CONTENTS

CHAPTER – 1

1.1 OBJECTIVE

The aim is to generate a mobile application, use to promote meal selling online. Apart from existing applications like Zomato, Swiggy or Uber Eats this application has complete focus on Students going for schools, colleges and for the Employees. The main objective of this project is to provide healthy foods in every city. The main objective of this project is to provide tasty and healthy food for the school students, colleges students, office employees and for the bachelors. The people who are staying far from home can get the services at their door steps. They will be getting it in the form of the form of packages, in that way they do need to place the order every

time, because they already selected a package which is scheduled for monthly.

1.2 MOTIVATION

Although there are many ways in which one can study the past, in this book I explore using social and cultural approaches to food traditions. One of goals of this book is to unravel the way food creates identity. I want to explore how food traditions energize and naturalize power differences, what roles cuisine plays in social discourse, and the signification of food in social contexts, reflexively creating the person, the family, and the group.

1.3 PURPOSE

1.) Proposed system provides a platform to the users where they can get all at one place. They no longer have to go to the restaurants and order food after a long wait in the queue.

2.) The proposed system is in great need because of everything going digital and most of us prefer gadgets for everything. We carry our smartphones with us everywhere but it can’t be the same for food, especially at a new or unknown place. Thus, proposed system removes the geographical limitation as well as saves time and provides better results as things are just a click away.

3.) The online food ordering system is one of the latest services most fast food restaurants in the western world are adopting. With this method, food is ordered online and delivered to the

customer. This is made possible through the use of electronic payment system. Customers pay with their credit cards, debit cards, cash etc. So, the system designed in this project will enable customers go online and place order for their food.

4.) Due to the great increase in the awareness of internet and the technologies associated with it, several opportunities are coming up on the web. So many businesses and companies now.

5.) Venture into their business with ease because of the internet. One of such business that the internet introduced is an online food ordering system. In today's age of fast food and take out, many restaurants have chosen to focus on quick preparation and speedy delivery of orders rather than offering a rich dining experience. Until recently, most of this delivery orders were placed over the phone, but there are many disadvantages to this system.

1.4 PROBLEM STATEMENT

Many restaurants are storing all of their data in manual way. They have huge number of customers daily. So, because large number of customers, they need the help of some features so they can maintain and stores the records accurately. For managers it is difficult to view the tables, orders, kitchen, reception and the counter simultaneously.

They need full-fledged software to maintain their day to day transactions, orders and also regular update on records, cash transactions, daily staff's reports, customers feedback etc. In the existing system entering all the details are done manually. It is taking lots of time and also there are chances for mistakes.

The factors for these difficulties are:

I. **Time Consumption:** The first-time people used to go to the hotel, their time was very much, but now after the online food ordering project, people can get their food away from the bedside and step.

II. **Poor Communication:** Earlier, when people used to go to restaurants, their communications proprietors did not know that they were more rush than the people and people were not a aware of their demands.

III. **Offers counting:** A user can get the discount for rare using the orders. Operators don about the discount the offers. They user get the discount frequently on the food ordering.

IV. **Daily Purchases**: The people can't go to the restaurants for their daily food items. But now they can easily get their food by daily online food ordering system. But now they can order a lot in a day without any time delay of their food.

V. **Get aware from the daily updates:** While a times ago when people are aware from the online food ordering system. They don't know about the daily updates. by using this they easily know about the daily updates.

1.5 SCOPE

- It is web-based platform can be used by admin at any location.
- It is cost effective and time effective as user can use anytime from anywhere.
- The user can login with their login ID and password matching the details to the user’s database, then they can go through information’s.

CHAPTER – 2

2.1 SOFTWARE SPECIFICATION:

Android Studio: - Android Studio is the official Integrated Development Environment (IDE) for Android app development, based on IntelliJ_IDEA . On top of IntelliJ's powerful code editor and developer tools, Android Studio offers even more features that enhance your productivity when building Android apps, such as:

- A flexible Gradle-based build system
- A fast and feature-rich emulator
- A unified environment where you can develop for all Android devices
- Instant Run to push changes to your running app without building a new APK
- Code templates and GitHub integration to help you build common app features and import sample code
- Extensive testing tools and frameworks
- Lint tools to catch performance, usability, version compatibility, and other problems
- C++ and NDK support

Eclipse: - Eclipse is an integrated development environment (IDE) for developing applications using the Java programming language and other programming languages such as C/C++, Python, PERL, Ruby etc.

The Eclipse platform which provides the foundation for the Eclipse IDE is composed of plug-ins and is designed to be extensible using additional plug-ins. Developed using Java, the Eclipse platform can be used to develop rich client applications, integrated development environments and other

tools. Eclipse can be used as an IDE for any programming language for which a plug-in is available.

JAVA DEVELOPMENT KIT: -The **Java Development Kit** (**JDK**) is an implementation of either one of the Java Platform, Standard Edition, Java Platform, Enterprise Edition, or Java Platform, Micro Edition platforms released by Oracle Corporation in the form of a binary product aimed at Java developers on Solaris, Linux, macOS or Windows. The JDK includes a private JVM and a few other resources to finish the development of a Java Application.[2] Since the introduction of the Java platform, it has been by far the most widely used Software Development Kit (SDK). On 17 November 2006, Sun announced that they would release it under the GNU General Public License (GPL), thus making it free software. This happened in large part on 8 May 2007, when Sun contributed the source code to the OpenJDK.

2.2 Hardware Requirements:

- Hard-disk: 2 GB or above.
- Ram: 4 GB or above.
- Operating system: windows 7 or above.
- Processor: i3 or above

2.3 Back End Technology

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

- MySQL is released under an open-source license. So, you have nothing to pay to use it.

- MySQL is a very powerful program in its own right. It handles a large subset of the functionality of the most expensive and powerful database packages.
- MySQL uses a standard form of the well-known SQL data language.
- MySQL works on many operating systems and with many languages including PHP, PERL, C, C++, JAVA, etc.
- MySQL works very quickly and works well even with large data sets.
- MySQL is very friendly to PHP, the most appreciated language for web development.

JDBC: - JDBC stands for **J**ava **D**ata**b**ase **C**onnectivity, which is a standard Java API for database-independent connectivity between the Java programming language and a wide range of databases.

The JDBC library includes APIs for each of the tasks mentioned below that are commonly associated with database usage.

- Making a connection to a database.
- Creating SQL or MySQL statements.
- Executing SQL or MySQL queries in the database.
- Viewing & Modifying the resulting records.

JSON API: - JSON or JavaScript Object Notation is a lightweight text-based open standard designed for human-readable data interchange. Conventions used by JSON are known to programmers, which include C, C++, Java, Python, Perl, etc.

- JSON stands for JavaScript Object Notation.
- The format was specified by Douglas Crockford.
- It was designed for human-readable data interchange.
- It has been extended from the JavaScript scripting language.
- The filename extension is json.
- JSON Internet Media type is application/json.
- The Uniform Type Identifier is public json.

2.4 FRONT END TECHNOLOGY

HTML: - HTML stands for Hypertext Mark-up Language, and it is the most widely used language to write Web Pages.

- Hypertext refers to the way in which Web pages (HTML documents) are linked together. Thus, the link available on a webpage is called Hypertext.
- As its name suggests, HTML is a Mark-up Language which means you use HTML to simply "mark-up" a text document with tags that tell a Web browser how to structure it to display.

BOOTSTRAP: - Bootstrap is the popular HTML, CSS and JavaScript framework for developing a responsive and mobile friendly website.

Our Bootstrap tutorial includes all topics of Bootstrap such as jumbotron, table, button, grid, form, image, alert, wells, container, carousel, panels, glyph icon, badges, labels, progress bar, pagination, pager, list group, dropdown, collapse, tabs, pills, navbar, inputs, modals, tooltip, popover and scroll spy.

XML: - XML stands for Extensible Mark-up Language. It is a text-based mark-up language derived from Standard Generalized Mark-up Language (SGML).

XML tags identify the data and are used to store and organize the data, rather than specifying how to display it like HTML tags, which are used to display the data. XML is not going to

replace HTML in the near future, but it introduces new possibilities by adopting many successful features of HTML.

Chapter - 3

3.1 Methodology

Methods used in various processes in this project are as follows:

Design

Designing is done through android studio. And used java programming language for designing classes.

Data Management

All the details of users, Specialization, qualification etc. are well managed in database.

Coding

Android studio IDE is used for coding Purpose, and JAVA programming language is used for the core functionalities, XML use for layout designing, MySQL is used for the backend functionalities.

Testing

Any particular testing strategy is not used in the project, only manual downloading strategy is used to check the retrieved data is correct.

Maintenance

It only requires updating the data in database so there is no actual need of maintenance.

