 6, 8, 10 of the second trimester (week 11: report submission, weeks 13 & 14: presentation)

Faculty of Information Science and Technology (FIST)

**Final Year Project Meeting Log**

| | |
|---|---|
| **MEETING DATE:11rd January 2016** | **MEETING NO.:5** |
| **PROJECT ID: T591741** | |
| **PROJECT TITLE : MOBILE FOOD ORDERING SYSTEM** | |
| **SESSION : Trimester 2 2015/2016** | **SUPERVISOR : Mr.Ali Afzalian** |
| **STUDENT ID & Name:1101110243 Aidin Talaeizad** | **CO- SUPERVISOR :** |

All to be filled in by student

| |
|---|
| **1. WORK DONE** [Please write the details of the work done after the last meeting.]<br>Completed the implementation chapter, provided a step by step reference on how to connect mobile app to the web page. |
| **2. WORK TO BE DONE**<br>Complete the conclusion chapter and present the complete report to the lecturer for his reviews. |
| **3. PROBLEMS ENCOUNTERED**<br>Some difficulties on setup router in campus and make connect mobile to the web page. |
| **4. COMMENTS** |

| | | |
|---|---|---|
| Supervisor's Signature & Stamp | Co-Supervisor's Signature & Stamp (if any) | Student's Signature |

**NOTES**:

17. Items 1 – 3 are to be completed by the students before coming for the meeting. Item 4 is to be completed by the supervisor.
18. For FYP Phase 1, total six log sheets are to be submitted (every other week*).
19. For FYP Phase 2, total six log sheets are to be submitted (every other week**).
20. Log sheets are compulsory assessment criteria for FYP. Student who fails to meet the requirements of log sheets will not be allowed to submit FYP report.

*: week 1, 3, 5, 7, 9, 11 or 2, 4, 6, 8, 10 of the first trimester (week 11: report submission, weeks 13 & 14: presentation)

**: week 1, 3, 5, 7, 9, 11 or 2, 4, 6, 8, 10 of the second trimester (week 11: report submission, weeks 13 & 14: presentation)

Faculty of Information Science and Technology (FIST)

**Final Year Project Meeting Log**

| | |
|---|---|
| **MEETING DATE:25rd January 2016** | **MEETING NO.:6** |
| **PROJECT ID: T591741** | |
| **PROJECT TITLE : MOBILE FOOD ORDERING SYSTEM** | |
| **SESSION : Trimester 2 2015/2016** | **SUPERVISOR : Mr.Ali Afzalian** |
| **STUDENT ID & Name:1101110243 Aidin Talaeizad** | **CO- SUPERVISOR :** |

All to be filled in by student

| |
|---|
| **1. WORK DONE** [Please write the details of the work done after the last meeting.]<br>Completed the conclusion chapter and present the report to the lecturer in its final form for his reviews. |
| **2. WORK TO BE DONE**<br>Submit the report to supervisor. |
| **3. PROBLEMS ENCOUNTERED**<br>No problems were encountered. |
| **4. COMMENTS** |

| | | |
|---|---|---|
| Supervisor's Signature & Stamp | Co-Supervisor's Signature & Stamp (if any) | Student's Signature |

**NOTES**:

21. Items 1 – 3 are to be completed by the students before coming for the meeting. Item 4 is to be completed by the supervisor.
22. For FYP Phase 1, total six log sheets are to be submitted (every other week*).
23. For FYP Phase 2, total six log sheets are to be submitted (every other week**).
24. Log sheets are compulsory assessment criteria for FYP. Student who fails to meet the requirements of log sheets will not be allowed to submit FYP report.

*: week 1, 3, 5, 7, 9, 11 or 2, 4, 6, 8, 10 of the first trimester (week 11: report submission, weeks 13 & 14: presentation)

**: week 1, 3, 5, 7, 9, 11 or 2, 4, 6, 8, 10 of the second trimester (week 11: report submission, weeks 13 & 14: presentation)

## Appendix C Testing

### 5.2 Acceptance Testing

This section is used to determine if the system specifications meet the requirement and whether it is functioning well. The table below shows acceptance testing of the shopping cart system and the admin backend. The following table shows the acceptance testing for each and every function which has been included in the system. This testing was done to test all the bus or coding error which might or would happen. After fully testing all the functions there was no error or bug found.

**Table 5.2.1 Acceptance Testing**

| | Scenario/Procedure | Input Data | Expected Value | Team Remark |
|---|---|---|---|---|
| 1 | Home Page | None | Auto-generated dropdown of postal code,<br>Search meal input box<br>Auto-generated dropdown of restaurants | OK |
| 2 | Add Product to cart | Click on add to cart button, Action type and meal id | Add products to shopping bag | OK |
| 3 | Decrease quantity | Click on decrease quantity, Action type | Decrease product quantity. | OK |

| | | | | |
|---|---|---|---|---|
| 4 | Empty cart if quantity is 0 | Click on decrease quantity | Empty cart if quantity is 0 | OK |
| 5 | Empty cart | Click on empty cart, action. | Emptied cart | OK |
| 6 | Increase quantity | Click on increase quantity button. | Increase product quantity and update price | OK |
| 7 | Login | Click login button, username, password | User is either logged in or shown an error message depending on correct or incorrect parameters | OK |
| 8 | Register | Click to register | Register user and store data in database | OK |
| 9 | Checkout | Click checkout button | Checkout user and empties shopping cart | OK |
| 10 | Search by meal | Click search | Display meals | OK |
| 11 | Search by post code | Click search | Display restaurants based on the post code | OK |
| 12 | Search by restaurant | Click search | Display restaurants | OK |

| | | | | |
|---|---|---|---|---|
| | | | based on the post code | |
| 11 | Scenario/Procedure | Input Data | Expected Value | Team Remark |
| 13 | Login | Click login button, username, password | User is either logged in or shown an error message depending on correct or incorrect parameters | OK |
| 14 | Register | Click to register | Register user and store data in database | OK |
| 15 | Add new meal menu | Clicks add new menu data. | New meal menu is added and displayed in the menu table | OK |
| 16 | Edit already existing menu | Clicks Edit menu | Edit menu tab pops up | OK |
| 17 | Delete already existing meal menu | Clicks delete menu | Delete menu from database | OK |
| 18 | View new orders | Click view orders tab | List orders in a table | OK |
| 19 | Change order status | Click to register | Register user and store data in database | OK |

| | | | | |
|---|---|---|---|---|
| 20 | Display reports | Click display reports | Display reports for all transactions that has been made | OK |