PROJECT REPORT

<u>ON</u>

ONLINE FOOD ORDERING MANAGEMENT SYSTEM

Submitted by

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CERTIFICATE

This is to certify that the project work titled "ONLINE FOOD ORDERING MANAGEMENT SYSTEM" is a bonafied project work submitted by P.V.Kusala Kumari, K.Haritha in the department of COMPUTER SCIENCE AND ENGINEERING in partial fulfillment of requirements for the award of degree of Bachelor of technology in computer science and engineering for the year 2021-2022 carried out the work under the supervision.

GUIDE

HEAD OF THE DEPARTMENT

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Abstract

ONLINE FOOD ORDERING AND DELIVERY SYSTEM for TAJ HOTEL is a wbsite designed primarily for use in the food delivery industry. This system will allow hotels and restaurants to increase scope of business by reducing the labour cost involed. The system also allows to quickly and easily manage an online menu which customers can browse and use to place orders with just few clicks.

Restaurant empoyees then use these orders through an easy to navigate graphical interface for efficient processing.

The system is an online FOOD ORDERING website that brings up various food items availability to the users. It also shows all the food dishes which are wanted by users (customers). It places the orders in-time to the customers.

INTRODUCTION

Online ordering system that i am proposing here, greatly simplifies the ordering process for both the customer and the restaurant. System presents an interactive and up-to-date menu with all available options in an easy to use manner. Customer can choose one or more items to place an order which will land in cart. Customer can view all the order details in the cart before checking out. At each order the customer get confirmation and delivery address confirmation details. Once the order is placed it is entered in the database and retrieved in pretty much real time. This allows Restaurant employees to quickly go through the orders as they received and process all orders efficiently and effectively with minimal delays and confusion.

In Online Ordering Management System we use PHP and MYSQL database. It has two modules i.e,

- Administrative
- User(Customer)

Administrative Module

- Administrative module is provided for the sake of administrators to manage the site and update the content at regular intervals, The major operations included in this module are:
- Create and maintain product categories.
- View the product available.
- Update product information.
- Remove the product.
- View customer information and Bookings.

<u>User(Customer module)</u>

- This module is meant for customers, where a user logging into his/her owns account will view this panel. The major operations included in this module were
- View all the available products and its price, descriptions and other details etc,
- View our Booking and cancellation of booking.

Purpose

The main purpose is to manage the online food ordering. It helps to customer to book products from anywhere. Also make payment on delivery. It helps to people to book desired products at their prefer time. With the help of this project we are bringing the use of technology in the field of service where customers can avail all the food items facilities at their door steps.

Scope

The project has a wide scope, as it is not intended to a particular organization. This project is going to develop generic software, which can be applied by any businesses organization. More over it provides facility to its customers. Also the software is going to provide a huge amount of summary data.

Advantages:

- Allows for faster service.
- Easy,user friendly.
- Price of the item is affordable.
- Allows cancellation of product.

Disadvantages:

• It may create loss to the other food industies.

Requirement specifiation

Hardware configuration:

client side:

Ram	512MB
Hard disk	487.0GB
Processor	1.0GHz

Server side:

Ram	1GB
Hard disk	20GB
Processor	2.0GHz

Software Requirement:

Front end	HTML,BOOTSTRAP
Server side language	PHP
Database server	MYSQL
Web browser	FireFox,Google Chrome
Operating system	Ubuntu, windows
Software	XAMPP

APACHE

The Apache HTTP Server Project is an effort to develop and maintain an open-source HTTP

server for modern operating systems including UNIX and Windows. The goal of this project is to

provide a secure, efficient and extensible server that provides HTTP services in sync with the

current HTTP standards.

The Apache HTTP Server was launched in 1995 and it has been the most popular web server on

the Internet since April 1996. It has celebrated its 20th birthday as a project in February 2015.

PHP

- PHP stands for PHP: Hypertext Preprocessor.
- PHP is a server-side scripting language, like ASP.
- PHP scripts are executed on the server.
- PHP supports many databases (MYSQL, Informix,

Oracle, Sybase, Solid, Generic ODBC, etc.).

- PHP is an open source software.
- PHP is free to download and use.

