NAANMUDHALVAN SCHEME – 2023

Snack Squad A Customizable Snack Ordering and Delivery App

A major project report submitted to Naan Mudhalvan **Scheme – 2023** in partial fulfilment of the requirement for the award of Degree Bachelor of Science in Computer Science.

SUBMITTED BY

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PROJECT REPORT TEMPLATE

1.INTRODUCTION

1.1) Overview

Online Food ordering system is a process in which one can order various foods and beverages from some local restaurant and hotels through the use of internet, just by sitting at home or any place. And the order is delivered to the told location.

As industries are fast expanding, people are seeking for more ways to purchase products with much ease and still maintain cost effectiveness.

The vendors need to purchase the products in order to sell to end users.

The manual method of going to their local food sales outlets to purchase food is becoming obsolete and more tasking.

Food can be ordered through the internet and payment made without going to the restaurant or the food vendor.

Until recently, most of this delivery orders were placed over the phone, but there are many disadvantages to this system.

1.2) Purpose

Due to time and financial constraints, the software that is developed covers only the aspect of food ordering and payments.

FOOD: Any nutritious substance that people or animals eat or drink, or that plant absorbs, in order to maintain life and growth.

MENU: A list of dishes available in a restaurant or the food available or to be served in a restaurant or at a meal for example "a dinner-party menu", "politics and sport are on the menu tonight".

ONLINE FOOD ORDERING: Online food ordering services are websites that 5 feature interactive menus allowing customers to place orders with local restaurants and food cooperatives

RESTAURANT: (eating place) is a place where meals and drinks are sold and served to customers.

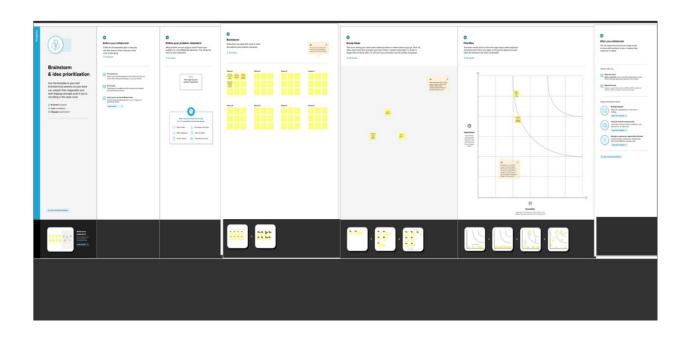
CUSTOMER: Sometimes known as a client, buyer, or purchaser) is the recipient of goods, services, products or idea obtained from a seller, vendor, or supplier for a monetary or other valuable consideration.

