

# **Online Food Ordering System**

A Project Report Submitted In Partial Fulfillment  
Of The Requirement For The Degree Of

**BACHELOR OF COMPUTER APPLICATION (BCA)**

of

NALBARI COLLEGE, NALBARI

*Affiliated to GAUHATI UNIVERSITY, ASSAM*



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Session : ***2020-2023***

Session : ***2020-2023***

**NALBARI COLLEGE, NALBARI**

## CERTIFICATE

This is to certify that **Abinash Kalita** (*Roll No. : UT-201-194-0001*) and **Samir Amin** (*Roll No. : UT-201-194-0026*), students of **BCA 5<sup>th</sup> Semester** of **Nalbari College, Nalbari**, have successfully completed the project "**ONLINE FOOD ORDERING SYSTEM**" as per partial fulfillment of the requirement for the award of the degree of **Bachelor of Computer Application (BCA)** for the session 2020-23. During this program they were given all necessary feedback regarding the existing system.

They were found sincere throughout this academic session. Success is wished for their future life.

Mr. Dhruba Jyoti Mishra

Dated :

HOD, Dept. of Computer Science

Place : Nalbari

Nalbari College, Nalbari

## CERTIFICATE

*This is to certify that the project entitled “ **ONLINE FOOD ORDERING SYSTEM** ” done by **Abinash Kalita** (Roll No. : UT-201-194-0001, G.U. Registration No. : 20039667 ) and **Samir Amin** (Roll No. : UT-201-194-0026, G.U. Registration No. : 20039693 ) students of **BCA 5<sup>th</sup> Semester, 2020-23**, of **Nalbari College, Nalbari** , is a bona-fide work in partial fulfillment of the requirement for BCA 5<sup>th</sup> Semester examination and has been carried out under my direct supervision and guidance.*

*It is certified that the work reported in this project has been presented as a part of academic work. This report or a similar report on the topic has not been submitted for any other examination and does not form part of any other course undergone by the candidate.*

*The project has been developed in HTML and PHP. During the course of the project, I found them very sincere and hardworking. I wish them success in life.*

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With true regards

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# CONTENT

<b>Sl. No.</b>	<b>Topic</b>	<b>Page No.</b>
1.	Certificate	I
2.	Certificate from Guide	II
3.	Acknowledgement	III
4.	<b>Chapter 1: Introduction</b>	1-3
	<i>1.1 Introduction</i>	2
	<i>1.2 Objective</i>	2
	<i>1.3 About the Project</i>	2
5.	<b>Chapter 2: Project Outline and Overview of the System</b>	4-8
	<i>2.1 Title of the Project</i>	5
	<i>2.2 Technologies Used</i>	5
	<i>2.3 Scope</i>	5
	<i>2.4 Goals of the Proposed System</i>	7
	<i>2.5 Background</i>	8
	<i>2.6 Project Requirement</i>	8
6.	<b>Chapter 3: About Languages</b>	9-14
	<i>3.1 HTML (HyperText Markup Language)</i>	10
	<i>3.2 HTML 5</i>	10
	<i>3.3 CSS (Cascading Style Sheets)</i>	12
	<i>3.4 PHP</i>	12
	<i>3.5 MySQL</i>	13
	<i>3.6 MySQLi</i>	13
	<i>3.7 JS (Java Script)</i>	14

7.	<b>Chapter 4: Feasibility Study</b>	15-18
	<i>4.1 Introduction</i>	16
	<i>4.2 Feasibility of the Proposed System</i>	16
	<i>4.2.1 Economic Feasibility</i>	16
	<i>4.2.2 Schedule Feasibility</i>	17
	<i>4.2.3 Behavioral Feasibility</i>	17
	<i>4.2.4 Technical Feasibility</i>	17
	<i>4.2.5 Management Feasibility</i>	18
	<i>4.2.6 Time Feasibility</i>	18
	<i>4.3 Conclusion</i>	18
8.	<b>Chapter 5: Structured Analysis</b>	19-27
	<i>5.1 Introduction</i>	20
	<i>5.2 Context Diagram</i>	20
	<i>5.3 Data-Flow Diagram</i>	21
	<i>5.4 ER Diagram</i>	25
9.	<b>Chapter 6: System Planning</b>	26-31
	<i>6.1 Team Structure</i>	29
	<i>6.2 Cost Estimation</i>	29
	<i>6.3 Software Size Estimation</i>	30
	<i>6.4 Principles of Project Scheduling</i>	30
	<i>6.5 Software Configuration Management</i>	31
	<i>6.6 Planning Tools</i>	31

10.	<b>Chapter 7: System Design</b>	32-35
	<i>7.1 System Design</i>	33
	<i>7.1.1 Logical Design</i>	33
	<i>7.1.2 Physical Design</i>	33
	<i>7.2 Input Design</i>	34
	<i>7.3 Output Design</i>	34
	<i>7.4 Database Design</i>	35
11.	<b>Chapter 8: System Testing</b>	36-40
	<i>8.1 Introduction</i>	37
	<i>8.2 Testing</i>	37
	<i>8.2.1 Module Testing</i>	37
	<i>8.2.2 System Testing</i>	37
	<i>8.2.2.1 Program Testing</i>	37
	<i>8.2.2.2 String Testing</i>	38
	<i>8.2.2.3 System Testing</i>	38
	<i>8.2.2.4 User Acceptance Testing</i>	38
	<i>8.2.3 Functional Testing</i>	39
	<i>8.2.4 Structural Testing</i>	39
	<i>8.2.5 Combined Structural Testing and Functional Testing</i>	40
	<i>8.3 Debugging</i>	40
12.	<b>Chapter 9: Data Dictionary and Screenshots</b>	41-56
	<i>9.1 Data Dictionary</i>	42
	<i>9.2 Database Tables</i>	43
	<i>9.3 Screenshots</i>	47

13.	<b>Chapter 10: System Implementation</b>	57-61
	<i>10.1 Introduction</i>	58
	<i>10.2 User Training</i>	59
	<i>10.3 Post Implementation</i>	60
14.	<b>Chapter 11: Conclusion</b>	62-66
	<i>11.1 Concluding Remarks</i>	63
	<i>11.2 Salient Features of the Proposed System</i>	63
	<i>11.3 Limitations of the Project</i>	64
	<i>11.4 Scope for Future Works</i>	66

# **CHAPTER 1: INTRODUCTION**

*1.1 Introduction*

*1.2 Objectives*

*1.3 About the Project*

## **1.1 Introduction :**

*An online food ordering system is software that lets restaurants or coffee shops to accept orders online. It typically allows customers to choose from wide range of food & beverages. It allows customers to choose and pay for food, then alerts the kitchen of the restaurant/coffee shop when an order is made. This happens without contact between staff and customers. This project comes with a lot of new features to overcome the existing food ordering market. This include wide range of menu items, fast delivery, safe payment, awesome customer service, pay through multiple payment options etc.*

## **1.2 Objectives :**

- *To create a functional and user-friendly food ordering website.*
- *To research and analyze the food delivery market and competitive landscape.*
- *To identify the needs and preferences of customers and restaurants in the target market.*
- *To develop a business model and revenue strategy for the website.*

## **1.3 About the Project :**

*In today's fast-paced world, people are always looking for ways to save time and make their lives more convenient. One area where this is particularly important is food delivery. That's why we've decided to develop a Food Ordering*

*Website which aims to allow customers to order their favorite food easily and restaurant owner to process and deliver the order conveniently.*

*Our website is user-friendly and intuitive, with a wide selection of menu items to choose from. Here customers is able to browse menu, place orders, and track the status of their delivery in real-time. We also offer additional features and services, such as feedback and the ability to pay online. That's why the website is very convenient and easy to use with a lot of features.*

*But it's not just about convenience for customers – we also want to make things easier for restaurants. Our platform provide a simple and efficient way for them to manage and fulfill orders, and we offer tools and support to help them streamline their operations and increase their revenue.*

## ***CHAPTER 2: PROJECT OUTLINE AND OVERVIEW OF THE SYSTEM***

*2.1 Title of the Project*

*2.2 Technologies Used*

*2.3 Scope*

*2.4 Goals of the Proposed System*

*2.5 Background*

*2.6 Project Requirement*

## **2.1 Title of the Project :**

*FoodFest (Online Food Ordering System)*

## **2.2 Technologies Used :**

### **Tools**

- Front End: HTML5, CSS3, JavaScript
- Back End: PHP, MySQL

### **Software**

- Windows 10 OS
- A browser which supports XAMPP php, MySQLi server & HTML

### **Hardware**

- AMD Ryzen 3 3250U
- 8GB RAM
- 256 GB SSD
- Network interface card

## **2.3 Scope :**

- *Website development*
- *Integration with payment and delivery systems*

- *Partnering with local delivery services to offer delivery jobs.*
- *Offering additional features and services, such as feedback and the ability to pay online.*

**There are several potential problems with existing food ordering systems that a new food ordering website could aim to address:**

- ❖ ***Difficult or confusing user experience:*** Some food ordering websites and apps can be difficult to navigate or confusing to use, which can make the ordering process frustrating for customers.
- ❖ ***Poor customer service:*** Some food ordering platforms have a reputation for poor customer service, which can lead to negative experiences for customers.
- ❖ ***Limited delivery options:*** Some food ordering platforms only offer delivery through their own fleet of drivers, which can be limiting for customers in certain areas.
- ❖ ***Inefficient order management:*** Some food ordering platforms lack effective tools for managing orders, which can lead to errors or delays in delivery.

**Some potential solutions to the problems with existing food ordering systems:**

- ❖ ***Focus on user experience:*** A food ordering website can improve the user experience by making the website or app easy to navigate and use, with clear instructions and intuitive features. This can make the ordering process

*more enjoyable for customers and reduce the likelihood of errors or frustration.*

- ❖ ***Provide excellent customer service:*** *A food ordering website can prioritize customer service by offering multiple ways for customers to contact the company (e.g. email, phone, live chat) and responding promptly to inquiries and concerns.*
- ❖ ***Expand delivery options:*** *A food ordering website can offer multiple delivery options, such as using its own fleet of drivers or partnering with third-party delivery companies, to ensure that it can reach a wider area and meet the needs of customers in different locations.*
- ❖ ***Develop efficient order management tools:*** *A food ordering website can improve the efficiency of order management by offering tools and features that helps to track and fulfill orders more effectively. This can reduce errors and delays and improve the overall customer experience.*

## **2.4 Goals of Proposed System :**

1. **Planned approach towards working:** *The working in the organization will be well planned and organized. The data will be stored properly in data stores which will help in retrieval of information as well as its storage.*
2. **Accuracy:** *The level of accuracy in the proposed system will be higher. All operation would be done correctly and it ensures that whatever Information is coming from the center is accurate.*

3. **Reliability:** *The reliability of the proposed system will be high due to the above stated reasons. The reason for the increased reliability of the system is that now there would be proper storage of Information.*
4. **No Redundancy:** *In the proposed system utmost care would be that no information is repeated anywhere, in storage or otherwise. This would assure economic use of storage space and consistency in the data stored.*

## **2.5 Background :**

*To debug the existing system, remove procedures those cause data redundancy, make navigational sequence proper. To provide information about audits on different level and also to reflect the current work status depending on organization/auditor or date, to build strong password mechanism.*

## **2.6 Project Requirements :**

### **Software**

- Windows XP or higher OS
- A browser which supports XAMPP, php, MySQLi server & HTML

### **Hardware**

- Processor: Pentium or higher
- RAM: 2 GB or higher
- Disk Space: 130 MB or higher
- Network interface card