MYSQL

- MYSQL is a database server
- MYSQL is ideal for both small and large applications
- MYSQL supports standard SQL
- How to access MySQL:
- http://localhost/phpmyadmin

Analysis and Design

Analysis:

Today also we have to go to the food center, wait in the queue to get our desired food. As technology is growing rapidly we are also moving to a technical world where everything we want to be online. So with the help of this project we are bringing the use of technology in the field of food service where customers can avail all the food items at their door steps. This project makes the food ordering process easy and reduces the burden of customers.

Design Introduction:

Design is the first step in the development phase for any techniques and principles for thepurpose of defining a device, a process or system in sufficient detail to permit its physicalrealization. Once the software requirements have been analyzed and specified the software design involves three technical activities - design, coding, implementation and testing that are required to build and verify the software. The design activities are of main importance in this phase, because in this activity, decisionsultimately affecting the success of the software implementation and its ease of maintenance are made. These decisions have the final bearing upon reliability and maintainability of the system. Design is the only way to accurately translate the customer's requirements into finished softwareor a system. Design is the place where quality is fostered in development. Software design is a processthrough which requirements are translated into a representation of software. Software design is conducted in two steps. Preliminary design is concerned with the transformation of requirements into data

UML Diagrams:

Actor:

A coherent set of roles that users of use cases play when interacting with the use cases.an observable result of value of an actor. Use case: A description of sequence of actions, including variants, that a system performs yields an observable result of value of an actor. actor diagram is drawned in a eclipse shape



UML stands for Unified Modeling Language. UML is a language for specifying, visualizing anddocumenting the system. This is the step while developing any product after analysis. The goalfrom this is to produce a model of the entities involved in the project which later need to be built. The representation of the entities that are to be used in the product being developed need to be designed.

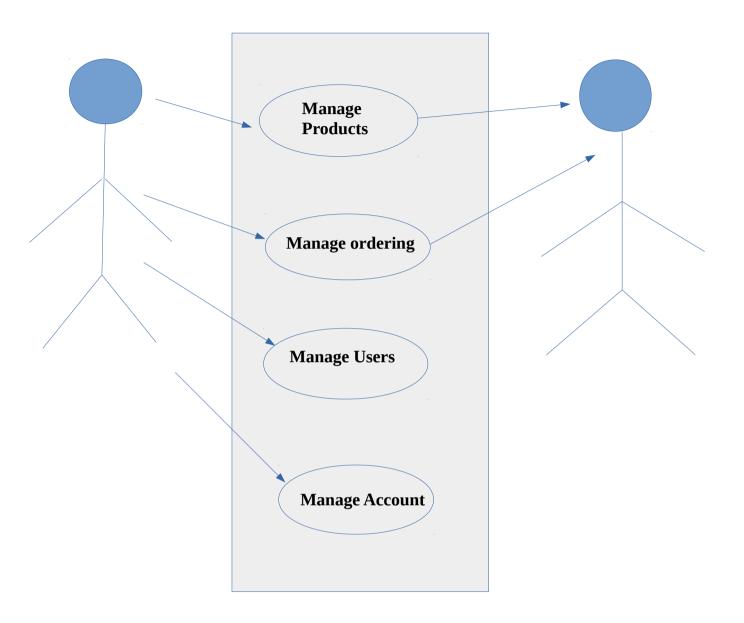
USECASE DIAGRAMS:

Use case diagrams model behavior within a system and helps the developers understand of whatthe user require. The stick man represents what's called an actor.

Use case diagram can be useful for getting an overall view of the system and clarifying that cando and more importantly what they can't do. Use case diagram consists of use cases and actors and shows the interaction between the use case and actors. The purpose is to show the interactions between the use case and actor. To represent the system requirements from user's perspective. An actor could be the end-user of the system or an external system.

USECASE DIAGRAM: A Use case is a description of set of sequence of actions. Graphicallyit is rendered as an ellipse with solid line including only its name. Use case diagram is abehavioral diagram that shows a set of use cases and actors and their relationship. It is an association between the use cases and actors. An actor represents a real-world object. Primary Actor – Sender, Secondary Actor Receiver.

