A

Project Report on

BOOK MY MEAL

BTech-IT, Sem VI

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April, 2023

CANDIDATE'S DECLARATION

We declare that 6th semester report entitled "**Book My Meal**" is our own work conducted under the supervision of the guide **Prof. Viral Shah .**

We further declare that to the best of our knowledge the report for B.Tech. VI semester does not contain part of the work which has been submitted either in this or any other university without proper citation.

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CERTIFICATE

This is to certify that the project carried out in the subject of System Design Practice, entitled "Book My Meal" and recorded in this report is a bonafide report of work of

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Prof. Shah's insightful feedback and constructive criticism helped us to identify and rectify the flaws in our project, which eventually led to the successful completion of the project. His willingness to go the extra mile in providing us with additional resources and support, whenever required, has been greatly appreciated.

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Finally, we extend my sincere thanks to Prof. Shah for his invaluable contribution to our project and for being an excellent mentor. Without his guidance, this project would not have been possible.

Regards,
Deep Sutariya
Aksh Talati
Gaurav Teli

TABLE OF CONTENTS

ABSTRACT

The "Book My Meal" project aimed to develop a software to simplify dining and take-out facilities for customers and to conserve their waiting time. The project includes features such as table reservation, live order updates, food combo recommendation, and bill generation. The purpose of the Book My Meal web portal is to provide a better and easy interface for the customer to order food for take-away or to make a reservation. To manage this in a well-organized manner, a user database was created to store user information, a restaurant database to store restaurant information, and orders in the restaurant. By fulfilling the above requirements, the project aims to provide better services to customers. This report details the development process and outcomes of the Book My Meal project.

LIST OF FIGURES

LIST OF TABLES

1. INTRODUCTION

1.1. Purpose

Our purpose was to develop a software which is used to simplify dining and take out facilities for the customer , By this we aim to conserve the waiting time of the customer after ordering food or reaching the restaurant. Few of the features that are included are

- Table reservation
- Live order updates
- Food Combo recommendation
- Bill Generation

1.2. Document Conventions

This document follows MLA format. Bold-faced text has been used to emphasize section and sub-section headings. Italicized text is used to label and recognize diagrams.

1.3. Intended Audience and Reading Suggestions

- Developers
- Project Managers
- Marketing staff
- Users
- Testers
- Documentation Writers

1.4. Product Scope

The purpose of Book My Meal web Portal provides a better and easy interface for the customer to Order a Food for Take-Away or to make a reservation .

To Manage this all in a well manner we need a User DataBase for storing the user`s Info and the restaurant DataBase for storing the restaurant`s info and the orders in the restaurant .

Based on Above requirement we hope to provide better services to customers.

1.5. Technology and Tools Review

Following technologies will be used for development/management/tracking activities….

- Mongo DB - MongoDB is a source-available cross-platform document-oriented database program.
- React-JS - React is a free and open-source front-end JavaScript library for building user interfaces based on UI components.
- Express - Express, is a back end web application framework. It is designed for building web applications and APIs.
- Postman - Postman is an API platform for building and using APIs. Postman simplifies each step of the API lifecycle and streamlines. Collaboration
- UI/UX - HTML, CSS, JAVA SCRIPT

2. PROJECT MANAGEMENT

2.1. Feasibility Study

2.1.1. Technical feasibility

Viewing our project from a technical point of view (thinking about various tools and technologies being used in developing the system). We have decided that following technologies will be more than enough to develop a complete working system (including tech. & tools used for project tracking, monitoring etc. along with development).

- Mongo DB - MongoDB is a source-available cross-platform document-oriented database program.
- React-JS - React is a free and open-source front-end JavaScript library for building user interfaces based on UI components.
- Express - Express, is a back end web application framework. It is designed for building web applications and APIs.
- Postman - Postman is an API platform for building and using APIs. Postman simplifies each step of the API lifecycle and streamlines. Collaboration
- UI/UX - HTML, CSS, JAVA SCRIPT

We are equipped with basic workflows of each tool and tech. and capable to explore further if required. Each of the above technologies is freely available and some of the skills are yet to be learnt but it is manageable. From this, it is clear that our project is technically feasible.

2.1.2. Time schedule feasibility

We have planned the steps for completion of our project in given duration. Firstly, We will perform requirement gathering & analysis by start of January 2023. We will prepare SRS document and the GUI design tentatively by January 2023 ending.The diagrams required for the design as well as the database design will be tentatively completed by February 2023.For coding and unit testing 4 weeks and for system and integration testing another 2 weeks will be required. Hence tentatively by the end of March 2023. We will be able to complete the project and ready for its demonstration at starting of April 2023. Being a 2 members team we will be able to complete our project in the estimated time.

2.1.3. **Operational feasibility**

In current COVID pandemic situation and work from home, we are forced to manage our project remotely. So, operability and management of project is going to be somewhat difficult but it will be quite feasible to develop project remotely as well as good social media platforms to communicate ideas and work regarding the project. Also, we are team of 3 persons. So from organizational point of view, it is sufficient to maintain proper teamwork even remotely. Hence our project is operationally feasible.

2.1.4. **Implementation feasibility**

We will be working on developing a full Web application for the first time. So we need to learn the basic of MERN stack. Also we need to learn how to connect our project with an online database MongoDB.

Since we are well aware of the basics of JavaScript we just need to learn how to implement it according to our needs which will take around 2 or 3 weeks and be completed before starting implementation.

2.2. Project Planning

2.2.1. Project Development Approach and Justification

We would be using the Agile model for project development. Agile methods break tasks into smaller iterations, or parts do not directly involve long term planning. The project scope and requirements are laid down at the beginning of the development process. Plans regarding the number of iterations, the duration and the scope of each iteration are clearly defined in advance.

Following are the phases in the Agile model are as follows:

1. Requirements gathering

2. Design the requirements

3. Construction/ iteration

4. Testing/ Quality assurance

5. Deployment

6. Feedback

Fig 2.2.1 Agile Model

Advantages of Agile model:

- Customer satisfaction by rapid, continuous delivery of useful software.
- People and interactions are emphasized rather than process and tools. Customers, developers and testers constantly interact with each other.
- Working software is delivered frequently (weeks rather than months).
- Face-to-face conversation is the best form of communication.
- Close, daily cooperation between business people and developers.
- Continuous attention to technical excellence and good design.
- Regular adaptation to changing circumstances.
- Even late changes in requirements are welcomed.

Disadvantages of Agile model:

- In case of some software deliverables, especially the large ones, it is difficult to assess the effort required at the beginning of the software development life cycle.
- There is a lack of emphasis on necessary designing and documentation.
- The project can easily get taken off track if the customer representative is not clear what final outcome that they want.
- Only senior programmers are capable of taking the kind of decisions required during the development process. Hence it has no place for newbie programmers, unless combined with experienced resources

2.2.2 Project Plan

Task Name	Start	Finish	December				January				February				March			
			1	2	3	4	1	2	3	4	1	2	3	4	1	2	3	4
Plan and Feasibility Study	25/12/2022	02/01/2023																
Requirements gathering	03/01/2023	10/01/2023																
Analysis	11/01/2023	16/02/2023																
Design	17/02/2023	22/02/2023																
Coding	22/02/2023	29/03/2023																
Testing	30/03/2023	1/04/2023																

Table 2.2.2

2.2.3. Roles and Responsibilities

Name	Analysis	Design	Coding	Testing	Documentation	Maintenance
Deep Sutariya	✓		✓	✓	✓	✓
Aksh Talati	✓	✓	✓	✓	✓	
Gaurav Teli	✓	✓	✓	✓		✓

Table 2.2.3

3. SYSTEM REQUIREMENTS STUDY

3.1 Problems and Weaknesses of Current System

Sure, here's an abstract for a project report on the problems in the current system of food delivery, dining reservation, and take-out:

The current system of dining reservation, and take-out has several inherent problems that often result in poor customer experiences. The existing system relies heavily on phone calls, which are time-consuming and prone to errors. The following are some of the common problems that customers face in the current system:

- Long waiting times: Customers have to wait in long queues or on hold for extended periods of time to place their order or make a reservation. This often results in frustration and dissatisfaction.
- Inaccurate orders: Due to the manual nature of order-taking, orders are often incorrect, leading to customer complaints and lost revenue for the restaurant.
- Limited information: Customers have limited information about the restaurant's menu, availability, and wait times. This makes it challenging to make informed decisions and plan their visit.
- Lack of transparency: Customers are often left in the dark about the status of their order or reservation. This lack of transparency leads to anxiety and confusion.

3.2 User Characteristics (Type of users who is dealing with the system)

There are 2 types of user in system required
1. User (Customer)
2. Restaurant

1. User
   - Users can access all the features except the features such as orders, reservation, and book order or book takeout.
   - Once the user has logged in they can use all the features.

2. Restaurant
   - Restaurant owner need to login to use any functionality
   - They can edit the profile, edit menu, add menu items in menu, and view orders, can view reservation and update status.

3.3 Hardware and Software Requirements (minimum **requirements to run your system)**

There are no such specific hardware requirements other than basic requirements such as a computer with good internet connectivity and a decent browser.

Software: -

- Operating System: Windows Operating System 2000 and Above and Linux
- Visual Studio Code
- MERN stack
- Mongo database

Mongo database: MongoDB is a Cloud-hosted, NoSQL database that uses a document-model. It can be horizontally scaled while letting you store and synchronize data in real-time among users.

Visual Studio Code: Visual Studio Code is the Integrated Development Environment (IDE) for Web app development.

3.4 Constraints

3.4.1 Hardware Limitations

o There is only one limitation of this web app, that the device must have the browser with active internet and fairly recent OS .

3.4.2 Reliability Requirements

o The web app does demand much reliability and it is fully assured that the particular information about the users should be secured and flow is maintained and accessed according to the rights.

3.5 Assumptions and Dependencies

1) Users have sufficient privileges to access the internet.
2) Browser on Device is running smoothly.
3) Database updates are giving expected and accurate results.

