MINI PROJECT

(2020-2021)

On

"Online Food Ordering"

FINAL-REPORT

Institute of Engineering & Technology

Submitted by-

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Department of Computer Engineering & Applications

CERTIFICATE

This is to certify that Udit aggarwal, Mohan Agrawal, Shubham sharma and Madan Mohan students of B.Tech (CSE) 3rd year has successfully Completed the FULLSTACK PROJECT named ONLINE FOOD ORDERING on Web Development under the Guidance of Mr. Pankaj Kapoor During 2020-21.

Signature: Mr. Pankaj Kapoor (Mentor)

➢ **Project Group Members:**

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➢ **Project Supervisor**: Mr. Pankaj kapoor, Assistant professor

Introduction

Online Food Ordering System is an application which will help restaurant and the customers directly. Now customers don't need to go out anywhere to find best food items in their locality. They will get served on their doorsteps. They also get a very large variety of food that they do not find in a single restaurant after visiting there. They can also submit their honest reviews about restaurants, food product received and about the application to enhance their experience.

This will help restaurants in the management point of view, as the manager will be able to optimize the dishes according to the people's reviews and will be able to see the records of each employees and orders. This application will also help the restaurants to do all functionalities in more accurately and faster way. It reduces manual works and improves the efficiency of restaurant.

The online food ordering system gives restaurants the ability to increase sales and expand their business by giving customers the facility to order food online. The customer can see restaurant menu online and they can easily place order with a simple mouse click. Also, with a food menu online we can easily track the orders, maintain customer's database and improve the food delivery service. The restaurants' can even customize online restaurant menu and upload images easily. Having restaurant menu on internet, potential customers can easily access it and place order at their convenience.

Problem Statement

The online food ordering system sets up a food menu online and customers can easily place order according to their choices. Also, the online customers can easily track their orders. The management maintains customer's database, and improve food delivery service.

This system also provides a feedback system in which user can rate the food items. Also, the proposed system can recommend hotels, food, based on the ratings given by the user, hotel staff will be informed for the improvements along with the quality. The payment can be made online or cash or pay-on-delivery system.

Main Objective of the Project

The main objective of the Online Food Ordering System is to manage the details of Item Category, Customer, Food, Delivery Address, Order, and Shopping Cart. Also, it is provides great experience for online food ordering. It will show the reviews about the selected food item to the customer to help him/her to get best food according to his/her preferences. It will also help in managing the order information.

Working Methodology

It outlines how data will be collected and tools for collecting data. Model view controller (MVC) is software design for developing web applications. It consists three parts like

1. Model -The lowest level of the pattern which is responsible for maintaining data.

2. View-It is responsible for displaying all or a portion of the data to the user.

3. Controller-Software code that controls the interaction between model and view.

MVC isolates the application logic from the user interface layer and supports separation of concern. Here controller receives all requests for the application and then work with model to prepare any data needed by the view. The view then uses the data prepared by the controller to generate a final presentable response. It can be understood with the following diagram.
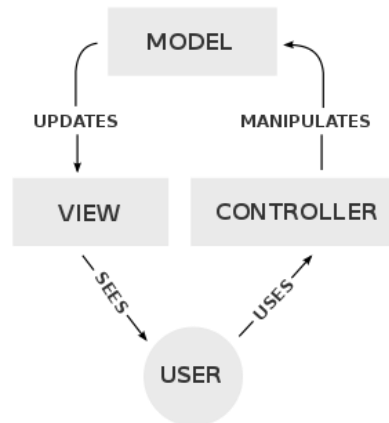
In this project we made a web application for food ordering. There are different modules to perform the task related to restaurant like managing the customer details, food order detail and transaction details. It gives the ease of access of food ordering to any person at any place. There are at least 8-9 web pages that handle the application. We use the HTML, CSS, bootstraps, jQuery for front end and php and MySQL database for making it dynamic website.

> **Hardware and Software Requirements**
  ❖ **Hardware Requirements: -**
   - RAM of 4GB or Higher
   - Hard disk of minimum 256GB
   - Processor – Pentium III 630MHz
  ❖ **Software Requirements: -**
   - Any Browser (Chrome, Mozilla, Safari)
   - Java script/jQuery
   - XAMPP1.0
   - OS – windows 7 or higher or Linux

Limitations of the System Proposed

- One of the largest disadvantages to food delivery systems is the price. When the food is ordered for more than one person, the expense is typically equal to eating out at a nice restaurant every night.

