



INSTITUTE FOR ADVANCED COMPUTING AND SOFTWARE DEVELOPMENT AKURDI, PUNE

Documentation On

"PizzaZone" - Online

Pizza Ordering System

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ABSTRACT

Pizza is a popular and widely enjoyed food item worldwide. However, ordering pizza from a restaurant can sometimes be a tedious and time-consuming process. To address this issue, a pizza ordering system has been designed to simplify the process of ordering pizza from a restaurant.

The system provides a user-friendly interface for customers to browse through the menu and select their desired pizza. The menu includes a variety of pizza options, along with their prices. Customers can also customize their pizza by selecting toppings. They can also select and buy beverages to partner with pizza for a delightful experience. Once the customer has made their selection, they can proceed to the checkout page, where they can do the online transaction.

In summary, the pizza ordering system aims to simplify the process of ordering pizza for both customers and restaurant staff. It provides a user-friendly interface and convenient payment options to enhance the customer experience. Additionally, it helps restaurant staff manage orders more efficiently, ultimately improving the overall quality of service.

ACKNOWLEDGEMENT

I take this occasion to thank God, almighty for blessing us with his grace and taking our endeavor to a successful culmination. I extend my sincere and heartfelt thanks to our esteemed guide, Mrs. Sonali Mogal for providing me with the right guidance and advice at the crucial juncture sand for showing me the right way. I extend my sincere thanks to our respected Centre Co-Ordinator Mr. Rohit Puranik, for allowing us to use the facilities available. I would like tothank the other faculty members also, at this occasion. Last but not the least, I would like to thank my friends and family for the support and encouragement theyhave given me during the course of our work.

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INTRODUCTION

Our pizza ordering system is a comprehensive platform that allows you to browse through our menu of delicious pizzas and customize your order to your liking. We offer a variety of crust options, including classic hand-tossed, thin crust, and deep-dish, as well as a range of sizes to suit your appetite.

Once you've selected your preferred crust and size, you can then choose from our wide selection of toppings, including fresh vegetables, savory meats, and gooey cheeses. We also offer a range of specialty pizzas for those looking for something a little different, such as our Meat Lovers or Veggie Delight pizzas.

Our ordering process is simple and straightforward. You can easily create an account and save your favorite orders for quick and easy ordering in the future. We also offer various payment options, including credit card and cash on delivery, for your convenience.

Once you've placed your order, you can track its progress and receive updates on the estimated delivery time. Our delivery service is fast and reliable, ensuring that your pizza arrives hot and fresh at your doorstep.

In summary, our pizza ordering system offers a hassle-free and convenient way to order delicious pizzas customized to your liking. With our wide selection of toppings, crust options, and sizes, you're sure to find something that satisfies your cravings. So why not give it a try and place your order today?

Features: -

- 1. Products Available- Various Veg and Non-Veg Pizza
- 2. Search for pizzas and various beverages
- 3. Category of products-Pizzas and Drinks,
- 4. Cart feature
- 5. Date and time of product delivery will be notified by the system
- 6. The admin can add/delete Suppliers and delivery boys.
- 7. Allows the customers to maintain cart.

1.1 PROJECT OBJECTIVE

The primary objective of a pizza ordering system is to allow customers to easily and conveniently place orders for pizza through an online platform. The system should offer a user-friendly interface that enables customers to browse available pizza options, select toppings and sauces, customize their orders, and specify delivery or pickup preferences.

In addition to streamlining the ordering process for customers, a pizza ordering system can also provide benefits for the pizza restaurant or chain. By automating the order-taking process, the system can help reduce errors and improve efficiency, freeing up staff to focus on other aspects of the business. It can also enable restaurants to better track customer preferences and behavior, which can inform marketing and menu development efforts.

1.2 PROJECT OVERVIEW

A pizza ordering system is an online platform that allows customers to place orders for pizza through a website or mobile app. The system typically includes a user-friendly interface that enables customers to browse available pizza options, select toppings and sauces, customize their orders, and specify delivery or pickup preferences.

From the restaurant's perspective, the system typically includes a dashboard or management interface that enables staff to manage orders, track delivery and pickup requests, and update menu items and pricing. Some systems may also include features for managing inventory and tracking sales data.

The development of a pizza ordering system typically involves several stages, including:

Planning and requirements gathering: This stage involves defining the project objectives, identifying the target audience, and gathering requirements for the system.

Design and prototyping: This stage involves designing the user interface and user experience, creating wireframes and mockups, and developing a prototype of the system.

Development and testing: This stage involves writing code to implement the system's features, testing the system for functionality and usability, and fixing bugs and issues as they arise.

Deployment and maintenance: This stage involves deploying the system to a production environment, monitoring the system for issues and bugs, and making updates and improvements as needed.

Overall, a pizza ordering system can provide a range of benefits for both customers and restaurants, including improved efficiency, accuracy, and convenience. By providing a user-friendly interface and automating the order-taking process, the system can help restaurants to streamline their operations and improve the overall customer experience.

1.3 PROJECT SCOPE

This system can be implemented to any shop in the locality or to multinational branded shops having retail outlet chains. The system recommends a facility to accept the orders 24X7 and a home delivery system which can make customers happy. If shops are providing an online portal where their customers can enjoy easy shopping from anywhere, the shops won't be losing any more customers to the trending online shops such as FlipKart or eBay. Since the application is available and always available.

1.4 STUDY OF THE SYSTEM

1.4.1 MODULES:

The system after careful analysis has been identified to be presented with the following modules and roles.

The modules involved are:

- ➤ Administrator
- Customer

1.4.1.1 Administrator:

The administrator is the super user of this application. Only admin have access into this admin page. Admin may be the owner of the shop. The administrator has all the information about the users and about all products.

This module is divided into different sub modules.

- 1. Manage Food Items
- 2. Manage Users
- 3. Manage Orders
- 4. View Feedbacks

> Add Products

The shopping cart contains different kinds of food items of different category. The products can be classified into different categories by type. Admin can add new products into the existing system with all its details including an image.

Delete Products

Administrator can delete the food items based on the requirements.

> View Customers

Administrator can view all customer details to resolve the issues if any problem occurs at customer side.

> Change Order Status

Administrator can change the order status to order accepted, out for delivery, delivered

> View all feedback

Administrator can view all the feedbacks to provide improvements for the future beterments

> Search Products

Admin will have a list view of all the existing products. He can also search for a particular product by name.

Edit Product

Supplier can edit his added product.

> Delivered Orders

Supplier can see order details of the ordered product by the customer.

> Pending Orders

Supplier can see order details of the ordered product by the customer.

> Payments

Supplier can see payment details of the ordered product by the customer.