4. SYSTEM ANALYSIS

4.1 Requirements of New System (SRS)

4.1.1 User Requirement

A. User (customer)
B. Restaurant

1. User

- Add Food item: Allows user to add food items to tray.
- View Restaurant: Allow users to view and search for restaurant by pincode
- Book Reservation: Allows user to book reservation for specific restaurant
- View booking details: Allow users to view booking details
- View Reservation Details : Allows users to view reservation details

2. Restaurant:

- Edit their profile: they can edit their profile.
- Edit/ add/ remove in menu: can edit or add or remove the menu
- View reservation: they can view the reservation
- View and update status: they can view and update status of orders.

4.1.2 System Requirements

1 Functional requirements

USER FUNCTIONALITIES

1 Registration of users

Description : Users will register themselves on our websites with their Details i.e userName ,userEmailID, userPhone_no, userPassword

Input: User details

Output : user will be given an acknowledgment about the registration, unique userID and he/she will be redirected to the LoginPage.

2 User Login :

Description: User will enter their userEmailID and userPassword and if these details are correct then and only they will be logged into their Account and can get the access of ordering the food and other functionality.

Input: userEmailID and userPassword

Output: user will be redirected to the homepage.

3 Ordering of Food:

Description: Users will be able to see the menu and can add the food items onto their tray. Users can find their food Item by searching. Users are also recommended the most rated food Items. Using this to feature a user's tasks becomes easy to choose the foodItems.

Precondition: user must be logged in or first register and then login must be done.

3.1 Searching Items via search bar

Input: Food Item in search bar

Output: Food item gets added on tray and also price is added into total.

3.2 Choosing Restaurant

Input: Select a restaurant for menu details.

Output: Navigate Menu page of selected restaurant.

3.2.1 Choosing from menu

Input: Clicking on the menu to add the item on their tray.

Output: Food item gets added on tray and also the price is added into total.

4 Update a Tray:

Description: Users will be able to view their tray (which contains all the items added by them) and also increase the number of particular items or delete one particular item from the tray.

4.1 View Tray

Input: No inputs only the user will be able to see the content of the tray..

Output: Number of item user has added into the tray and the details such as quantity, price and name of item

4.2 Increase the quantity item:

Input : User will choose the quantity of food he/she wants.

Output: The tray will be updated and the updated food item will be shown

4.3 Delete the foodITem:

Input: User will delete the food item in the tray.

Output: The tray will be updated and the updated food item will be shown

5 Placing order

Description: The user can place the order and the order requests will be sent to the restaurant once they press PLACE ORDER.

Precondition: User must be logged in.

Input: Place order button pressed

Output: the user will be acknowledged by the order Info and with the unique order id and further the request will be sent to the particular restaurant.

6 Table Reservation

Description: The user can reserve table for future visit. Table reservation details sent to the particular restaurant after user gives reservation info;

Precondition: User must be logged in.

Input: Date of reservation and number of people.

Output: the user will be acknowledged by the Reservation status and can see reservation info on the reservation section.

RESTAURANT FUNCTIONALITIES

7 Registration of Restaurant

Description : Restaurant admin will register their restaurant on our websites with their Details i.e. RestaurantName, RestaurantOwnerName, RestaurantPhone, RestaurantAddress, RestauranEmail, RestaurantLocationLink, RestaurantPassword, RestaurantMenu.

Input: Restaurant details

Output : Restaurant will be given an acknowledgment about the registration, unique RestaurantID and will be redirected to the LoginPage.

8 Restaurant Login :

Description: RestaurantOwner will enter their RestaurantEmailID and RestaurantPassword and if these details are correct then and only they will be logged into their Account and can get the access.

Input: RestaurantEmailID and RestaurantPassword

Output: RestaurantOwner will be redirected to their Restaurant Page.

9 Confirming order

Description: Restaurant admin can view the order in the order section and can either confirm or deny the order of the user.

9.1 View the Orders:

Input: Restaurant admin can view the order in the order section provided in the interface.

Output: The Orders will be displayed to the admin with the order details .

9.2 Confirm an Order:

Input: Restaurant admin can Confirm the Order by firing a click event on the Confirm button.

Output: The Order will be confirmed and will acknowledge the user about the confirmation .

9.3 Deny an Order:

Input: Restaurant admin can deny the Order by firing a click event on the deny button.

Output: Order will be denied and will be acknowledged to the user.

10 Updating the menu :

Description: Restaurant admin can add a food item i.e. foodID,foodName,foodPrice,delete a food Item or update the food item in the menu.

10.1 Add a new Food Item:

Input : Restaurant admin can add the details of the food item that to be added.

Output: new items will be added to the menu and a unique FoodID will be returned.

10.2 Delete a Food Item:

Input : Restaurant admin can remove the details of the food item and food items that is to be deleted

Output: items will be remove.

10.3 Update a Food item:

Input: Restaurant admin will be able to update any food item and their description by selecting the food item.

Output: Restaurant admin will be acknowledged about the update and all updates are reflected into the database.

11 Generate Bills:

Description: An automatic bill will be generated as soon as the payment is completed.

Input: Payment accepted

Output: Printing of bill.

12 Table Reservation

Description: Restaurant can provide

reservation feature.

Precondition: Restaurant must be login to view reservations.

Input: Go to reservation section.

Output: Restaurant can view upcoming table reservation time and number of people and user details.

2 Non-Functional Requirements

1 Performance Requirements:

Maximum possible quick response to the booking is required, also should provide fast updation of records. The changes if any made should be reflected automatically in the next screens.

In order to maintain an acceptable speed at the maximum number of orders allowed from a particular user as any number of users can access to the system at any time.

2 Safety Requirements

The web is password protected and also any update of new food items is done by only privileged users/restaurent admin.

3 Software Quality Attributes

The necessary qualities of software products are

3.1 Security

The system is password protected and also any update is done by only privileged users/ restaurant admin.

3.2 Maintainability

The system is to be designed so that it is easily maintained. Also it should allow incorporating new requirements in any module of the system.

3.3 Reliability

The system will be able to handle multiple orders at a time. When a user confirms their order the database will be updated immediately and the next user will not face problems while ordering.

3.4 Portability

The webSite content will be shown same in every device i.e. in mobile, laptop etc.

This means that the content will be displayed in the arranged manner so that a good environment will be provided to the end user.

4 Business Rules

Food items can be added, searched,view tray, update tray and placed order by users/ clients. While the admin can accept or deny the order placed, can update the menu.