# **CHAPTER 3: ABOUT LANGUAGES**

*3.1 HTML (HyperText Markup Language)*

*3.2 HTML 5*

*3.3 CSS (Cascading Style Sheets)*

*3.4 PHP*

*3.5 MySQL*

*3.6 MySQLi*

*3.7 JS (Java Script)*

### **3.1 HTML (HyperText Markup Language) :**

*HTML is a standardized system for tagging text files to achieve font, color, graphic, and hyperlink effects on World Wide Web pages. HTML is written in the form of HTML elements consisting of tags enclosed in angle brackets (like <html>). HTML tags most commonly come in pairs like <h1> and </h1>, although some tags represent empty elements and so are unpaired, for example <img>. The first tag in a pair is the start tag, the second tag is the end tag (they are also called opening tags and closing tags).*

*It is used to create electronic documents (called pages) that are displayed on the World Wide Web. Each page contains a series of links to other pages called hyperlinks. Pages are retrieved from a Web server using a software application called a Web browser.*

*HTML is a markup language, meaning that it is used to "mark up" a text document with tags that tell a Web browser how to structure the text, images, and other content displayed on a Web page. HTML is not a programming language, but it can be used in conjunction with other programming languages, such as JavaScript, to create dynamic and interactive Web pages.*

### **3.2 HTML5 :**

*HTML5 is the latest version of HTML, the standard programming language for describing the structure and content of a web page. It was developed by the World Wide Web Consortium (W3C) to improve the language with support for the latest multimedia, while keeping it easily readable by humans and consistently*

*understood by computers and devices such as web browsers, parsers, and appliances.*

**Some of the key features of HTML5 include :-**

- *Improved support for multimedia, including audio and video playback without the need for third-party plugins.*
- *Enhanced support for web applications, including offline storage and the ability to run web applications in the background.*
- *Improved support for web graphics and animation using the <canvas> element and the Scalable Vector Graphics (SVG) format.*
- *Enhanced support for form controls, including new input types, such as email, url, range, and search, and new attributes, such as placeholder and autofocus.*
- *Improved support for accessibility, including new features such as the aria attribute, which allows developers to add additional information to help assistive technologies better understand the content and structure of a web page.*
- *HTML5 is supported by all modern web browsers, including Google Chrome, Mozilla Firefox, Microsoft Edge, and Apple Safari. If you want to learn more about HTML5 and how to use it to create web pages, there are*

*many resources available online, including tutorials and reference materials.*

### **3.3 CSS (Cascading Style Sheets) :**

*CSS (Cascading Style Sheets) is a style sheet language used for describing the look and formatting of a document written in HTML. CSS is used to control the presentation of a webpage, including layout, colors, and fonts.*

*CSS is a separate file that is linked to an HTML document and tells the web browser how to style the HTML elements on the page. This allows developers to separate the content of a webpage from its appearance, which makes it easier to maintain and update the site.*

### **3.4 PHP :**

*PHP (Hypertext Preprocessor) is a server-side programming language that is widely used for web development. It allows developers to create dynamic, interactive, and data-driven websites by executing code on the server before the page is sent to the user's web browser.*

*PHP is an open-source language, which means that it is free to use and modify. It is also easy to learn and has a large developer community, which makes it a popular choice for web development.*

*PHP code is typically embedded in HTML pages and is executed on the server when the page is requested by a user through a web browser. The output of the*

*PHP code is then returned to the user's web browser as plain HTML. This allows PHP to generate dynamic content that can be customized for each user, such as displaying personalized greetings or pulling data from a database.*

### **3.5 MySQL :**

*MySQL is a free and open-source relational database management system (RDBMS) that is widely used for web development and other applications. It is based on Structured Query Language (SQL), a standard programming language for managing and manipulating data stored in databases.*

*MySQL is known for its speed, reliability, and simplicity. It can be used to manage small and large datasets with a wide range of data types, and it is supported by many programming languages, including PHP, Python, and Java.*

### **3.6 MySQLi :**

*MySQLi (MySQL Improved) is a programming interface for interacting with MySQL databases. It is an improved version of the original MySQL interface, which was deprecated in PHP 7.0. MySQLi is an object-oriented extension, which means that it uses classes and objects to interact with the database.*

*MySQLi provides a number of advantages over the original MySQL interface, including support for prepared statements, improved security, and better performance. Prepared statements are a way of executing the same SQL*

*statement multiple times with different parameters, which can be more efficient and secure than concatenating variables into a raw SQL query.*

### **3.7 JS (Java Script) :**

*JavaScript is a programming language that is commonly used to add interactive features to websites. It is an essential component of modern web development and is supported by all modern web browsers.*

*JavaScript is a client-side language, which means that it is executed by the user's web browser rather than the web server. This allows JavaScript to create dynamic and interactive effects on a webpage without the need to refresh the page or send a request to the server.*

*JavaScript is a versatile language that can be used for a wide range of purposes, including validating form input, creating animations, and handling events such as mouse clicks and keyboard input. It can also be used in conjunction with other technologies, such as HTML and CSS, to create rich and interactive web applications.*

# **CHAPTER 4: FEASIBILITY STUDY**

*4.1 Introduction*

*4.2 Feasibility of the Proposed System*

*4.2.1 Economic Feasibility*

*4.2.2 Schedule Feasibility*

*4.2.3 Behavioral Feasibility*

*4.2.4 Technical Feasibility*

*4.2.5 Management Feasibility*

*4.2.6 Time Feasibility*

*4.3 Conclusion*

## **4.1 Introduction :**

*This section depicts one of the most important stages of the initial investigation carried out as a part of life cycle of the project development-feasibility of the project faces certain shortcomings.*

## **4.2 Feasibility of the Proposed System :**

*Feasibility of the proposed system is evaluated to determine whether the new system can be implemented or not.*

*4.2.1 Economic feasibility*

*4.2.2 Schedule feasibility*

*4.2.3 Behavioral feasibility*

*4.2.4 Technical feasibility*

*4.2.5 Management feasibility*

*4.2.6 Time feasibility*

### **4.2.1 ECONOMIC FEASIBILITY :-**

*The economic feasibility aims at determining the benefits of the candidate system, which is accepted if the benefits outweigh the cost involved in the*

*development of the new system.*

#### **4.2.2 SCHEDULE FEASIBILITY :-**

*Schedule feasibility refers to the extent to which a project or business venture can be completed within the allocated time frame. This involves analyzing the resources and tasks required to complete the project and determining whether they can be completed within the available time frame.*

#### **4.2.3 BEHAVIORAL FEASIBILITY :-**

*This refers to the likelihood of a project or ventures being accepted and adopted by the intended users or beneficiaries, and involves considering social, cultural, and psychological factors that may impact adoption and use.*

#### **4.2.4 TECHNICAL FEASIBILITY :-**

*Technical feasibility refers to the extent to which a project or business venture can be completed using the available technology and resources. This involves evaluating the technical requirements of the project or venture and determining whether the necessary technology and resources are available or can be obtained in a reasonable amount of time.*

#### **4.2.5 MANAGEMENT FEASIBILITY :-**

*Management feasibility refers to the extent to which a project or business venture can be effectively managed and implemented. This involves considering the resources and skills required to manage the project, as well as the potential risks and challenges that may arise during the implementation process. For this, a study is conducted.*

#### **4.2.6 TIME FEASIBILITY :-**

*Time feasibility refers to the extent to which a project or business venture can be completed within the allocated time frame. This involves analyzing the tasks and resources required to complete the project and determining whether they can be completed within the available time frame.*

### **4.3 Conclusion :**

*Feasibility studies are an important part of the planning process for any project or business venture. By conducting feasibility studies and evaluating different types of feasibility, businesses and organizations can determine the likelihood of success and identify any potential issues that may need to be addressed in order to achieve the desired outcomes.*

# **CHAPTER 5: STRUCTURED ANALYSIS**

*5.1 Introduction*

*5.2 Context Diagram*

*5.3 Data-Flow Diagram*

*5.4 ER Diagram*

## **5.1 Introduction :**

*Structured analysis is a method of studying and analyzing complex systems in a systematic and logical manner. It involves breaking down the system into smaller, more manageable components and studying each component individually in order to understand the relationships and interactions between them.*

*The main goal of structured analysis is to understand how a system works and identify potential problems or areas for improvement. It is often used in the fields of computer science and engineering, but it can also be applied to other complex systems such as business processes or organizational structures.*

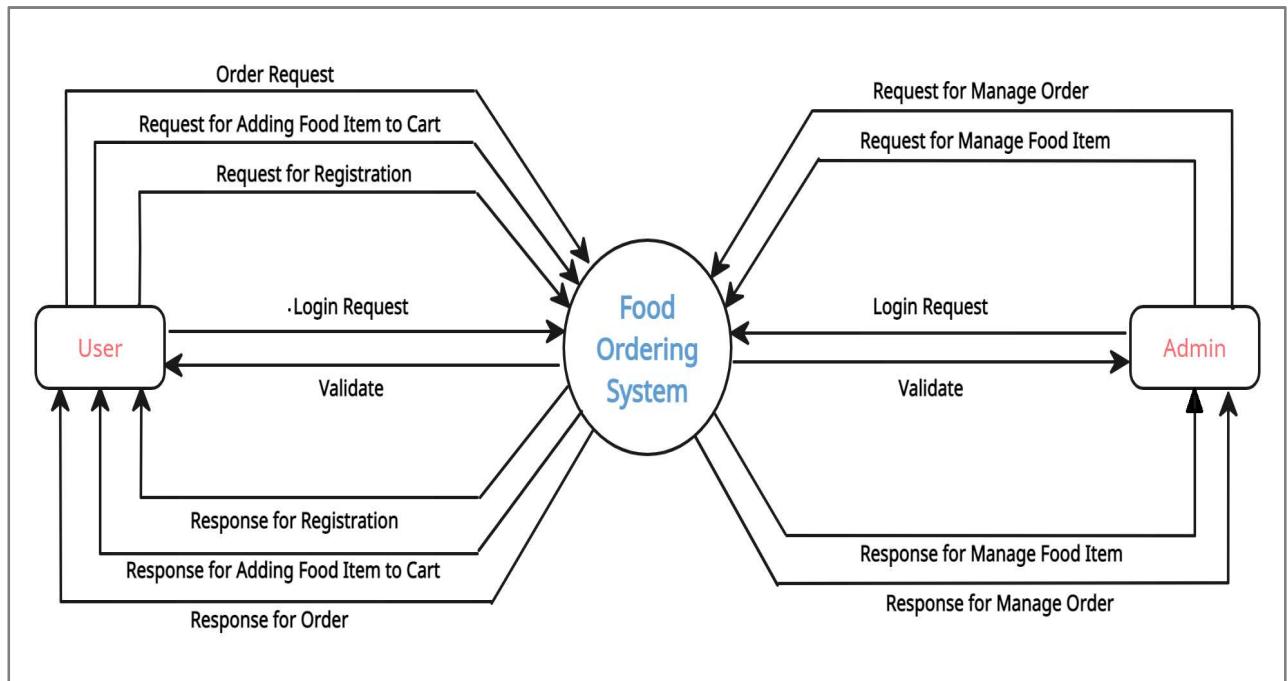
*The various tools used in structured analysis are :-*

- I. Context diagram.
- II. Data flow diagram.
- III. ER Diagram (*Entity Relationship model*).