3.2 Project Planning

The software project management process begins with a set of activities that are collectively called project planning that involves estimation. Software cost and effort estimation will never become an exact but can be transformed from indistinguishable to a series of systematic steps. Following things have been estimated before the software development.

3.3 Project Complexity

It has strong effort on uncertainty that is inherent in planning. Our project belongs to the Category of evolutionary project, as the requirements are very large. An expert team usually develops such system.

3.4 Project Size

It is another factor that can affect the accuracy of estimates. As the project size increases; the Interdependency among various elements of the software grows rapidly. Therefore, it is essential to estimate the project size in lines of code.

Estimation Table for Line of Codes:

CATEGORY	ESTIMATED LINES OF CODE
Functional Codes	3000
Exception Handling Codes	300
Estimated Lines of Codes	1500

Chapter – 4

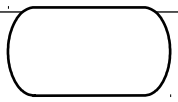
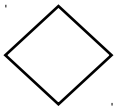
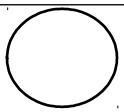
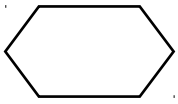
SYSTEM FLOWCHART

System flowchart is the graphical representation of the flow of data in the system, and represents the work process of the system. System flowcharts are a way of displaying how dataflows in a system and how decisions are made to control events. To illustrate this, symbols are used. They are connected together to show what happens to data and where it goes.

Note that system flow charts are very similar to data flow charts. Data flow charts do not include decisions, they just show the path that data takes, where it is held, processed, and then output.

Basic symbols used in flow charts:

Symbol	Name	Function

	Start / End (Terminal)	Defines the starting and ending point of a flowchart.
	Arrow (Flowline)	A flowline shows the relationship between the representative shapes or flow of information.
	Input / Output	Showa the inputting of data for processing and printing out of processed data.
	Process	Indicates manipulation of data i.e. assignment or other mathematical computations.
	Decision	Indicates decision points between two or more paths in a flowchart.
	Connector	Indicates joining point of two parts of a program.
	Initializer	Shows the preparation or initialization of memory space for data processing.

4.1 Data Flow Diagrams:-

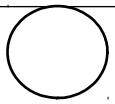
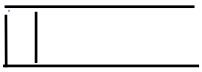
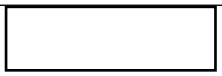
The DFD takes an input-process-output view of a system i.e. data objects flow into the software, are transformed by processing elements, and resultant data objects flow out of the software.

The data flow diagram is used for classifying system requirements to major transformation that will become programs in system design. This is starting point of the design phase that functionally decomposes the required specifications down to the lower level of details. It consists of a series of bubbles joined together by lines.

Bubbles: Represent the data transformations.

Lines: Represents the logic flow of data.

Notations used in data flow diagrams:

Element References	Symbols
Data Flow	
Process	
Data Store	
Source or Sink	

Types of data flow diagrams:-

1.Physical DFD 2. Logical DFD

- Physical DFD:

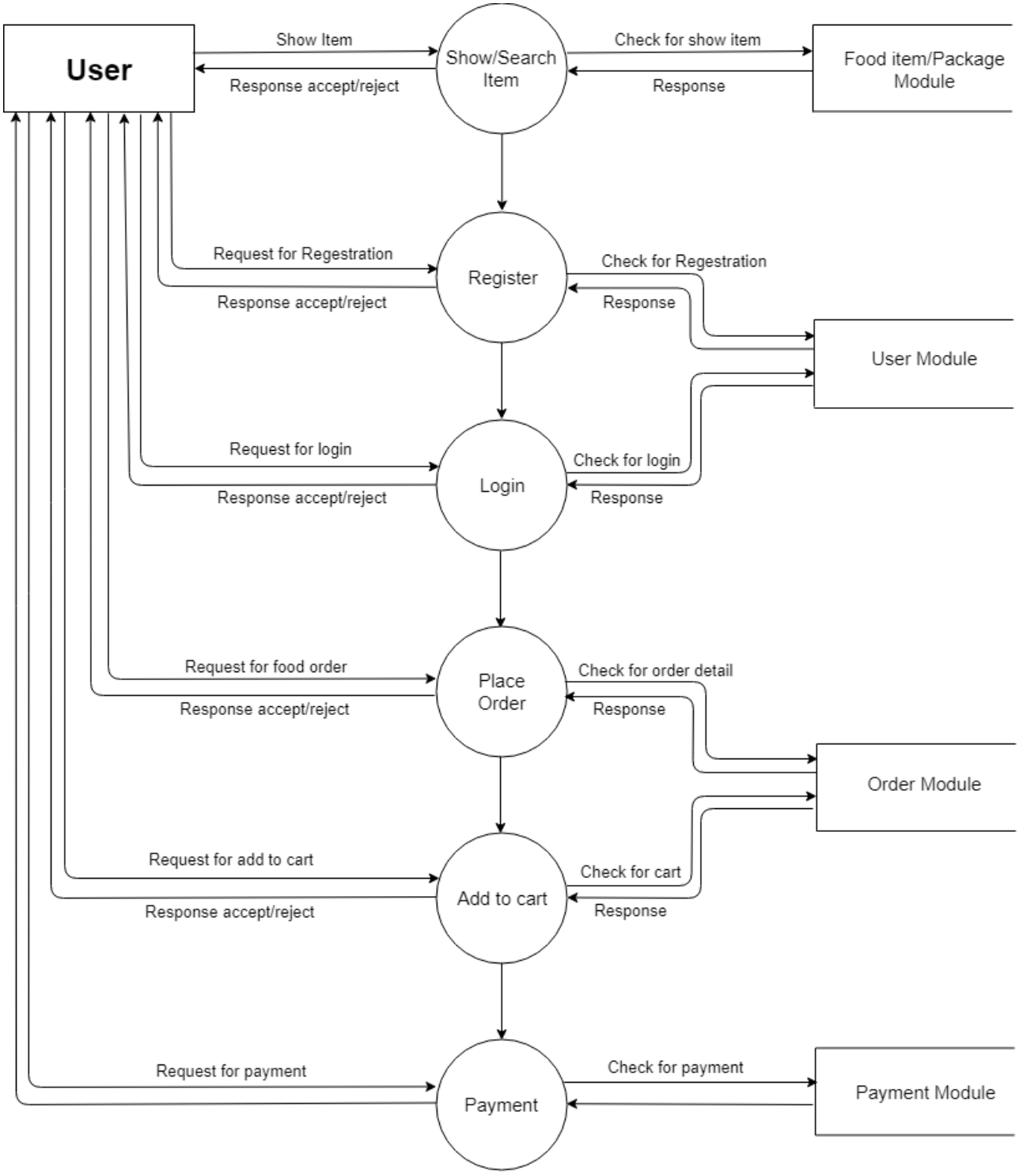
Structured analysis states that the current system should be first understand correctly. The physical DFD is the model of the current system and is used to ensure that the current system has been clearly understood. Physical DFDs shows actual devices, departments, people etc., involved in the current system.

- Logical DFD:

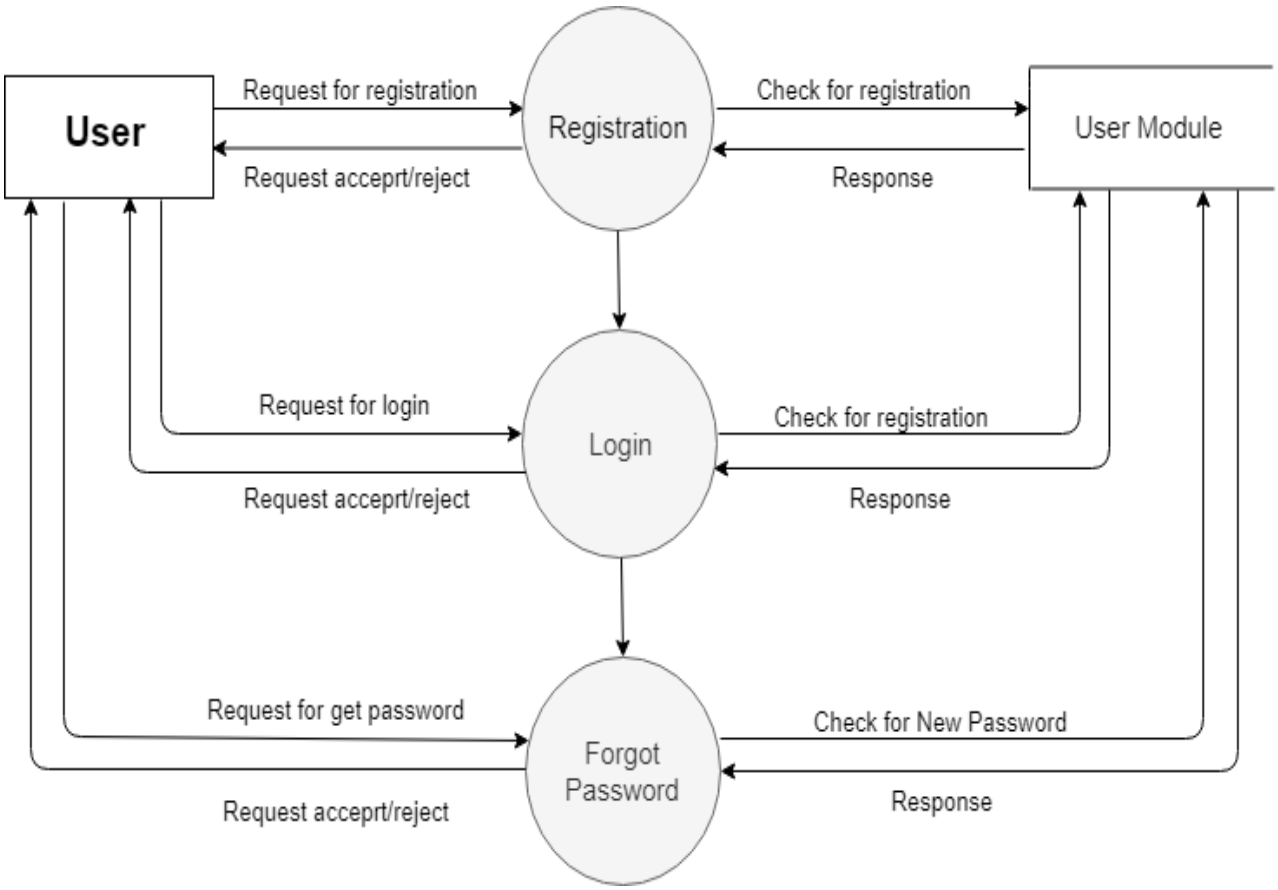
Logical DFDs are the model of the proposed system. They should clearly show the requirements on which the new system should be built. Later during design activity this is taken as the basis for drawing the system's structure chart.

DIAGRAM

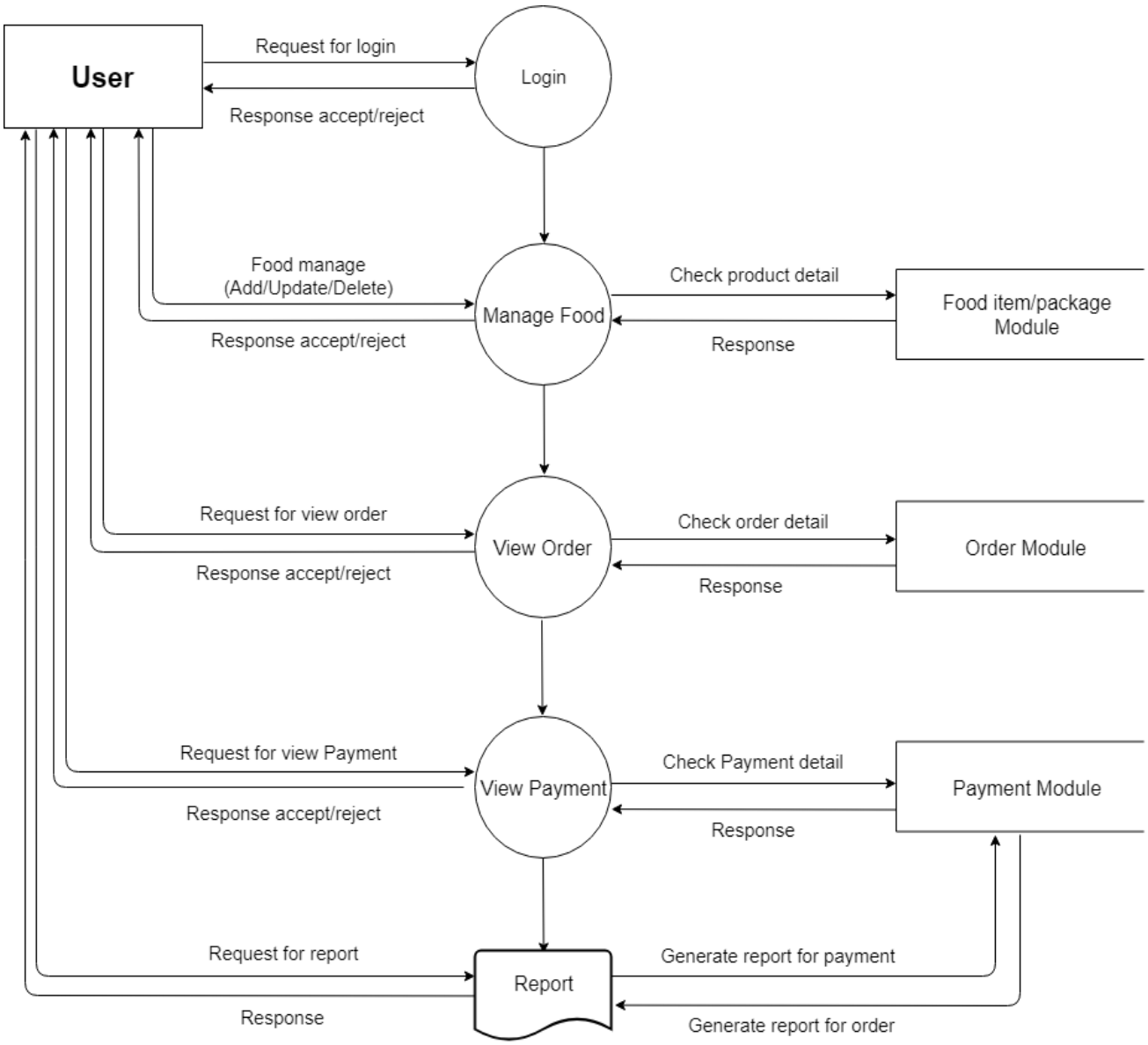
“LEVEL 1 DFD FOR USER”



“LEVEL 2 DFD FOR USER”



“LEVEL 2 DFD FOR USER”



4.2 E-R Diagrams

The Entity-Relationship (ER) model was originally proposed by Peter in 1976 [Chen76] as a way to unify the network and relational database views. Simply stated the ER

model is a conceptual data model that views the real world as entities and relationships.

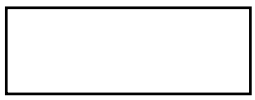
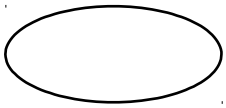
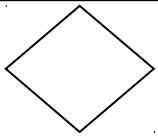
A basic component of the model is the Entity-Relationship diagram which is used to visually represent data objects. Since Chen wrote his paper the model has been extended and today it is commonly used for database design for the database designer, the utility of the ER model is:

- It maps well to the relational model. The constructs used in the ER model can easily be transformed into relational tables.