1.4.1.2 Customer:

In a pizza ordering system, a customer is the person who places an order for pizza either online, via phone call or in-person at a pizza restaurant. The customer is the person who selects the type of pizza, toppings, size, and quantity, and provides the necessary information such as delivery address, contact information, and payment details. Once the order is placed, the customer is typically provided with an estimated delivery time and notified when the pizza is ready or when it is on its way for delivery.

> Customer sign in, sign out, create account

This feature is provided to customer so he can sign in, sign out and create account for new customer.

> Search Product

Customer can search the Food Items as per his wish in specific category.

> Add to Cart

Customer can add products to cart which he wants to buy the products.

Payments

Customer have a privilege to his order he can see his order details.

> Order Details

Customer have a privilege to his order he can see his order details.

> Change Details

Customers can edit profile details.

Buy Product

Customers can buy product from his cart by doing payment.

SYSTEM ANALYSIS

System analysis is the process of gathering and interpreting facts, diagnosing problems, and using the information to recommend improvements on the system. System analysis is a problem-solving activity that requires intensive communication between the system users and system developers.

System analysis or study is an important phase of any system development process. The system is viewed as a whole, the inputs are identified, and the system is subjected to close study to identify the problem areas. The solutions are given as a proposal. The proposal is reviewed on user request and suitable changes are made. This loop ends as soon as the user is satisfied with the proposal.

2.1 EXISTING SYSTEM

The current system for shopping is to visit the shop manually and from the available product choose the item customer want and buying the item by payment of the price of the item.

- ✓ It is less user-friendly.
- ✓ User must go to shop and select food items.
- ✓ Menu's are provided but much details are not present
- ✓ Reviews are not given.
- ✓ It is a time-consuming process
- ✓ Not in reach of distant users.

2.2 PROPOSED SYSTEM

In the proposed system customer need not go to the shop for buying the products. He can order the product he wish to buy through the application in his Smartphone. The shop owner will be admin of the system. Shop owner can appoint moderators who will help owner in managing the customers and product orders. The system also recommends a home delivery system for the purchased products.

2.3 SYSTEM REQUIREMENT SPECIFICATION

2.3.1 GENERAL DESCRIPTION

Product Description:

The system consists of two parts. A web application which can provide the online shopping service for the customer to access the web service from his Smartphone/System. Web application should be able to help the customer for selecting his item and to help the owner in managing the orders from the customers.

Problem Statement:

As online shopping became a trend nowadays the regular shops are losing their customers to online brands. Customers have effortless shopping experience and saving time through shopping online. For competing with those online brands, if shops are providing an online portal where their customers can shop through internet and get the products at their doors it will increase the number of customers.

2.3.2 SYSTEM OBJECTIVES

- To provide a Web application for online shopping of products in an existing shop.
- > To provide an online shopping web site for the same shop.

2.3.3 SYSTEM REQUIREMENTS

2.3.3.1 NON-FUNCTIONAL REQUIREMENTS

i. EFFICIENCY REQUIREMENT

When an online shopping cart android application implemented customer can purchase product in an efficient manner.

ii. RELIABILITY REQUIREMENT

The system should provide a reliable environment to both customers and owner. All orders should be reaching at the admin without any errors.

iii. USABILITY REQUIREMENT

The Web application is designed for user friendly environment and ease of use.

iv. IMPLEMENTATION REQUIREMENT

Implementation of the system using React in front end with Spring Boot as back end and it will be used for database connectivity. And the database part is developed by MySQL. Responsive web designing is used for making the website compatible for any type of screen.

v. DELIVERY REQUIREMENT

The whole system is expected to be delivered in four months of time with a weekly Evaluation by the project guide.

2.3.3.2 FUNCTIONAL REQUIREMENTS

USER

> USER LOGIN

Description of feature

This feature used by the user to login into system. A user must login with his username and password to the system after registration. If they are invalid, the user not allowed to enter the system.

Functional Requirement

- Username and password will be provided after user registration is confirmed.
- Password should be hidden from others while typing it in the field

> REGISTER NEW

USER Description of feature

A new user will have to register in the system by providing essential details in order to view the products in the system. The admin must accept new user by unblocking him.

Functional Requirement

- System must be able to verify and validate information.
- The system must encrypt the password of the customer to provide security.

> PURCHASING AN ITEM

Description of feature

The user can add the desired product into his cart by clicking add to cart option on the product. He can view his cart by clicking on the cart button. All products added by cart can be viewed in the cart. User can remove an item from the cart by clicking remove. After confirming the items in the cart, the user can submit the cart by providing a delivery address. On successful submitting the cart will become empty.

Functional Requirement

- System must ensure that, only a registered customer can purchase items.
- Admin account should be secured so that only owner of the shop can access that account

ADMIN

> MANAGE USER

Description of features

The administrator can add user, delete user, view user and block user.

> MANAGE PRODUCTS

Description of features

The administrator can add product, delete product, and view product.

> FEEDBACK

Description of features

The administrator can view all the feedbacks for future betterment of the application.

Functional Requirements:

- The system must identify the login of the admin.
- Admin account should be secured so that only owner of the shop can access that account.

> MANAGE ORDER

Description of features

The administrator can view orders and delete orders.

Functional Requirements:

- The system must identify the login of the admin.
- Admin account should be secured so that only owner of the shop can access that account.

SYSTEM DESIGN

System design is the solution for the creation of a new system. This phase focuses on the detailed implementation of the feasible system. Its emphasis on translating design. Specifications to performance specification. System design has two phases of development.

- Logical Design
- Physical Design

During logical design phase the analyst describes inputs (sources), outputs(destinations), databases (data sores) and procedures (data flows) all in a format that meets the user requirements. The analyst also specifies the needs of the user at a level that virtually determines the information flow in and out of the system and the data resources. Here the logical design is done through data flow diagrams and database design. The physical design is followed by physical design or coding. Physical design produces the working system by defining the design specifications, which specify exactly what the candidate system must do. The programmers write the necessary programs that accept input from the user, perform necessary processing on accepted data and produce the required report on a hard copy or display it on the screen.

3.1 INPUT AND OUTPUT DESIGN

3.1.1 INPUT DESIGN:

Input design is the link that ties the information system into the world of its users. The input design involves determining the inputs, validating the data, minimizing the data entry and provides a multi-user facility. Inaccurate inputs are the most common cause of errors in data processing. Errors entered by the data entry operators can be controlled by input design. The user-originated inputs are converted to a computer-based format in the input design. Input data are collected and organized into groups of similar data. Once identified, the appropriate input media are selected for processing. All the input data are validated and if any data violates any conditions, the user is warned by a message. If the data satisfies all the conditions, it is transferred to the appropriate tables in the database. In this project the student details are to be entered at the time of registration. A page is designed for this purpose which is user friendly and easy to use. The design is done such that users get appropriate messages when exceptions occur.