## **5.2 CONTEXT DIAGRAM :**

*A Context Diagram is a type of diagram used in structured analysis to represent the relationship between a system and its environment. It is a high-level view of a system that shows the inputs and outputs of the system and how they interact with the external environment. A context diagram typically consists of a single box representing the system, with lines connecting the box to external entities that represent the inputs and outputs of the system. The diagram is used to*

*identify the boundaries of the system and understand how it interacts with the external environment.*



**Fig. 5.1: Context Diagram**

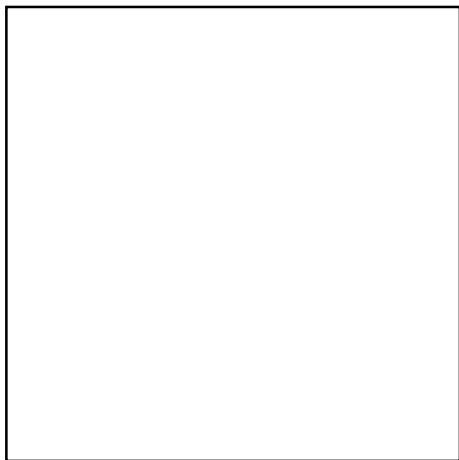
### 5.3 DATA-FLOW DIAGRAM :

*A data flow diagram (DFD) is a type of diagram used in structured analysis to represent the flow of data through a system and understand how the system processes and stores the data. It is a graphical representation of the inputs, processes, and outputs of a system and is used to identify the sources, destinations, and transformations of the data.*

*The context diagram is the starting point of the DFD. A DFD is a series of bubbles joined by lines-which represents the data transformations and the lines represent the data flows in the system. So it is also known as "BUBBLE CHART".*

There are various symbols used to draw a DFD, like-

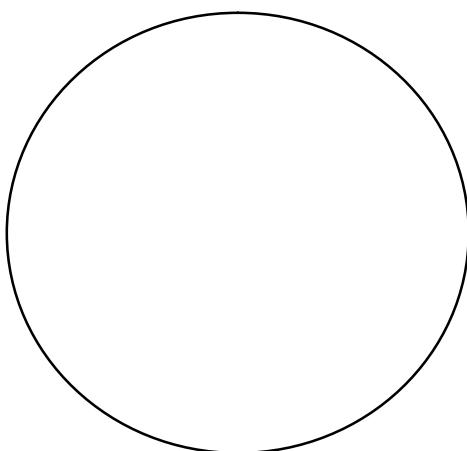
**SQUARE :-** A square defines a source (originator) or destination of system data.



**ARROW :-** An arrow indicates data flow- data in motion. It is a pipeline for flow of information.

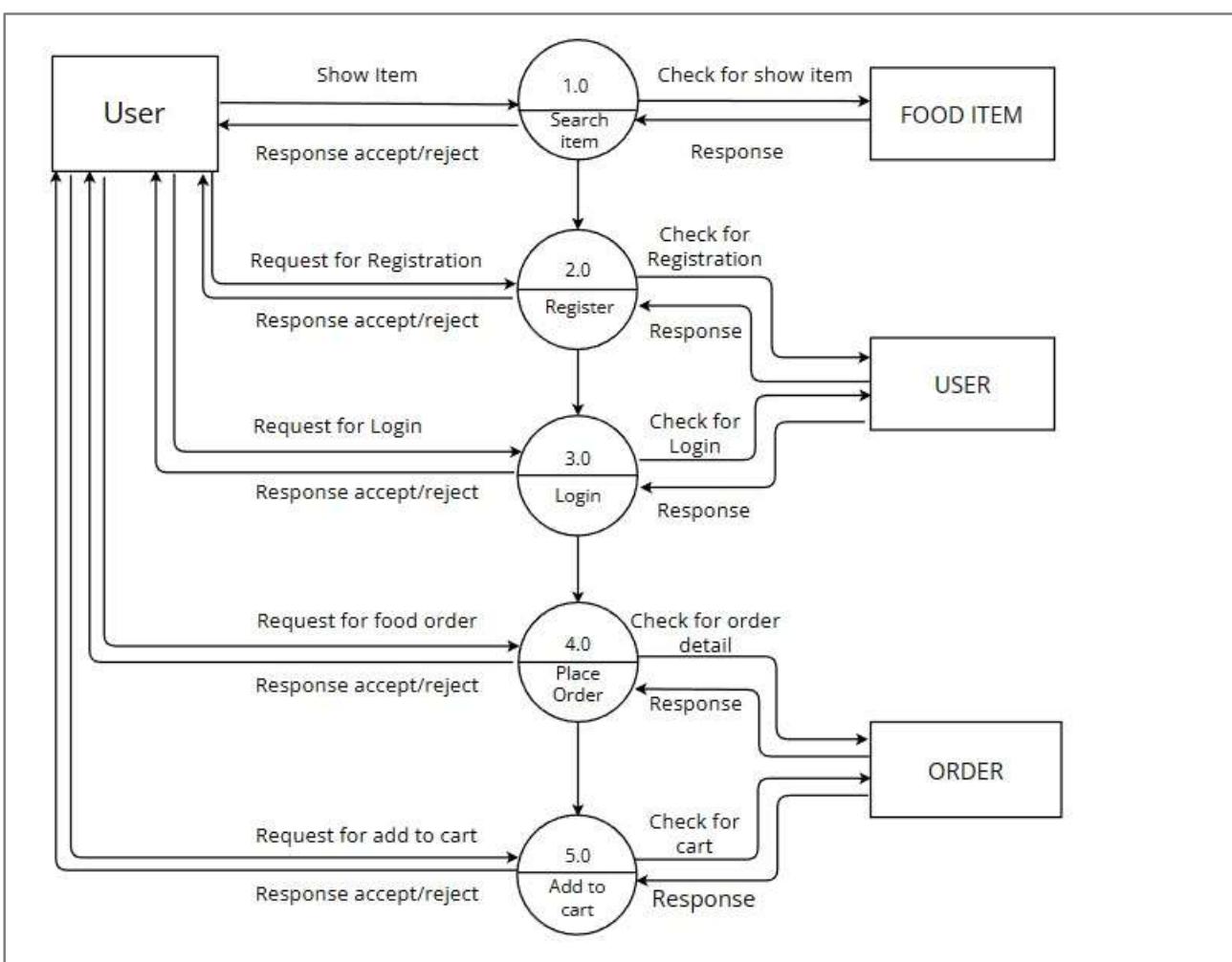


**CIRCLE :-** A circle or bubble represents a process that transforms incoming data in to outgoing data.



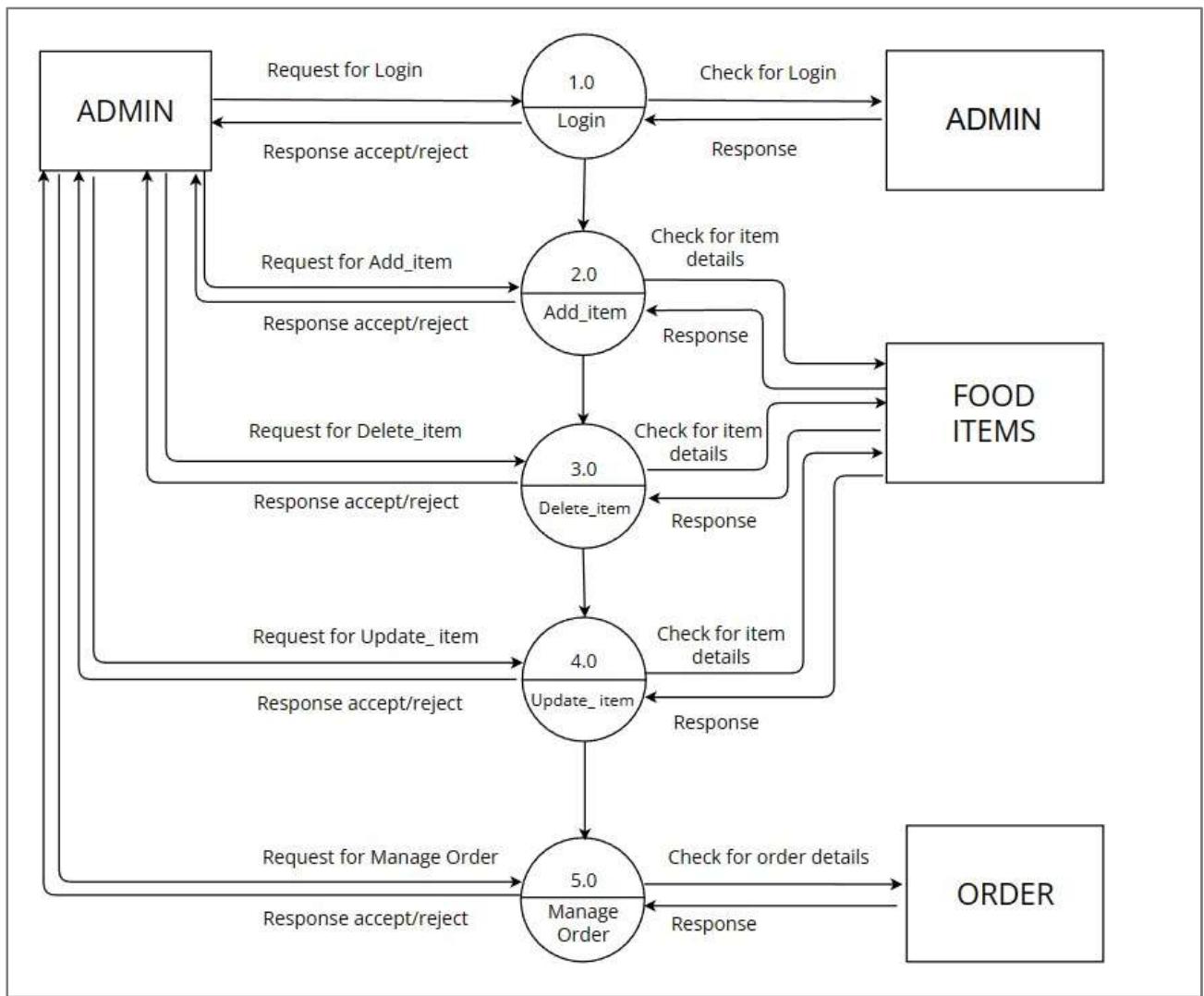
**OPEN RECTANGLE :-** An open rectangle is a data store data at rest, or temporary repository of data.

1<sup>st</sup> level DFD (User)



*Fig. 5.2: 1<sup>st</sup> Level DFD (User)*

### 1<sup>st</sup> level DFD (Admin)



*Fig. 5.3: 1<sup>st</sup> Level DFD (Admin)*

## **5.4 ER DIAGRAM (Entity Relationship Diagram) :**

*An Entity-Relationship (ER) diagram is a graphical representation of the entities and relationships in a database. It is used to design and model databases in a visual way and can help to communicate the structure of a database to stakeholders.*

*In an ER diagram, an entity is a person, place, thing, or concept about which data is collected. An entity is represented as a rectangle in an ER diagram, and is usually labeled with a singular noun.*

*There are three main types of relationships that can exist between entities in an ER diagram: one-to-one, one-to-many, and many-to-many.*

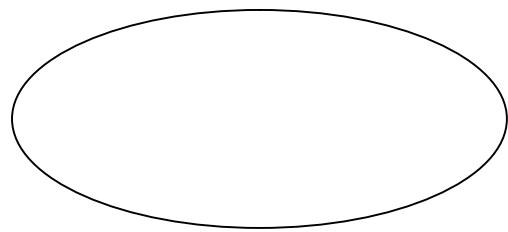
*In a one-to-one relationship, each instance of one entity is related to exactly one instance of another entity. For example, a driver's license is related to one person. On the other hand in a one-to-many relationship, one instance of an entity is related to many instances of another entity. For example, one department can have many employees. Simultaneously in many-to-many relationship, many instances of one entity are related to many instances of another entity. For example, a student can take many classes, and a class can have many students.*

Symbols used in Entity Relationship Diagram are as follows :-

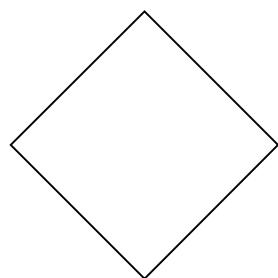
**Entity:** An entity is the collection of sets of attributes in a data model. We can represent it by a rectangle box.



