FULLSTACK PROJECT REPORT

On

FOOD NINJAS

(Food Ordering Web Application GUI)

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2019

CERTIFICATE

This is to certify that the project work titled
"Food Ninjas (A Food Ordering Web Application)"

Done by

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Students of **GLA University**, Mathura (UP) has completed the project work successfully as a part of course curriculum.

Mr. Pankaj Kapoor

Technical Trainer

Department of CEA

MINI PROJECT

(2019-20)

FOOD NINJAS

SYNOPSIS

Institute of Engineering & Technology

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About the Project:

In this project we will create a GUI of web application (Food Ninjas – it is online food ordering system). The online food ordering system can be defined as a simple and convenient way for customers to purchase food online, without having to go to the restaurant. The system for online food ordering is completely safe, easy and secure.

Motivation:

Nowadays people do not have time to go outside for food, rather they prefer online ordering. It easily allows the customers to order food with one click .It allows the customers to pay cash on receiving the food at their door step.

Future prospects:

The project gives the user a beautiful GUI to order food online. In future we can add the backend to this GUI to convert its static behavior into dynamic one. The user will experience a real time experience of ordering food online.

Intended Outcome:

A static web application on food ordering system named as Food Ninjas which can further become dynamic.

Hardware Requirements:

- Personal Computer

Software Requirements:

- Google Chrome
- Brackets Text Editor

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Declaration

We hereby declare that the work which is being presented in the project **"**Food Ninjas**",** in partial fulfillment of the requirements for the project, is an authentic record of our own work carried under the supervision of "Mr. Pankaj Kapoor".

Signature of Candidate:	Signature of Candidate:	Signature of Candidate:
Heena Motiyani	Meetanshi Gupta	Megha Agarwal
171500129	171500187	171500188
B. Tech (CSE)	B. Tech (CSE)	B. Tech (CSE)
IIIrd year	IIIrd year	IIIrd year
V Semester	V Semester	V Semester

ACKNOWLEDGEMENT

We would like to express our sincere gratitude to our mentor **Mr. Pankaj Kapoor, Technical Trainer, Dept. of CEA** for providing the guidance on this project. We deeply respect our Trainer for his vast knowledge, numerous suggestions, and strong passion to complete this project. Valuable discussions with him not only made our work smooth but also encouraged us to think more professionally in the field of research.

After doing this project we can confidently say that this experience has not only enriched us with technical knowledge but also has unparsed the maturity of thought and vision. The attributes required being a successful professional.

We are also thankful to all teaching and non-teaching staff for their support and cooperation.

ABSTRACT

A website or web site is a collection of related network web resources, such as web pages, multimedia content. This project includes creation of GUI of a static website **Food Ninjas** which consists of Menu, Sign Up, Login web pages and food cards. The menu consists of Starters, Veg Mains, Pizzas, Burgers and Wraps and Desserts. The Front end (GUI) basically made up of HTML, CSS, JavaScript and Bootstrap. **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 and framework like bootstrap.

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CHAPTER 1

INTRODUCTION

1.1 Website

A **website or web site** is a collection of related network web resources, such as web pages, multimedia content, which are typically identified with a common domain name. Notable examples are wikipedia.org, google.com, and amazon.com.

Websites can be accessed via a public Internet Protocol (IP) network, such as the Internet, or a private local area network (LAN), by a uniform resource locator (URL) that identifies the site.

Websites can have many functions and can be used in various fashions; a website can be a personal website, a corporate website for a company, a government website, an organization website, etc. Websites are typically dedicated to a particular topic or purpose, ranging from entertainment and social networking to providing news and education. All publicly accessible websites collectively constitute the World Wide Web, while private websites, such as a company's website for its employees, are typically part of an intranet.

1.2 HTML

It is developed by Tim Berners-Lee in 1990, HTML is short for Hypertext Markup Language. HTML is used to create electronic documents (called pages) that are displayed on the World Wide Web. Without HTML, a browser would not know how to display text as elements or load images or other elements.

Hypertext Markup Language 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 and scripting languages such as JavaScript.

One of the useful aspects of HTML is, it can embed programs written in a scripting language like JavaScript, which is responsible for affecting the behavior and content of web pages.