3.1.2 OUTPUT DESIGN:

Computer output is the most important and direct source of information to the user. Output design

IACSD is a very important phase since the output needs to be in an efficient manner. Efficient and intelligible output design improves the system relationship with the user and helps in decision making. Allowing the user to view the sample screen is important because the user is the ultimate judge of the quality of output. The output module of this system is the selected notifications.

DATABASE DESIGN

3.2 DATABASE

Databases are the storehouses of data used in the software systems. The data is stored in tables inside the database. Several tables are created for the manipulation of the data for the system. Two essential settings for a database are

- Primary key the field that is unique for all the record occurrences
- Foreign key the field used to set relation between tables

Normalization is a technique to avoid redundancy in the tables.

3.3 SYSTEM TOOLS

The various system tools that have been used in developing both the front end and the back end of the project are being discussed in this chapter.

3.3.1 FRONT END:

React is a library which is developed by Facebook are utilized to implement the frontend. React (also known as React.js or ReactJS) is a free and open-source front-end JavaScript library for building user interfaces or UI components. It is maintained by Facebook and a community of individual developers and companies. React can be used as a base in the development of single page or mobile applications. However, React is only concerned with state management and rendering that state to the DOM, so creating React applications usually requires the use of additional libraries for routing, as well as certain client-side functionality.

3.3.2 BACKEND:

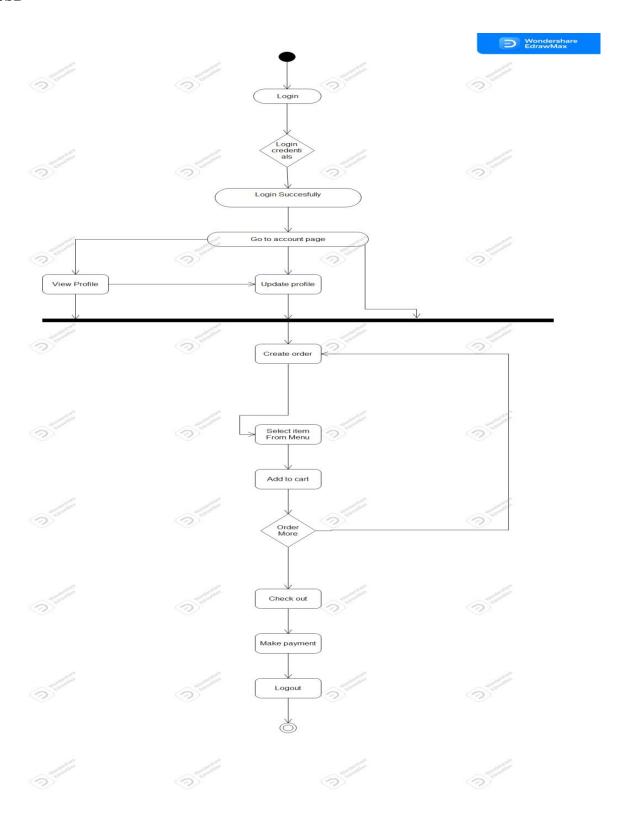
The back end is implemented using MySQL which is used to design databases.

MySQL:

MySQL is the world's second most widely used open-source relational database management system (RDBMS). The SQL phrase stands for Structured Query Language. An applicationsoftware called Navicert was used to design the tables in MySQL.

Spring-Boot:

This is used to connect MYSQL and fetch data from database and store the data in database. The Spring Framework is an application framework and inversion of control container for the Java platform. The framework's core features can be used by any Java application, but there are extensions for building web applications on top of the Java EE (Enterprise Edition) platform. Although the framework does not impose any specific programming model, it has become popular in the Java community as an addition to the Enterprise JavaBeans (EJB) model. The Spring Framework is Open-source Framework.