5. System Design

5.1. Use Case Diagram

Fig 5.1

5.2. Class Diagram

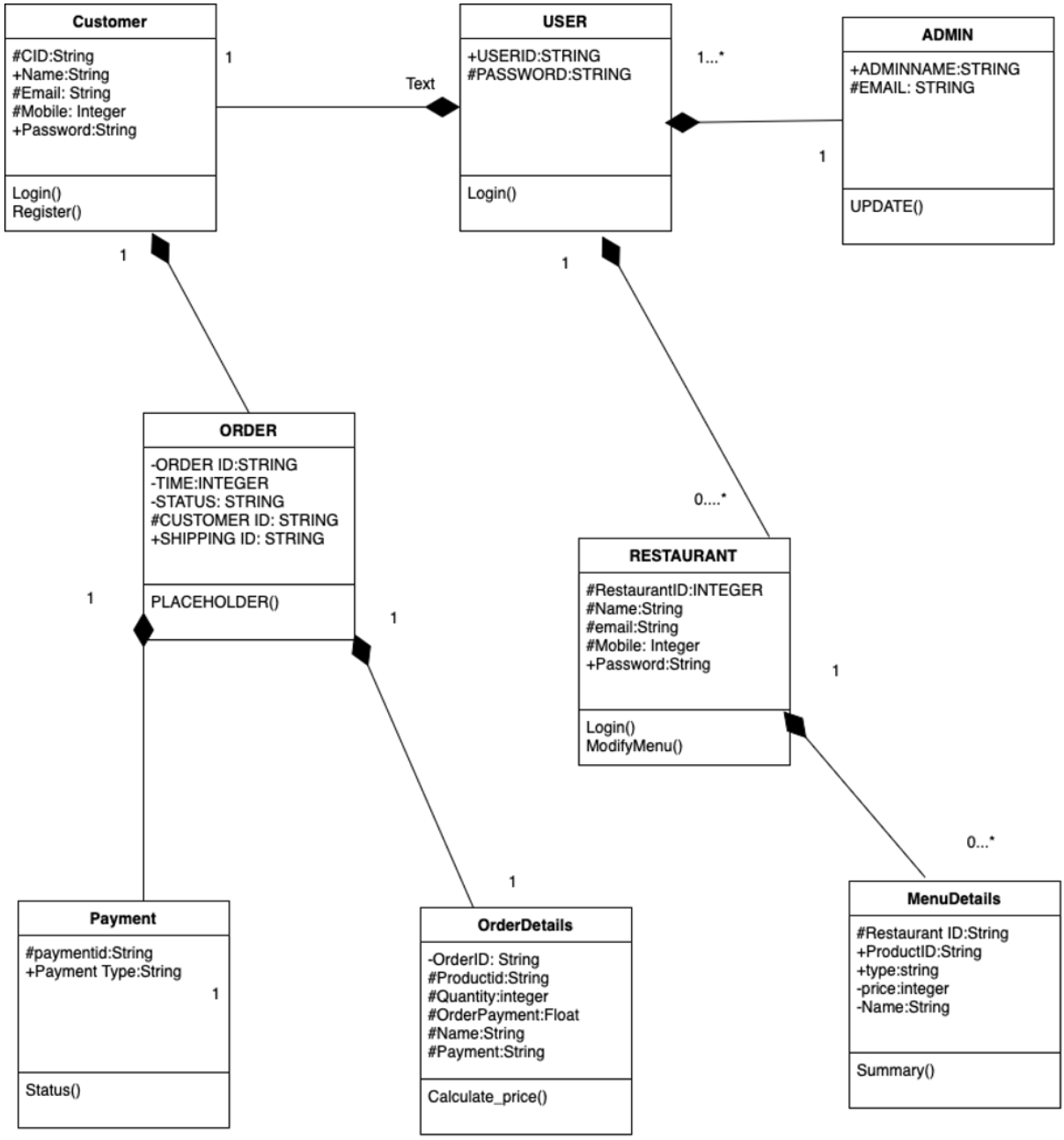


Fig 5.2

5.3. Sequence Diagram

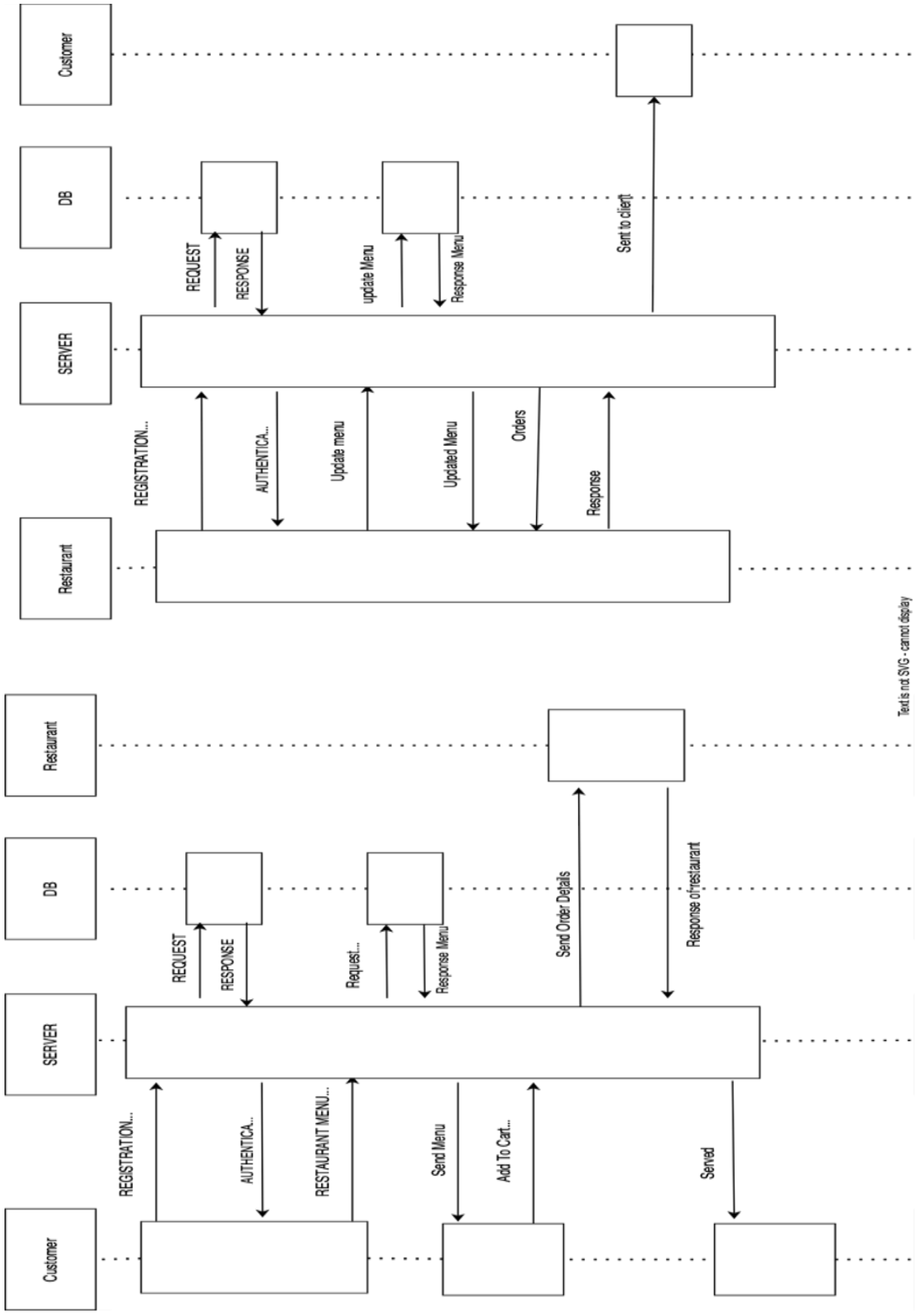


Fig 5.3

5.4. Activity Diagram

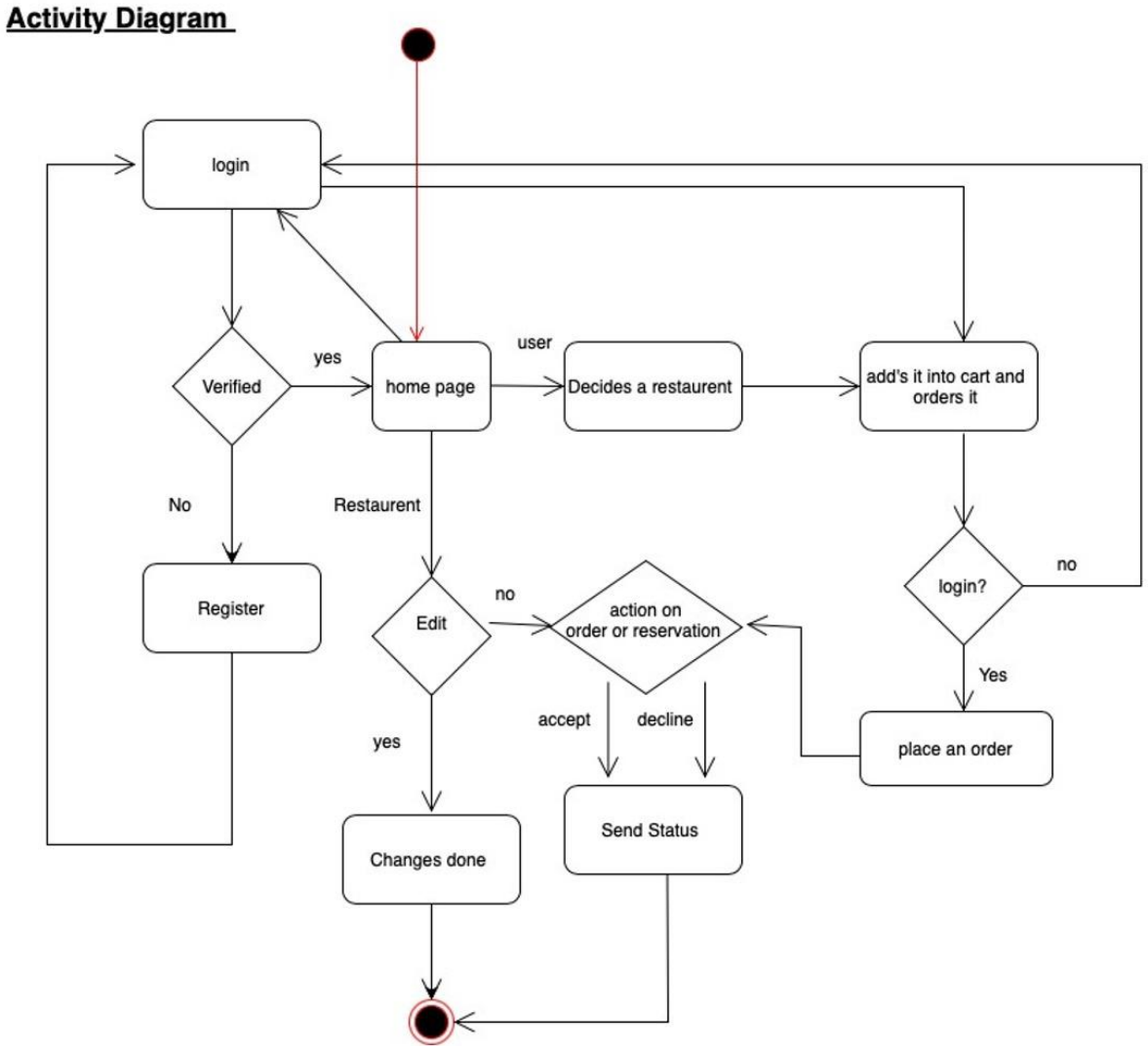


Fig 5.4

6. IMPLEMENTATION PLANNING

6.1 Implementation Environment (Single vs Multi User, GUI vs Non GUI)

For implementation we have used:

Visual Studio Code

Our project is built using Visual Studio Code seeing that it is an web application we saw fit that Visual studio code provided us with all the required basis for successful implementation of our web app. Also to for storing our data we have used Mongo database which enables our web app to run at all times.

6.2 Program/Modules Specification

The following Modules are implemented:

1. User

- Add Food item
- View Restaurant
- Book Reservation
- View booking details
- View Reservation Details
- Can print the receipt

2. Restaurant:

- Edit their profile
- Edit/ add/ remove in menu
- View reservation
- View and update status
- Can print the receipt

6.3 Coding Standards

To make the system coding easy, easy to remember and reduce the chances of errors, some techniques are used at the time of coding of the application

which is called coding standard. The coding standard which we adopted during the coding is explained as follows:

- Each nested block should be properly indented and spaced.
- The code should be properly commented for understanding easily.

Comments regarding the statements increase the understandability of the code.

- Better to avoid use of digits in variable names.
- The names of the function should be written in camel case starting with small letters.
- The name of the function must describe the reason for using the function clearly and briefly.

7. TESTING

7.1 Testing Plan

The testing technique that is going to be used in the project is White box testing. In White box testing the Tester has knowledge about the internal structure of the code or the program of the software.

7.2 Testing Strategy

The development process repeats this testing subprocess a number of times for the following phases.

a) Unit Testing.

b) Integration Testing

Unit Testing tests a unit of code (module or program) after coding of that unit is completed.

Integration Testing tests whether the various programs that make up a system, interface with each other as desired, fit together and whether the interfaces between the programs are correct.

Testing is carried out in such a hierarchical manner to ensure that each component is correct and the assembly/combination of components is correct. Merely testing a whole system at the end would most likely throw up errors in components that would be very costly to trace and fix.

7.3 Testing Methods

Black Box and White Box Testing*:*

In black-box testing a software item is viewed as a black box, without knowledge of its internal structure or behavior. Possible input conditions, based on the specifications (and possible sequences of input conditions), are presented as test cases.