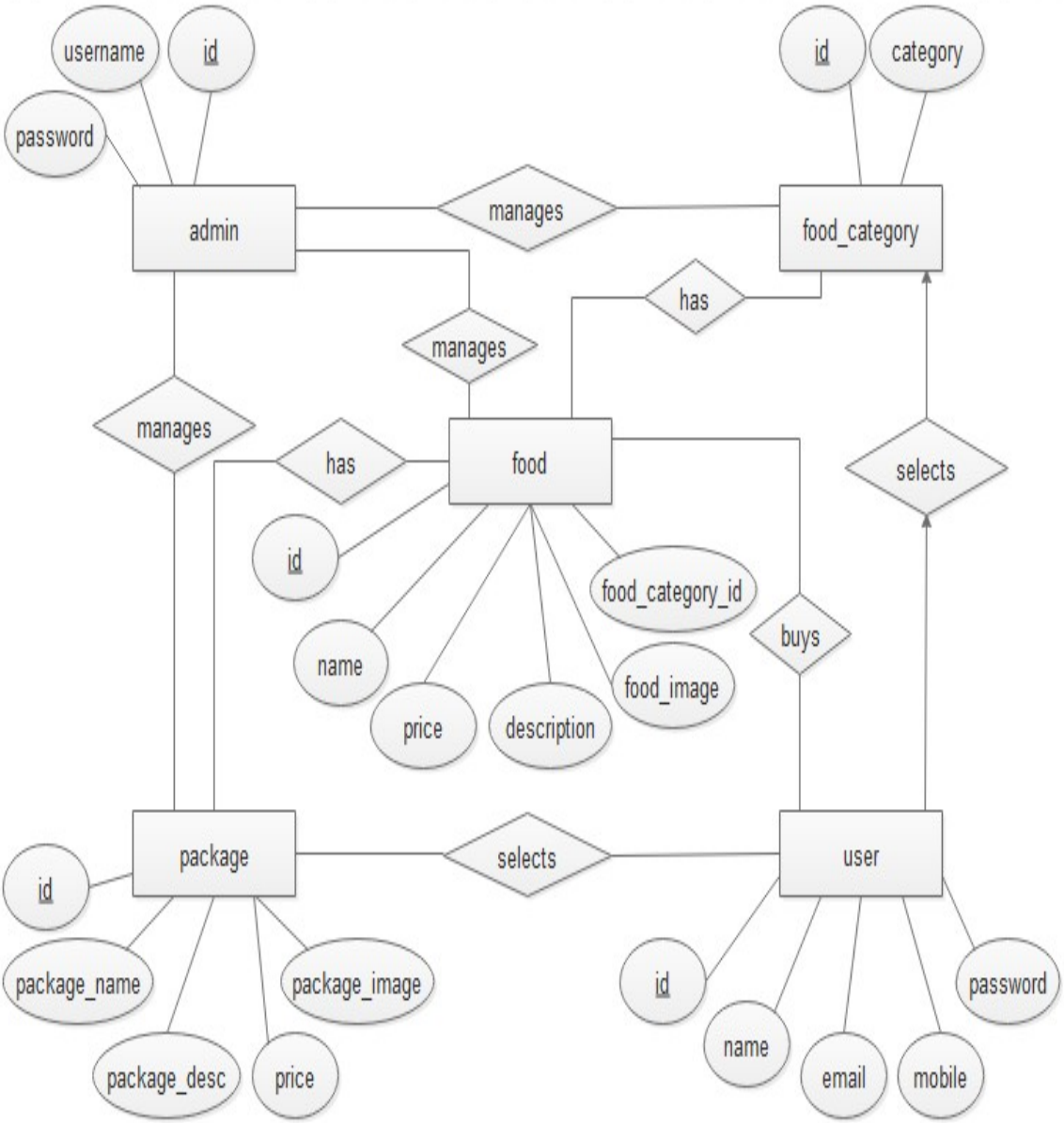
- It is simple and easy to understand with a minimum of training. Therefore, the model can be used by the database designer to communicate the design to the end user.

- In addition, the model can be used as a design plan by the database developer to implement a data model in a specific database management software.

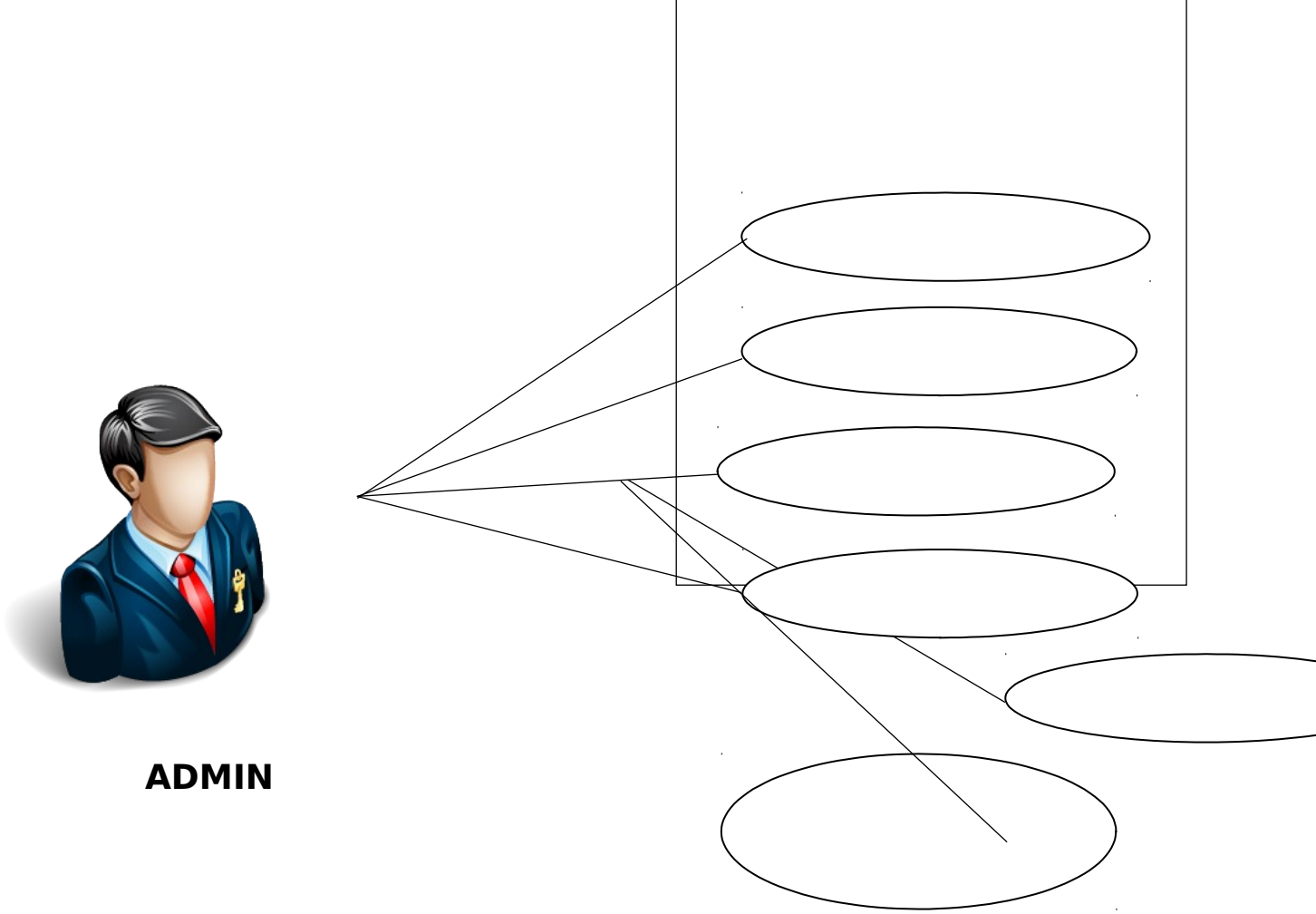
Symbols Used in ER Diagram:

SYMBOL	PURPOSE
	Represents Entity sets.
	Represents attributes.
	Represents Relationship Sets.