Activity Diagram

1 Level DFD for ADMIN

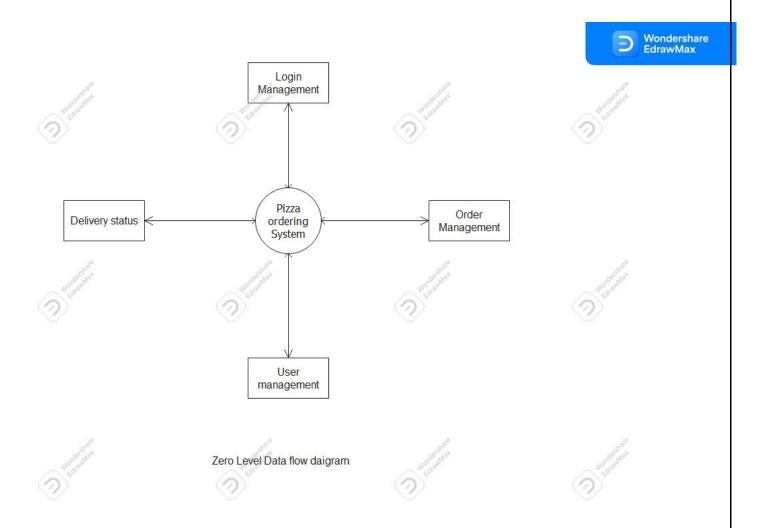


Figure 5 0 Level DFD

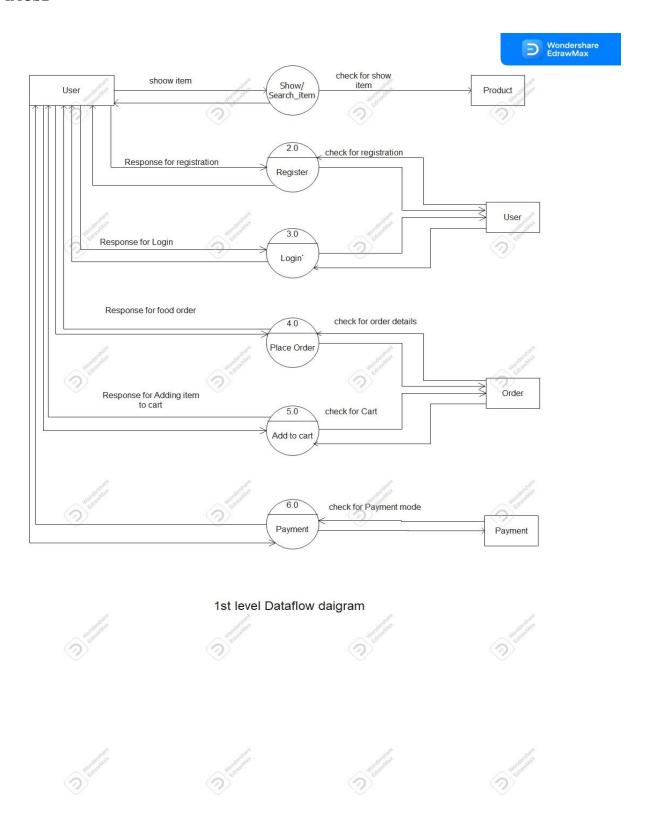


Figure 5 1 Level DFD

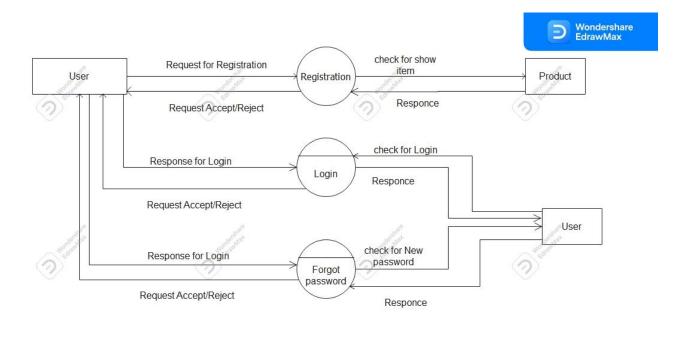




Figure 5 2 Level DFD

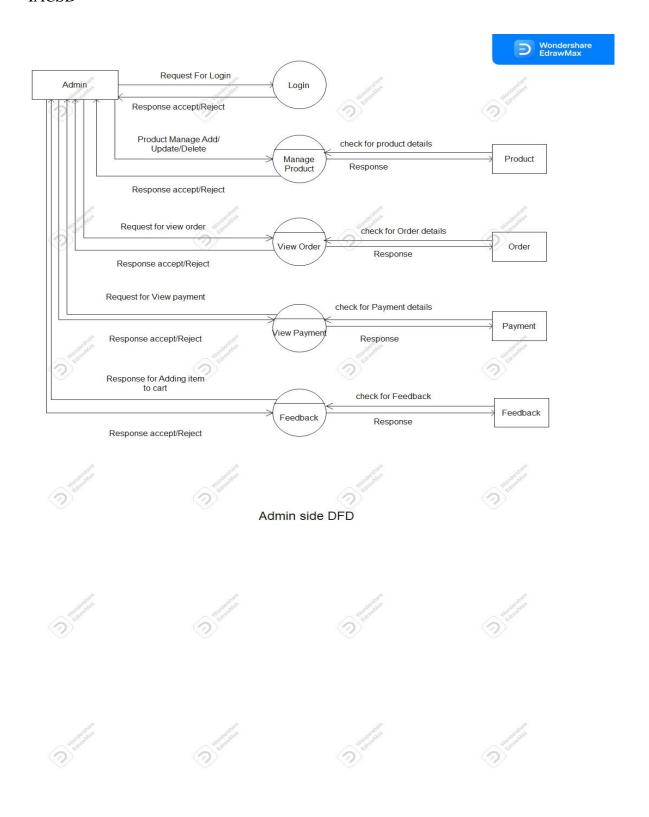
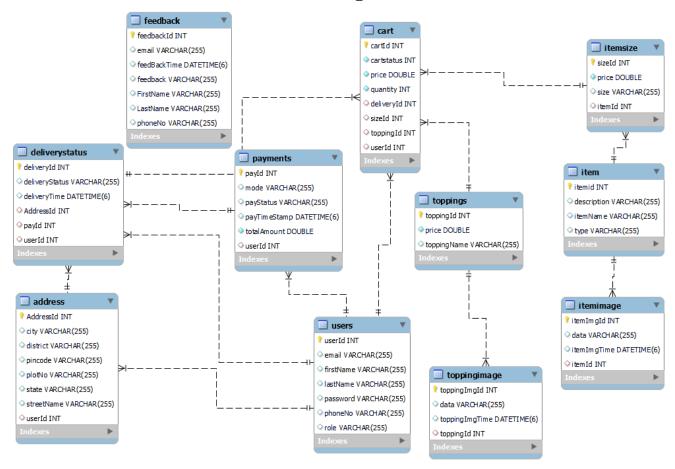


Figure 5 2 Level DFD

E-R Diagram:



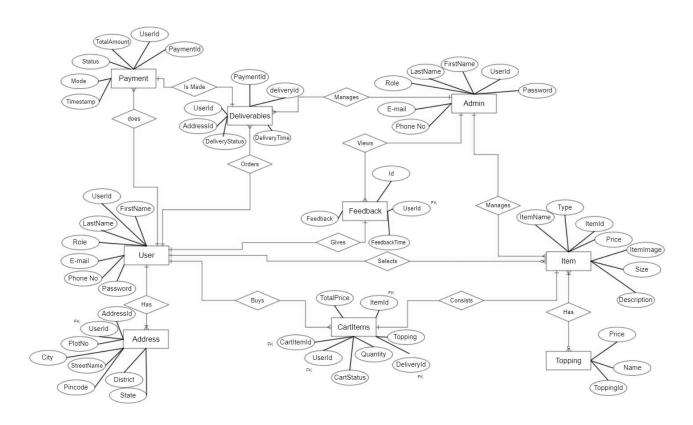


Figure 7 E-R Diagram

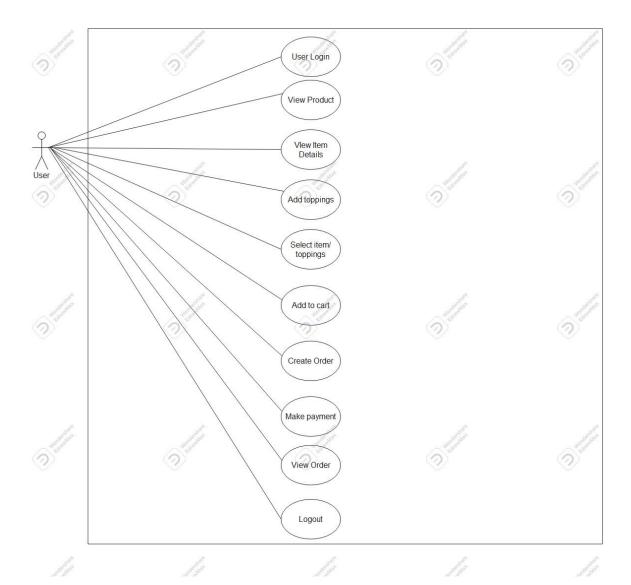


Figure 8 User Use Case Diagram

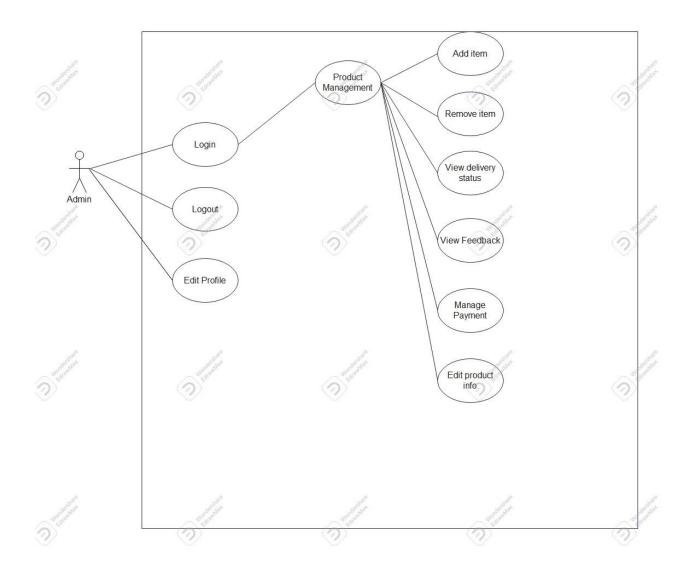


Figure 9 Admin Use Case Diagram

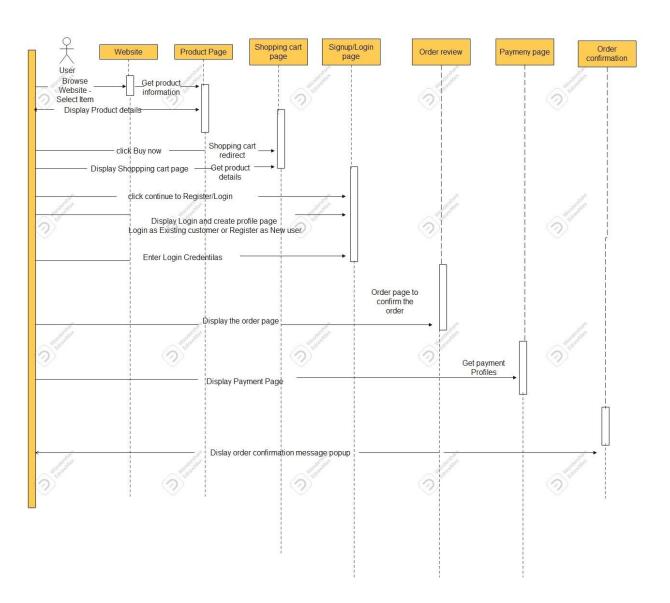


Figure 10 Sequence Diagram

TABLE STRUCTURE:

User:

Field	Туре	Null	Key	Default	Extra
userId	int	NO	PRI	NULL	auto_increment
email	varchar(255)	YES		NULL	
firstName	varchar(255)	YES		NULL	
lastName	varchar(255)	YES		NULL	
password	varchar(255)	YES		NULL	
phoneNo	varchar(255)	YES		NULL	
role	varchar(255)	YES		NULL	

Address:

Field	Туре	Null	Key	Default	Extra
AddressId	int	NO	PRI	NULL	auto_increment
city	varchar(255)	YES		NULL	
district	varchar(255)	YES		NULL	
pincode	varchar(255)	YES		NULL	
plotNo	varchar(255)	YES		NULL	
state	varchar(255)	YES		NULL	
streetName	varchar(255)	YES		NULL	
userId	int	YES	MUL	NULL	

Item:

Field	Туре	Null	Key	Default	Extra
itemid	int	NO	PRI	NULL	auto_increment
description	varchar(255)	YES		NULL	
itemName	varchar(255)	YES		NULL	
type	varchar(255)	YES		NULL	

Item Size:

Field	Туре	Null	Key	Default	Extra
sizeId	int	NO	PRI	NULL	auto_increment
price	double	NO		NULL	
size	varchar(255)	YES		NULL	
itemId	int	YES	MUL	NULL	

Topping:

Field	Туре	Null	Key	Default	Extra
toppingId	int	NO	PRI	NULL	auto_increment
price	double	NO		NULL	
toppingName	varchar(255)	YES		NULL	

Cart:

Field	Туре	Null	Key	Default	Extra
cartId	int	NO	PRI	NULL	auto_increment
cartstatus	int	NO		NULL	
price	double	NO		NULL	
quantity	int	NO		NULL	
deliveryId	int	YES	MUL	NULL	
sizeId	int	YES	MUL	NULL	
toppingld	int	YES	MUL	NULL	
userId	int	YES	MUL	NULL	

Delivery Status:

Field	Туре	Null	Key	Default	Extra
deliveryId	int	NO	PRI	NULL	auto_increment
deliveryStatus	varchar(255)	YES		NULL	
deliveryTime	datetime(6)	YES		NULL	
AddressId	int	YES	MUL	NULL	
payId	int	YES	MUL	NULL	
userId	int	YES	MUL	NULL	

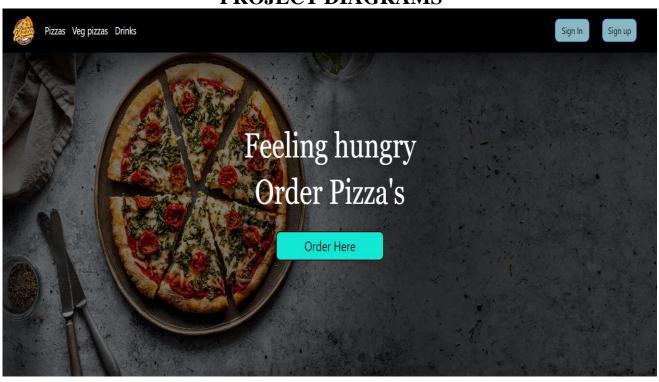
Payment:

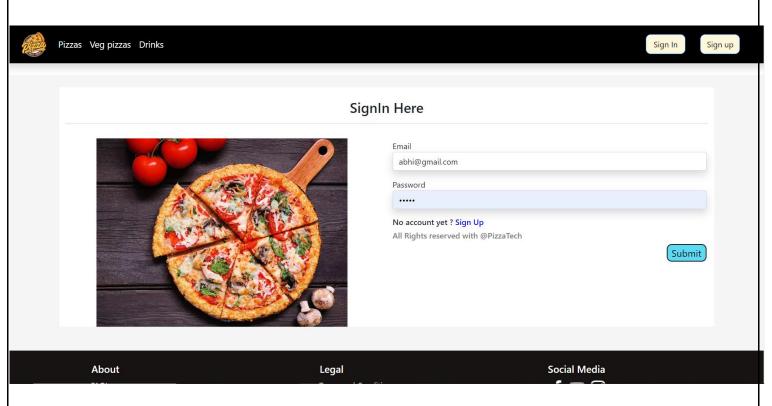
Field	Туре	Null	Key	Default	Extra
payld	int	NO	PRI	NULL	auto_increment
mode	varchar(255)	YES		NULL	
payStatus	varchar(255)	YES		NULL	
payTimeStamp	datetime(6)	YES		NULL	
totalAmount	double	NO		NULL	
userId	int	YES	MUL	NULL	