As HTML is completely text-based, an HTML file can be edited simply by opening it up in a program such as Notepad++, Vi or Emacs. Any text editor can be used to create or edit an

HTML file and, so long as the file is created with an .html extension, any web browser, such as Chrome or Firefox, will be capable of displaying the file as a webpage.

HTML is used to create web pages, but does experience limitations when it comes to fully responsive components. Therefore, HTML should only be used to add text elements and structure them within a page. For more complex features, HTML can be combined with cascading style sheets (CSS) and JavaScript (JS).

An HTML file can link to a cascading style sheet or JS file, which will contain information about which colors to use, which fonts to use and other HTML element rendering information. JavaScript also allows developers to include more dynamic functionality, such as pop-ups and photo sliders, in a web page.

HTML5 is a software solution stack that defines the properties and behaviors of web page content by implementing a markup based pattern to it.

HTML5 is the fifth and current major version of HTML, and subsumes XHTML. The current standard, the HTML Living Standard is developed by WHATWG, which is made up of the major browser vendors (Apple, Google, Mozilla, and Microsoft), with the Living Standard also existing in an abridged version.

HTML5 was first released in public-facing form on 22 January 2008, Its goals were to improve the language with support for the latest multimedia and other new features; to keep the language both easily readable by humans and consistently understood by computers and devices such as web browsers, parsers, etc.

Many new syntactic features are included. To natively include and handle multimedia and graphical content, the new <video>, <audio> and <canvas> elements were added, and support for scalable vector graphics (SVG) content and MathML for mathematical formulas. To enrich the semantic content of documents, new page structure elements such as <main>, <section>, <article>, <header>, <footer>, <aside>, <nav>, and <figure> are added. New attributes are introduced, some elements and attributes have been removed, and others such as <a>, <cite>, and <menu> have been changed, redefined, or standardiz

1.3 CASCADING STYLE SHEETS

Cascading Style Sheets (CSS) is a stylesheet language used to describe the presentation of a document written in HTML or XML (including XML dialects such as SVG, MathML or XHTML). CSS describes how elements should be rendered on screen, on paper, in speech, or on other media. It is one of the core languages of the open Web and is standardized across Web browsers according to the W3C specification. Developed in levels, CSS1 is now obsolete, CSS2.1 is a recommendation, and CSS3, now split into smaller modules, is progressing on the standardization track.

CSS (Cascading Style Sheets) is used to style and lay out web pages — for example, to alter the font, color, size, and spacing of your content, split it into multiple columns, or add animations and other decorative features.

In this project we have use the latest version of CSS that is CSS3.

The main **difference between CSS and CSS3** is that **CSS3** has modules.**CSS** is the basic version and it does not support responsive design. **CSS3**, on the other hand, is the latest version and supports responsive design. **CSS** cannot be split into modules but **CSS3** can be split in modules

Cascading Style Sheets (CSS) is a style sheet language used for describing the look and formatting of a document written in a markup language. CSS3 is a latest standard of CSS earlier versions (CSS2). The main difference between css2 and css3 is follows −

- Media Queries
- Namespaces
- Selectors Level 3
- Color

1.3.1 Types of Cascading Style Sheets (CSS)

- **Inline CSS**

  For Inline CSS every style content is in HTML elements. It is used for a limited section.Whenever our requirements are very small, we can use inline CSS. It will affect only single elements. In HTML we require that various HTML tag's views are different so then we use inline Cascading Style Sheets. There is disadvantage of inline Cascading Style Sheets. It must be specified on every HTML tag. There is a lot of time consumed by that and it is not the best practice for a good programmer and the code will be quite large and very complex.

- **Internal CSS**

  In internal CSS the style of CSS is specified in the <head> section. This is internal CSS; it affects all the elements in the body section. Internal CSS is used in the condition when we want a style to be used in the complete HTML body. For that we can use style in the head tag.

  This style performs an action in the entire HTML body.

- **External CSS**

  In External CSS we create a .CSS file and use it in our HTML page as per our requirements. Generally external Cascading Style Sheets are used whenever we have many HTML attributes and we can use them as required; there is no need to rewrite the CSS style again and again in a complete body of HTML that inherits the property of the CSS file. There are two ways to create a CSS file. The first is to write the CSS code in Notepad and save it as a .CSS file, the second one is to directly add the style sheet in our Solution Explorer and direct Visual Studio to use it on our HTML page

1.4 Java Script

JavaScript (often abbreviated as **JS**, is a high-level, interpreted scripting language that conforms to the ECMAScript specification. JavaScript has curly-bracket syntax, dynamic typing, prototype-based object-orientation, and first-class functions.