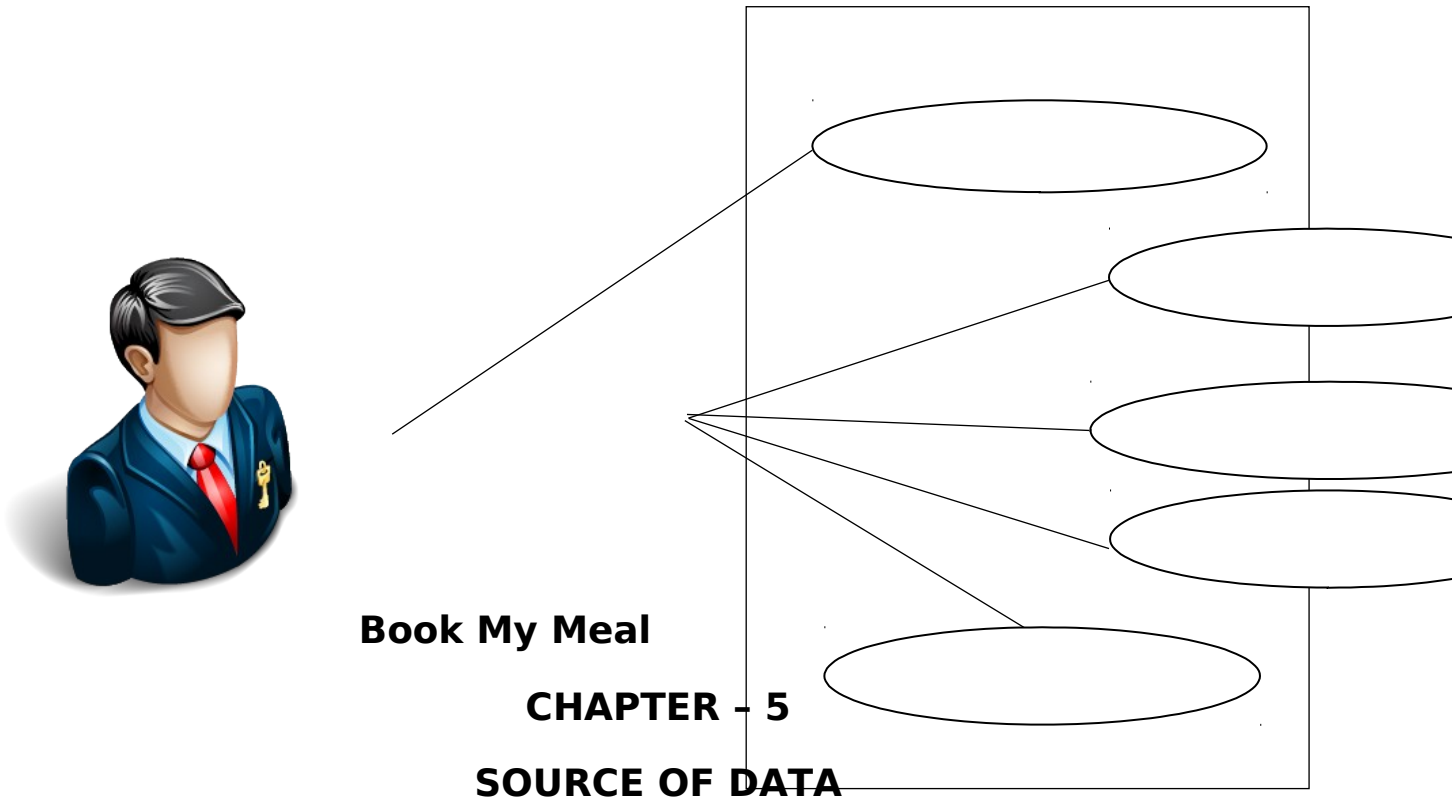
ER- Diagram



4.3 USE CASE DIAGRAM



ADMIN



Book My Meal

CHAPTER – 5

SOURCE OF DATA

1.) Admin

```
mysql> describe admin;
+----------+--------------+------+-----+---------+----------------+
| Field    | Type         | Null | Key | Default | Extra          |
+----------+--------------+------+-----+---------+----------------+
| id       | int(11)      | NO   | PRI | NULL    | auto_increment |
| username | varchar(100) | YES  |     | NULL    |                |
| password | varchar(10)  | YES  |     | NULL    |                |
+----------+--------------+------+-----+---------+----------------+
3 rows in set (0.15 sec)
```

2.) Food

```
mysql> describe food;
+------------------+--------------+------+-----+---------+----------------+
| Field            | Type         | Null | Key | Default | Extra          |
+------------------+--------------+------+-----+---------+----------------+
| id               | int(11)      | NO   | PRI | NULL    | auto_increment |
| name             | varchar(100) | YES  |     | NULL    |                |
| price            | int(11)      | YES  |     | NULL    |                |
| description      | varchar(255) | YES  |     | NULL    |                |
| food_image       | varchar(100) | YES  |     | NULL    |                |
| food_category_id | int(11)      | YES  | MUL | NULL    |                |
+------------------+--------------+------+-----+---------+----------------+
6 rows in set (0.00 sec)
```

3.) Food Category

```
mysql> describe food_category;
+----------+--------------+------+-----+---------+----------------+
| Field    | Type         | Null | Key | Default | Extra          |
+----------+--------------+------+-----+---------+----------------+
| id       | int(11)      | NO   | PRI | NULL    | auto_increment |
| category | varchar(100) | YES  |     | NULL    |                |
+----------+--------------+------+-----+---------+----------------+
2 rows in set (0.00 sec)
```

4.) User

```
mysql> describe user;
+----------+--------------+------+-----+---------+----------------+
| Field    | Type         | Null | Key | Default | Extra          |
+----------+--------------+------+-----+---------+----------------+
| id       | int(11)      | NO   | PRI | NULL    | auto_increment |
| name     | varchar(100) | YES  |     | NULL    |                |
| email    | varchar(100) | YES  |     | NULL    |                |
| mobile   | varchar(10)  | YES  |     | NULL    |                |
| password | varchar(10)  | YES  |     | NULL    |                |
+----------+--------------+------+-----+---------+----------------+
5 rows in set (0.00 sec)
```

5.) Packages

```
mysql> describe package;
+---------------+---------------+------+-----+---------+----------------+
| Field         | Type          | Null | Key | Default | Extra          |
+---------------+---------------+------+-----+---------+----------------+
| id            | int(11)       | NO   | PRI | NULL    | auto_increment |
| package_name  | varchar(100)  | YES  |     | NULL    |                |
| package_desc  | varchar(1000) | YES  |     | NULL    |                |
| price         | int(11)       | YES  |     | NULL    |                |
| package_image | varchar(100)  | YES  |     | NULL    |                |
+---------------+---------------+------+-----+---------+----------------+
5 rows in set (0.00 sec)
```

Chapter - 6

System Testing

Testing is vital for the success of any software. Software testing is a critical element of software quality assurance and represents the ultimate reviews of specification, design and coding. Testing represents an interesting anomaly for the software. During earlier definition and development phases, it was attempted to build software from an abstract concept to a tangible implementation. Testing is also carried in two phases. First phase is during the software engineering that is during the module creation. Second phase is after the completion of software. This is system testing which verifies that the whole set of programs hanged together.

Without testing any system does not have a feel of completeness. A java application consists of many components. So, there are many tests applied to this project.

If a system is implemented without being tested it may lead to an erroneous working and dissatisfaction on part of the customer. It will also prove disastrous to the reputation of the organization or the person who developed the system and lead to loss in business. Keeping all these things under consideration, no stone is left unturned in testing this system. It was tested keeping in view the different possibilities on part of the user.

Objectives of testing

- The main purpose of testing and information system is to find the errors and correct them. A successful test is one that finds the errors.

- To ensure that during the operation the system will perform as per specification.
- To make sure that the system meets user's requirements.
- To verify that the control incorporated in the system function as intended.
- To see that when correct inputs are fed to the system, the outputs are correct.

To make sure that during. A sincere effort however needs to be put to bring out a product that is satisfactory.

The testing phase involves the testing of development system using various data. Preparation of the test data plays a vital role in system testing. After preparing the test data, the system under study was tested using those data. While testing the system, by using the test data, errors were found and corrected by using the following testing steps and corrections were also noted for future use. Thus, a series of testing is performed on the proposed system before the system is ready for implementation.

- Unit testing
- Integrated testing
- Validation testing
- System testing
- White-box testing
- Black-box testing

These different types of testing methods are described as follows:

- ng operations, incorrect inputs, processing and output will be detected.
- Testing includes how and in which manners the software is tested.

No system is error free because it is so till the next error crops up during any phase of the development or usage of the product

6.1 Unit Testing

Unit testing focuses on verification effort on the smallest unit of software design module. Using the unit test plans prepared in the design phase of the system development as a guide, important control paths are tested to uncover errors within the boundary of the modules. The interfaces of the modules are tested to ensure proper flow of information into and out of the modules under consideration boundary conditions were checked. All independent paths were exercised to ensure that all statements in the module have been executed at least once and all error-handling paths were tested.

Each unit is thoroughly tested to check if it might fail in any possible situation. This testing is carried during the programming state itself. At the end of this testing phase each module is found to have any adverse effect was corrected and started working satisfactorily, as regard to the expected output from the module.

Unit testing is a type of testing wherein a user needs to test the smallest of the code snippets for accuracy, correctness and meeting the requirements.

The test cases should cover all the loops and conditional statements. Test cases should display the expected results and the test data. Below are some of the general test cases that a user could execute manually. The results are then noted down in the test case document.

6.2 Integration Testing

Data can be lost across an interface, one module can on another; sub-functions when combined may not produce the desired major function: global data structures can present problems. Integration testing is a systematic technique for the program structure while at the same time concluding tests to uncover errors associated with interface. All modules are combined in this testing step. Then the entire program is tested as a whole. Each of the module is integrated and tested separately and later all modules are tested together for some time to ensure the system as a whole works well without any errors.

In Integration testing, individual modules are integrated and tested together for correctness. Now that the unit testing is finished, it is time to bring all the code together and check if they work well together. Integration testing is performed to

ensure that data or control is transferred correctly from one screen to another.

Here are some sample integration test cases:

- Check that when a bill is generated the quantity of the products sold is deducted from the stocks or not by checking the reports generated.
- Check that the updated rate of the products by the administrator is used for the calculation or the old values are used.

6.3 Validation Testing

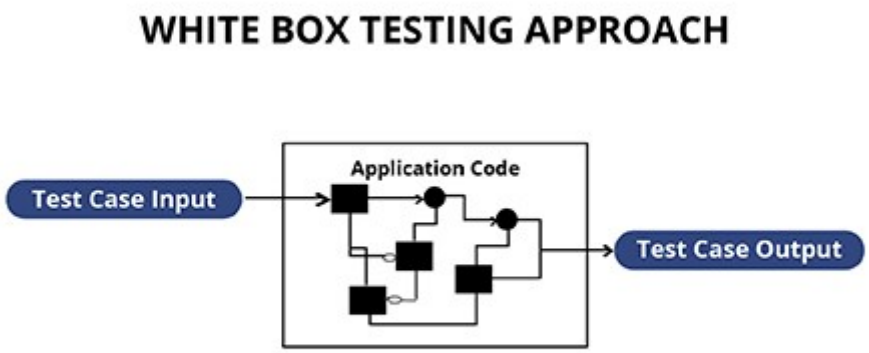
At the culmination of the integration testing, the software is completely assembled as a package, interfacing errors have been uncovered and corrected, and a final series of software validation testing began. Here we test if the system functions in a manner that can be reasonably expected by the customer. The system is tested against the system requirement specifications.

