

Online Food ordering system

A Project Report

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Abstract

An Online Food Ordering System is proposed here which simplifies the food ordering process. The proposed system shows an user interface and update the menu with all available options so that it eases the customer work. Customer can choose more than one item to make an order and can view order details before logging off. The order confirmation is sent to the customer. The order is placed in the queue and updated in the database and returned in real time. This system assists the staff to go through the orders in real time and process it efficiently with minimal errors.

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1. introduction :

An ordering system is referred to as a set of detail methods that is being used in handling the ordering process. Food ordering can be computerized or done manually. Thos helps the customer to order their food themselves which is known as the customer self-ordering system. The customer self-ordering system can be defined as a computerized system that is being used by customers to place their own orders in the restaurant and allow the orders to be tracked, in order to prepare and deliver the food to the computers.

2. Existing system

2.1 the existing system :

The existing system happens to be a non computerized operating system where all operations are done manually by the waiter carrying paper and to take down the order of the customer or making an order over the counter. This leads to mistakes because the waiter might not understand what the customer had ordered therefore serving him/her a different menu. This could be so embarrassing because the customer might not take it lightly with the waiter which may lead to misunderstanding.

2.2 problems of existing method :

Due to manual means being employed by the fast food restaurants, it is very difficult to satisfy the wants and needs of the customers. Most of the problems include:

1. Mistakes are made when taking the orders of the customers
2. The process of collecting customers' purchases order is very tedious. This makes it impossible to deliver goods on time.
3. It leads to lack of understanding between the customers and the employees.
4. The record keeping system is poor. Losses of vital records have been reported in the past consequently. Besides, protecting the file system from unauthorized access is a problem that has defied solution.
5. Unnecessary time is wasted conveying information through the ladder of authority. Management at times seeks to get a copy of the customer's order form and this may take a lot of time to obtain it. 6. It causes reduction of production flow. These are the major problems

facing the existing system and would be corrected with the help of the proposed system.

3. proposed method with architecture :

3.1 objectives of the proposed method :

The proposed system is developed to manage ordering activities in fast food restaurant. It helps to record customer submitted orders. The system should cover the following functions in order to support the restaurant's business process for achieving the objectives:

1. To allow the customer to make order, view order and make changes before submitting their order and allow them make payment through prepayment card or credit card or debit card.
2. To provide interface that allows promotion and menu.
3. To prevent interface that shows customers' orders detail to front-end and kitchen staffs for delivering customers' orders
4. Tools that generate reports that can be used for decision making
5. A tool that allows the management to modify the food information such as price, add a new menu and many others as well as tools for managing user, system menu and promotion records.

3.2 justification for the new system :

It is the purpose of the new system to address all the problems plaguing the present system. This system will do the analyzing and storing of information either automatically or interactively. It will make use of PHP-MYSQL. This will be like this: a report is generated conforming to particular information needed by the management via the monitor. This will require the input of necessary data and record of

fast food ordering and delivery and then a report is generated. The proposed system will also have some other features such as:

1. Accuracy in handling of data
2. The volume of paper work will be greatly reduced.
3. Fast rate of operation as in making the ordered food available and delivered on time.
4. Flexibility (i.e. it can be accessed at any time)
5. Easy way to back up or duplicating data in CD's in case of data loss
6. Better storage and faster retrieval system
7. Errors in the reports will be greatly minimized.

4. methodology :

4.1 research methodology :

Research methodology has many research dimensions and methods. The scope of research methodology is wider than research method. This is mainly adopted by the researcher in undertaking this research. Methodology is the underlying principles and rules that govern a system method, on the other hand it is a systematic procedure for a set of activities. Thus, from these definitions a methodology encompasses the methods used within a study. A waterfall model under the software development life cycle (SDLC) is the methodology used to produce the online food ordering system and the customer self ordering system. It is used by system developers to produce or alter information systems or software. It divides the development process into several stages or processes. After the completion of one stage, it will logically move to

another stage. Sometimes moving back to the previous stage is necessary due to failure that occurs in current stage. System design methods are a discipline within the software development industry which seeks to provide a framework for activity and the capture, storage, transformation and dissemination of information so as to enable the economic development of computer systems that are fit for purpose.