Feedback:

Field	Туре	Null	Key	Default	Extra
feedbackId	int	NO	PRI	NULL	auto_increment
email	varchar(255)	YES		NULL	
feedBackTime	datetime(6)	YES		NULL	
feedback	varchar(255)	YES		NULL	
FirstName	varchar(255)	YES		NULL	
LastName	varchar(255)	YES		NULL	
phoneNo	varchar(255)	YES		NULL	

PROJECT DIAGRAMS







Cart

Hi!▼

FAQs

Q . What are your night delivery charges slab?

Dear Sir/ Mam, The night delivery charge varies as per the order value. Per delivery charge is INR 40 for all orders more than INR 300, INR 50 for order value between INR 157 upto INR 300, INR 55 for order value between INR 27 upto INR 156 and INR 65 for order value below INR 27. All night delivery charges are inclusive of applicable taxes.

Q. Is your chicken or Non-Veg Pizza Safe to eat?

Dear Mam / Sir, Our pizza is absolutely safe & baked at 250 degree Celsius (465 degree Fahrenheit) that ensures your food is safe for immediate consumption.

Q. What are the precautions taken because of bird flu spread?

Dear Mam / Sir, we follow stringent SOPs to ensure that your pizza is prepared with utmost hygiene and safety. We source our meat only from FSSC22K certified suppliers, where we ensure strict hygiene & bird health safety measure and rearing of bird in bio secured farms.

Q. What are your delivery charges?

Dear Sir/ Mam, This is a nominal fee charged as an industry practice on all our delivery orders till 11PM. Per delivery charge is minimum INR 35 (inclusive of taxes) for orders more than INR 300 and varies as per order value for less than INR 300. This charge is to ensure highest standard of hygiene protocols being followed to deliver hot and fresh pizzas.

Q. Can I modify/cancel my online order?



Cart



About Us

WHO WE ARE

There's nothing cookie-cutter about Pizza Hut. Not our pizzas. Not our people. And definitely not the way we live life. Around here, we don't settle for anything less than food we're proud to serve. And we don't just clock in. Not when we can also become our best, make friends, and have fun while we're at it. We're the pizza company that lives life unboxed.

We're not for people who want to blend in: pushing boundaries is part of our heritage. We have more than 16,000 restaurants and 350,000 team members in more than 100 countries. Whether it's the original Stuffed Crust or putting a pizza in outer space, we never stop driving ourselves to deliver hot pizzas, fast every time – anywhere you want to enjoy it.

WHAT WE'RE ABOUT

At Pizza Hut, we don't just make pizza. We make people happy. Pizza Hut was built on the belief that pizza night should be special, and we carry that belief into everything we do. With more than 55 years of experience under our belts, we understand how to best serve our customers through tried and true service principles: We create food we're proud to serve and deliver it fast, with a smile

WHERE WE COME FROM

In 1958, two brothers borrowed \$600 from their mom to open a pizza place in Wichita, Kansas. They named it Pizza Hut, because their sign only had room for eight letters. How profound! Soon, the restaurant grew. Why? The pizza was awesome. The service felt like home. And the customers were treated like family. And we've been delivering that same food and service ever since.



Pizzas Veg pizzas Drinks

Cart

Hi!▼

Terms And Conditions

Order Delivery

Delivery orders are subjected to:

- Your address falling in the defined delivery area of the nearest restaurant
- The delivery address being mapped to the nearest restaurant that delivers in your area
- Availability of the restaurant online
- In case the delivery locality is not listed in the restaurant locator, delivery of orders cannot be placed

Menu

The menu is displayed as per the availability of the menu items in the mapped restaurant.

- In case certain menu items are not listed in the menu page, the particular restaurant does not carry those items in the menu
- In case of non-availability of ordered product at the mapped restaurant, the order would not be executed. Same would be informed by the restaurant near your
- Drinks (350ml) shall be available at the discounted rate of Rs.40 solely with the Pizza Mania range
- The term "Drink (350ml)" shall denote 350ml of drinks dispensed through PMX machine

Late Night Delivery

- Delivery charges shall be applicable to all orders.
- The delivery charge will be applicable on per invoice/bill in case of multiple orders.
- Delivery of orders shall be as per the available stock.
- . The night orders can be placed through all Dominos digital assets