System Testing

System testing is testing conducted on a complete integrated system to evaluate the system's compliance with its specified requirements. It seeks to detect defects within the system as a whole. It is executing programs to check logical changes made in it with intention of finding errors. A system is tested for online response, volume of transaction, recovery from failure etc. System testing is done to ensure that the system satisfies all the user requirements.

6.4 White Box Testing

White box testing is a testing technique that examines the program structure and derives test data from the program logic/code. The other names of glass box testing are clear box testing, open box testing, logic driven testing or path driven testing or structural testing.



In white-box testing an internal perspective of the system, as well as programming skills are used to design the test cases. The tester chooses inputs to exercise paths through the code and determine the expected outputs. This is analogous to testing nodes in a circuit, e.g. in-circuit testing (ICT). White-box testing can be applied at the unit, integration and system levels of the software testing process. Although traditional testers tended to think of white-box testing as being done at the unit level, it is used for integration and system testing more frequently today. Though this method of test design can uncover many errors or problems, it has the potential to miss

unimplemented parts of the specification or missing requirements.

There are different levels at which the white box testing can be applied. So, following are the levels of white box testing:

1) **Unit testing.**

   White-box testing is done during unit testing to ensure that the code is working as intended; before any integration happens with previously tested code. Whitebox testing during unit testing catches any defects early on and aids in any defects that happen later on after the code is integrated with the rest of the application and therefore prevents any type of errors later on.

2) **Integration testing.**

   White-box testing at this level is written to test the interactions of interfaces with each other. The unit level testing made sure that each code was tested and working accordingly in an isolated environment and integration examines the correctness of the behaviour in an open environment through the use of white-box testing for any interactions of interfaces that are known to the programmer.

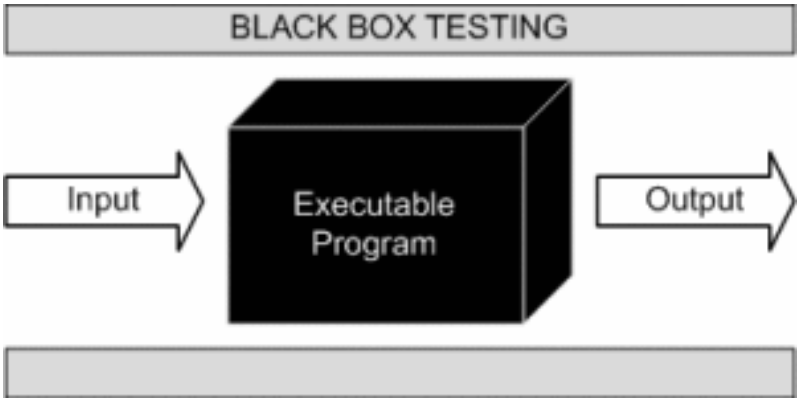
   The White-box testing has several major advantages as it is one of the two biggest testing methodologies used today. Some of these advantages are as follows:

   - Side effects of having the knowledge of the source code are beneficial to thorough testing.

- Optimization of code becomes easy as inconspicuous bottlenecks are exposed.
- Gives the programmer introspection because developers carefully describe any new implementation.
- Provides traceability of tests from the source, thereby allowing future changes to the source to be easily captured in the newly added or modified tests.
- Easy to automate.
- Provides clear, engineering-based rules for when to stop testing

6.5 Black Box Testing

Black-box testing is a method of software testing that examines the functionality of an application based on the specifications without peering into its internal structures or workings. It is also known as Specifications based testing. Independent Testing Team usually performs this type of testing during the software testing life cycle. This method of test can be applied to each and every level of software testing such as unit, integration, system and acceptance testing.



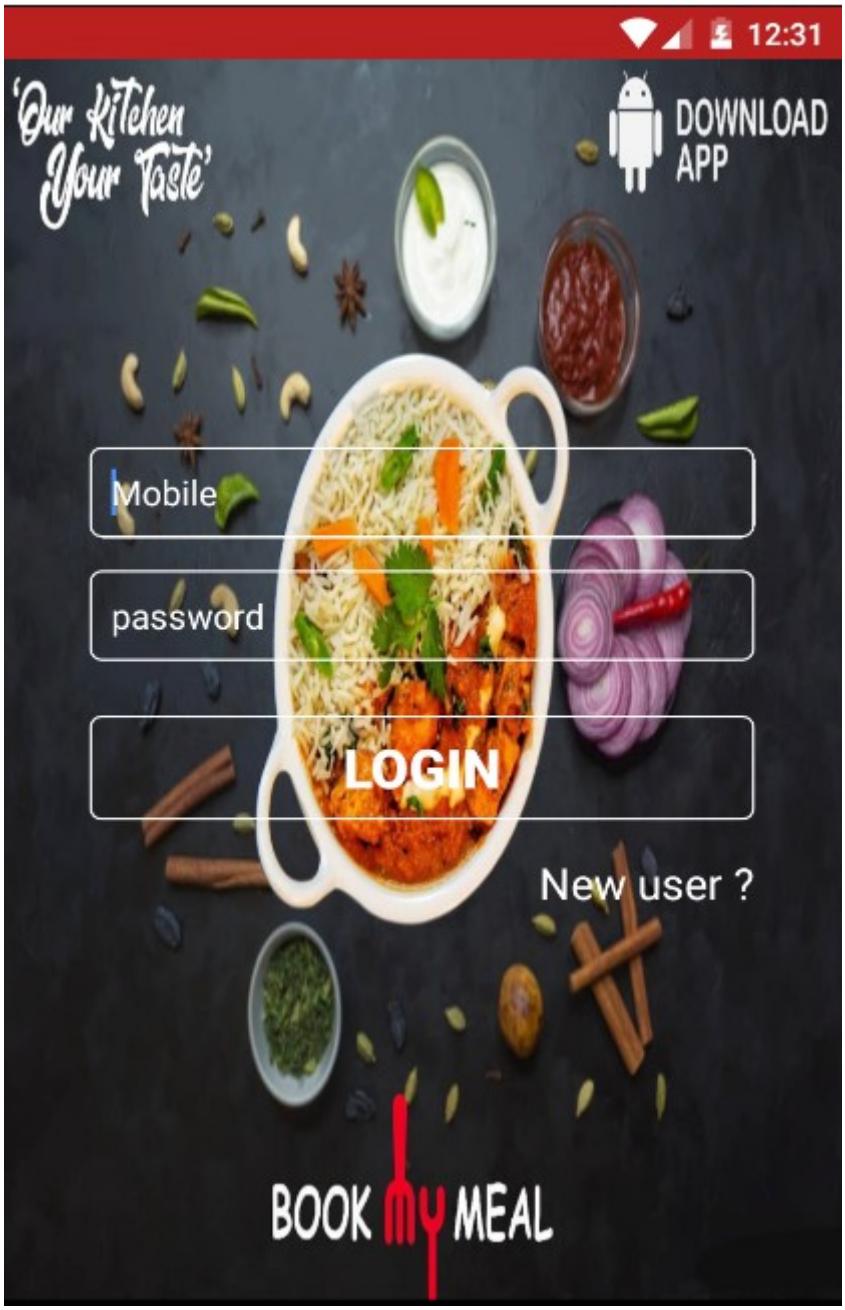
This method enables the software engineers to device sets of input techniques that fully exercise all functional requirements for a program. Black box testing tests the input, the output and the external data. It checks whether the input data is correct and whether we are getting the desired output. There are some test cases that are performed to achieve the black box testing.