2. Problem Definition & Design Thinking

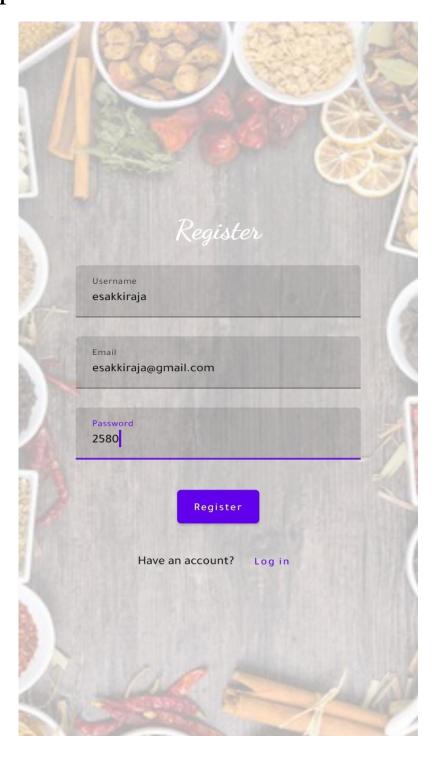
2.1) Empathy Map



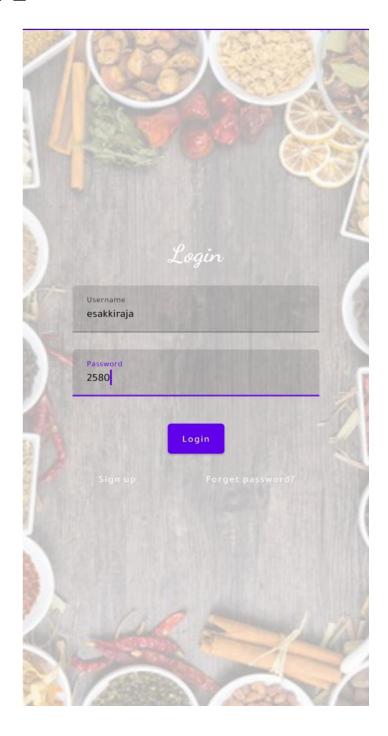
2.2) Ideation & Brainstorming Map



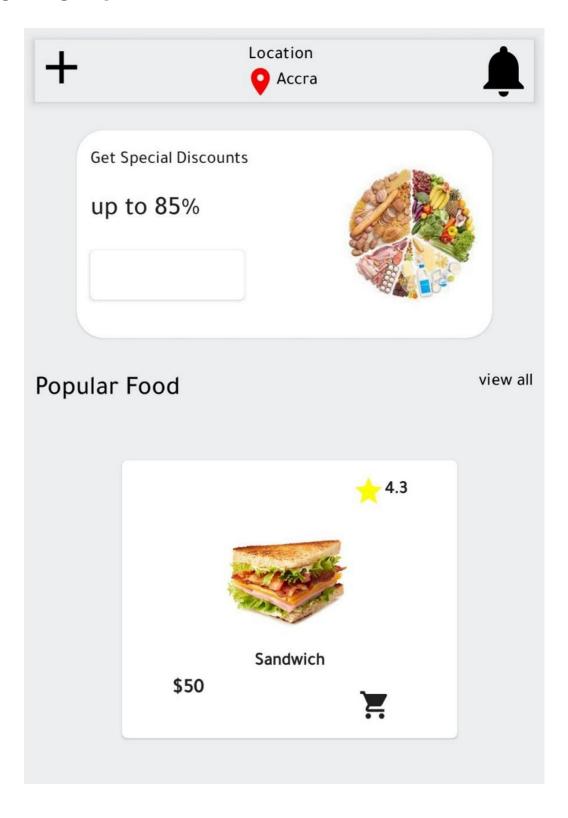
3.RESULT OUTPUT 1



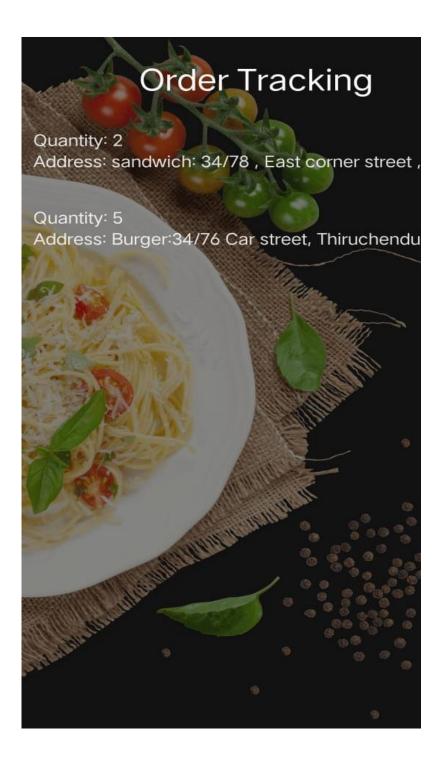
OUTPUT 2



OUTPUT 3



OUTPUT 4



4.ADVANTAGES AND DISADVANTAGES

ADVANTAGES

Staffing cost is reduced:

Customers can place an order from their mobile so that instead of an employee answering phone calls all the time. Once the restaurant receives the order, they prepare the food, and employees can spend their time in profitable ways.

More sales and revenue:

You are making your restaurant more competitive by making ordering more convenient. So that you can increase your customer base and boost your sales.

Risk of disease transmission is low:

Online food ordering systems make it easy to stay safe for both customers and staff. Customers can simply pick up their order from the pickup area within the restaurant and make a payment without any contact.

Health benefits:

One of the important benefits of food ordering systems is health benefits. Because the meal is planned, it is easy to determine the exact number of calories consumed in each meal.

DISADVANTAGES

Delivery men in danger:

Delivery men deliver the food, if it is sunny or rainy, he is waiting outside the restaurant to take the order and deliver your order on time.