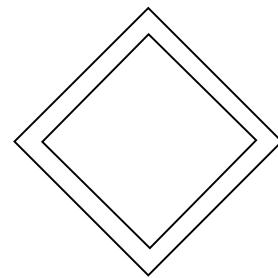
**Attributes:** Attributes are the fields of database we can represent it by an oval.



**Relationship:** Relationship represents various relations between the entities.



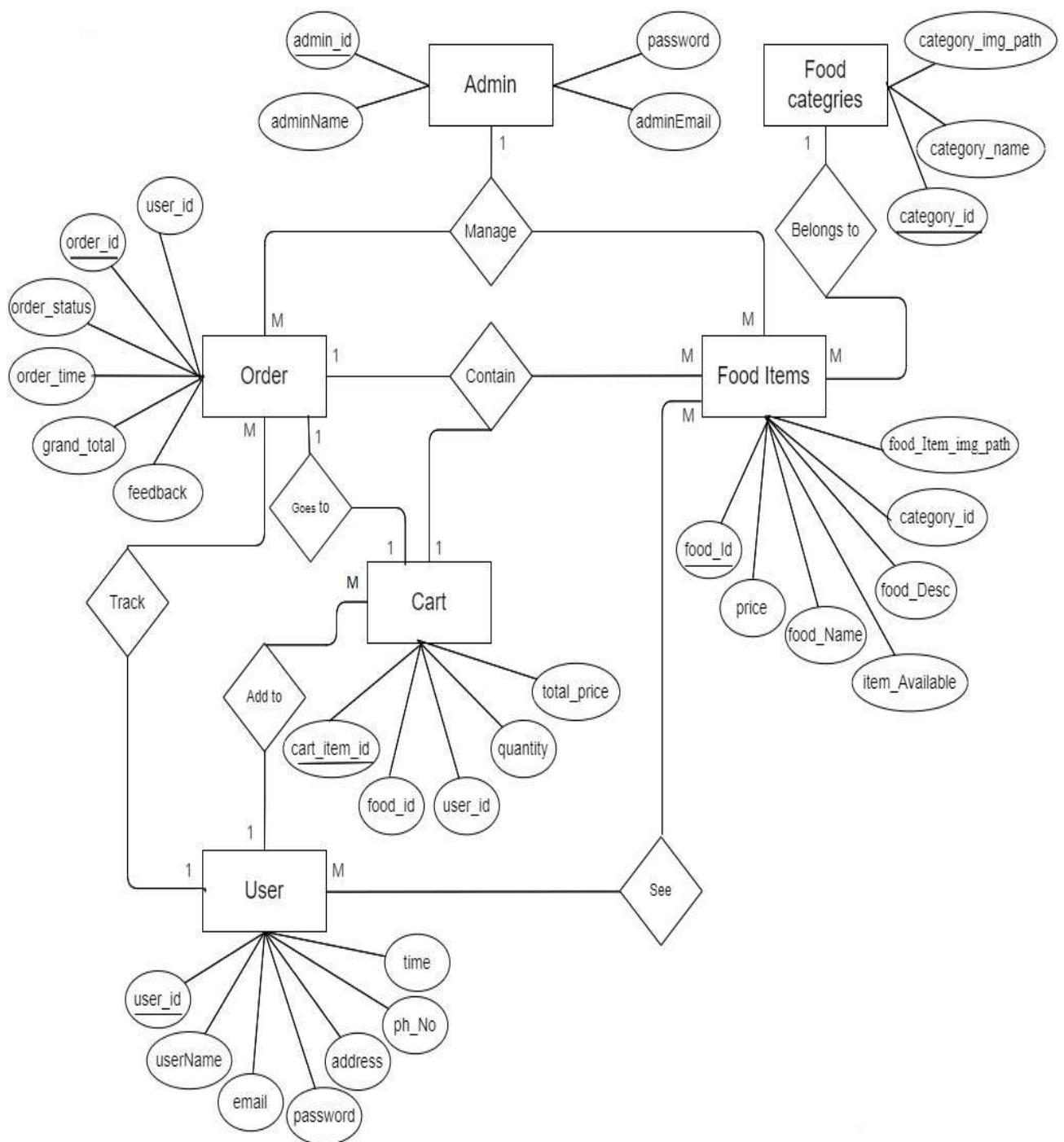
*Relationships*



*Identifying relationship*

**Lines:** Line is nothing but it connects the relationships, attributes and entities.





**Fig. 5.4: ER Diagram**

# **CHAPTER 6: SYSTEM-PLANNING**

*6.1 Team Structure*

*6.2 Cost Estimation*

*6.3 Software Size Estimation*

*6.4 Principles of Project Scheduling*

*6.5 Software Configuration Management*

*6.6 Planning Tools*

## **6.1 Team Structure :**

*The structure of a team responsible for conducting system testing will depend on the size and complexity of the system being tested, as well as the resources and expertise available.*

*In general, a team responsible for system testing may include:*

- *A team leader or project manager who is responsible for overseeing the testing process and coordinating the work of the team.*
- *Testers with expertise in different areas of the system, such as functional testing, performance testing, security testing, and usability testing.*
- *Developers or engineers who can assist with debugging and resolving issues identified during testing.*

## **6.2 Cost Estimation :**

*Cost estimation is the process of predicting the total cost of a project or business venture based on known or anticipated costs. It is an important part of project management and is used to create a budget and plan for the use of resources.*

*There are several techniques that can be used to estimate costs, including expert judgment, analogous estimation, bottom-up estimation, three-point estimation, and parametric estimation. By using these techniques, businesses and*

*organizations can create accurate cost estimates for projects and ensure that they have the resources necessary to complete the project within budget.*

*It is important to note that cost estimation is an inexact science, and the actual costs of a project may differ from the estimates.*

### **6.3 Software Size Estimation :**

*Software size estimation is the process of estimating how big a software project is likely to be based on various factors, such as the complexity of the project, the number of features and functionality, and the number of people working on it. There are various methods that can be used to estimate the size of a software project, and the goal of these estimates is to help project managers and developers understand how much time and resources will be needed to complete the project. However, it is important to recognize that these estimates are not always accurate, and the actual size of the project may differ from the estimates. Therefore, it is important to regularly review and update the estimates as the project progresses and new information becomes available.*

### **6.4 Principles of Project Scheduling :**

*The principles of project scheduling involve defining the scope of the project, determining the dependencies between tasks, allocating resources, monitoring and controlling progress, and communicating effectively.*

## **6.5 Software Configuration Management :**

*Software configuration management (SCM) is the process of tracking and controlling changes to the software development process to ensure that it is consistent, predictable, and traceable.*

## **6.6 Planning Tools :**

*Effective planning and management is essential for the success of any project. Proper planning helps to ensure that the project stays on track and that resources are used efficiently. It also helps to identify and mitigate potential risks or issues that may impact the project's success.*

# **CHAPTER 7: SYSTEM-DESIGN**

*7.1 System Design*

*7.1.1 Logical Design*

*7.1.2 Physical Design*

*7.2 Input Design*

*7.3 Output Design*

*7.4 Database Design*

## **7.1 System Design :**

*System design is the process of defining how a system should be built and how it should function. It involves identifying the requirements of the system, creating a high-level design, and then refining the design as more information becomes available. Key considerations in system design include functionality, performance, scalability, security, and maintainability.*

### **7.1.1 LOGICAL DESIGN :-**

*Logical design is the process of designing the structure and organization of a system, taking into account the functional requirements of the system and the constraints under which it will operate. It involves creating a high-level design that defines the components and interfaces of the system, as well as the relationships between these components. The goal of logical design is to define a system that will meet the functional requirements of the users and stakeholders and be easy to understand and maintain.*

### **7.1.2 PHYSICAL DESIGN :-**

*Physical design is the process of designing the specific details of how a system will be implemented, including the hardware, software, and other components that will be used. It is based on the logical design of the system and involves creating detailed specifications for the components and interfaces of the*

*system. The goal of physical design is to create a system that can be efficiently implemented and maintained.*

## **7.2 Input Design :**

*Input design is the process of designing the process of capturing and entering data into a system. It involves determining the specific input requirements of the system, including the type of data that will be entered, the sources of the data, and the methods for capturing and entering the data. By creating an effective input design, we can ensure that the data that is entered into the system is accurate and complete, which is essential for the proper functioning and usefulness of the system.*

## **7.3 Output Design :**

*Output design is an important part of the software development process, as it determines how the results of the system will be presented and communicated to the users. By creating an effective output design, we can ensure that the results of the system are presented in a way that is useful and understandable to the intended audience.*

## **7.4 Database Design :**

*Database design is the process of designing the structure and organization of a database. It involves determining the data types, relationships, and constraints that will be used to store and manage data in the database. Database design is an important part of the software development process, as it determines how the data will be stored and accessed in the database. By creating a well-designed database, we can ensure that the database is efficient, reliable, and easy to maintain.*

# **CHAPTER 8 : SYSTEM-TESTING**

*8.1 Introduction*

*8.2 Testing*

*8.2.1 Module Testing*

*8.2.2 System Testing*

*8.2.2.1 Program Testing*

*8.2.2.2 String Testing*

*8.2.2.3 System Testing*

*8.2.2.4 User Acceptance Testing*

*8.2.3 Functional Testing*

*8.2.4 Structural Testing*

*8.2.5 Combined Structural Testing and Functional Testing*

*8.3 Debugging*

## **8.1 Introduction :**

*System testing is the process of testing a complete and integrated system to ensure that it meets the specified requirements and functions as intended. It is an important part of the software development process, as it helps to identify and fix any issues or defects in the system before it is released to the users.*

## **Testing is done based on the following principles-**

Programming and testing is followed by the stage of installing the new computer based system.