Chapter - 7

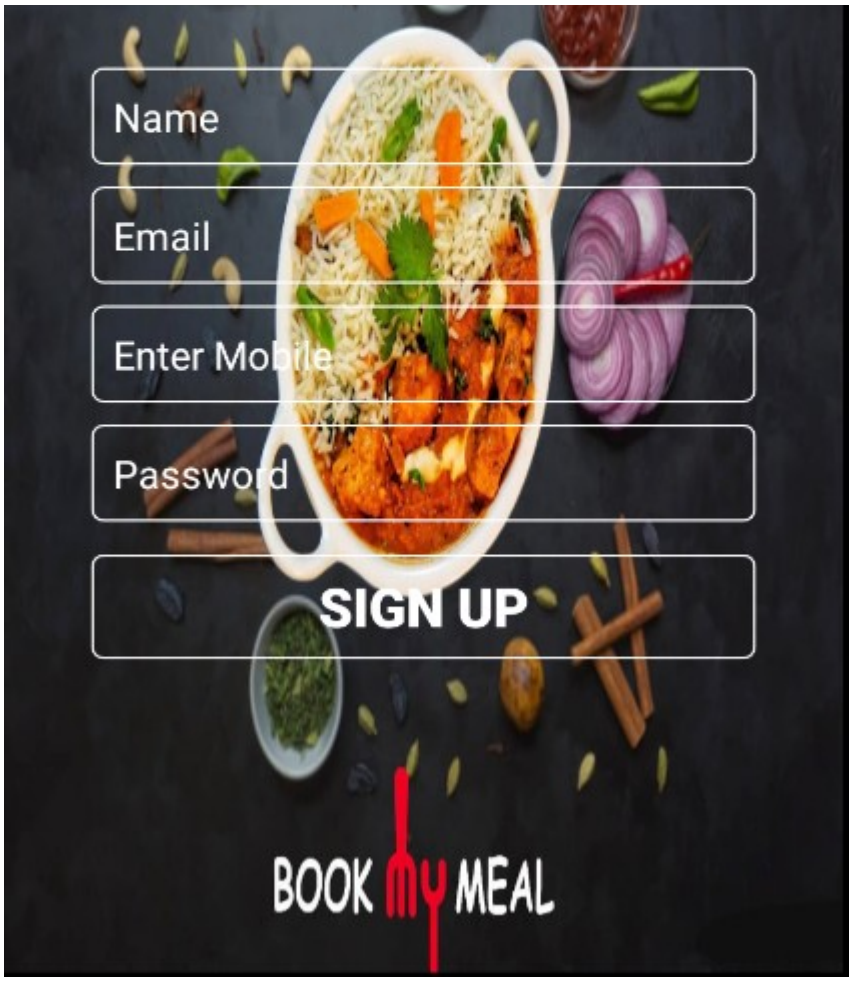
OUTPUT SCREENS

Splash Screen: This screen is appearing for 2 seconds at the starting of the application.

Login Screen: The following screen lets the user and the admin to log in and perform the rest of the operations and functions.

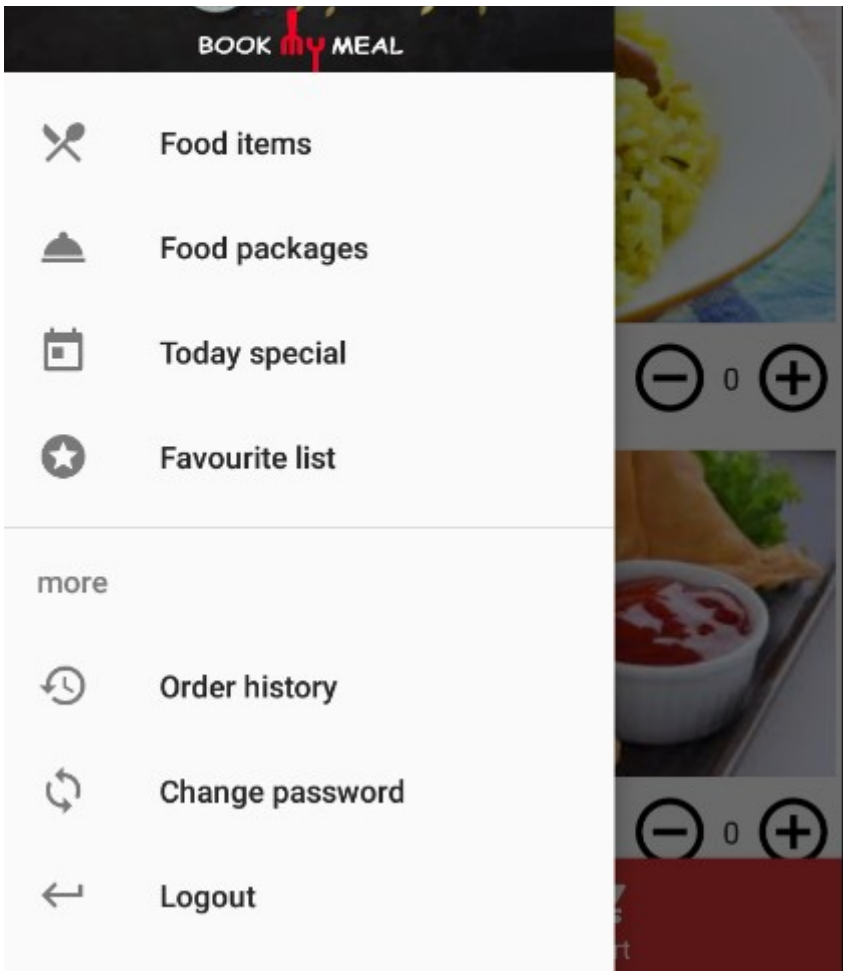


Registration Screen: If the customer is not registered, he won’t be able to log in and will be directed to do registration first. The registration activity for this purpose is implemented as follows: -



Navigation Drawer activity

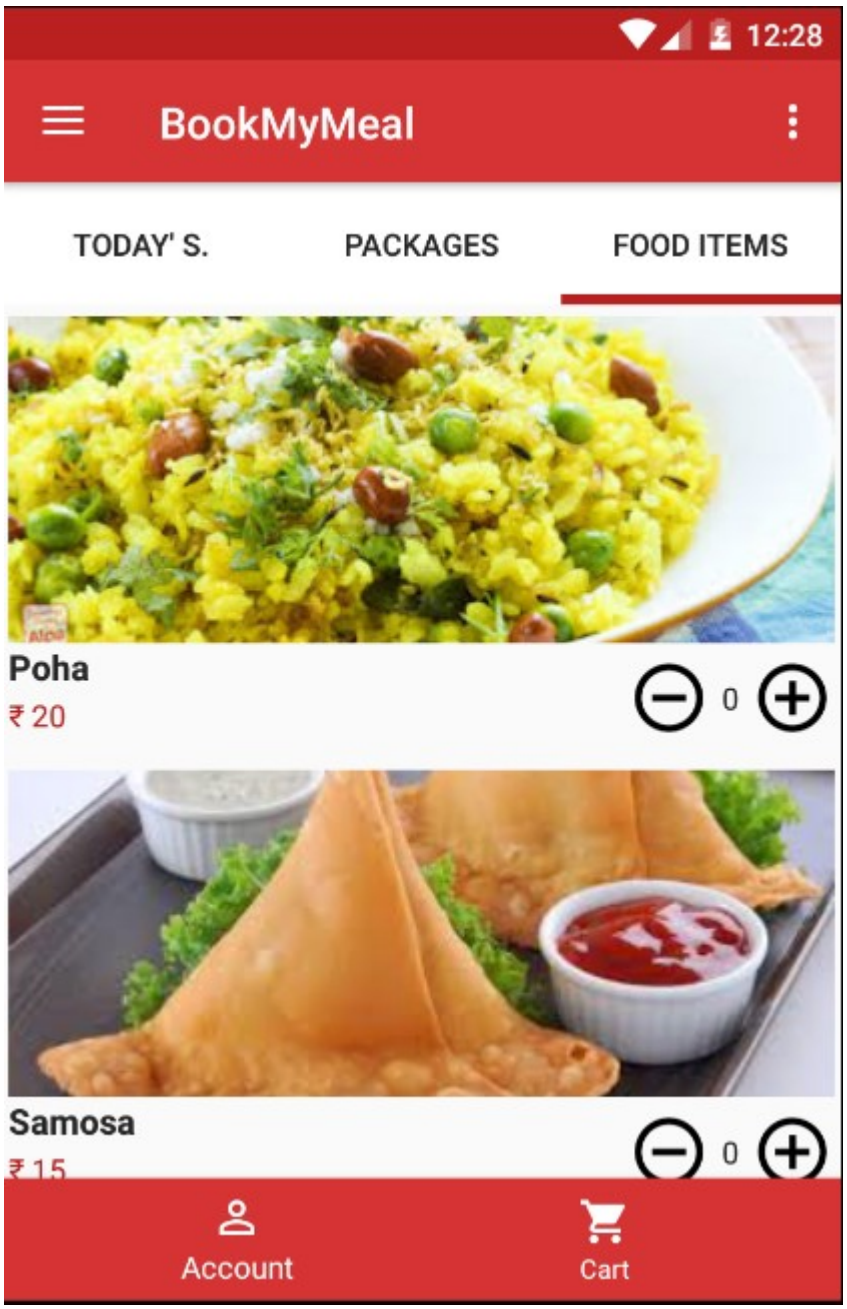
The navigation drawer activity displays some useful contents on the left and enhances the ease of use and provide look and feel of modern application.



