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ABSTRACT

In this project, I present my application for restaurant or hotels food order management, customers can use a self-ordering terminal at a table to access the restaurant menu and order a meal. This ensures prompt order processing at peak times, improves the overall service speed, and reduces waiting times to ultimately increase customer satisfaction. Managers or restaurant owners can use this platform to edit and dispatch interactive advertisements and to configure content delivery schedules for targeting specific customers at certain times. For example, the Order It can be configured to display discount information of mealtimes to attract customers.

It is a revolutionary app to order taking during rush hours at restaurant. This particular product makes the mismatch of orders potentially zero and manpower required also gets nullified instantly. It will be pretty effective for restaurants of every scale as it minimizes the amount that has to spend on workers and unique experience makes the customers to feel the meal in elite manner.

Every table present in a restaurant will be provided with a tablet preinstalled with e-menu from the app. whenever the customer orders some dish, the data will be received by the one who is using admin interface. After receiving order, the admin will share the order details with cook and clocks the time required for the dish to prepare to the customer. After the dish gets prepared the waiter will serve the dish to the ordered table. Once the user decides to opt for bill he will press the checkout button and submits the feedback as well. Then the admin gets notification so that he will print the bill receipt.

Keywords:

- Android Technology
- Point Of Sale(POS System)
- Smartphone
- Xampp Server
- My SQL
- PHP
- HTML, CSS, Bootstrap

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NOMENCLATURE

NAME		DESCRIPTION
POS	-	Point Of Sale
SQL	-	Structured Query Language
AVD	-	Android Virtual Device
VM	-	Virtual Machine
PM	-	Physical Machine
API	-	Application Program Interface
UML	-	Unified Modeling Language
DFD	-	Data Flow Diagram
ER	-	Entity Relationship
JVM	-	Java Virtual Machine
AWT	-	Abstract Window Toolkit
GUI	-	Graphical User Interface