Health issues:

The attractive dishes sometimes make health issues due to their ingredients, and the hot food packed in plastic bags or boxes leads to health issues. If you get this type of food on regular basis, it may cause food poisoning and makes you obese too.

5. Application

Food delivery apps have become a staple in the tech industry, with their popularity and market size continuing to grow.

Our blog delves into the industry's current state, including market size, growth, consumer trends, and future projections.

It offers a comprehensive look at the key players and their strategies for success, providing valuable insights for entrepreneurs looking to enter or expand the market. These food ordering and delivery apps are some of the market's most successful food delivery apps.

6.Conclusion

An online food ordering system is developed where the customers can make an order for the food and avoid the hassles of waiting for the order to be taken by the waiter.

Using the application, the end users register online, read the E-menu card and select the food from the e-menu card to order food online.

Once the customer selects the required food item the chef will be able to see the results on the screen and start processing the food.

This application nullifies the need of a waiter or reduces the workload of the waiter.

The advantage is that in a crowded restaurant there will be chances that the waiters are overloaded with orders and they are unable to meet the requirements of the customer in a satisfactory manner.

Therefore, by using this application, the users can directly place the order for food to the chef online.

7. Future Scope

- order product online
- upload product design online
- add, edit, delete product
- send order confirmation via email
- manage online order
- Ajax hierarchical combo box for payment method.
- add delivery charge outside the coverage area
- secure reservation
- forum for customer comments about the site
- generates various report
- and many more

8.APPENDIX

SOURCE CODE:

https://github.com/esakkirajac/naanmudhalavan

CODING:

<u>User.kt</u>

package com.example.snackordering

```
import androidx.room.ColumnInfo
import androidx.room.Entity
import androidx.room.PrimaryKey

@Entity(tableName = "user_table")
data class User(
    @PrimaryKey(autoGenerate = true) val id: Int?,
    @ColumnInfo(name = "first_name") val firstName: String?,
    @ColumnInfo(name = "last_name") val lastName: String?,
    @ColumnInfo(name = "email") val email: String?,
    @ColumnInfo(name = "password") val password: String?,
    )
```

UserDao.kt

```
import androidx.room.*

@Dao
interface UserDao {

    @Query("SELECT * FROM user_table WHERE email = :email")
suspend fun getUserByEmail(email: String): User?

    @Insert(onConflict = OnConflictStrategy.REPLACE)
suspend fun insertUser(user: User)

    @Update
    suspend fun updateUser(user: User)

    @Delete
    suspend fun deleteUser(user: User)
}
```

UserDatabase.kt

```
instance = newInstance
newInstance
}

}
}
```

UserDatabaseHelper.kt

```
android.content.ContentValues import
android.content.Context import
import android.database.sqlite.SQLiteDatabase
import android.database.sqlite.SQLiteOpenHelper
class UserDatabaseHelper(context: Context)
    SQLiteOpenHelper(context, DATABASE NAME, null, DATABASE VERSION) {
private const val COLUMN_LAST_NAME = "last_name"
private const val COLUMN_EMAIL = "email"
        db?.execSQL(createTable)
               override fun onUpgrade (db: SQLiteDatabase?, oldVersion: Int,
newVersion: Int) {
```

```
db?.execSQL("DROP TABLE IF EXISTS $TABLE NAME")
onCreate(db)
    fun insertUser(user: User) {
val values = ContentValues()
values.put(COLUMN LAST NAME, user.lastName)
values.put(COLUMN PASSWORD, user.password)
        db.insert(TABLE_NAME, null, values)
    fun getUserByUsername(username: String): User? {
       val cursor: Cursor = db.rawQuery("SELECT * FROM $TABLE NAME WHERE
cursor.getString(cursor.getColumnIndex(COLUMN FIRST NAME)),
cursor.getString(cursor.getColumnIndex(COLUMN LAST NAME)),
cursor.getString(cursor.getColumnIndex(COLUMN PASSWORD)),
       cursor.close()
    fun getUserById(id: Int): User? {
       val cursor: Cursor = db.rawQuery("SELECT * FROM $TABLE NAME WHERE
(cursor.moveToFirst()) {
cursor.getString(cursor.getColumnIndex(COLUMN FIRST NAME)),
cursor.getString(cursor.getColumnIndex(COLUMN LAST NAME)),
```