In white-box testing knowledge of internal structure and logic is exploited. Test cases are presented such that possible paths of control flow through the software item are traced. Hence more defects than black-box testing are likely to be found.

Out of the 2 methods for testing, black box testing and white box testing, we would be using the white box testing as we are well aware of the internal functionalities of our application

unlike in the black box testing, where we require a 3rd party to test our cases and the internal details are hidden from him.

7.4 TestCases

For Customer :

Entity	Test Case	Expected Output	Actual Output	Result
Customer Registration	Validation	SuccessFully Registraion	SuccessFully Registraion	Pass
Customer Login	Validation	SuccessFully Login	SuccessFully Login	Pass
Searching for restaurant using Pincode	Restaurant according to the Pincode are shown	Restaurant according to the Pincode should be shown	Restaurant according to the Pincode are shown	Pass
Request for Selected Restaurant Menu.	View Selected Restaurent Menu.	Selected Restaurant menu should be shown	Selected Restaurant menu is shown	Pass
Table Reservation in the Selected Restaurant.	Table Reservation should be done	Table Reservation Should be Done.	Table Reservation is Done.	Pass
View All Reservations	Showing all the reservation of the customer.	All reservations of the customer should be shown.	All reservations of the customer are shown.	Pass

Adding Selected food of selected restaurant to Tray	**The selected food of the selected restaurant should be added to the tray**	**The selected food of the selected restaurant should be added to the tray**	**The selected food of the selected restaurant are added to the tray**	**Pass**
Order the food	**Customer Order sent to the restaurant.**	**The order of the customer should be sent to the restaurant**	**The order of the customer are sent to the restaurant**	**Pass**
View all orders	**All orders of the customer.**	**All orders of the customer should be shown**	**All orders of the customer are shown**	**Pass**
Suggesting the best food pair	**The best pair of food should be suggested to the customer according to the input.**	**The best pair of food should be suggested to the customer according to the input**	**The best pair of food are shown to the customer**	**Pass**
Log Out	**Customer should be logged out.**	**Customer should logged out from the website and returned to the login page.**	**Customer is logged out from the website and returned to the login page.**	**Pass**

Table 7.4.1 CustomerTest Cases

For Restaurant Owner :

Entity	Test case	Expected Output	Actual Output	Result
Restaurant Registration	**Validation**	**Restaurant Registration should be done and redirected to Login Page.**	**Restaurant Registration is done and redirected to Login Page.**	**Pass**

Restaurant Owner Login	**Validation**	**Restaurant owner should be authenticated and navigated to profile page of restaurant**	**Restaurant owner is authenticated and navigated to profile page of restaurant**	**Pass**
Edit Profile	**Editing the profile.**	**Restaurant owner enter the field that to be edited and after submitting the editing should be done.**	**Profile Editing is done.**	**Pass**
View Menus	**View All Menus**	**All menus should be shown to the restaurant owner.**	**All menus are shown to the restaurant owner.**	**Pass**
Add Menu	**Adding menus**	**The menus should be added and shown to the restaurant owner**	**The menus are added and shown to the customer.**	**Pass**
Edit Menu	**Editing the menus**	**The menu should be editedand shown to the restaurant owner**	**The menu should are edited and shown to the restaurant owner**	**Pass**
View Orders in restaurant	**Showing all orders in the restaurant.**	**All orders should be shown to the restaurant owner.**	**All orders are shown to the restaurant owner.**	**Pass**
View Table Reservation in restaurant.	**All Reservations in the restaurant .**	**All Reservations in the restaurant should be shown .**	**All Reservations in the restaurant are shown .**	**Pass**

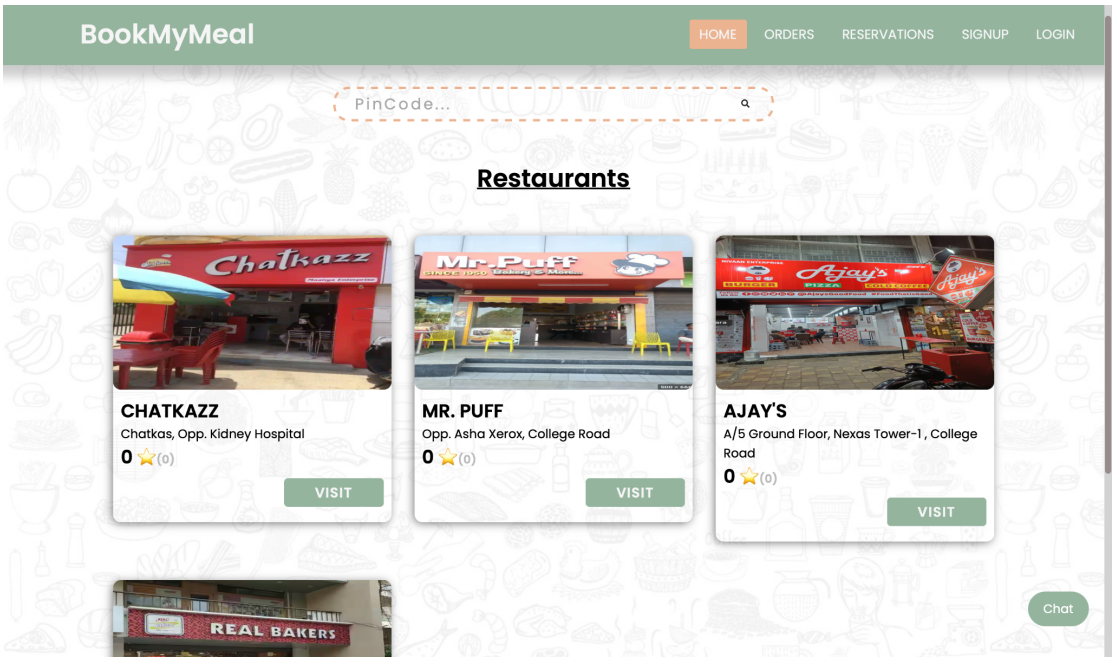
Changing the status of food orders (order accepted,confirmed,prepared,deny).	**Changing the Status of food**	**The status should be update for the particular order and reflected real-time on the customers screen.**	**The status is update for the particular order and reflected real-time on the customers screen.**	**Pass**

8. USER MANUAL

User Manuals are manuals that enable the user of a system or application to understand the working of the system and help them to use them efficiently. It is usually written by a technical writer, although user guides are written by programmers, productor project managers, or other technical staff, particularly in smaller companies.

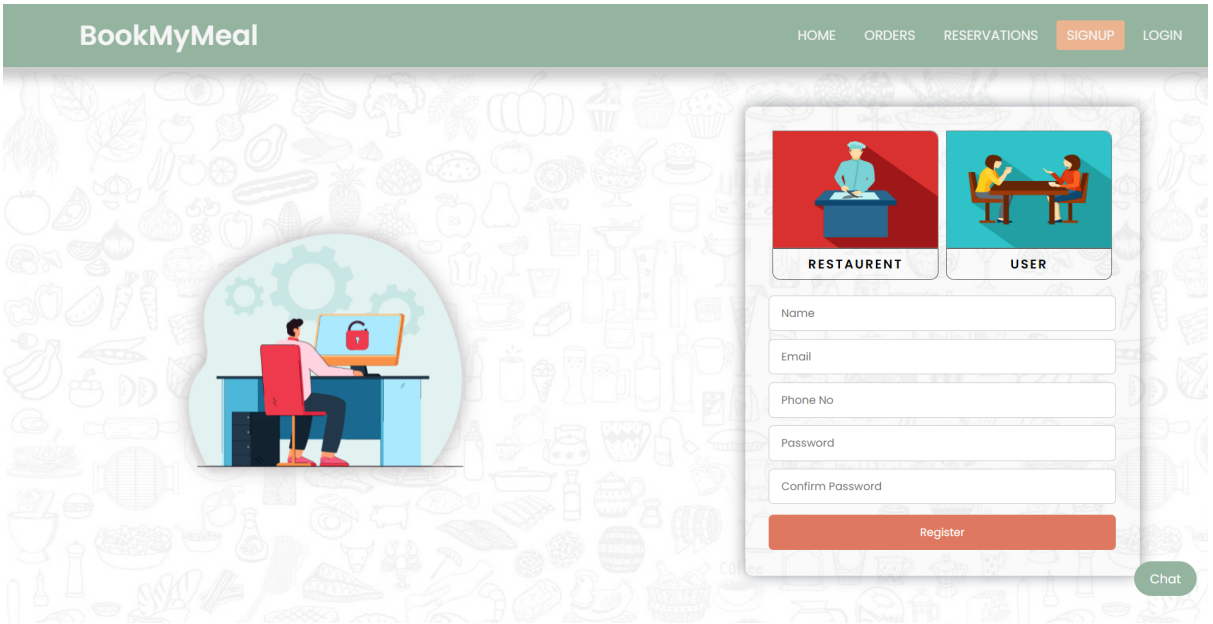
Follow below mentioned steps in order to work with the app:

Landing Page:



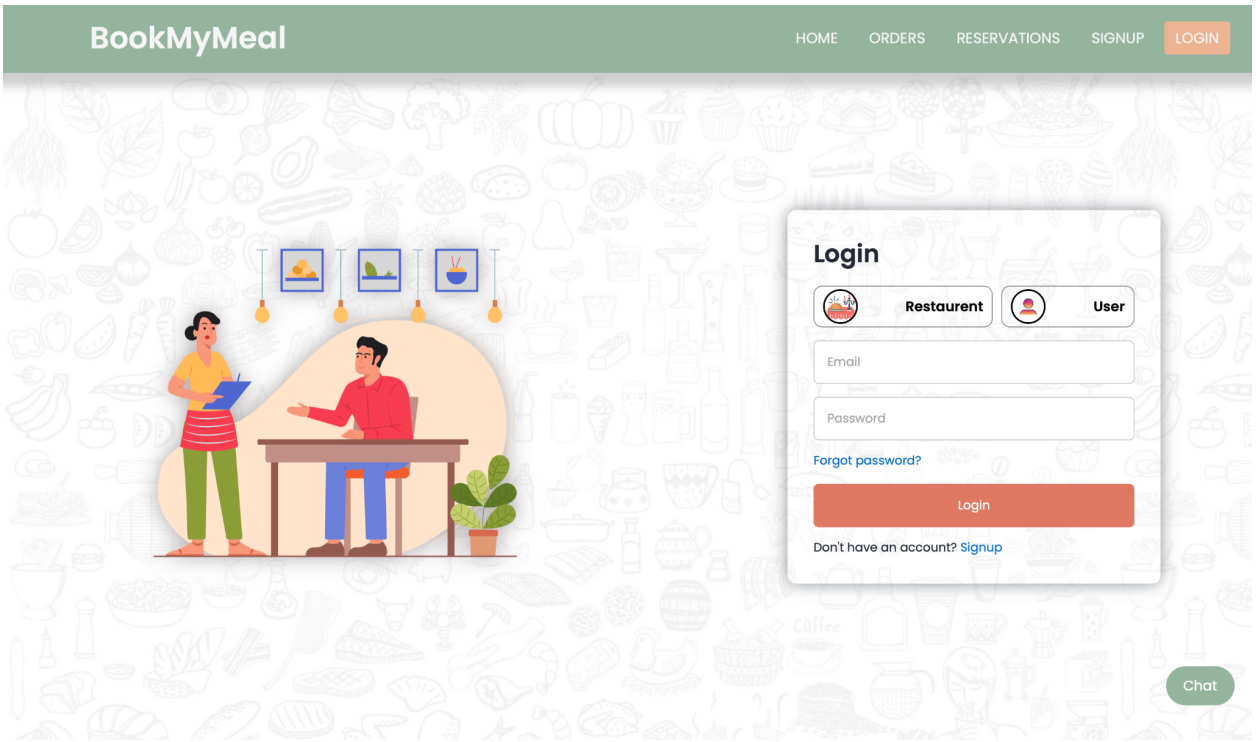
Sign Up:

- Users can register themselves by clicking on the SIGNUP button.
- User has to fill up the form and click the register button.
- After that user is registered to the system and a profile is created.



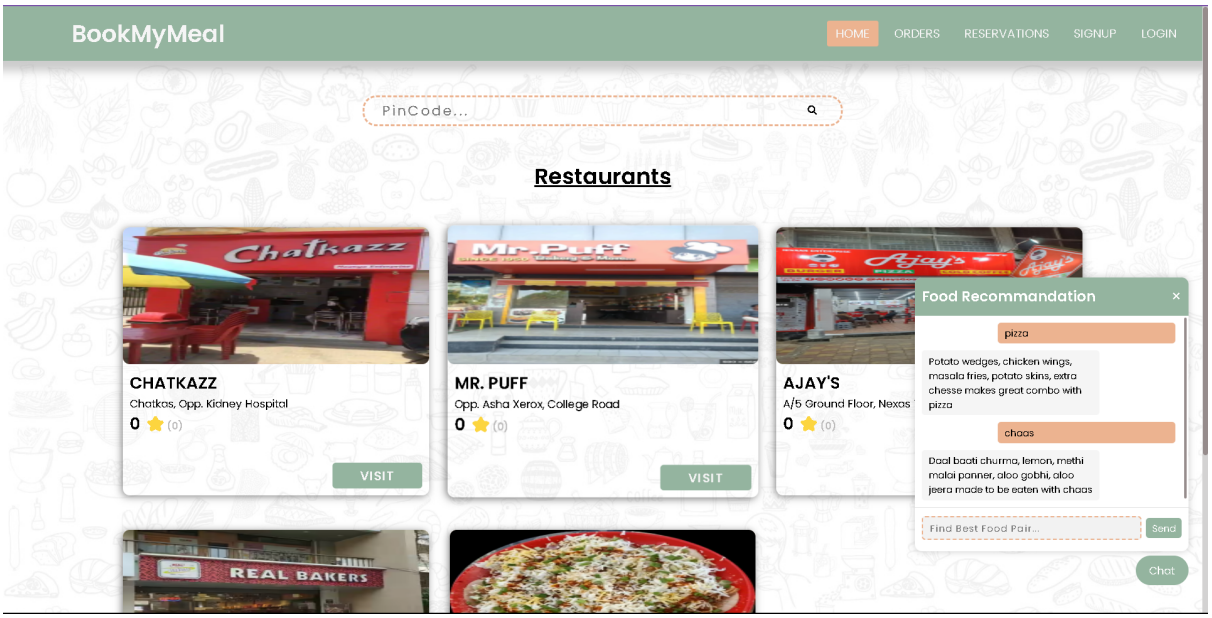
Login:

- you would just have to be registered once else you will be simply logged into the app
- Once you fill the required credentials you will be redirected to your Home page.



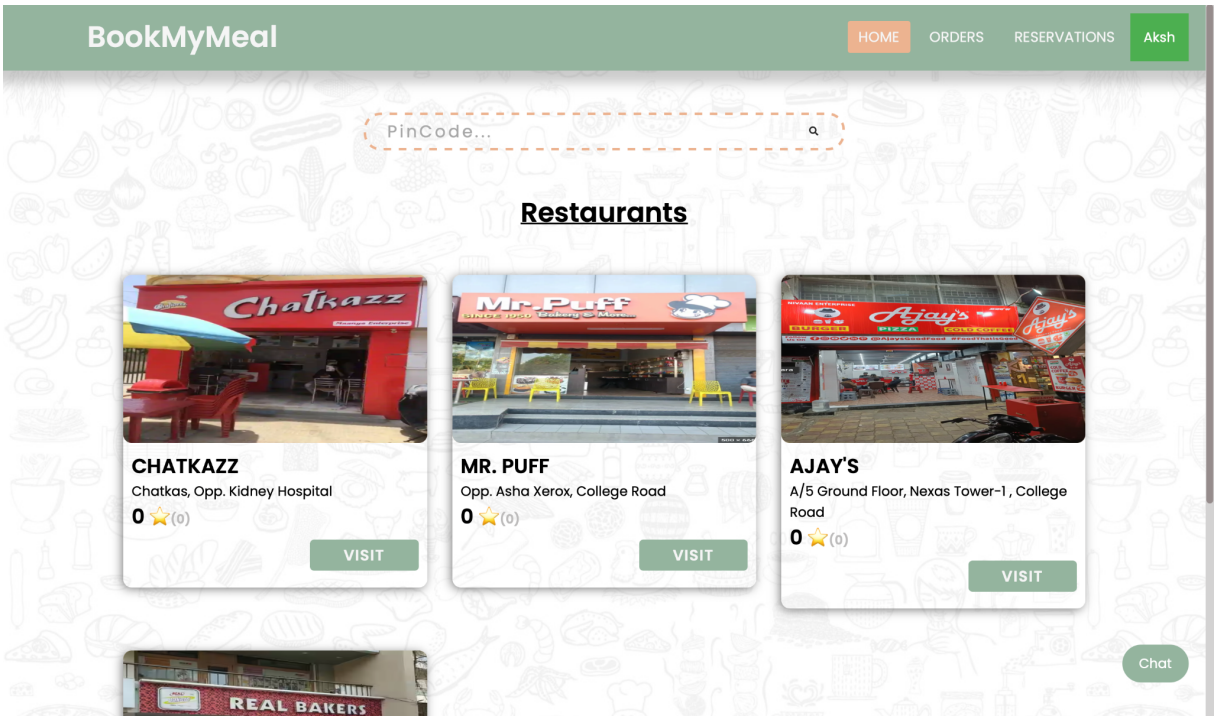
Recommendation for food (Using ML) chat bot:

- User can write what they want to have and the best suitable combination will be suggested to them.



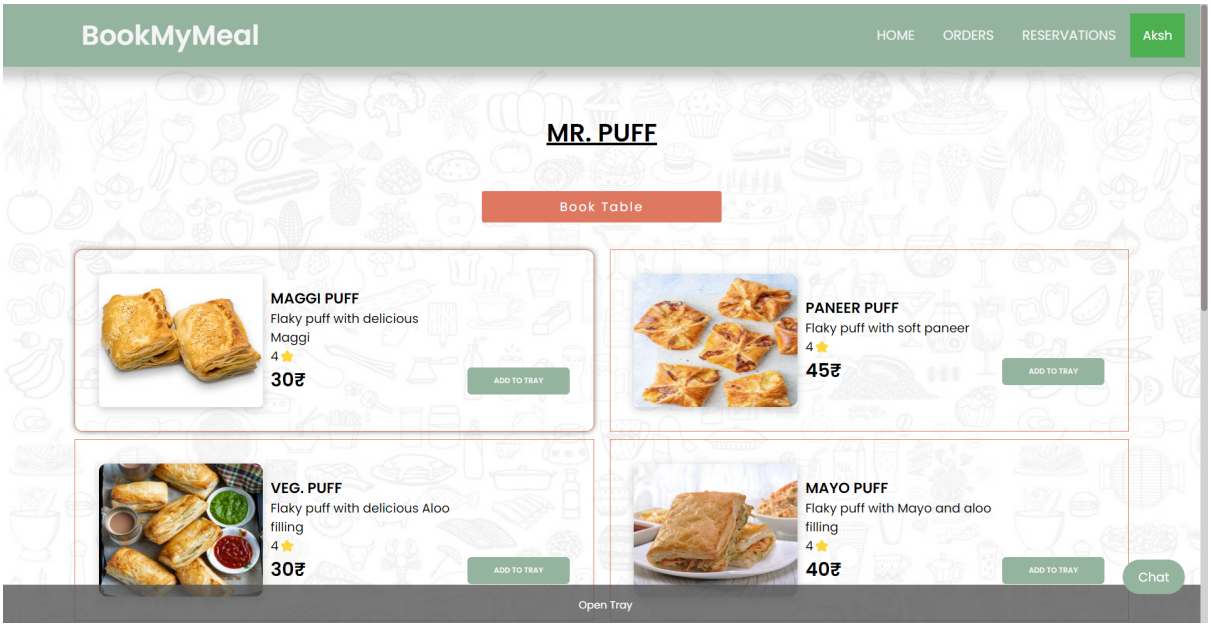
Home Page for User:

- From here users can select the restaurant and search the restaurants available in their area via pincode.