Alongside HTML and CSS, JavaScript is one of the core technologies of the World Wide Web. JavaScript enables interactive web pages and is an essential part of web applications. The vast majority of websites use it and major web browsers have a dedicated JavaScript engine to execute it.

As a multi-paradigm language, JavaScript supports event-driven, functional, and imperative (including object-oriented and prototype-based) programming styles. It has APIs for working with text, arrays, dates, regular expressions, and the DOM, but the language itself does not include any I/O, such as networking, storage, or graphics facilities. It relies upon the host environment in which it is embedded to provide these features.

Initially only implemented client-side in web browsers, JavaScript engines are now embedded in many other types of host software, including server-side in web servers and databases, and in non-web programs such as word processors and PDF software, and in runtime environments that make JavaScript available for writing mobile and desktop applications, including desktop widgets.

The terms *Vanilla JavaScript* and *Vanilla JS* refer to JavaScript not extended by any frameworks or additional libraries. Scripts written in Vanilla JS are plain JavaScript code.

Although there are similarities between JavaScript and Java, including language name, syntax, and respective standard libraries, the two languages are distinct and differ greatly in design. JavaScript was influenced by programming languages such as Self and Scheme. The JSON serialization format, used to store data structures in files or transmit them across networks, is based on JavaScript.

1.5 Bootstrap

Bootstrap is a free and open-source CSS framework directed at responsive, mobile-first front-end web development. It contains CSS- and (optionally) JavaScript-based design templates for typography, forms, buttons, navigation and other interface components.

Bootstrap is the sixth-most-starred project on GitHub, with more than 135,000 stars, behind freeCodeCamp (almost 307,000 stars) and marginally behind Vue.js framework. According to Alexa Rank, Bootstrap getbootstrap.com is in the top-2000 in US while vuejs.org is in top-7000 in US.

Bootstrap is a web framework that focuses on simplifying the development of informative web pages (as opposed to web apps). The primary purpose of adding it to a web project is to apply Bootstrap's choices of color, size, font and layout to that project. As such, the primary factor is whether the developers in charge find those choices to their liking. Once added to a project, Bootstrap provides basic style definitions for all HTML elements. The result is a uniform appearance for prose, tables and form elements across web browsers. In addition, developers can take advantage of CSS classes defined in Bootstrap to further customize the appearance of their contents. For example, Bootstrap has provisioned for light- and dark-colored tables, page headings, more prominent pull quotes, and text with a highlight.

Bootstrap also comes with several JavaScript components in the form of jQuery plugins. They provide additional user interface elements such as dialog boxes, tooltips, and carousels. Each Bootstrap component consists of an HTML structure, CSS declarations, and in some cases accompanying JavaScript code. They also extend the functionality of some existing interface elements, including for example an auto-complete function for input fields.

The most prominent components of Bootstrap are its layout components, as they affect an entire web page. The basic layout component is called "Container", as every other element in the page is placed in it. Developers can choose between a fixed-width container and a fluid-width container.

1.6 Brackets

Brackets is a source code editor with a primary focus on web development. Brackets is cross-platform, available for macOS, Windows, and most Linux distributions. The main purpose of brackets is its live HTML, CSS and JavaScript editing functionality.

Brackets provides several features including:

- Quick Edit
- Quick Docs
- Live Preview
- JSLint
- LESS support
- Open source
- Extensibility

1.7 Objective

The main objective of this project is to create an attractive GUI using front end scripting languages and frameworks like HTML, CSS, JavaScript, Bootstrap.

CHAPTER 2

SOFTWARE REQUIREMENT ANALYSIS

2.1 Modules Description

The modules involved in developing the project are:

2.1.1 Creating a basic HTML skeleton: In this module we will create a basic HTML skeleton using brackets editor.

2.1.2 Creating a menu bar: The module includes developing a responsive navigation bar using bootstrap. The navigation bar consists of Starters, Veg Mains, Pizzas, Burgers & Wraps and Desserts. These are made as links, on clicking on them the user will be directed to their corresponding cards on the same page. We have used internal linking in it. Further the navigation bar contains login/signup link which would direct the users to login/signup page on clicking on them.