Order.kt

```
package com.example.snackordering
  import
androidx.room.ColumnInfo import
androidx.room.Entity import
androidx.room.PrimaryKey

@Entity(tableName = "order_table")
data class Order(
    @PrimaryKey(autoGenerate = true) val id: Int?,
    @ColumnInfo(name = "quantity") val quantity: String?,
@ColumnInfo(name = "address") val address: String?,
)
```

OrderDao.kt

package com.example.snackordering

```
import
androidx.room.*

@Dao
interface OrderDao {

    @Query("SELECT * FROM order_table WHERE address= :address")
suspend fun getOrderByAddress(address: String): Order?
```

```
@Insert(onConflict = OnConflictStrategy.REPLACE)
suspend fun insertOrder(order: Order)

@Update
suspend fun updateOrder(order: Order)

@Delete
suspend fun deleteOrder(order: Order)
}
```

SurveyDatabase.kt

SurveyDatabaseHelper.kt

```
import android.database.sqlite.SQLiteDatabase
import android.database.sqlite.SOLiteOpenHelpe
   SQLiteOpenHelper(context, DATABASE NAME, null, DATABASE VERSION) {
       db?.execSQL(createTable)
             override fun onUpgrade(db: SQLiteDatabase?, oldVersion: Int,
newVersion: Int) {
       db?.execSQL("DROP TABLE IF EXISTS $TABLE NAME")
onCreate(db)
ContentValues()
```

```
cursor.close()
return order
    @SuppressLint("Range") fun
        val cursor: Cursor = db.rawQuery("SELECT * FROM $TABLE NAME WHERE
$COLUMN ID = ?", arrayOf(id.toString()))
(cursor.moveToFirst()) {
order = Order(
cursor.getString(cursor.getColumnIndex(COLUMN QUANTITY)),
cursor.getString(cursor.getColumnIndex(COLUMN ADDRESS)),
db.close()
    fun getAllOrders(): List<Order> {
       val cursor: Cursor = db.rawQuery("SELECT * FROM $TABLE NAME", null)
cursor.getString(cursor.getColumnIndex(COLUMN QUANTITY)),
cursor.getString(cursor.getColumnIndex(COLUMN ADDRESS)),
```

LoginActivity.kt

```
android.content.Intent
import android.os.Bundle import
androidx.activity.ComponentActivity import
androidx.activity.compose.setContent import
androidx.compose.foundation.Image import
androidx.compose.foundation.layout.* import
androidx.compose.material.*
import androidx.compose.runtime.* import
import com.example.snackordering.ui.theme.SnackOrderingTheme
class LoginActivity : ComponentActivity() {
    private lateinit var databaseHelper: UserDatabaseHelper
override fun onCreate(savedInstanceState: Bundle?)
                Surface(
```

```
fun LoginScreen(context: Context, databaseHelper: UserDatabaseHelper) {
    Image(painterResource(id = R.drawable.order), contentDescription = "",
                          fontSize = 36.sp,
fontWeight = FontWeight.ExtraBold,
fontFamily = FontFamily.Cursive,
color = Color.White,
                                 text =
"Login"
        TextField(
label = { Text("Password") },
modifier = Modifier.padding(10.dp)
```

error = "Invalid username or password"

MainActivity.kt

private fun startMainPage(context: Context) {

```
import android.content.Context
import android.content.Intent
import android.os.Bundle
import androidx.activity.ComponentActivity
import androidx.activity.compose.setContent
import androidx.compose.foundation.Image import
androidx.compose.foundation.layout.* import
androidx.compose.material.* import
```

```
androidx.compose.ui.text.font.FontFamily
import androidx.compose.ui.text.font.FontWeight
UserDatabaseHelper(this)
                                setContent {
                Surface(
                    modifier = Modifier.fillMaxSize(),
fun RegistrationScreen(context: Context, databaseHelper: UserDatabaseHelper)
```

Spacer(modifier = Modifier.height(10.dp))

```
modifier = Modifier.padding(top = 16.dp)
              modifier = Modifier.padding(top = 14.dp), text = "Have an
private fun startLoginActivity(context: Context) {
```