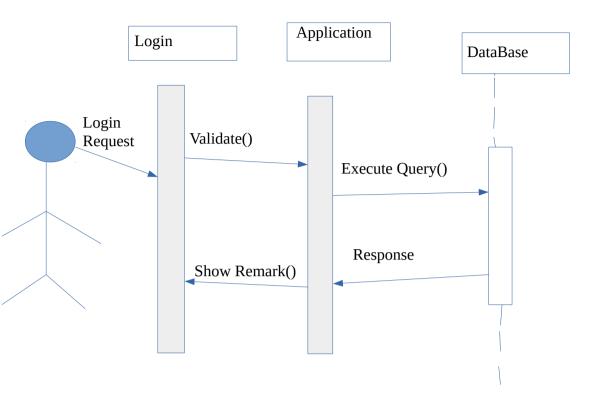
Use case diagram



Use Case Diagram Admin and System

SEQUENCE DIAGRAM

The purpose of sequence diagram is to show the flow of functionality through a usecase. In other words, we call it mapping process in terms of data transfers from the actor through the corresponding objects.



ER Diagram:

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:

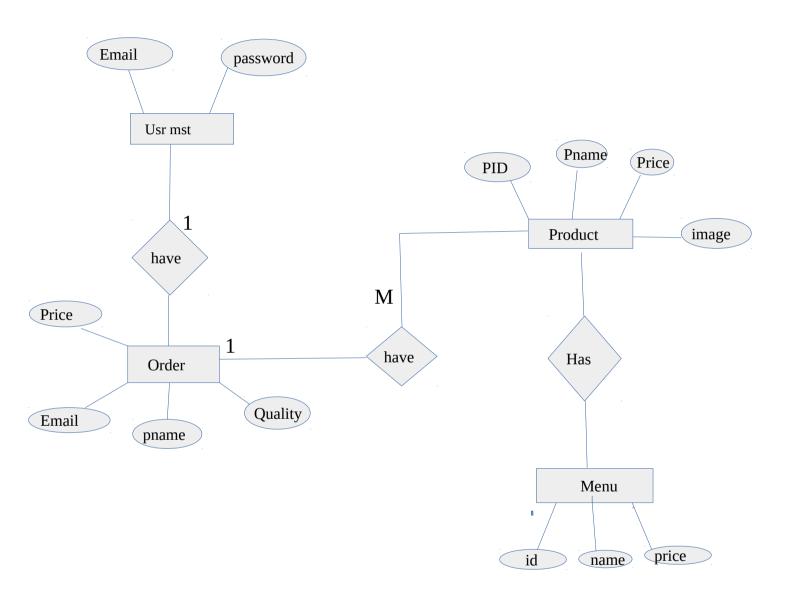
It maps well to the relational model. The constructs used in the ER model can easily be transformed into relational tables. It is simple and easy to understand with a minimum of training. Therefore, the model can be used by the database designer to communicate the design to the end user. In addition, the model can be used as a design plan by the database developer to implement a data model in specific database management software.

ER Notation

There is no standard for representing data objects in ER diagrams. Each modeling methodology uses its own notation. The original notation used by Chen is widely used in academics texts and journals but rarely seen in either CASE tools or publications by non-academics. Today, there are a number of notations used; among the more common are Bachman, crow's foot, and IDEFIX.All notational styles represent entities as rectangular boxes and relationships as lines connecting boxes. Each style uses a special set of symbols to represent the cardinality of a connection. The notation used in this document is from Martin. The symbols used for the basic ER constructs are:

- Entities are represented by labeled rectangles. The label is the name of the entity. Entity names should be singular nouns.
- Relationships are represented by a solid line connecting two entities. The name of the relationship is written above the line. Relationship names should be verbs 15 Attributes, when included, are listed inside the entity rectangle. Attributes which are identifiers are underlined. Attribute names should be singular nouns.
- Cardinality of many is represented by a line ending in a crow's foot. If the crow's foot is omitted, the cardinality is one.

Existence is represented by placing a circle or a perpendicular bar on the line.