2.1.3 Creating an Image Slider: In this module we created a slider using JavaScript. There are 5 pictures in this slider which would automatically move at a time period of 4s and that is obtained using transition property used in CSS. The width of the images are set to 100% to cover the whole window size.

2.1.4 Creating Parallax Scrolling effect: Parallax scrolling is a web site trend where the background content (i.e. an image) is moved at a different speed than the foreground content while scrolling. Use a container element and add a background image to the container with a specific height. Then use the background-attachment: fixed to create the actual parallax effect. The other background properties are used to center and scale the image perfectly:

```
background-attachment:fixed;
background-position:center;
background-repeat:no-repeat;
background-size: cover;
```

2.1.5 Creating Food Cards: The cards contain the images of food their names, price of food and an Add to Cart button. The cards are built using HTML, CSS and bootstrap to make them responsive. First in a div tag having class as card an image is added, a second div is inserted in this div tag for the name, price and add to cart button. Bootstrap adjust the cards according to the size of window i.e. on a large screen the user can see all the 4 cards , on a medium screen two cards are displayed to the user and on small screen such as mobile devices one card is displayed to the user at a time. On hovering these cards the image is expanded using css property transform: scale(1.1). For each category of food 4 food cards are created.

2.1.6 Contact Details: This module consists of three cards which consist of the contact details of our team members. Basically on each one of them the name of team member is written. On hovering these cards an animation effect is displayed. When the user hover these cards the cards flip and the contact information of the team member is displayed.

2.1.7 Social icons: The social icons are created by importing the icons of various social media app like youtube, facebook, twitter and instagram and styled by using css. The animation named aaa is also applied on these icons.

CHAPTER 3

IMPLEMENTATION AND USER INTERFACE

3.1 Basic HTML Skeleton code written in text editor:

```
<!DOCTYPE html>
<html lang="">
<head>
    <meta charset="utf-8">
    <meta name="viewport" content="width=device-width, initial-scale=1.0">
    <title></title>
</head>

<body>

</body>
</html>

```

Fig. 3.1 HTML Skeleton

3.2 Navigation Bar:

Fig. 3.21 Navigation Bar

Fig. 3.22 Navigation Bar (Responsive)

3.3 Image Slider:

Fig. 3.31 Image Slider

Fig. 3.32 Image Slider with navigation bar

3.4 Parallax Scrolling effect:

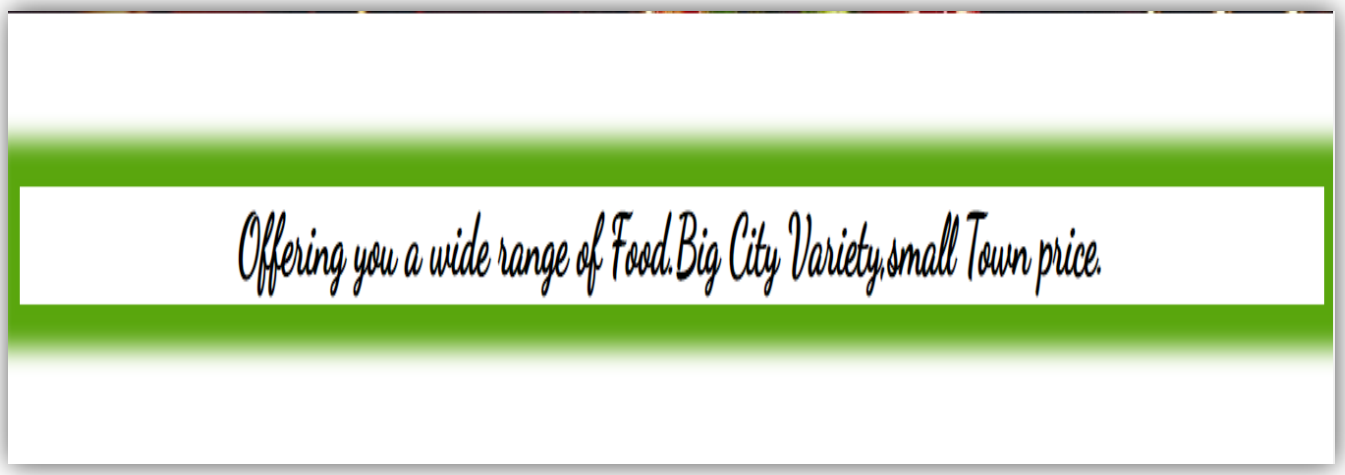

Fig. 3.41. A div block with glowing effect animation

Fig. 3.42 (Background image used for showing parallax effect)

