Project Title – Food Ordering System

Group members with Student Id

Vaishnavi Bhalerao - 21204007
Mayuresh Kalkar   - 21204010
Sahil Jadhav   - 21204013

Project Guide - Prof. Sonal Jain

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1. Introduction

➢ <u>Problem Identified</u> :

- Increased human efforts.

- Slow process.

- Lack of time.

➢ <u>Solution Proposed</u> :

- It's just one click away. It's fast, easy and comfortable.

- It saves human efforts and time.

- This project reduces the manual work.

- On time delivery.

2. Objectives

- To develop a system that will allow our user to place order effortlessly with generic images of the meal

- To serve best service to our users.

- To design a system that can process multiple orders at a time.

- To Minimize human efforts and time of ordering.

4. Key Features

- Create an Account

- Log-in in the system.

- Select an item from the menu.

- Add an item to their current order.

- Review their current order.

- Remove an item/remove all items from their current order.

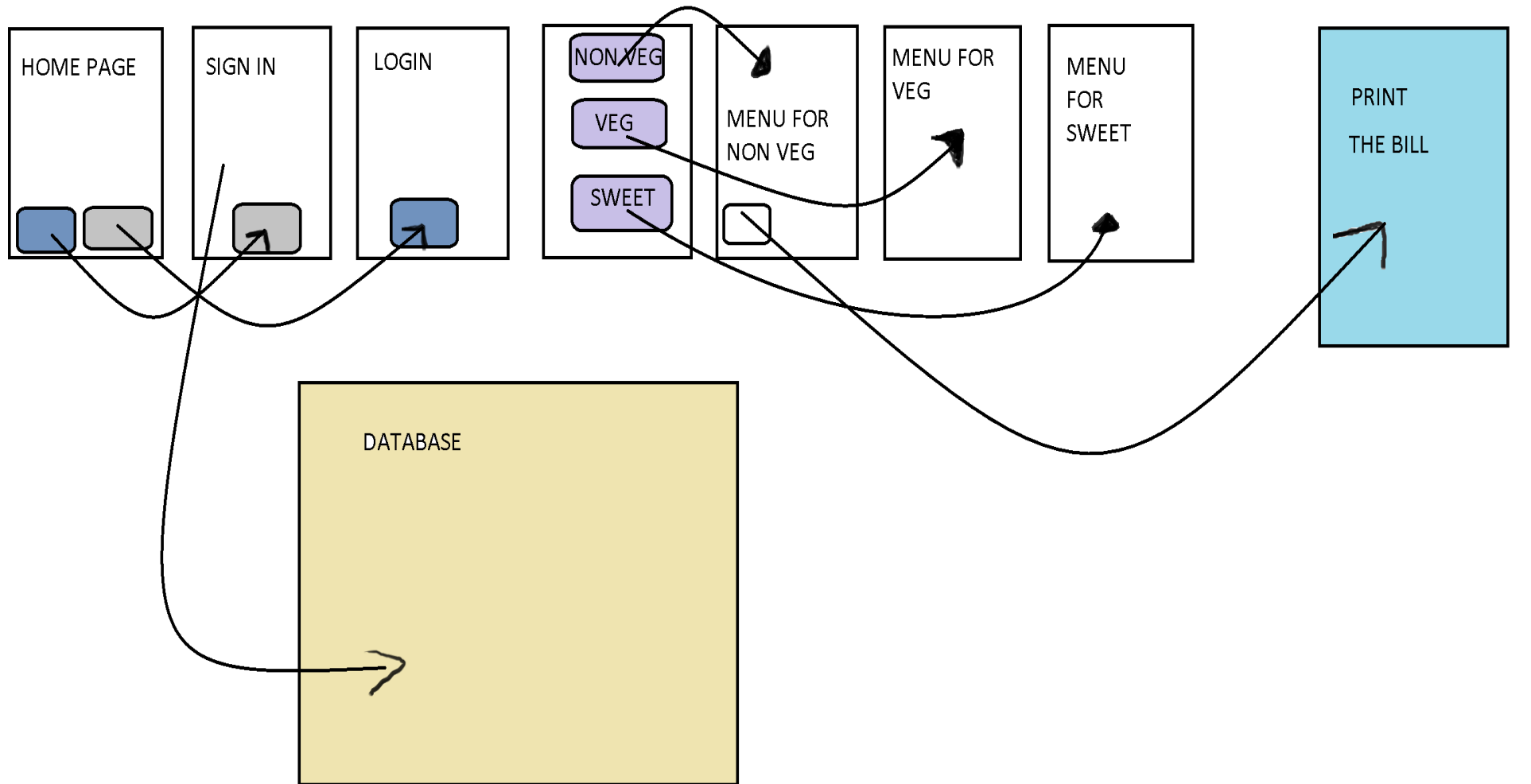- Provide payment details.