IMPLEMENTATION AND SYSTEM TESTING

After all phase have been perfectly done, the system will be implemented to the server and thesystem can be used. System Testing The goal of the system testing process was to determine all faults in our project . The programwas subjected to a set of test inputs and many explanations were made and based on these explanations it will be decided whether the program behaves as expected or not. Our Project went through two levels of testing

- 1. Unit testing
- 2 .Integration testing

Unit Testing

Unit testing is commenced when a unit has been created and effectively reviewed .In order totest a single module we need to provide a complete environment i.e. besides the section wewould require The procedures belonging to other units that the unit under test calls Non local data structures that module accesses .A procedure to call the functions of the unit under testwith appropriate parameters

1. Test for the admin module

Testing admin login form-This form is used for log in of administrator of the system. In this form we enter the username and password if both are correct administration page will openotherwise if any of data is wrong it will get redirected back to the login page and again ask the details.

Report Generation: admin can generate report from the main database. Integration TestingIn the Integration testing we test various combination of the project module by providing theinput. The primary objective is to test the module interfaces in order to confirm that no errors areoccurring when one module invokes the other module.

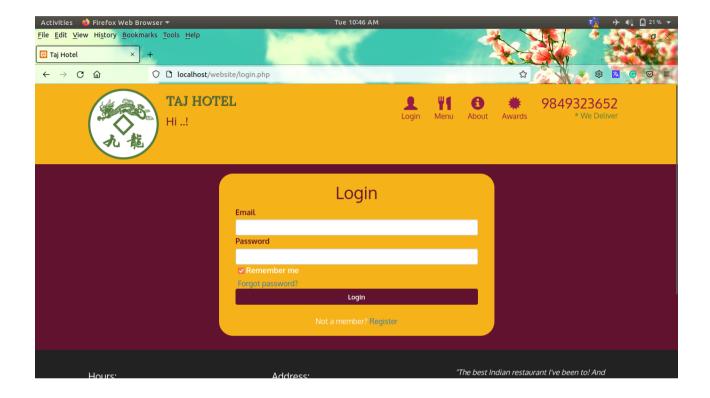
EVALUATION

Project URL: http://localhost/restaurant-tms

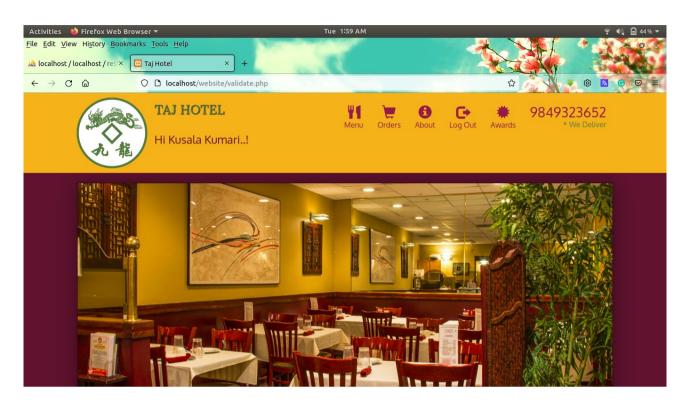
Home page



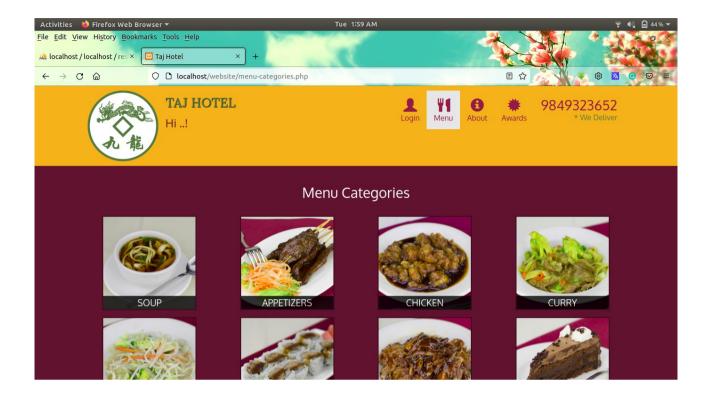
LOGIN PAGE:



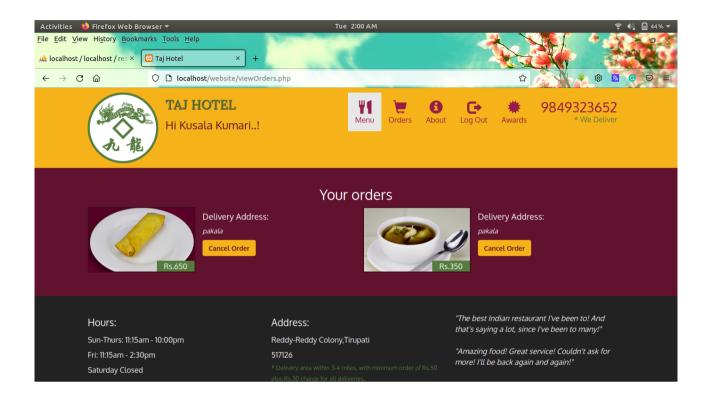
AFTER LOGIN:



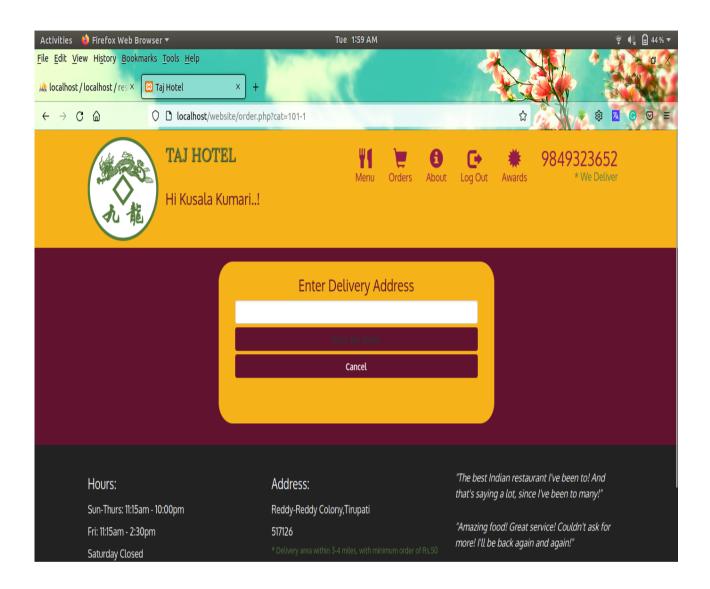
MENU:



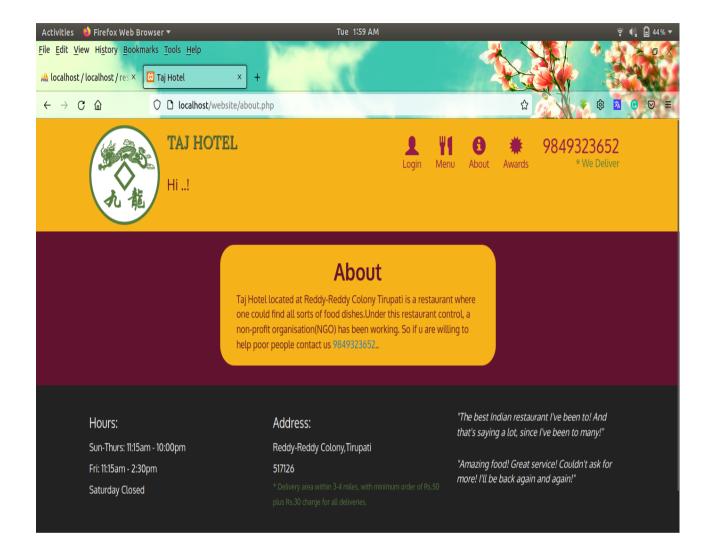
ORDERS:



DELIVERY ADDRESS



ABOUT



CONCLUSION

FUTURE SCOPE

This web application involves almost all the features of online

shopping .The future implementation will be online help for customers and chatting with website administrator.

CONCLUSION

The project entitled "Online Fast Food Shopping" is developed using HTML, Bootstrap as front end and php, mysql as backend to computerize the process of online shopping. This Project covers only the basic features required.