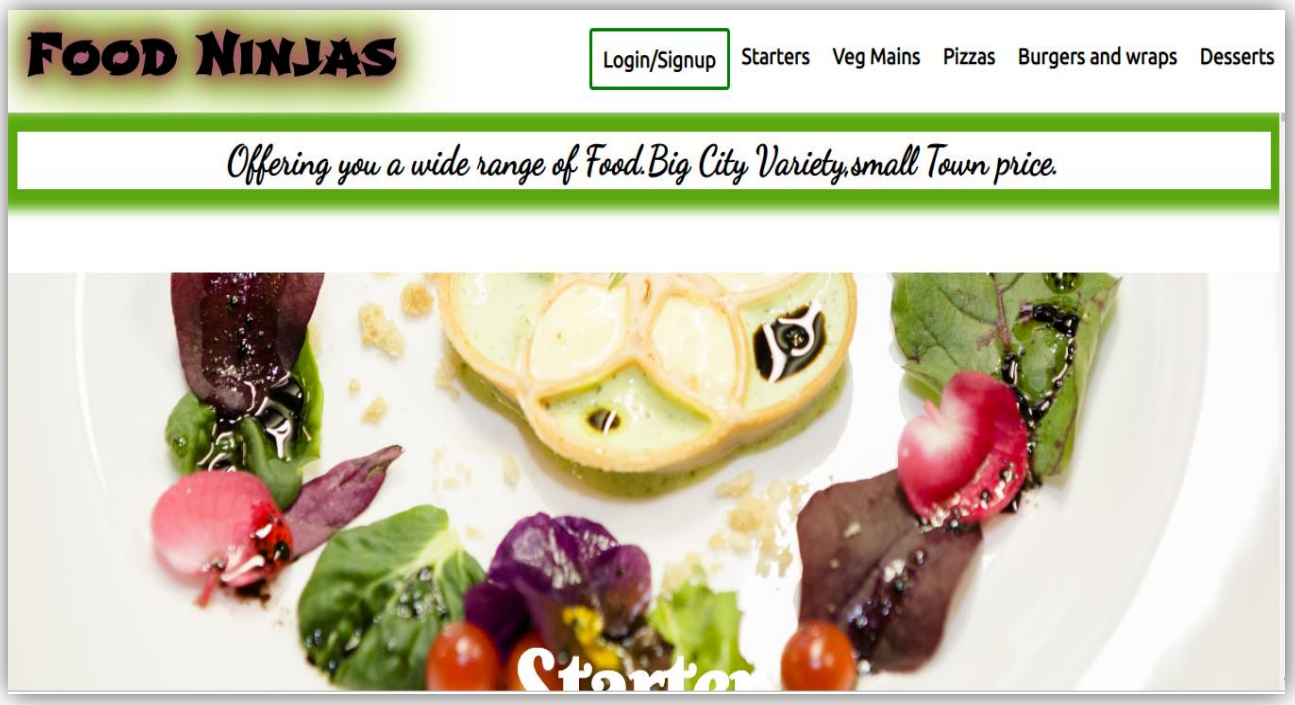

Fig 3.43

3.5 Food Cards:

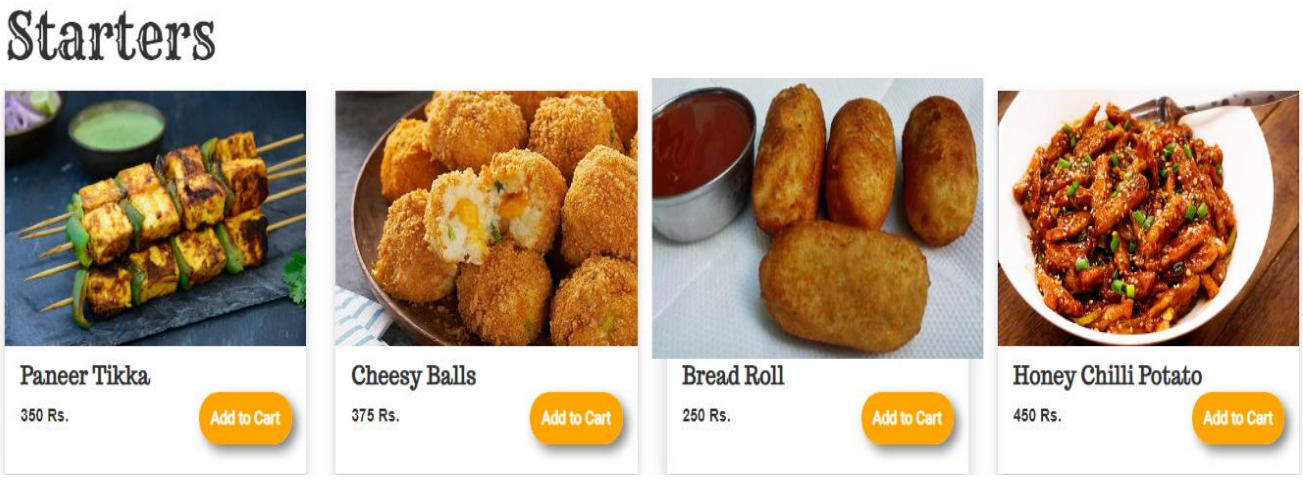

Fig. 3.5 Food Cards (Starters)