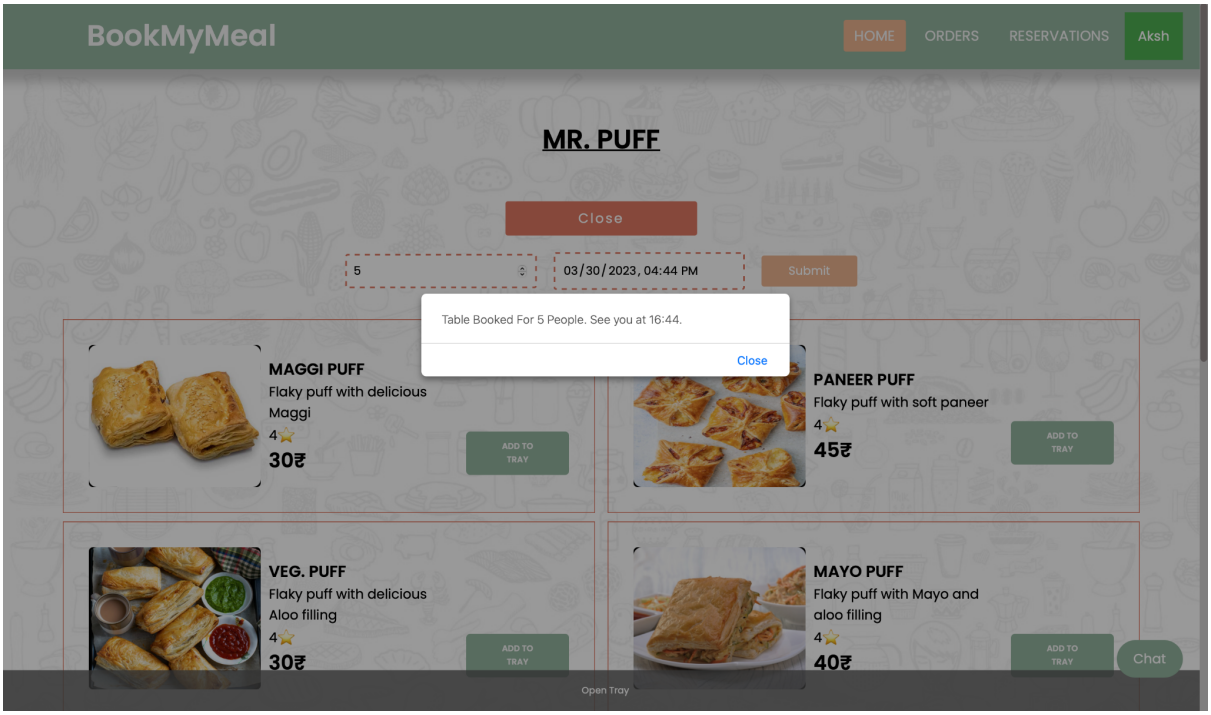


Add food onto Tray:

- on clicking Add to tray, the food item is added to their tray
- They can click on the Book Table and reserve their table for future time that day.

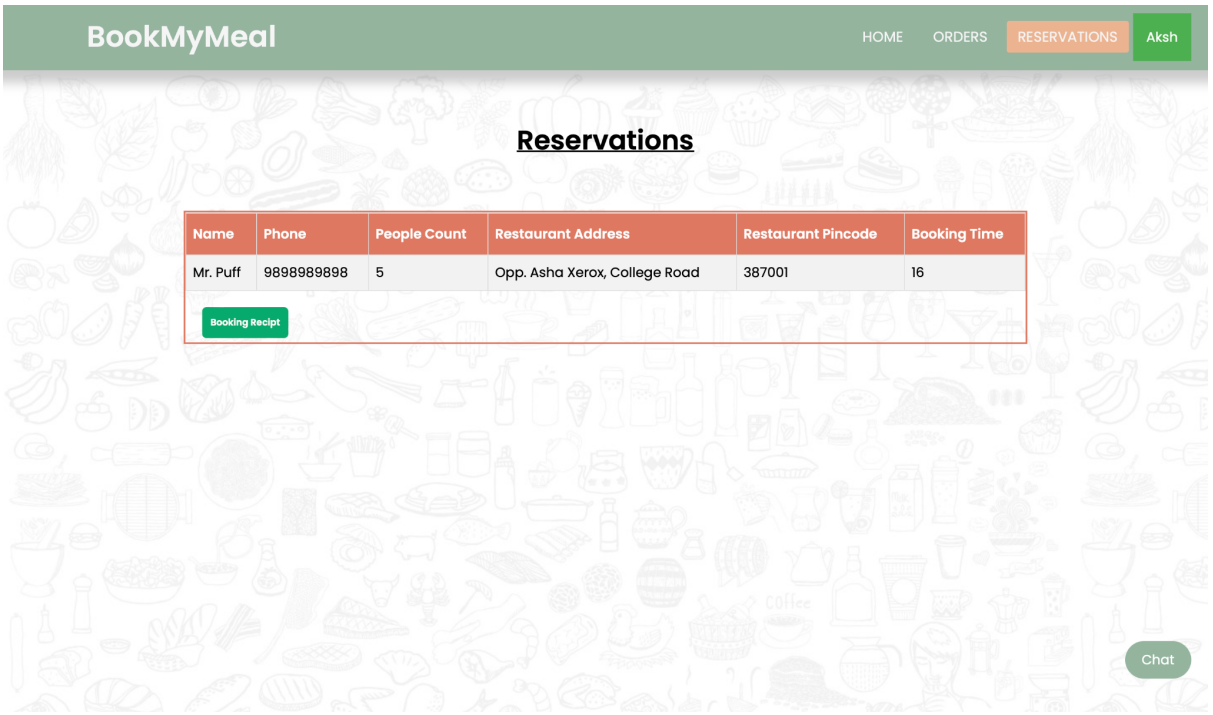


Confirmation For Reserving the Table.