## **8.2 Testing :**

### **8.2.1 MODULE TESTING :-**

*Module testing is typically performed early in the development process, before integration testing and system testing. It is focused on testing individual modules in isolation, rather than testing the interactions between different modules or the overall functionality of the system.*

### **8.2.2 SYSTEM TESTING :-**

#### **8.2.2.1 Program Testing :-**

*Program testing, also known as functional testing, is the process of*

*testing a software program to ensure that it functions as intended and meets the specified requirements. It is an important part of the software development process, as it helps to identify and fix any defects or issues in the program before it is released to the users.*

#### **8.2.2.2 String Testing :-**

*String testing is a technique used to test the validity of a string of characters in a software program. It is used to ensure that the program can handle different types of strings correctly and identify invalid strings, improving the reliability and security of the program. There are several types of string testing, including boundary value testing, equivalence partitioning, input validation testing, and fuzz testing.*

#### **8.2.2.3 System Testing :-**

*System testing is the process of testing a complete and integrated system to ensure that it meets the specified requirements and functions as intended. It is an important part of the software development process, as it helps to identify and fix any issues or defects in the system before it is released to the users.*

*System testing is typically performed after unit testing and integration testing, which are focused on testing individual components or groups of components in isolation. System testing is focused on testing the complete system as a whole, including the interactions between different components and the overall functionality of the system.*

#### **8.2.2.4 User Acceptance Testing :-**

*User acceptance testing (UAT) is typically performed after the system has been thoroughly tested by the development team and is considered ready for release. It involves providing the system to a group of real users and asking them to use it in a simulated environment that closely resembles the intended production environment. The users are then asked to provide feedback on their experiences with the system, including any issues or defects that they encounter.*

#### **8.2.3 FUNCTIONAL TESTING :-**

*Functional testing is the process of testing a software system to ensure that it functions as intended and meets the specified requirements. Functional testing involves evaluating the system's behavior and performance in response to various inputs and conditions, to ensure that it behaves as expected. It typically focuses on testing the system's functional requirements, such as the user interface, data processing, and system integration.*

#### **8.2.4 STRUCTURAL TESTING :-**

*Structural testing, also known as glass-box testing or white-box testing, is a technique that tests the internal structure and logic of a software system. Structural testing involves testing the individual components or units of a system to ensure that they function as intended, as well as testing the interactions between different components and the overall structure of the system.*

### **8.2.5 COMBINED STRUCTURAL TESTING AND FUNCTIONAL TESTING :-**

*Combining structural testing and functional testing allows for a more comprehensive testing of a software system, as it covers both the internal structure and logic of the system, as well as the external behavior and functionality. It can be used to identify and fix defects or issues in the system that may not have been identified using either approach alone.*

### **8.3 Debugging :**

*Debugging is the process of identifying and fixing problems or defects in a software system. It is an essential part of the software development process and involves using various tools and techniques to find and correct issues in the system. Debugging can be done manually by reviewing the code and identifying the source of the problem, or it can be done automatically using tools that analyze the code or monitor the system while it is running. Debugging through testing involves using testing techniques to identify and fix defects or issues in the system. By debugging a software system, businesses and organizations can ensure that the system is reliable and functions as intended, improving the user experience and the overall quality of the system.*

# **CHAPTER 9 : DATA DICTIONARY AND SCREENSHOTS**

*9.1 Data Dictionary*

*9.2 Database Tables*

*9.3 Screenshots*

## **9.1 Data Dictionary :**

*A data dictionary is a collection of information that describes the data in a database. It typically includes details about the data types, sizes, and other attributes of the data fields, as well as any constraints or rules that apply to the data.*

*A data dictionary can be used to document a database and make it easier for others to understand how it is structured and how the data is used. It can also be used as a reference when writing queries or programming applications that interact with the database.*

*A data dictionary may include the following types of information :-*

**Field names:** *The names of the data fields in the database.*

**Data types:** *The type of data that can be stored in each field (e.g., text, number, date).*

**Field sizes:** *The maximum number of characters or digits that can be stored in each field.*

**Primary keys:** *The field or fields that uniquely identify each record in the database.*

**Foreign keys:** *Fields that link records in one table to records in another table.*

**Indexes:** *Fields that are used to speed up searches and sorting.*

**Constraints:** *Rules that define how the data in the fields can be used or modified (e.g., a field may be required to contain a value, or may not be allowed to contain certain characters).*

## 9.2 Database Tables :

### *Admin Table:*

Name	Data type	Null	Default	Constraint
admin_id	Int (20)	No	None	Primary key
adminName	Varchar (100)	No	None	
adminEmail	Varchar (100)	No	None	
password	Varchar (300)	No	None	

*Fig. 9.1: Admin Table*

### *Users Table:*

Name	Data type	Null	Default	Constraint
user_id	Int (100)	No	None	Primary key
userName	Varchar (30)	No	None	
email	Varchar (100)	No	None	
password	Varchar (300)	No	None	
time	timestamp	No	current_timestamp()	
address	Text	No	None	
ph_No	Varchar (20)	Yes	NULL	

*Fig. 9.2: Users Table*

***Food\_categories Table:***

Name	Data type	Null	Default	Constraint
category_id	Int (20)	No	<i>None</i>	Primary key
category_name	Varchar (200)	No	<i>None</i>	
category_img_path	Text	No	<i>None</i>	

***Fig. 9.3: Food\_categories Table***

***Food\_items Table:***

Name	Data type	Null	Default	Constraint
food_Id	Int (20)	No	<i>None</i>	Primary key
food_Name	Varchar (200)	No	<i>None</i>	
price	Int (20)	No	<i>None</i>	
food_Desc	Text	No	<i>None</i>	
item_Available	Varchar (20)	No	Yes	
category_id	Int (20)	No	<i>None</i>	Foreign key
food_Item_img_path	Text	No	<i>None</i>	

***Fig. 9.4: Food\_items Table***

**Cart Table:**

Name	Data type	Null	Default	Constraint
cart_item_id	Int (20)	No	<i>None</i>	Primary key
food_id	Int (20)	No	<i>None</i>	Foreign key
quantity	Int (3)	No	<i>None</i>	
user_id	Int (100)	No	<i>None</i>	Foreign key
total_price	Int (20)	No	<i>None</i>	

**Fig. 9.5: Cart Table**

**Orders Table:**

Name	Data type	Null	Default	Constraint
order_id	Int (20)	No	<i>None</i>	Primary key
grand_total	Int (11)	No	<i>None</i>	
order_time	Datetime	No	current_timestamp()	
order_status	Varchar (100)	No	new	
user_id	Int (20)	No	<i>None</i>	Foreign key
feedback	text	No	<i>None</i>	

**Fig. 9.6: Orders Table**

***Ordered\_list Table:***

Name	Data type	Null	Default	Constraint
orderedItem_id	Int (20)	No	<i>None</i>	Primary key
food_id	Int (20)	No	<i>None</i>	Foreign key
quantity	Int (20)	No	<i>None</i>	
total_price	Int (20)	No	<i>None</i>	
order_id	Int (20)	No	<i>None</i>	Foreign key
user_id	Int (20)	No	<i>None</i>	Foreign key

***Fig. 9.7: Ordered\_list Table***

### 9.3 Screenshot : Pages

## USER MODULE

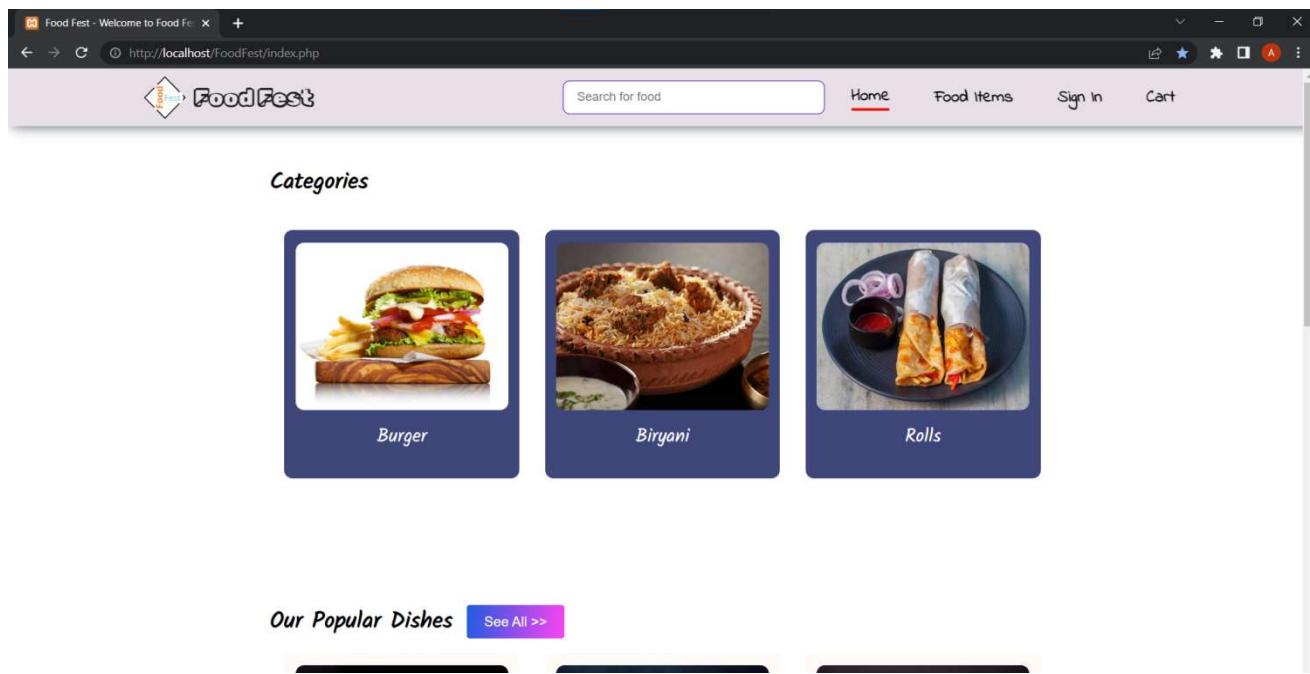


Fig. 9.8 : index.php (i)