3.6 Contact Details Section:

Fig. 3.61 Contact cards

Fig. 3.62 Contact Cards with flip hovering effect

3.7 Social Icons:

Fig. 3.71 Social icons

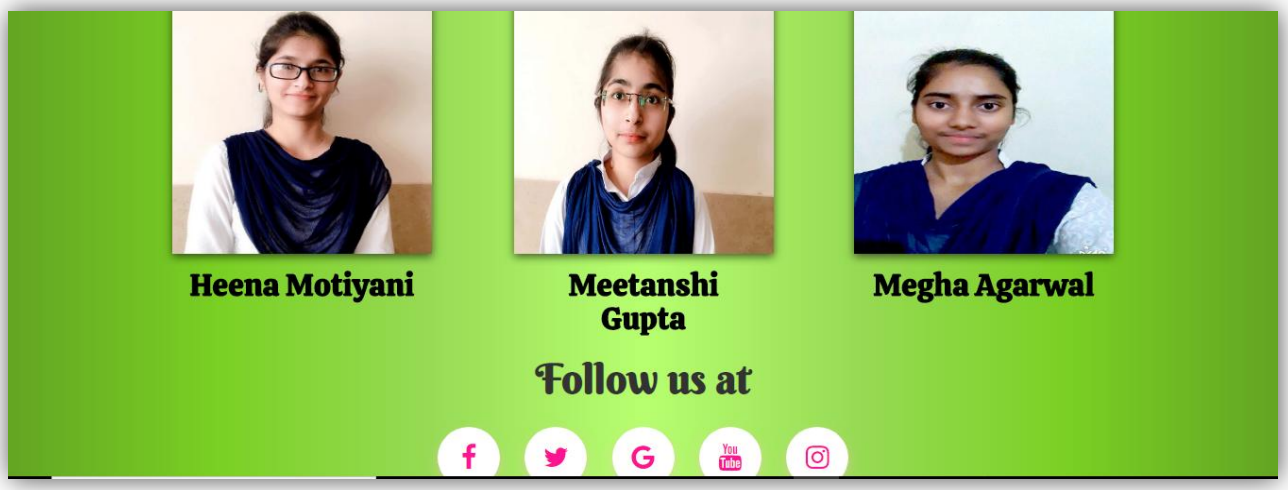

Fig. 3.72 The complete footer Section