Pizzas Veg pizzas Drinks

Sign In

Sign up

SignIn Here



abhi@gmail.com

Password

••••

Email

No account yet ? Sign Up

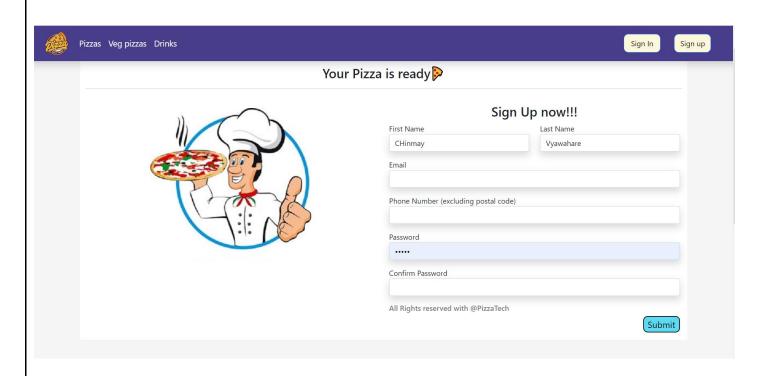
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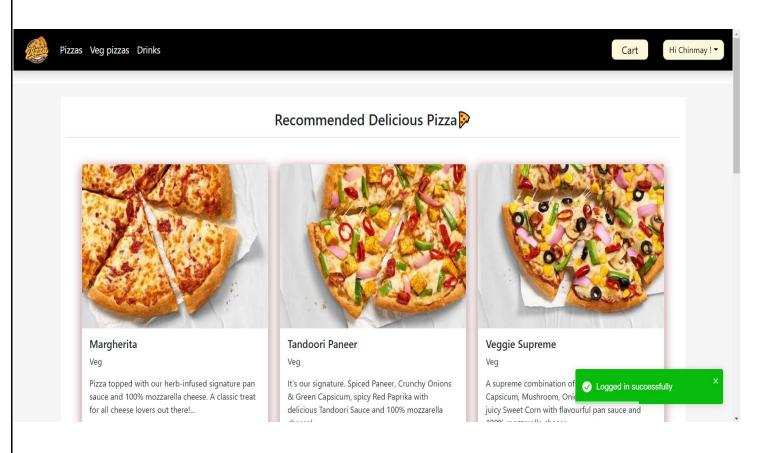
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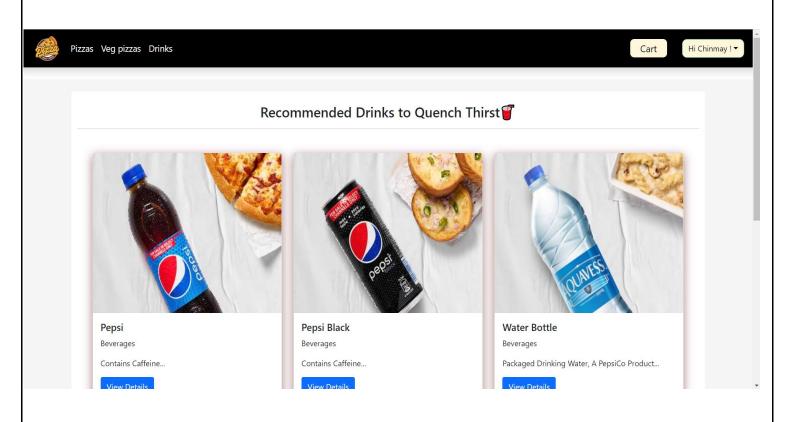
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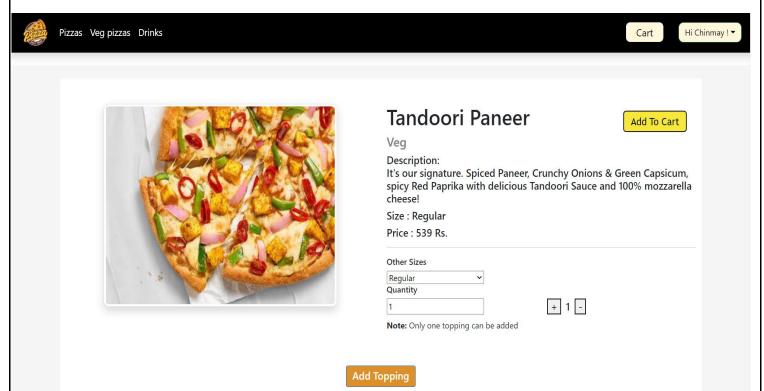
Legal

Social Media







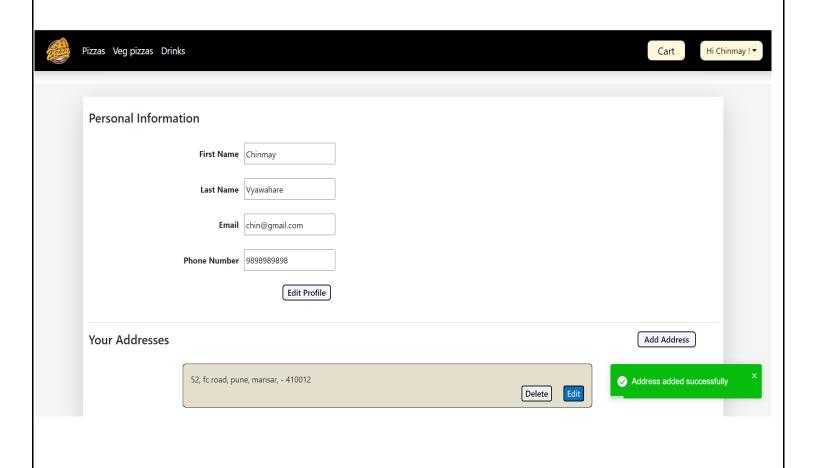


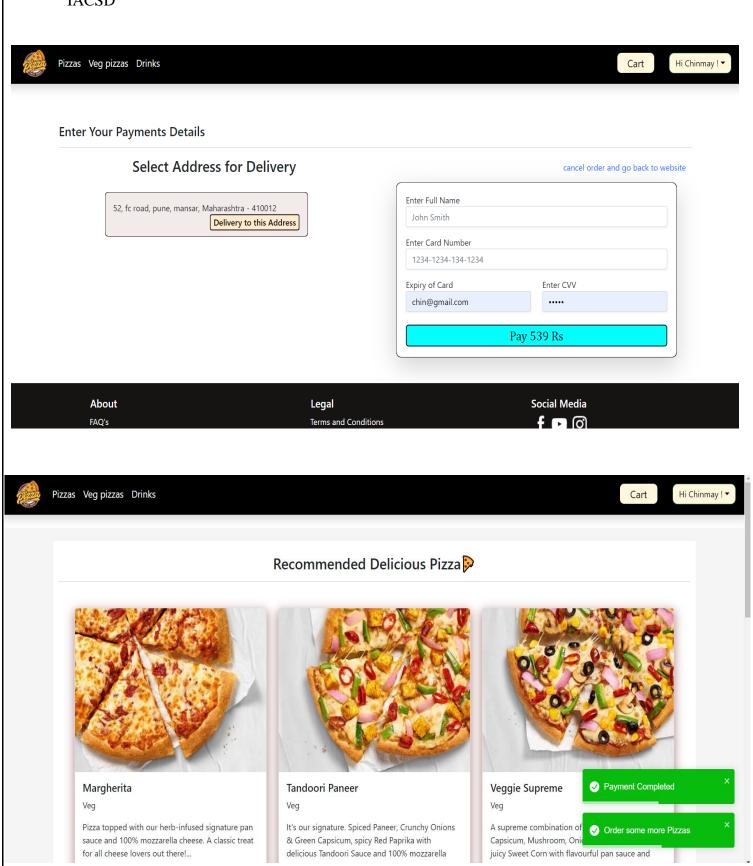
IACSD Hi Chinmay ! ▼ Pizzas Veg pizzas Drinks Cart My Basket Tandoori Paneer Rs. 539 Veg Size : Regular quantity:1 Rs. 539 Total amount to be Paid: 539 Rs Proceed to Buy ✓ Added to cart Legal About Social Media 34

IACSD Cart Hi Chinmay ! ▼ Pizzas Veg pizzas Drinks Personal Information First Name | Chinmay Last Name Vyawahare Email chin@gmail.com **Phone Number** 9898989898 Edit Profile **Your Addresses** Add Address Please add your address About Legal **Social Media** 35