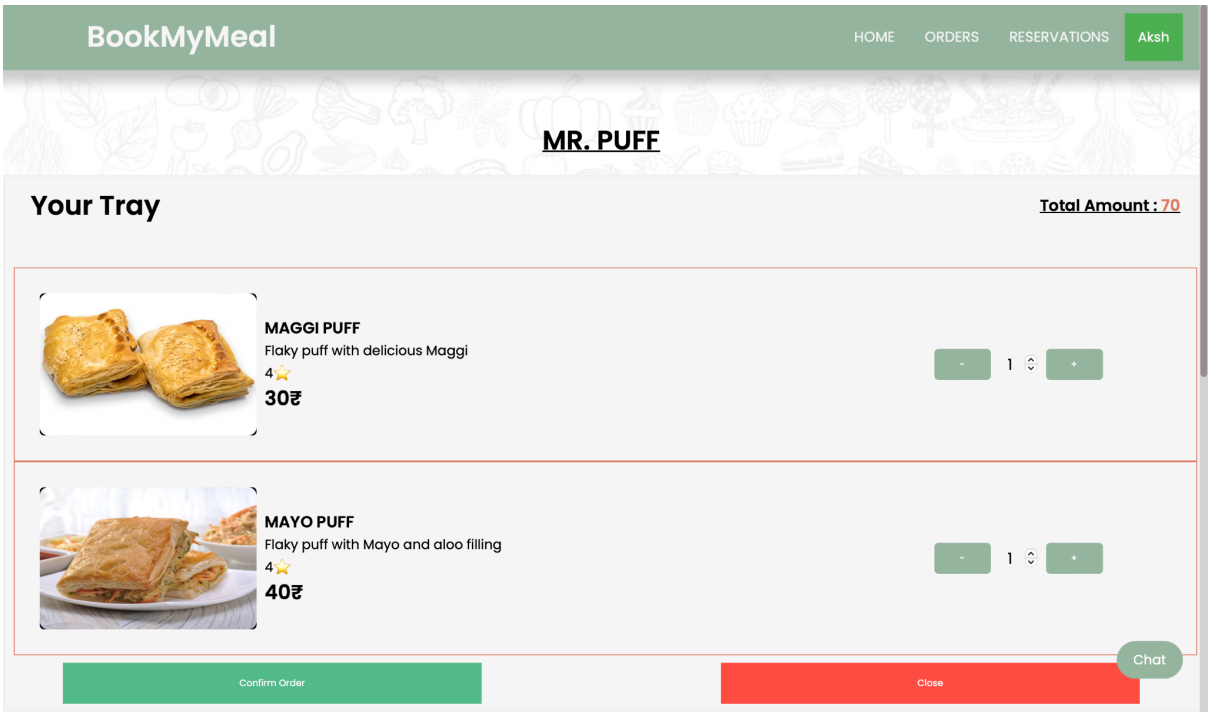


Users Reservation reflected in their profile

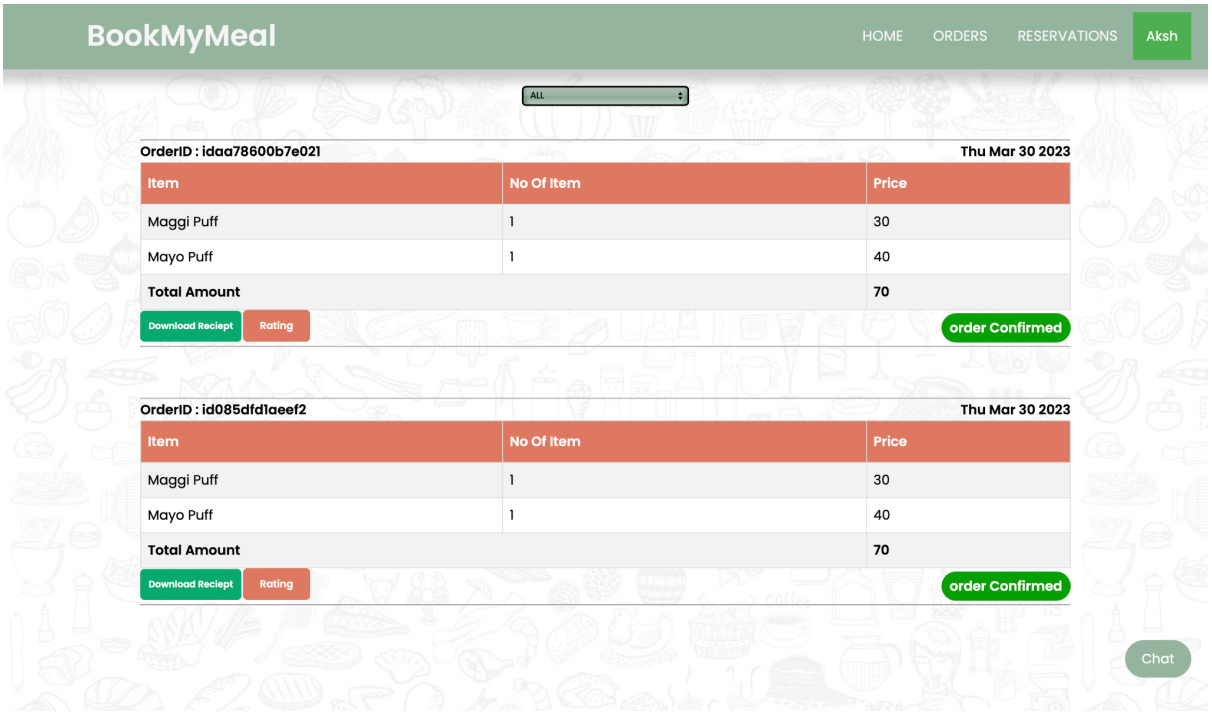
- They can print the receipt for the same by clicking on it.