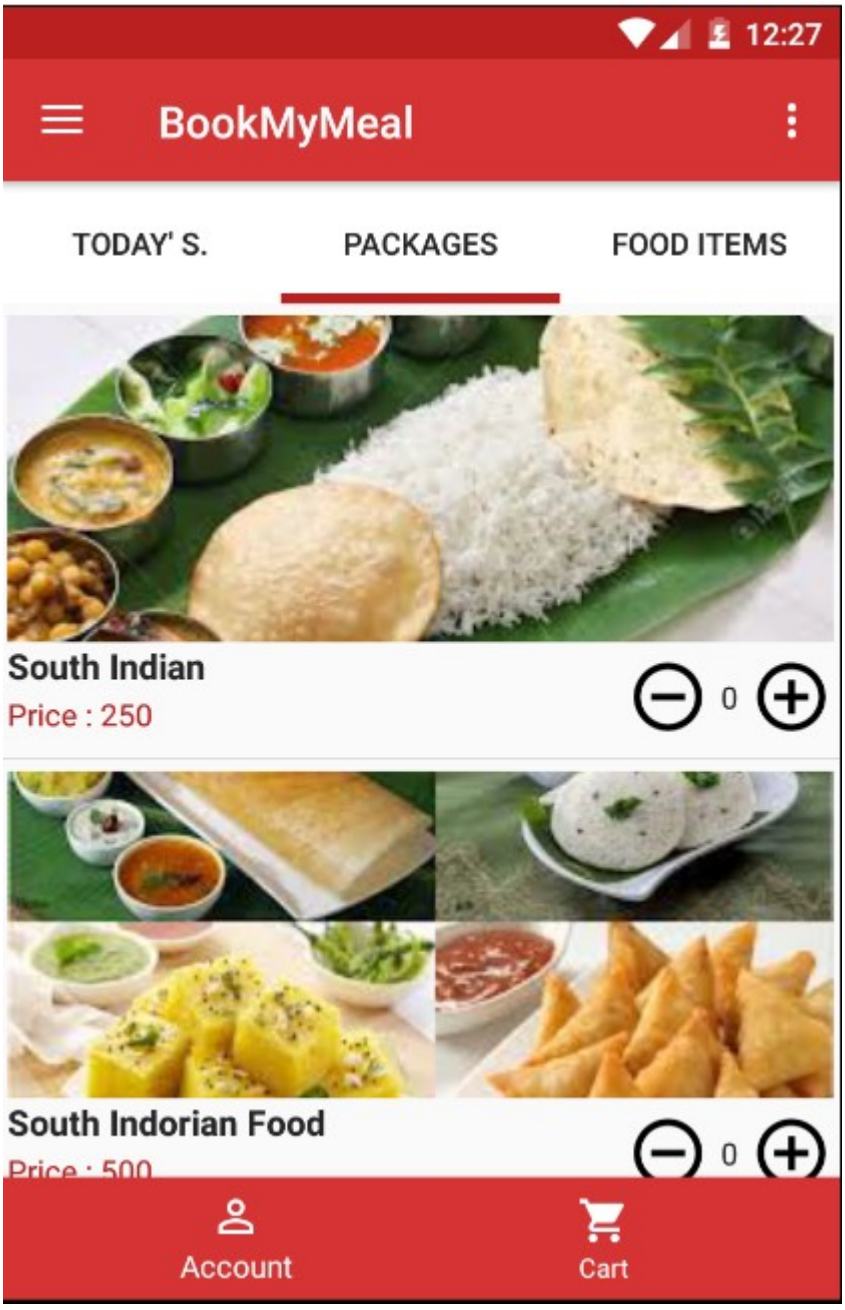
Welcome Screen

As soon as the user logs in, he is shown the list of packages, food items, and categories, along with other options like adding items to the cart, managing profile, view favorite food etc. This welcome screen is implemented as follows:

1.) **Food Items**

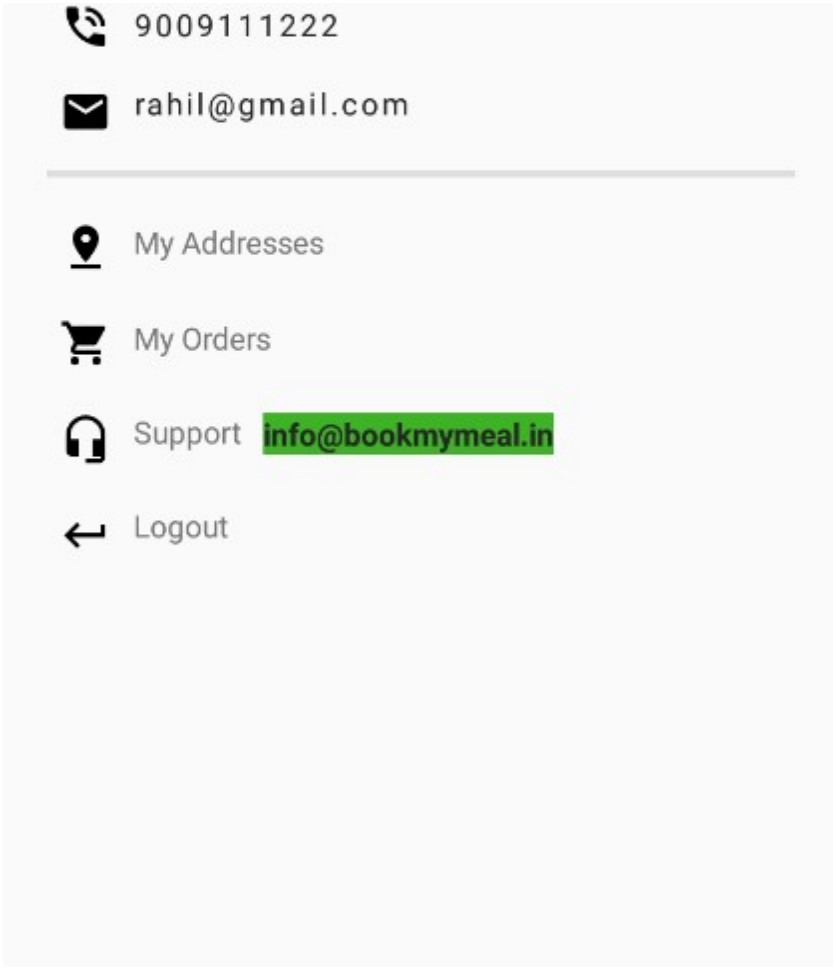


2.) **Packages**


12:27
BookMyMeal
TODAY' S.
PACKAGES
FOOD ITEMS
South Indian
Price : 250
0
South Indorian Food
0
Account
Cart

User Profile

This option is available to manage the accounts, view order history for the customer, and logout.



Chapter – 7

7.1 Limitation and Future Enhancement

Although the best efforts have been made to make this project but as it is said nothing is perfect this project too has its own limitations. There are pros and cons of everything and the application made in this project is no exception. There are certain limitations of this application which are described as follows:

The application cannot make the online transactions

This is a desktop application. It has been made to manage the activities within the supermarket only. There is no feature to make any online transaction so that the user can place the orders for the products online and make the online payment. Although the customers may have cashless transactions to pay at the counter but that will not be a part of this application.

The application has basic level of security measures only

The security measures used in this application are of basic level only. It comprises of the password verification technique to access the crucial records. There is no advanced level security techniques involved in this application like fingerprint scan or anything like that.

Even though it had been made sure that the application made in this project is easy to handle and looks attractive there may be some room left for improvement. As everybody has his/ her own likes and dislikes, the application in this project will satisfy most of the people while some may want it to be better. This can also be one limitation of this project.

The application works fine other than these limitations.

7.2 Future Enhancement

- Chat support can be provided to customer for better customer service.
- Can provide coupons to users for discount, after ordering can also provide attractive offers
- On daily basis can generate offers for productivity
- Can implement E-wallet in application to make payment mode easy
- Integrate Google AdSense
- Today’s special meal feature can be generated

There might be a lot more future work needed to be done in the project which would be applied as per the requirements and their specification. This will surely lead the project to be a successful one. We can host the platform on online servers to make it accessible worldwide.

Chapter - 8

CONCLUSION

Our mission is simple to develop the absolute the best receipts for all your favorite’s foods. To do this we test each receipt 5-10 sometime as many as 20 times, until we arrive at the combination of ingredients, technique, temperature, cooking time and equipment that yields the best tasteful receipt. We believe that cooking and catering is an art that is mastered through experience along with great passion for food. By using

this project, you can order your food easily and get the tasty and healthy food to your door step without any delay on time. By the time of the hungry time you don’t have to wait for too much long time. The time order your food and the time you received the food you don’t have to wait for too much long because on this project we follow the rule of first come and first serve. The Book My Meal is the conclusion has been drawn on the basis of the findings, and the recommendations that have been made to enable retailers, IT support and researchers to devise strategies to ensure the ultimate objective of customer loyalty is achieved.