Add New Address









Tandoori Paneer Rs. 539

Veg

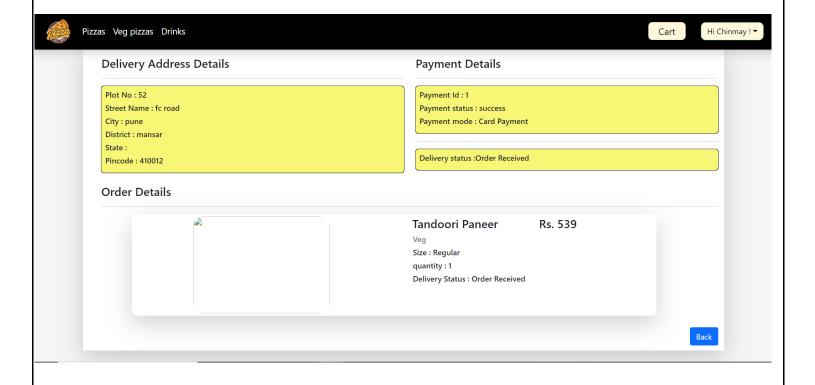
Size : Regular
quantity : 1

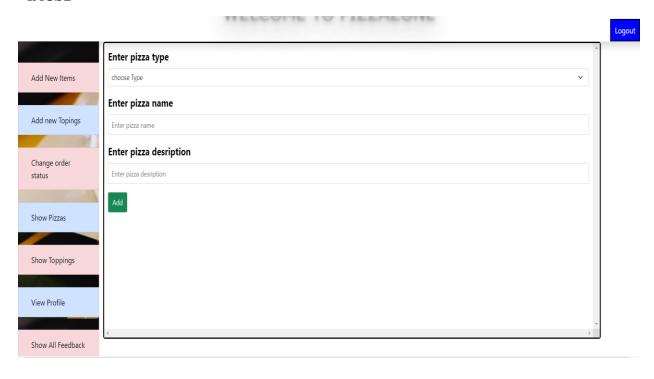
Delivery Status : Order Received

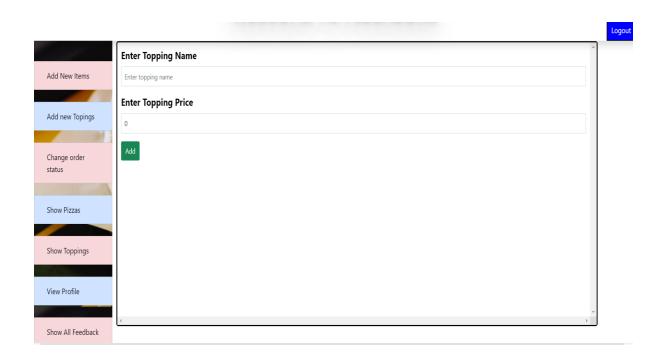
View Details

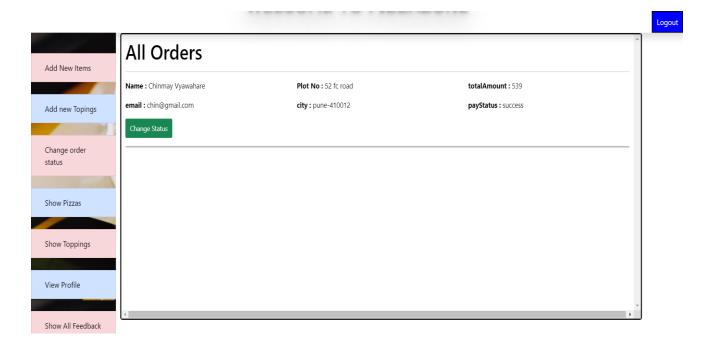
About Legal Social Media

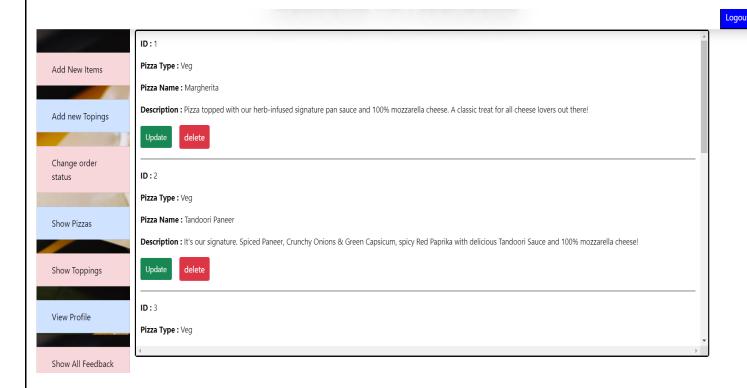
FAO's Terms and Conditions

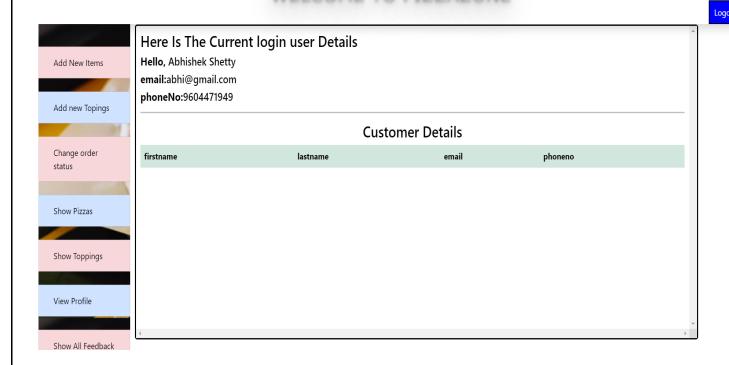












CONCLUSION

The project entitled **PizzaZone** was completed successfully.

The system has been developed with much care and free of errors and at the same time it is efficient and less time consuming. The purpose of this project was to develop a web application and an android application for purchasing items from a shop.

This project helped us in gaining valuable information and practical knowledge on several topics like designing web pages using React.js, usage of responsive templates, designing of web applications, and management of database using MySQL. The entire system is secured. Also, the project helped us understanding about the development phases of a project and software development life cycle. We learned how to test different features of a project.

This project has given us great satisfaction in having designed an application which can be implemented to any nearby shops or branded shops selling various kinds of products by simple modifications.

There is a scope for further development in our project to a great extent. A number of features can be added to this system in future like providing moderator more control over products so that each moderator can maintain their own products. Another feature we wished to implement was providing classes for customers so that different offers can be given to each class. System may keep track of history of purchases of each customer and provide suggestions based on their history. These features could have implemented unless the time did not limit us.

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