Mainpage.kt

```
package com.example.snackordering
  import
android.annotation.SuppressLint import
android.content.Context import
```

```
androidx.compose.foundation.background
import androidx.compose.foundation.layout.* import
androidx.compose.foundation.shape.CircleShape
class MainPage : ComponentActivity() {
    override fun onCreate(savedInstanceState: Bundle?) {
super.onCreate(savedInstanceState)
            SnackOrderingTheme {
                Surface (
                    FinalView(this)
```

```
TopPart() {
       modifier = Modifier
.fillMaxWidth()
   ) {
            imageVector = Icons.Default.Add, contentDescription = "Menu
           Modifier
MaterialTheme.typography.subtitle1, color = Color.Black)
Row {
            Modifier
```

```
@DrawableRes drawable: Int,
    @StringRes text1: Int,
Row (
                modifier = Modifier
modifier = Modifier
Arrangement.SpaceBetween) {
```

@Composable fun

```
context.startActivity(intent)
                }) {
                                                  imageVector =
Icons.Default.ShoppingCart,
DrawableStringPair(
@Composable
fun App(context: Context) {
```

TargetActivity.kt

androidx.compose.ui.Modifier

```
package com.example.snackordering
  import
android.content.Context import
android.content.Intent import
android.os.Bundle import
android.util.Log import
android.widget.Toast
import androidx.activity.ComponentActivity
import androidx.activity.compose.setContent
import androidx.compose.foundation.Image
import androidx.compose.foundation.background
import androidx.compose.foundation.layout.*
import androidx.compose.foundation.text.KeyboardActions
import androidx.compose.foundation.text.KeyboardOptions
import androidx.compose.material.* import
androidx.compose.runtime.*
import androidx.compose.ui.Alignment import
```

```
import androidx.compose.ui.graphics.Color import
androidx.compose.ui.layout.ContentScale import
androidx.compose.ui.platform.LocalContext
override fun onCreate(savedInstanceState: Bundle?) {
                Surface(
                   modifier = Modifier
.fillMaxSize()
                    val orders = orderDatabaseHelper.getAllOrders()
```

```
TextField(value = quantity, onValueChange = {quantity=it},
KeyboardType.Number),
            modifier = Modifier
.padding(10.dp)
                                .width(280.dp))
        Spacer(modifier = Modifier.padding(10.dp))
        TextField(value = address, onValueChange = {address=it},
                                        modifier = Modifier
.padding(10.dp)
        Spacer(modifier = Modifier.padding(10.dp))
        if (error.isNotEmpty()) {
                modifier = Modifier.padding(vertical = 16.dp)
            if( quantity.isNotEmpty() and address.isNotEmpty()) {
                                         address = address
                orderDatabaseHelper.insertOrder(order)
            colors = ButtonDefaults.buttonColors(backgroundColor =
```

```
}

private fun startMainPage(context: Context) {
   val intent = Intent(context, LoginActivity::class.java)
   ContextCompat.startActivity(context, intent, null)
}
```

AdminActivity.kt

```
import androidx.activity.ComponentActivity import
androidx.activity.compose.setContent import
androidx.compose.foundation.Image
androidx.compose.material.MaterialTheme import
setContent {
                Surface(
```

horizontalArrangement = Arrangement.SpaceBetween

AndroidManiFest.xml

```
<?xml version="1.0" encoding="utf-8"?>
<manifest xmlns:android="http://schemas.android.com/apk/res/android"
xmlns:tools="http://schemas.android.com/tools">
<application
android:allowBackup="true"
android:dataExtractionRules="@xml/data_extraction_rules"
android:fullBackupContent="@xml/backup_rules"
android:icon="@drawable/fast food"
android:label="@string/app_name"
android:supportsRtl="true"
android:theme="@style/Theme.SnackOrdering"
tools:targetApi="31">
<activity</pre>
```

```
android:name=".AdminActivity"
android:exported="false"
android:label="@string/title activity admin"
android:theme="@style/Theme.SnackOrdering" />
android:name=".LoginActivity"
android:exported="true"
android:label="SnackSquad"
</activity>
<activity
android:name=".TargetActivity"
android:exported="false"
android:label="@string/title activity target"
android:theme="@style/Theme.SnackOrdering" />
android:name=".MainPage"
android:exported="false"
android:theme="@style/Theme.SnackOrdering" />
android:exported="false"
android:theme="@style/Theme.SnackOrdering" />
```

THANK YOU	