3.8 Login Page:

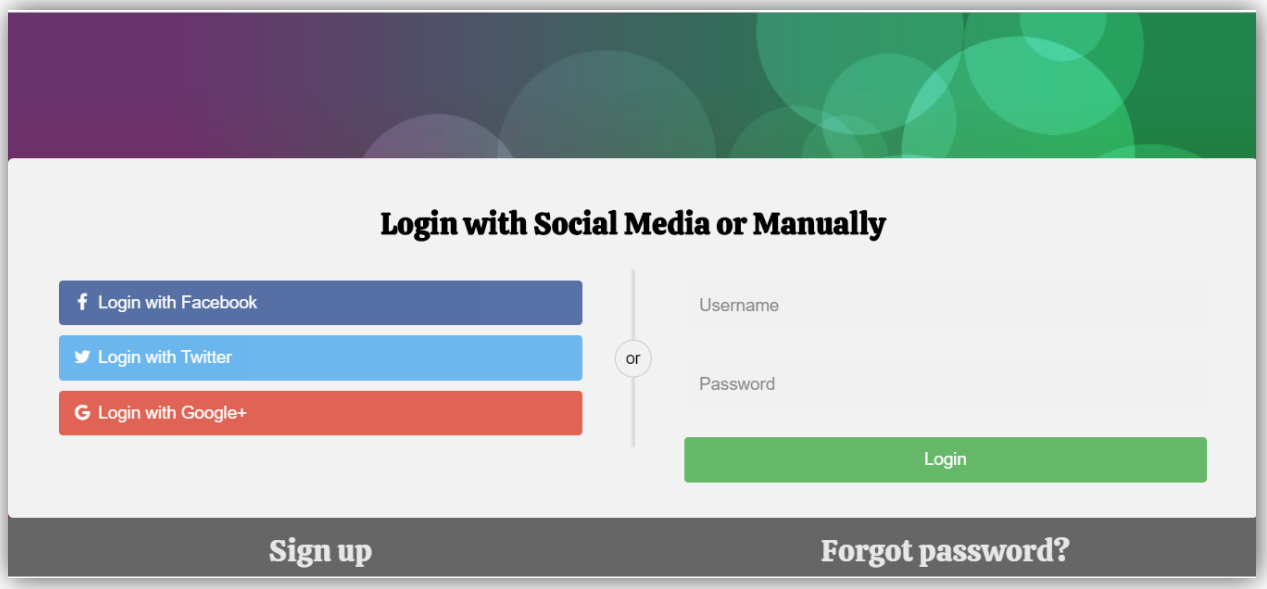

Fig. 3.8 Login Page

3.9 Sign Up Page:

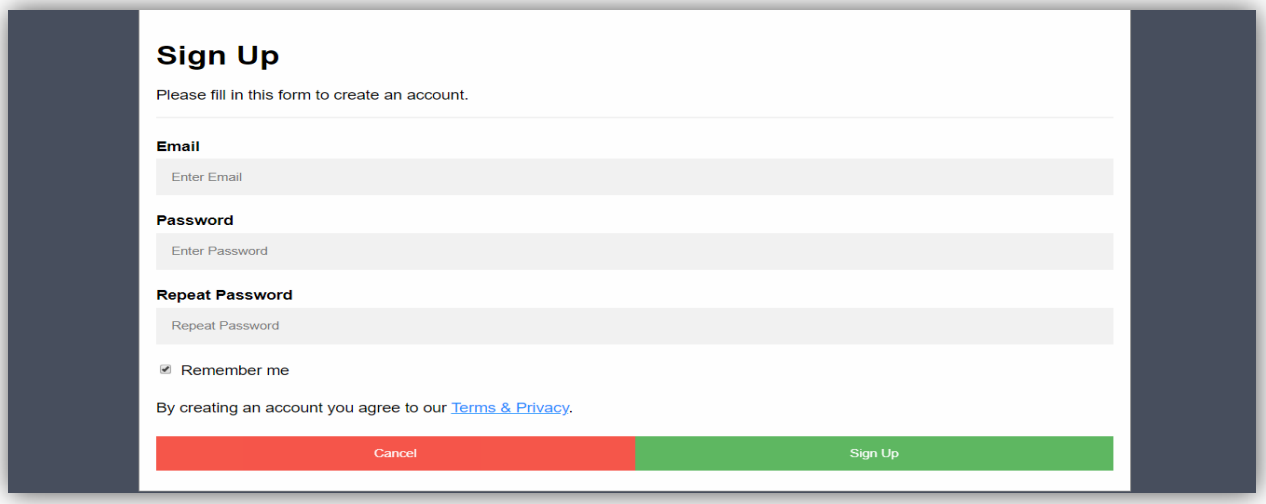

Fig. 3.9 Sign Up Page

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