- Place an order.

5. Outcome of Project

- User will be able to login.

- If the user doesn't have an account, then he/she can also sign-in in our account.

- The Customer can select , remove and edit his favorite food items.

- The Customer can Pay and Print the bill.

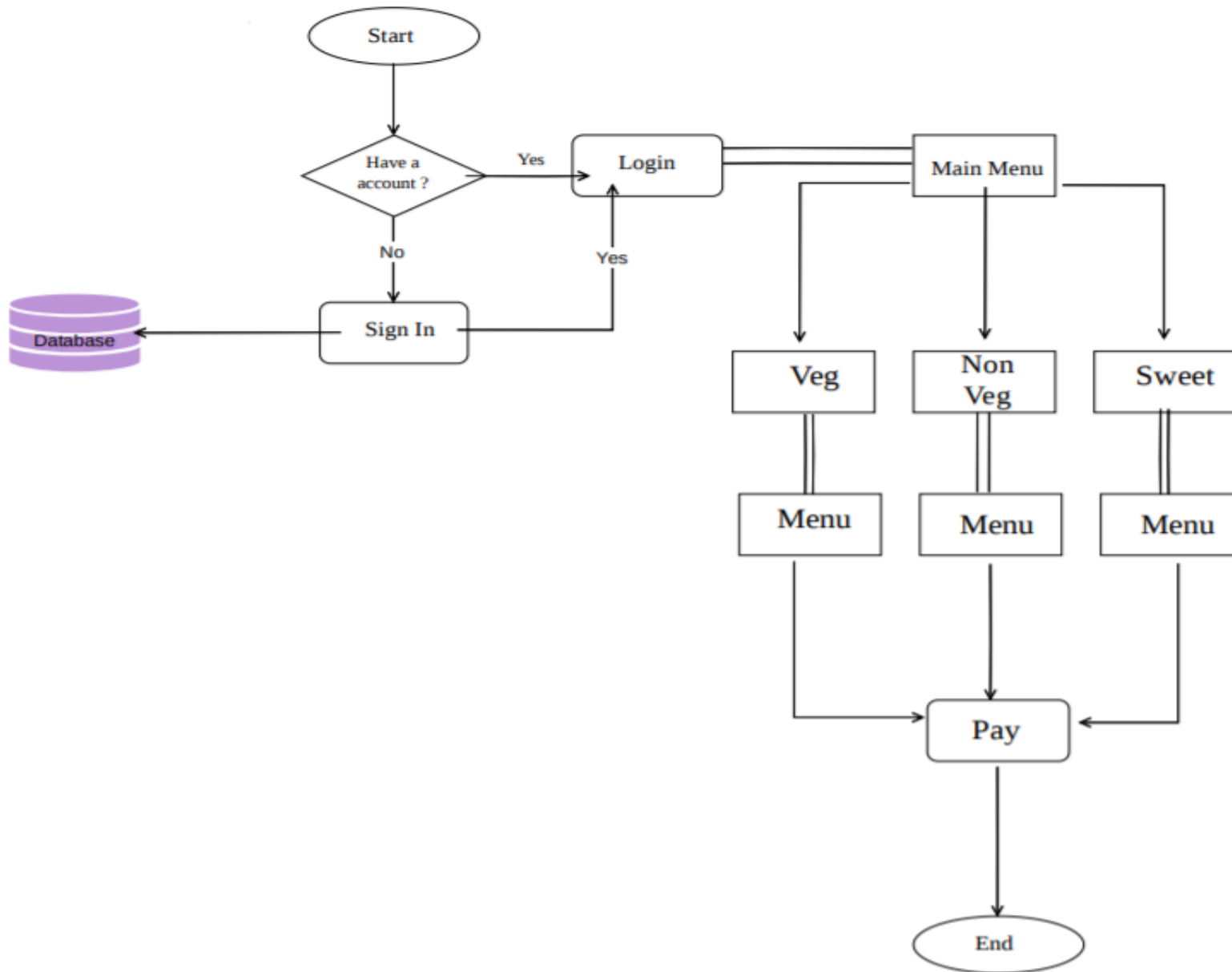- Customer's data will be stored in database.

6. Technology Stack

- **FRONT END** - Java Core(GUI)

- **BACK END** - Xampp

- **Concept Used** – Swing/applet

- **IDE Used** – Eclipse, Vscode

- **Operating System** – Windows 10,Windows 11

7. Project Design

8. Flow Chart

3. Scope

- Keeping a track on the orders by implementing a tracking system.

- Implementation of API for paying the orders.

Thank You...!!