- For individuals who have a limited food budget, food delivery systems are often too expensive to make their benefits worth the cost.

- Another disadvantage to food delivery systems is the menu choices. Most food delivery services have a limited number of meals that they offer for consumption.

- Every few weeks or months the menu will change, but if you stick to the system for more than a few months the menu items will become repetitive. You also must eat the meals delivered for that week.

- The food still has to be prepared before it can be consumed. Preparation is usually simple, but since the meals are frozen, they usually have to cook for over an hour.

- If a hungry customer finds that the wait time is longer than expected or predicted, there is less of a chance of returning to purchase again, and a greater probability that the customer will call to locate the order.

Contribution Summary

To develop this project, we need two types of technologies front-end and Back-end. Front-end contains the outlook of any web page and Back-end makes pages dynamic in nature. Our Project divides into four modules where each module created by individual member.

- **Mohan Agrawal:** Related to account information like registration and authentication pages will be developed with this.
- **Shubham Sharma:** It maintains the module related to restaurant details and their menu card of food available.
- **Udit Aggarwal:** Covers searching module that is necessary part of food ordering. It tells the end user of food available or not from particular restaurant.
- **Madan Mohan**: It maintains the transaction information of end users and view the details of customers.

Online Git Repository

For maintaining the project schedules & meeting with team member, we created an online git Repository so that we done our project without facing any kind difficulty. There are some dates which specifies our team work.

30-Aug-2020: project synopsis submission

20-sep-2020: mid-term report& meeting with team

30-sep-2020: Design of Software and analysis

20-oct-2020: Coding process

30-oct-2020: Testing

15-nov-2020: Project report

Conclusion

The conclusion of the proposed system is based on user's need and is user centred. The system is developed in considering all issues related to all user which are included in this system. Wide range of people can use this web application. Various issues related to Mess/Tiffin services will be solved by providing them a full-fledged system. Thus, implementation of Online Food Ordering System will be to help and solve one of the important problem of people.

With online food ordering system, a restaurant and mess menu can be set up online and the customers can easily place order. Also, with a food menu online, tracking the orders is done easily, it maintains customer's database and improve the food delivery service. The restaurants and mess can even customize online restaurant menu and upload images easily. Having a restaurant menu on internet, potential customers can easily access it and place order at their convenience. Thus, an automated food ordering system will be proposed with features of feedback and wireless communication.

References

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www.zamato.com :

ACKNOWLEDGEMENT

We would like to express my thanks to the people who have helped me most throughout my project. We are grateful to my instructor Mr. Pankaj Kapoor for nonstop support for the project. A special thank of mine goes to my colleague who helped me out in completing the project, where they all exchanged their own interesting ideas, thoughts and made this possible to complete my project with all accurate information. We wish to thank my college teachers for their personal support or attention who inspired me to go my own way.

Finally, We also wish to express my sincere thanks to the GLA UNIVERSITY for helping to develop this project.

Abstract

We are stuck with technology when what we really want is just stuff that works. With the current paradigm shift in technological field, there is an urgent need to embrace and appreciate the power of technology. There is need of system where user knows every details of food from where it comes like hotel name. Hence there is need to develop a food ordering system that can simplify work for the hotel managers and users so that all their work can be efficient and effective.

To get information about how food ordering system are currently being managed, I prepared questionnaires and submitted them to a number of food ordering system and from the information I gathered I realized some work was not done correctly. ie. User order the food from another website, they get easily food at home but they do not know where this food comes. It may come from some small/unclean dhaba, so it harms the health.

Considering those facts, I decided to develop a food ordering system that can solve all the problems experienced with the current manual system. The system was developed in such manner that it provides maximum user friendly interface. With the command buttons you can manipulate the database. If you want to add data to the database all you need to do is to click on new then input data in the textboxes provided then click save and the data will automatically be saved. If you want to view data in the database you just click next or previous and the data will be displayed for you.

Contents

INTRODUCTION

1.1 General Introduction to Topic

Online Food Ordering System is an application which will help restaurant and the customers directly. Now customers don't need to go out anywhere to find best food items in their locality. They will get served on their doorsteps. They also get a very large variety of food that they do not find in a single restaurant after visiting there. They can also submit their honest reviews about restaurants, food product received and about the application to enhance their experience.

This will help restaurants in the management point of view, as the manager will be able to optimize the dishes according to the people's reviews and will be able to see the records of each employees and orders. This application will also help the restaurants to do all functionalities in more accurately and faster way. It reduces manual works and improves the efficiency of restaurant.