4.2 methods of data collection :

Although there are various methods of data collection, the researcher chose the two main sources of data collection in carrying out their study. They are: 1. Primary source 2. Secondary source The primary source refers to the sources of collecting original data in which the researcher made use of empirical approach such as personal interview. The secondary sources of data for this kind of project cannot be over emphasized. The secondary data were obtained by the researcher from magazines, journals, newspapers and library source.

4.2.1 oral interview :

The interview method of data collection can be defined as a systematic way of collecting data or information from a respondent through asking questions directly from the respondent and also collecting information with the aim of facilitating understanding. The oral interview was done between the researcher and the management of staff of KRISPY FAST FOOD, Awka. Reliable facts were gotten based on the questions posed to the staff by the researcher which help the researcher in starting the work and also helped in the area of solution presentation of the new design.

4.2.2 study of manuals :

Manuals and report based on fast food services were obtained and studied and a lot of information concerning the system to be produced was obtained.

4.2.3 evaluation of forms :

Some forms that are necessary and available were accessed. These includes the restaurant menu fast food order form, payment receipts etc. these forms helped in the design of the new system.

5. implementation details :

5.1 software requirements :

Operating system : Linux , macOS , Windows

web browser : Mozilla Firefox or Google Chrome

code platform : Sublime Text and Notepad

5.2 hardware requirements:

32 bit , 64 bit and ARM processors are supported.

60 mb of free hardware space.

128 mb of RAM.

5.3 HTML :

Hypertext Markup Language (HTML) is the standard markup language for documents designed to be displayed in a web browser. It can be assisted by technologies such as Cascading Style Sheets (CSS) and scripting languages such as JavaScript. Web browsers receive HTML

documents from a web server or from local storage and render the documents into multimedia web pages. HTML describes the structure of a web page semantically and originally included cues for the appearance of the document.

HTML elements are the building blocks of HTML pages. With HTML constructs, images and other objects such as interactive forms may be embedded into the rendered page. HTML provides a means to create structured documents by denoting structural semantics for text such as headings, paragraphs, lists, links, quotes and other items. HTML elements are delineated by tags, written using angle brackets. Tags such as `` and `<input />` directly introduce content into the page. Other tags such as `<p>` surround and provide information about document text and may include other tags as sub-elements. Browsers do not display the HTML tags, but use them to interpret the content of the page.

HTML can embed programs written in a scripting language such as JavaScript, which affects the behavior and content of web pages. Inclusion of CSS defines the look and layout of content. The World Wide Web Consortium (W3C), former maintainer of the HTML and current maintainer of the CSS standards, has encouraged the use of CSS over explicit presentational HTML since 1997.

5.4 CSS :

Cascading Style Sheets (CSS) is a style sheet language used for describing the presentation of a document written in a markup language like HTML. CSS is a cornerstone technology of the World Wide Web, alongside HTML and JavaScript. CSS is designed to enable the separation of presentation and content, including layout, colors, and fonts. This separation can improve content accessibility, provide more flexibility and control in the specification of presentation characteristics, enable multiple web pages to share formatting by specifying the relevant

CSS in a separate .css file, and reduce complexity and repetition in the structural content.

CSS information can be provided from various sources. These sources can be the web browser, the user and the author. The information from the author can be further classified into inline, media type, importance, selector specificity, rule order, inheritance and property definition. CSS style information can be in a separate document or it can be embedded into an HTML document. Multiple style sheets can be imported. Different styles can be applied depending on the output device being used; for example, the screen version can be quite different from the printed version, so that authors can tailor the presentation appropriately for each medium. The style sheet with the highest priority controls the content display. Declarations not set in the highest priority source are passed on to a source of lower priority, such as the user agent style. The process is called cascading.

One of the goals of CSS is to allow users greater control over presentation. Someone who finds red italic headings difficult to read may apply a different style sheet. Depending on the browser and the web site, a user may choose from various style sheets provided by the designers, or may remove all added styles and view the site using the browser's default styling, or may override just the red italic heading style without altering other attributes.

6. conclusion :

Finally, in Online Food Ordering system, we have developed secure, user-friendly food ordering Management System. This System will help them to properly manage the meals of the customers, the delivery boy's data and help in growth without creating any hassle. This System is completely secure since every user is provided with user ID and Password so there is no chance of any unauthorised access. Online

Payment, Registration and cancellation make it easier to use. So, using this system will help in reducing the labour and provide more facility for Customer to like the services.