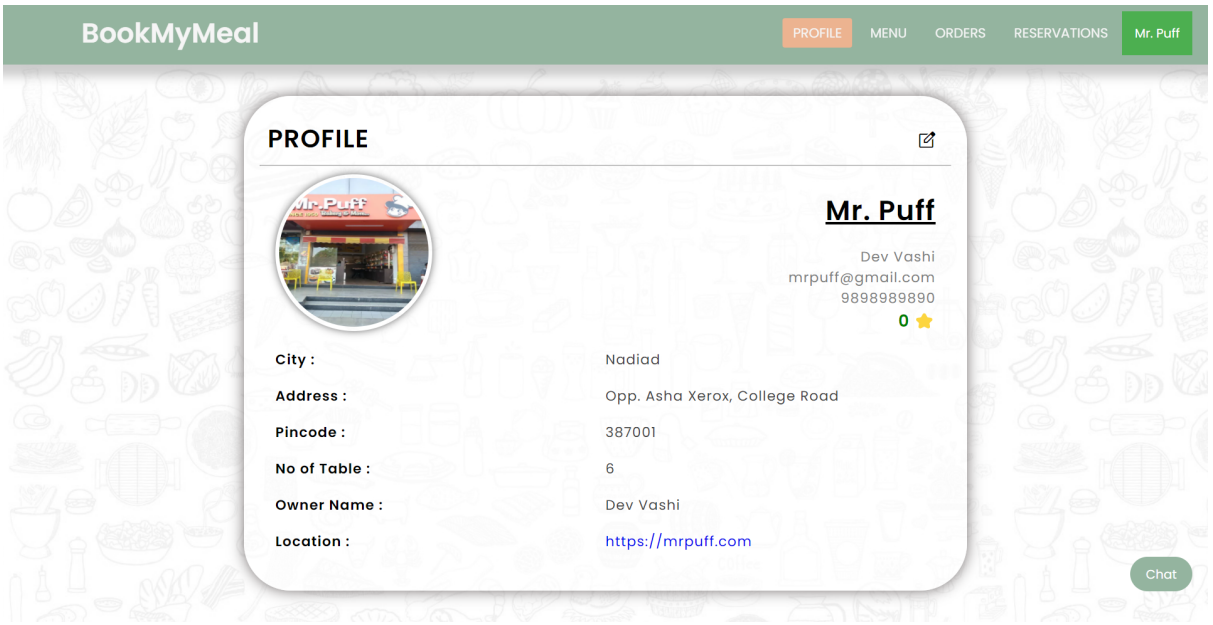
After Adding your Food to Tray



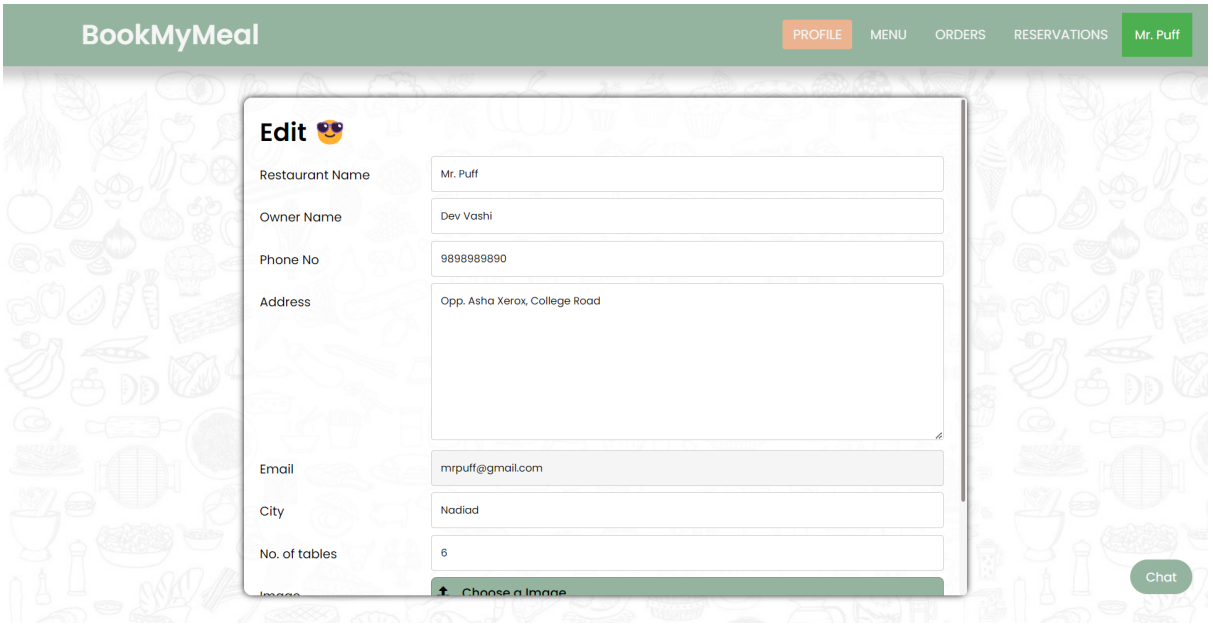
Order Confirmation



Restaurant Profile page

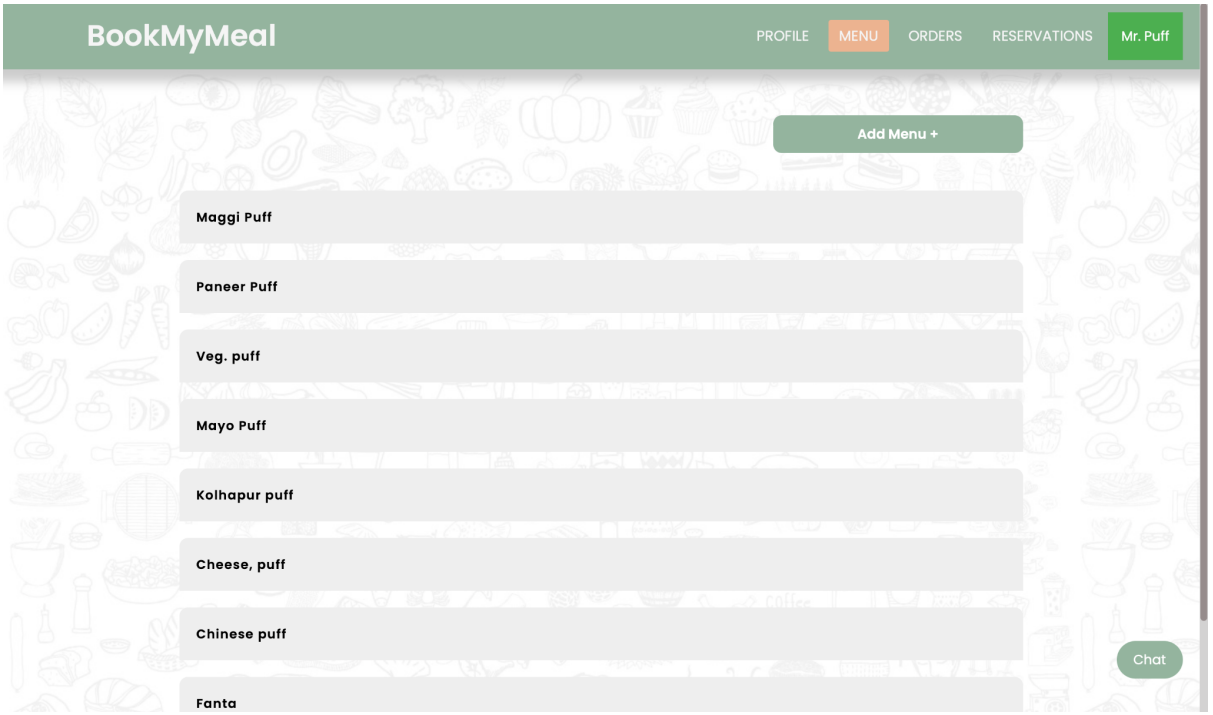


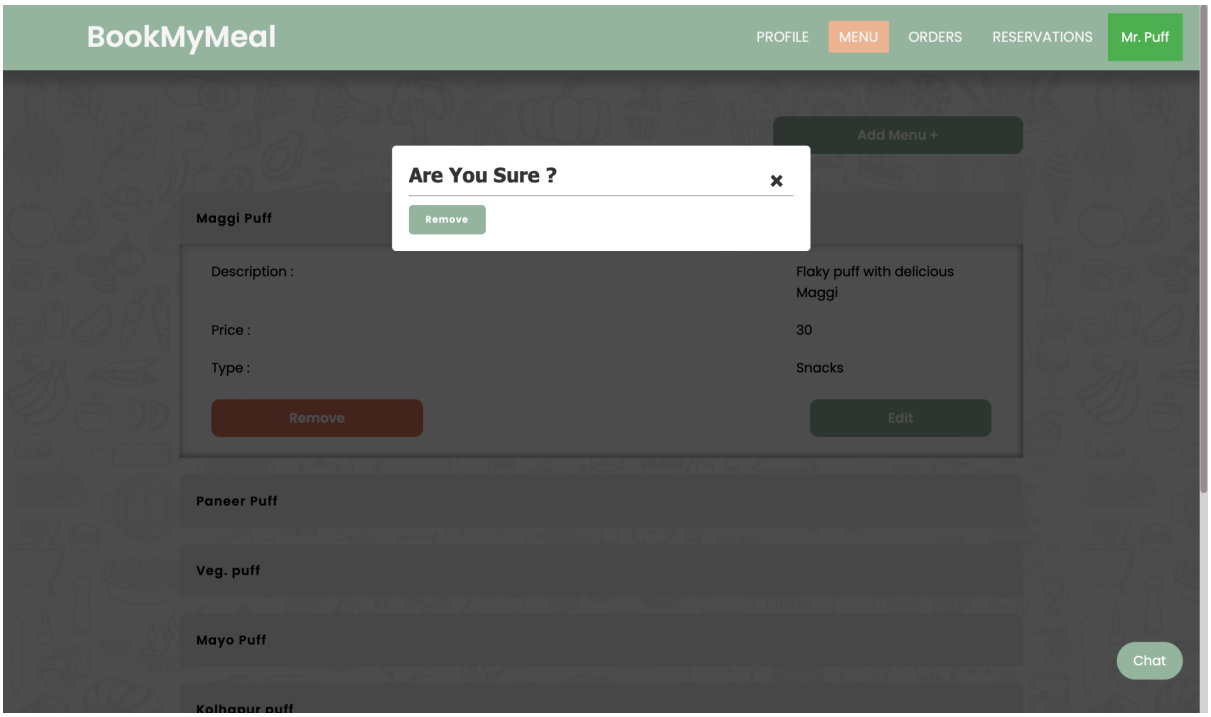
- Owner can edit the details by clicking on edit



Adding menu items

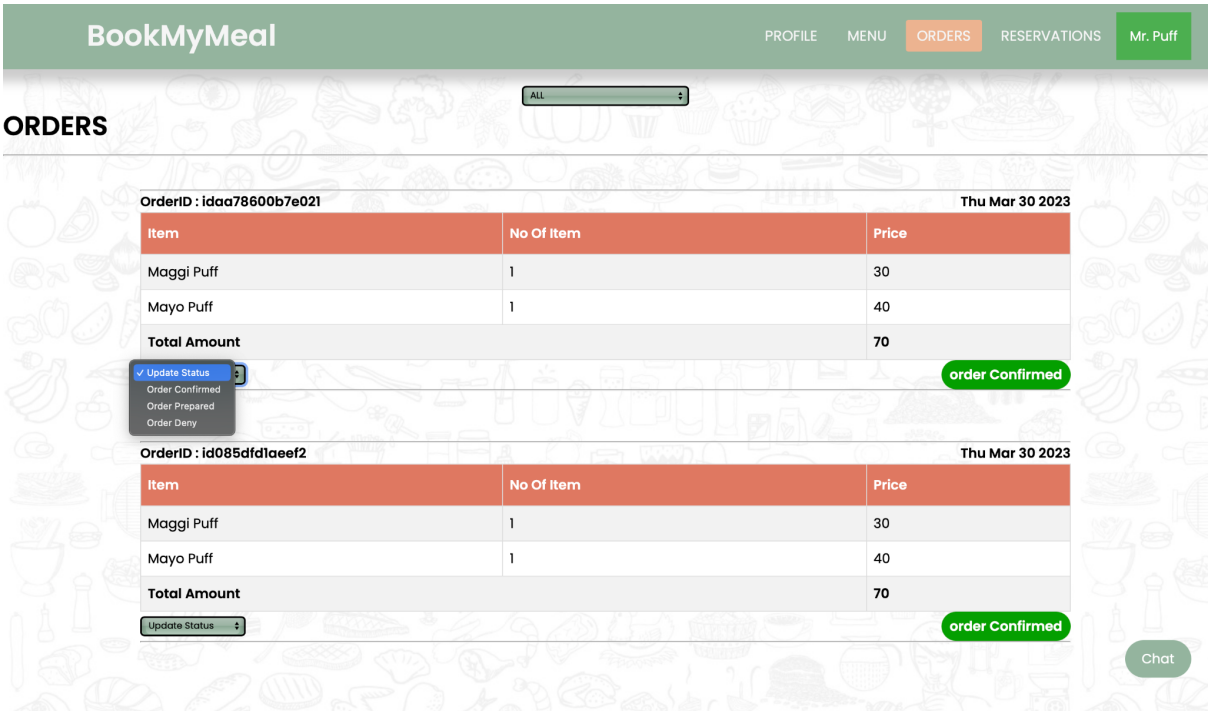
- By clicking on the edit or remove the owner can make the necessary changes.





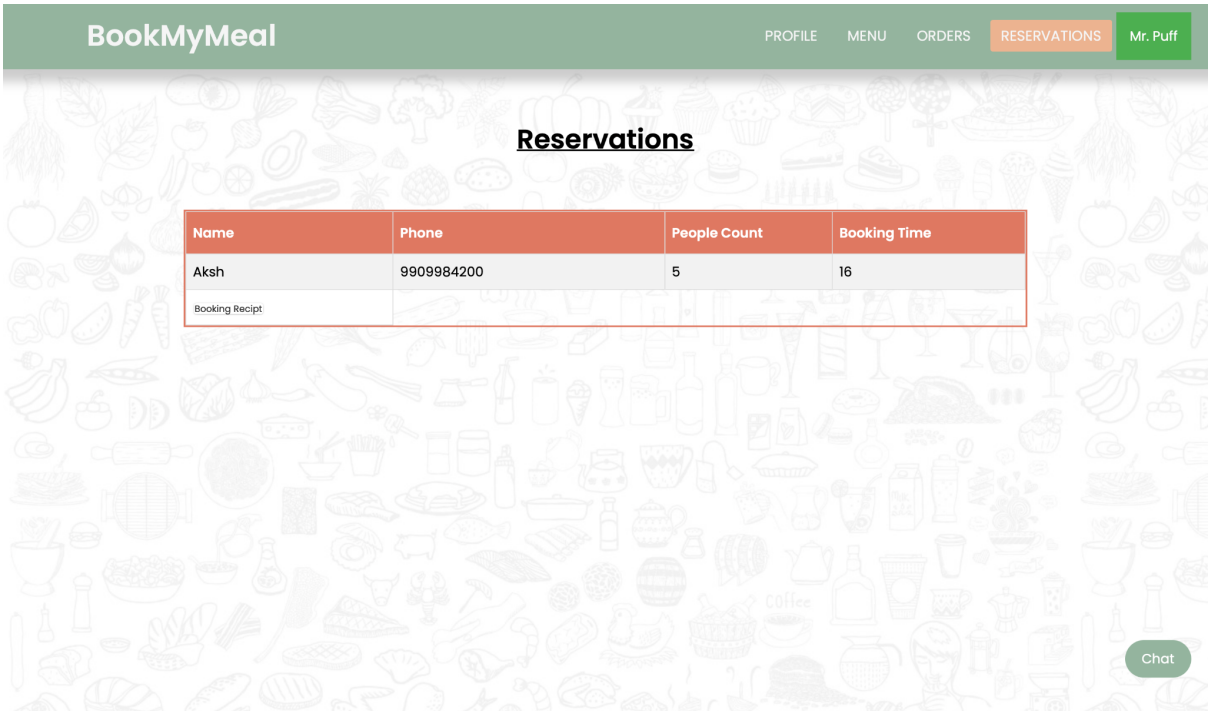
Orders section

- Owner can select the status of the current order .
- Owner can also see the list of orders pending.
- When status of the order is changed it will be reflected in real time on customer side



Reservation Section

- Owner can have see all the reservation for the day at on place.



9. LIMITATION AND FUTURE ENHANCEMENT

9.1. Limitation

No authentication for User driving license, we have just asked for license number from user. There is probability of invalid license number provided by user.

9.2. Future Enhancement

Better & more easy to use UI will be prepared.

We will give option to add License photo for verification of user age.

10. CONCLUSION AND DISCUSSION

10.1 Conclusion

According to us, this project gave all of us the confidence to believe in ourselves and a great experience of how to work as a team. It also boosted our requirement gathering, system analysis, designing aspects, technical coding as well as time management skills.

Also we learned how to work together as a team & collaborate for making ends meet for our web app. We also got an insight into how we would have to work in future at job or startup & how we have to contribute for the good of the entity we are working.

10.2 Discussion

10.2.1 Self-Analysis of Project Viabilities

According to us, this project is absolutely a good start for gaining hands-on experience on projects. It is useful if it is managed according to the goal for which it is made.

10.2.2 Problems Encountered and Possible Solutions

There are so many problems encountered during this project.

- technical problems like maintenance of website, data redundancy
- untechnical aspects like effective teamwork, better communication of our team members' individual ideas & combine them for betterment of the website, working together for different places in these covid times.

10.2.3 Summary of Project Work

It is a great achievement to successfully complete the project. The prior knowledge of software engineering has helped immensely in overcoming the various roadblocks. We have done work with pre-planned scheduling related with time constraints and weekly progress in project development. Also we received guidance from Prof. Viral Shah at all stages of our project which helped in overall betterment of the project.
All in all, it was a beautiful experience which taught us many things needed to succeed further in life during our jobs.

11. REFERENCES

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- Cloudinary: https://cloudinary.com/documentation
- React JS: https://reactjs.org/docs/getting-started.html
- Npm: https://www.npmjs.com/