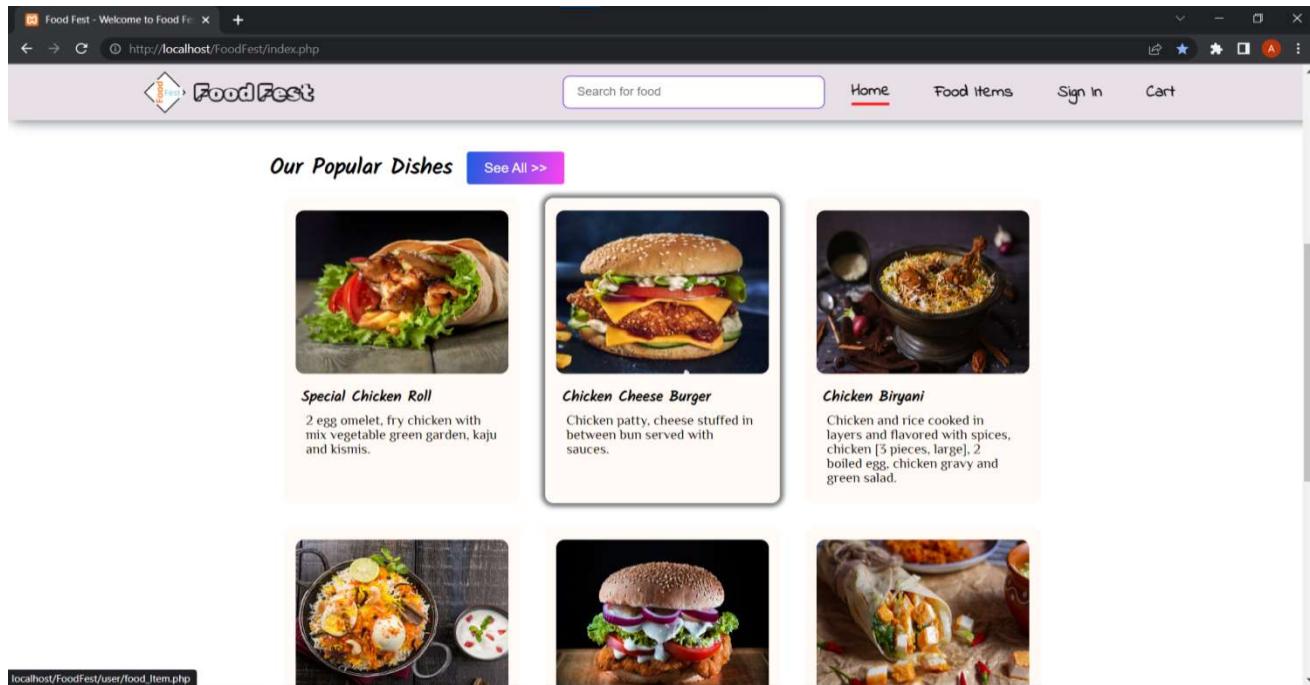
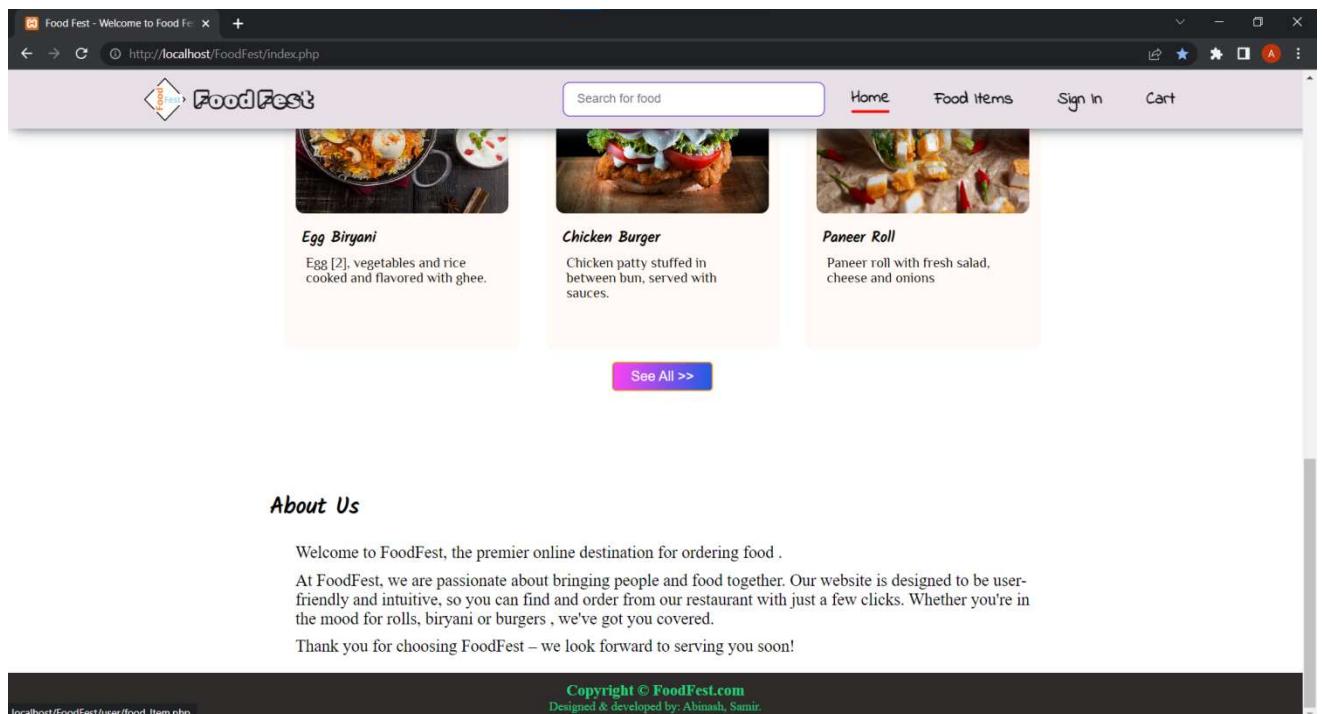
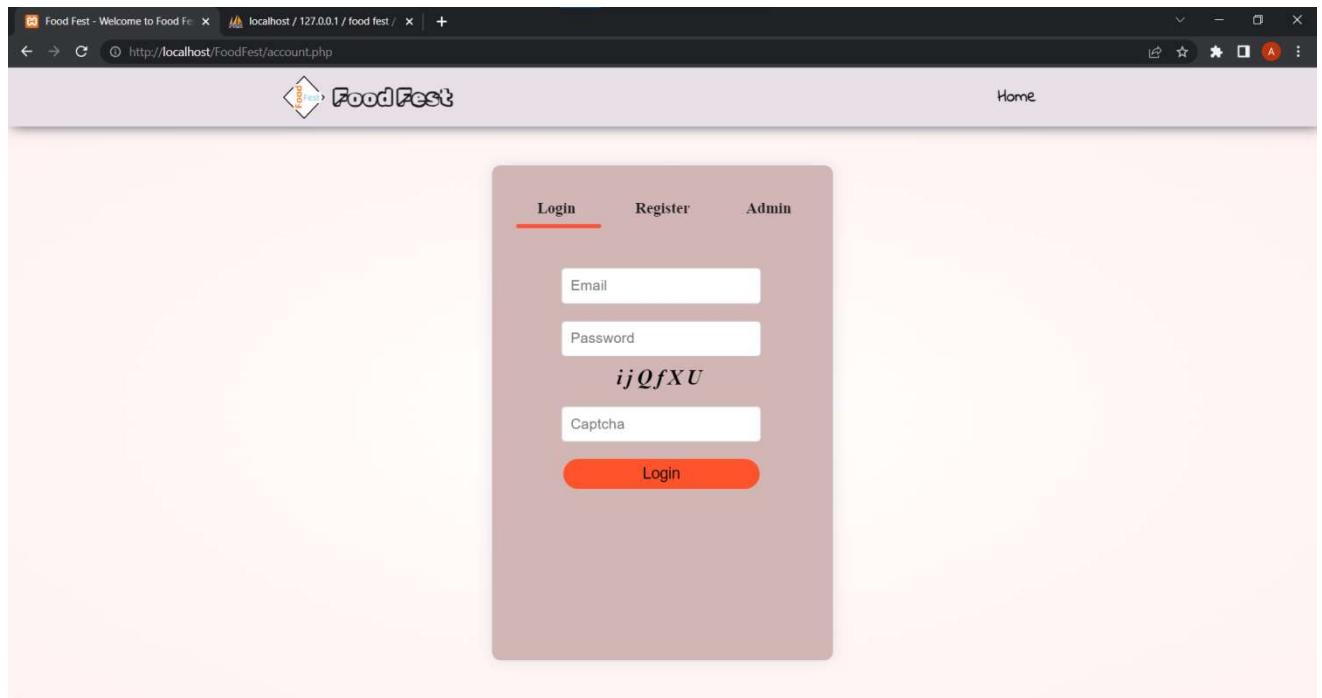


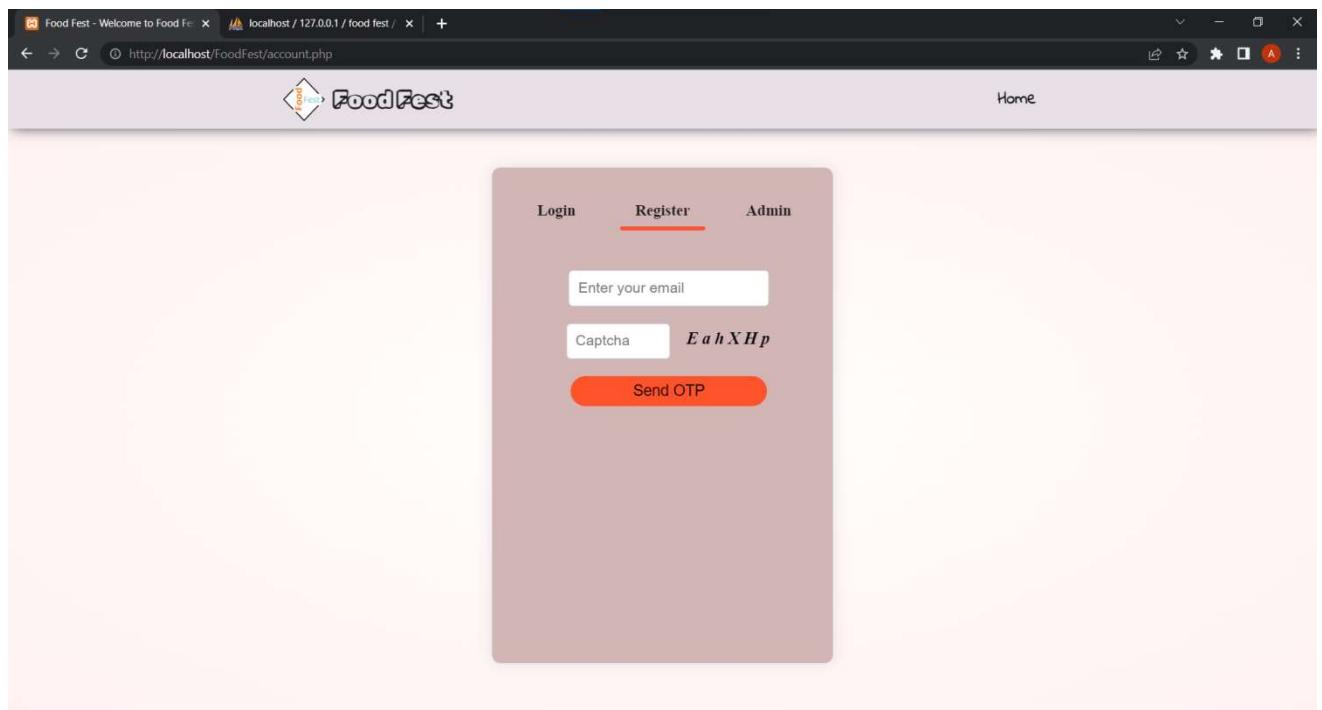
Fig. 9.9 : index.php (ii)



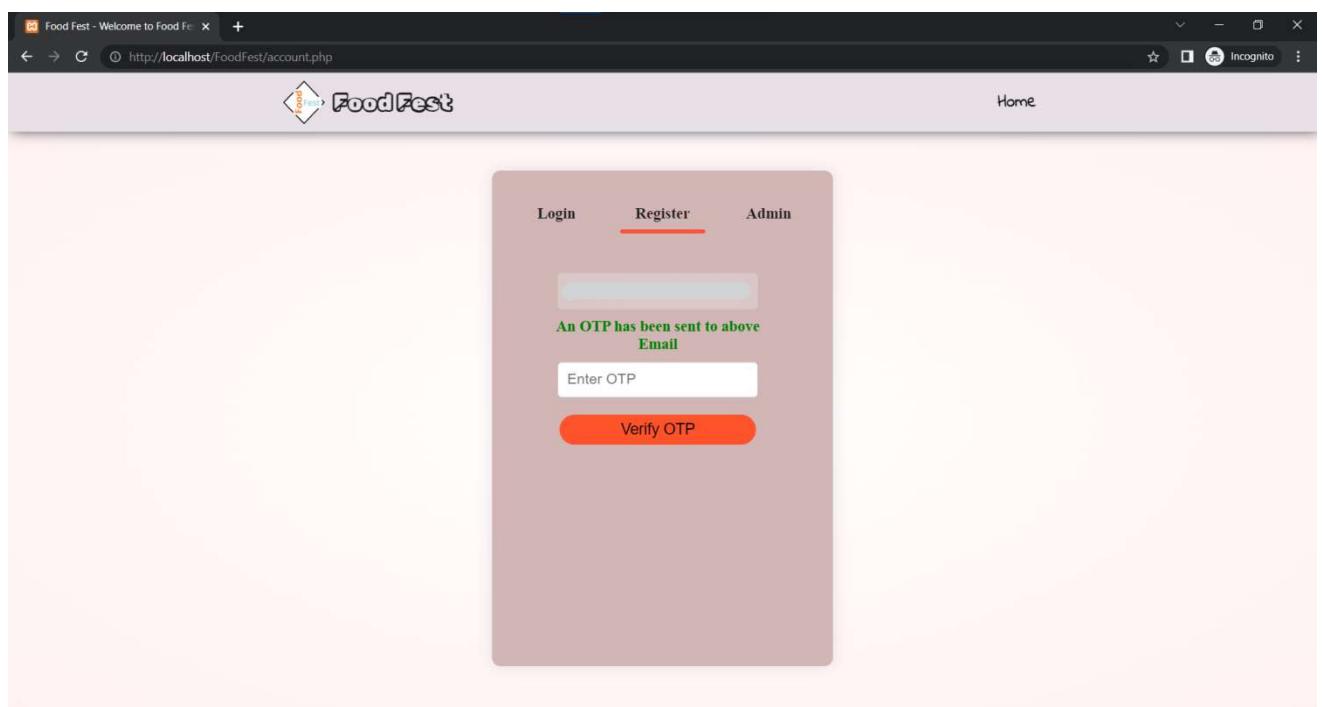
**Fig. 9.10 : index.php (iii)**



**Fig. 9.11 : account.php (user login)**



**Fig. 9.12 : account.php (user registration) (i)**



**Fig. 9.13 : account.php (user registration) (ii)**

The screenshot shows a web browser window for 'Food Fest - Welcome to Food Fe' at 'localhost / 127.0.0.1 / food fest /'. The title bar also displays 'account.php'. The main content area features a light blue header with the 'FoodFest' logo and a 'Home' link. Below this is a dark grey registration form box. At the top of the form are three tabs: 'Login', 'Register' (which is underlined in red), and 'Admin'. A green success message 'Email verified.' is displayed above the input fields. The form includes fields for 'User Name', 'Password', 'Confirm Password', and 'Captcha' (containing the text 'PN3rWB'). A large orange 'Signup' button is at the bottom.

**Fig. 9.14 : account.php (user registration) (iii)**

The screenshot shows a web browser window for 'Food Fest - Welcome to Food Fe' at 'localhost / 127.0.0.1 / food fest /'. The title bar also displays 'account.php'. The main content area features a light blue header with the 'FoodFest' logo and a 'Home' link. Below this is a dark grey login form box. At the top of the form are three tabs: 'Login' (underlined in red), 'Register', and 'Admin'. The form includes fields for 'Email' and 'Password', and a large orange 'Login' button at the bottom.

**Fig. 9.15 : account.php (admin login)**

The screenshot shows a web browser window for 'Food Fest - Food Items' at the URL [http://localhost/FoodFest/user/food\\_item.php](http://localhost/FoodFest/user/food_item.php). The page has a header with a logo, a search bar, and navigation links for Home, Food Items (which is underlined in red), Sign In, and Cart. The main content area is titled 'Food Items' and displays three burger options in cards:

- Veg Burger** ₹110  
Veg patty stuffed in between bun with fresh vegetable and served with best quality sauces.  
Please login first.
- Chicken Burger** ₹160  
Chicken patty stuffed in between bun, served with sauces.  
Please login first.
- Veg Premium Burger** ₹150  
Veg patty, onion, fresh vegetable stuffed in between best

Fig. 9.16 : food\_Item.php (before login)

The screenshot shows the same web browser window after logging in. The user information 'Hi abinash' and a 'Logout' button are visible in the top right corner. The rest of the page content is identical to Fig. 9.16, showing the three burger items with their details and 'Add to cart' buttons.

Fig. 9.17 : food\_Item.php (after login)

The screenshot shows a web browser window for 'Food Fest - Food Items'. The URL is [http://localhost/FoodFest/user/food\\_item.php](http://localhost/FoodFest/user/food_item.php). The page title is 'FoodFest'. The navigation bar includes 'Home', 'Food Items' (which is underlined), 'Cart' (with 0 items), and user account links 'Hi abinash' and 'Logout'. A search bar says 'Search for food'. The main content is titled 'Search results for : roll'. It lists three food items:

- Veg Roll** ₹60: Veg roll made with fresh vegetable and onion. Served with sauces. Quantity: 1, Add to cart button.
- Paneer Roll** ₹90: Paneer roll with fresh salad, cheese and onions. Quantity: 1, Add to cart button.
- Paneer Tikka Roll** ₹130: Fresh paneer tikka roll with fresh tomatoes, salad, cheese and onions. Quantity: 1, Add to cart button.

**Fig. 9.18 : food\_Item.php (search result)**

The screenshot shows a web browser window for 'cart' at <http://localhost/FoodFest/user/cart.php>. The page title is 'localhost / 127.0.0.1 / food fest /'. The navigation bar includes 'Home', 'Food Items', 'Cart' (with 2 items), and user account links 'Hi abinash' and 'Logout'. A search bar says 'Search for food'. The main content is titled 'Your Cart' and shows the following items:

Item	Quantity	Price
Chicken Burger	x1	₹160
Paneer Tikka Roll	x1	₹130

**Bill Details**

No. Of Items	2
Items Total	₹290
Taxes and Charges	₹46
Discounts	-₹0
<b>To Pay</b>	<b>₹336</b>

**Delivery address :**  
Please enter your delivery address

**Phone no.**

**Fig. 9.19 : cart.php**

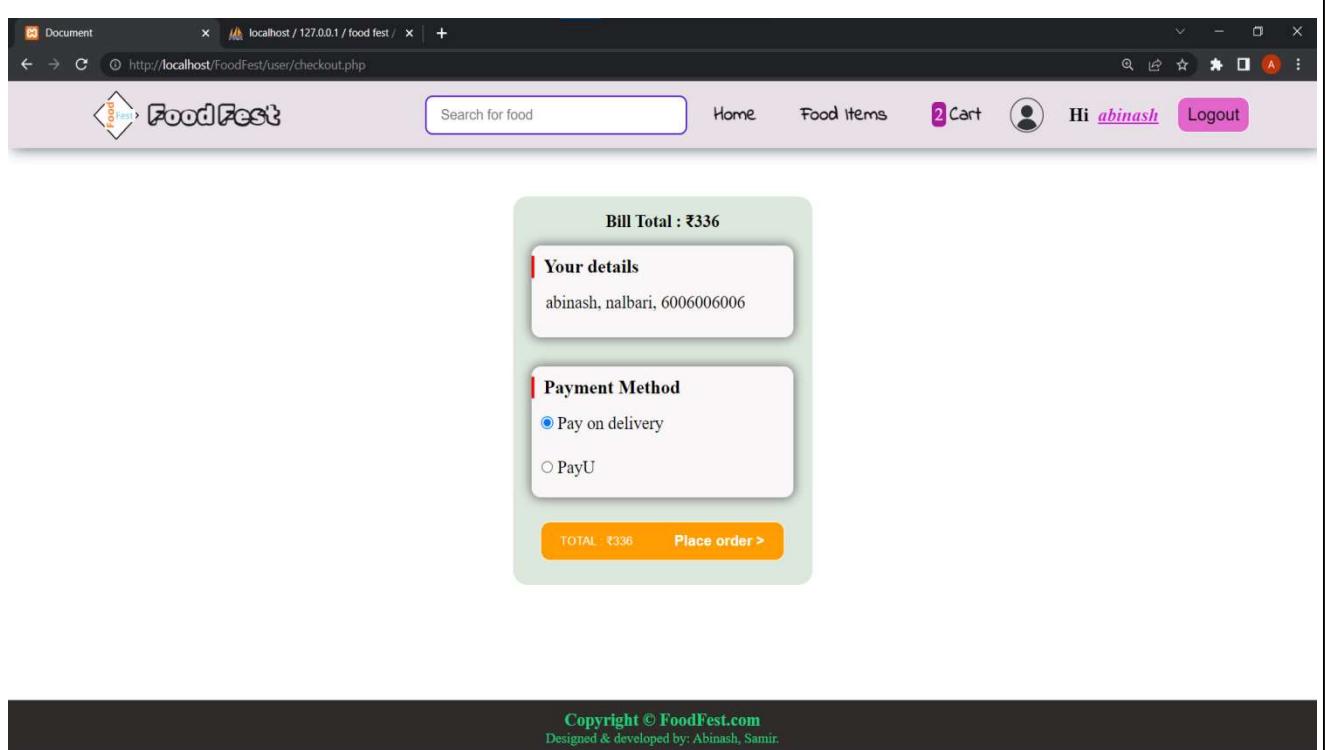


Fig. 9.20 : checkout.php

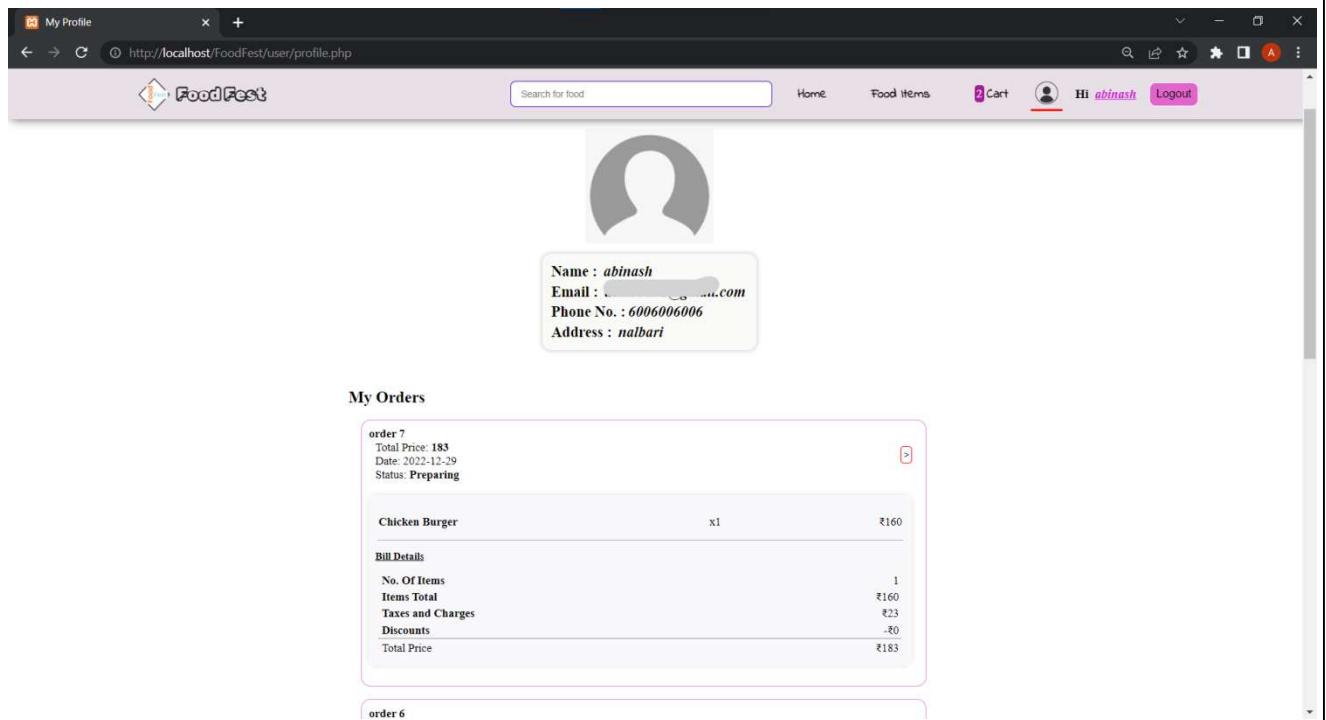


Fig. 9.21 : profile.php

The screenshot shows a web browser window for 'FoodFest' with the URL <http://localhost/FoodFest/user/profile.php>. The page displays a list of completed orders:

- order 5**: Total Price: **283**, Date: 2022-12-24, Status: Yet to accept the order. Includes a 'View' button.
- order 4**: Total Price: **311**, Date: 2022-12-24, Status: Delivered. Includes a 'View' button and a message: "Thank You For Your Feedback."
- order 3**: Total Price: **565**, Date: 2022-12-24, Status: Delivered. Includes a 'View' button and a feedback form titled "Give Your Feedback" with the placeholder text: "Your feedback is valuable to us. Tell us your opinion on this product :)" and a "Submit" button.
- order 2**: Total Price: **336**, Date: 2022-12-24, Status: Delivered. Includes a 'View' button and a message: "Thank You For Your Feedback."
- order 1**: Partially visible at the bottom.

**Fig. 9.22 : profile.php (feedback)**

## ADMIN MODULE

The screenshot shows a web browser window for 'Food Fest Admin Panel' with the URL <http://localhost/FoodFest/admin/home.php?taskld=5>. The interface includes a sidebar with 'Admin Panel' and 'Hi Abinash'. The main area shows:

- Task List**: Date: Jan 7, 2023. Buttons: New, Preparing, Out for delivery, Del. A list item: Task #5 (2022-12-24, 12:49:19) with price ₹283 and status new.
- Task Info**: Task: Task #5. Item: Special Chicken Biryani (x1, ₹260). Grand Total: ₹260. To Pay: ₹283. Includes a 'Accept order' button.

**Fig. 9.23 : home.php**

Food Fest Admin Panel

localhost / 127.0.0.1 / food fest /

http://localhost/FoodFest/admin/addItem.php

**Add new food item**

Hi Abinash

**Admin Panel**

Task Panel

Add new item

Modify item

Delete item

Logout

Item Name :

Item Description :

Item Price :

Is Item Available?

Yes

Choose Food Category :

--Select Category--

Item Image :

Choose File | No file chosen

Add Item

**Fig. 9.24 : addItem.php**

Food Fest Admin Panel

localhost / 127.0.0.1 / food fest /

http://localhost/FoodFest/admin/modifyItem.php

Hi Abinash

**Admin Panel**

Task Panel

Add new item

Modify item

Delete item

Logout

Serch food item here

**Food Items**

Veg Burger

₹110

Item Available :No

Veg patty stuffed in between bun with fresh vegetable and served with best quality sauces.

Modify

Chicken Burger

₹160

Item Available :Yes

Chicken patty stuffed in between bun, served with sauces.

Modify

Veg Premium Burger

₹150

Go To Top

**Fig. 9.25 : modifyItem.php (i)**

Food Fest Admin Panel

localhost / 127.0.0.1 / food fest /

http://localhost/FoodFest/admin/modifyItem.php

Hi Abinash

Admin Panel

Task Panel

Add new item

Modify item

Delete item

Logout

Item Name :

Veg Burger

Item Description :

Veg patty stuffed in between bun with fresh vegetable and served with best quality sauces.

Item Price :

110

Category

Burger

Is Item Available?

No

Item Image :

Choose File No file chosen

Modify Item

Go To Top

**Fig. 9.26 : modifyItem.php (ii)**

Food Fest Admin Panel

localhost / 127.0.0.1 / food fest /

http://localhost/FoodFest/admin/deleteItem.php

Hi Abinash

Admin Panel

Task Panel

Add new item

Modify item

Delete item

Logout

Search food item here

### Food Items

	<b>Veg Burger</b> ₹110 Veg patty stuffed in between bun with fresh vegetable and served with best quality sauces. <a href="#">Delete</a>
	<b>Chicken Burger</b> ₹160 Chicken patty stuffed in between bun, served with sauces. <a href="#">Delete</a>
	<b>Veg Premium Burger</b> ₹150 Veg patty, onion, fresh vegetable stuffed in between best quality bun served with tomato sauce, hot sauce and mayonnaise. <a href="#">Delete</a>

Go To Top

**Fig. 9.27 : deleteItem.php**

# **CHAPTER 10: SYSTEM IMPLEMENTATION**

*10.1 Introduction*

*10.2 User Training*

*10.3 Post Implementation*

## **10.1 Introduction :**

*System implementation is the process of installing and deploying a software system in the production environment. It involves transferring the system from the development environment to the production environment, configuring the system for the production environment, and testing the system to ensure that it functions as intended.*

*System implementation is an important step in the software development process, as it ensures that the system is ready for use by the intended users.*

System implementation typically comprises several activities, including :-

- **Planning:-** *Planning involves determining the resources and steps needed to implement the system, including hardware and software requirements, data migration plans, and user training plans.*
- **Installation:-** *Installation involves installing the system and its components in the production environment, including configuring the system for the production environment.*
- **Testing:-** *Testing involves conducting various types of testing to ensure that the system functions as intended in the production environment. This*

*may include functional testing, performance testing, and user acceptance testing.*

- **Deployment***:- Deployment involves making the system available to the intended users, including training the users on how to use the system and providing support as needed.*
- **Maintenance***:- Maintenance involves ongoing support and maintenance of the system, including monitoring the system, fixing defects or issues, and implementing updates or changes as needed.*

## **10.2 User Training :**

*User training is the process of teaching users how to use a software system effectively and efficiently. It is an important part of the software development process, as it helps to ensure that the users are able to use the system effectively and achieve their desired outcomes.*

User training typically involves providing users with the knowledge and skills they need to use the system, including :-

- **An overview of the system***:- An overview of the system's features and*

*functionality, including how to navigate the system and access different features.*

- **Hands-on training***:- Hands-on training that allows users to practice using the system, including completing tasks and interacting with different features.*
- **Troubleshooting***:- Troubleshooting techniques that users can use to identify and fix common problems or issues that may arise when using the system.*
- **Reference materials***:- Reference materials, such as user guides or help resources, which users can refer to for additional information or support when using the system.*

### **10.3 Post Implementation :**

*Post-implementation is the phase of the software development process that occurs after the system has been implemented in the production environment. It involves evaluating the system to ensure that it is functioning as intended and*

*meeting the needs of the users, as well as identifying and addressing any issues or defects that may arise.*

Post-implementation activities typically include :-

- **System evaluation:** *Evaluating the system to ensure that it is meeting the requirements and expectations of the users, including measuring the system's performance and user satisfaction.*
- **Issue resolution:** *Identifying and addressing any issues or defects that may arise after the system has been implemented, including fixing defects, implementing updates or changes, and providing support to users as needed.*
- **Continuous improvement:** *Identifying opportunities for improvement and implementing changes to the system to improve its performance and effectiveness. This may include implementing new features or functionality, or optimizing the system for better performance.*
- **Maintenance:** *Providing ongoing support and maintenance of the system to ensure that it remains reliable and functions as intended over time.*

# **CHAPTER 11: CONCLUSION**

*11.1 Concluding Remarks*

*11.2 Salient Features of the Proposed System*

*11.3 Limitations of the Project*

*11.4 Scope for Future Works*

## **11.1 Concluding Remarks :**

Here are some potential remarks about a food ordering website project :-

- *The food ordering website is an innovative and convenient solution that makes it easy for customers to order food online.*
- *The website offers a wide range of menu items to choose from, giving customers more choice and making it easier to find something they like.*
- *The website is user-friendly and offers multiple payment options, making it convenient for customers to pay for their orders.*
- *The website offers fast and reliable delivery, ensuring that customers receive their orders on time and in good condition.*
- *The website offers high-quality customer service, with multiple ways for customers to contact the company and promptly address any inquiries or concerns.*
- *The website offers efficient order management tools to help restaurants manage and fulfill orders more efficiently.*
- *The website could consider offering additional features and services, such as the ability to pay online or schedule orders in advance, to make it even more convenient for customers and restaurants to use the platform.*

## **11.2 Salient Features of the Proposed System :**

Here are some key features of a proposed food ordering website system :-

- *Wide selection of menu items: The system offers a wide range of menu items to choose from, giving customers more choice and increasing the likelihood*

*that they will find something they like.*

- *User-friendly website: The system have a user-friendly website that is easy to navigate and use, with clear instructions and intuitive features.*
- *Multiple payment options: The system should offer multiple payment options, such as PayU where customer can use credit card, debit card, or mobile payments and Pay on delivery to make it convenient for customers to pay for their orders.*
- *Real-time order tracking: The system allows customers to track the status of their orders in real-time, so they know when to expect their delivery.*
- *Fast and reliable delivery: The system prioritizes fast and reliable delivery, to ensure that customers receive their orders on time and in good condition.*
- *High-quality customer service: The system should offer high-quality customer service, with multiple ways for customers to contact the company (e.g. email, phone, live chat) and promptly address any inquiries or concerns.*
- *Efficient order management tools: The system offer tools and features to help restaurant manage and fulfill orders more efficiently, including real-time order tracking, alerts for new orders, and the ability to update menu items and pricing.*
- *Additional features and services: The system offers additional features and services, such as the ability to pay online, feedback,.*

### **11.3 Limitations of the Project :**

Here are some limitations of a food ordering website project :-

- *Limited resources: The project may be limited by the availability of financial,*

*human, and technological resources. This could impact the scope and scale of the project and limit the number of features and services that can be offered.*

- *Competition: The food ordering website may face competition from other established platforms in the market, which could impact its ability to attract customers and restaurants.*
- *Technological challenges: The project may face technological challenges, such as compatibility issues or bugs, which could impact the user experience and require additional time and resources to resolve.*
- *Legal and regulatory hurdles: The food ordering website may need to comply with various legal and regulatory requirements, such as data protection laws or food safety regulations, which could impact the development and operation of the platform.*
- *Customer adoption: The success of the food ordering website will depend on the willingness of customers to use the platform. If the website is not user-friendly or does not offer a wide enough selection of menu items, it may be difficult to attract and retain users.*
- *Limited delivery options: The food ordering website may be limited in terms of the areas it can deliver to, depending on the availability of its own fleet of drivers or partnerships with third-party delivery companies.*
- *Market saturation: The food delivery market may be saturated in certain areas, making it difficult for a new food ordering website to differentiate itself and attract customers.*

## **11.4 Scope for Future Works :**

Here are some potential areas for future work for a food ordering website:

- *Expand the range of menu items offered on the platform: The food ordering website could continue to offer a wider range of menu items, to give customers even more choice.*
- *Introduce new payment options: The food ordering website could consider adding new payment options, such as mobile payments or loyalty programs, to make it even more convenient for customers to order food.*
- *Develop new features and services: The food ordering website could consider adding new features and services, such as the ability to customize orders or access exclusive deals and promotions.*
- *Improve the efficiency of order management: The food ordering website could continue to develop and refine its order management tools and processes to reduce errors and delays and improve the overall customer experience.*
- *Enhance the user experience: The food ordering website could focus on improving the user experience by making the website more intuitive and user-friendly, and by offering high-quality customer service.*
- *Explore new revenue streams: The food ordering website could consider exploring new revenue streams, such as offering advertising or sponsorship opportunities to restaurants or other businesses.*
- *Enhance the security and privacy of the platform: The food ordering website could focus on improving the security and privacy of the platform, including implementing encryption and other measures to protect customer data.*