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1.2 Motivation

Motivation behind the project is that it provides the variety of foods at any place without going out of home from your favorite's restaurant. In the fast-growing field of software engineering and development and even more rapidly growing sector of web development the future is hard to predict. In general software project is a project focusing on the creation of software. Consequently, Success can be measured by taking a look at the resulting software. The software part of the project is not the only one, and it must be considered in connection to all other parts: The environment of the website, the data collected users and so on.

1.3 Scope

The project scope defines the description of the work that is required in delivering the "Hotel management system." The following are the scopes of work during the course of the project: Study and understand the requirement of this project.

 Construct Software Requirement Specification document of the system

 Construct Software Design Document of the system

1.4 EXISTING SYSTEM

In Currently scenario, food is also ordered online from the restaurant but there is problem of choosing the restaurant. Here users are unaware about the food where it comes that means they do not know the name hotel where it comes. There are various sites that provide food ordering facility but they not allow choosing the hotels.

Chapter 2
PROBLEM DEFINITION

The online food ordering system sets up a food menu online and customers can easily place order according to their choices. Also, the online customers can easily track their orders. The management maintains customer's database, and improve food delivery service.

This system also provides a feedback system in which user can rate the food items. Also, the proposed system can recommend hotels, food, based on the ratings given by the user, hotel staff will be informed for the improvements along with the quality. The payment can be made online or cash or pay-on-delivery system.

The main objective of the Online Food Ordering System is to manage the details of Item Category, Customer, Food, Delivery Address, Order, and Shopping Cart. Also, it provides the great experience for online food ordering. It will show the reviews about the selected food item to the customer to help him/her to get best food according to his/her preferences. It will also help in managing the order information.

Software Requirement & Analysis

4.1 INTRODUCTION

The system objectives outlined during the feasibility study served as the basis from which the work of system design was initiated. Much of the activities involved at this stage were of technical nature requiring a certain degree of experience in designing systems sound knowledge of computer related technology and through understanding of computers available in the market and the various facilities provided by the vendors. Nevertheless, a system could not be designed in isolation without the active involvement of the user. The user had a vital role to play at this stage too.

Data collected during feasibility study was utilized systematically during the system design. Designing a system is a creative process which calls for logical as well as lateral thinking Logical approach involves systematic moves towards the end product keeping in mind the capabilities of the personnel and the equipment at each design making step.

4.2 Feasibility study

Here, I will carry out a study to gain an understanding of the customers (tenants) current system and problems experienced in this system through interviews, observations, and participations. I will use the obtained data to determine the viability of the system being proposed in terms of technical, economic and social feasibility. 3

4.3 REQUIREMENTS ANALYSIS

Requirement analysis involved defining customer needs and objectives in the context of planned customer use, environments and identified system characteristics to determine requirements for system functions.

4.3.1 User Requirements

It entailed user involvement and statements of facts and assumptions that define the expectations of the system in terms of mission objectives, environment, constraints and measures of effectiveness and suitability. Basically the users:

i) A system that improves on the efficiency of information storage and retrieval.

ii) A system that is easy to learn and use

iii) A system that is fast in processing transactions

iv) A system that is flexible, safe and convenient

v) A system that find easily.

4.3.2 Functional Requirements

This is a necessary task, action or activity that was accomplished. The proposed system is able to:

 i) Allow user to order food from favorite hotels

 ii) Allow hotels to update menu as necessary.

 iii) Allow easy of access of food at any place.

4.5 Hardware Interfaces:

There are two external machines used by the dashboard, each related to a user interface. These is a server machine at the admin end, hosting the website on xampp, a PC at user's end, keeping log of the registration and membership entries made to them & providing them with an interface to do their part of functionality offered, last one is a PC or a smart phone at user's end to access the dashboard. The devices at the user end behave as terminals and not for storing any type of data. Also capable of taking user input for searching the food. All hotel information and food details should be stored on server.

4.5.1 Hardware and Software Requirement

❖ **Hardware requirements:**

➢ PC with 4GB RAM, 500 GB HDD

➢ I3 Processor

❖ **Software requirements:**

➢ XAMPP web server 1.0.0.0

➢ VS code editor 1.46.1.0

➢ GitHub Repository

❖ **Technologies used:**

➢ HTML5,

➢ CSS3,

➢ PHP

➢ JAVASCRIPT

➢ BOOTSTRAP 4

➢ MySql3

1. Use case Diagram
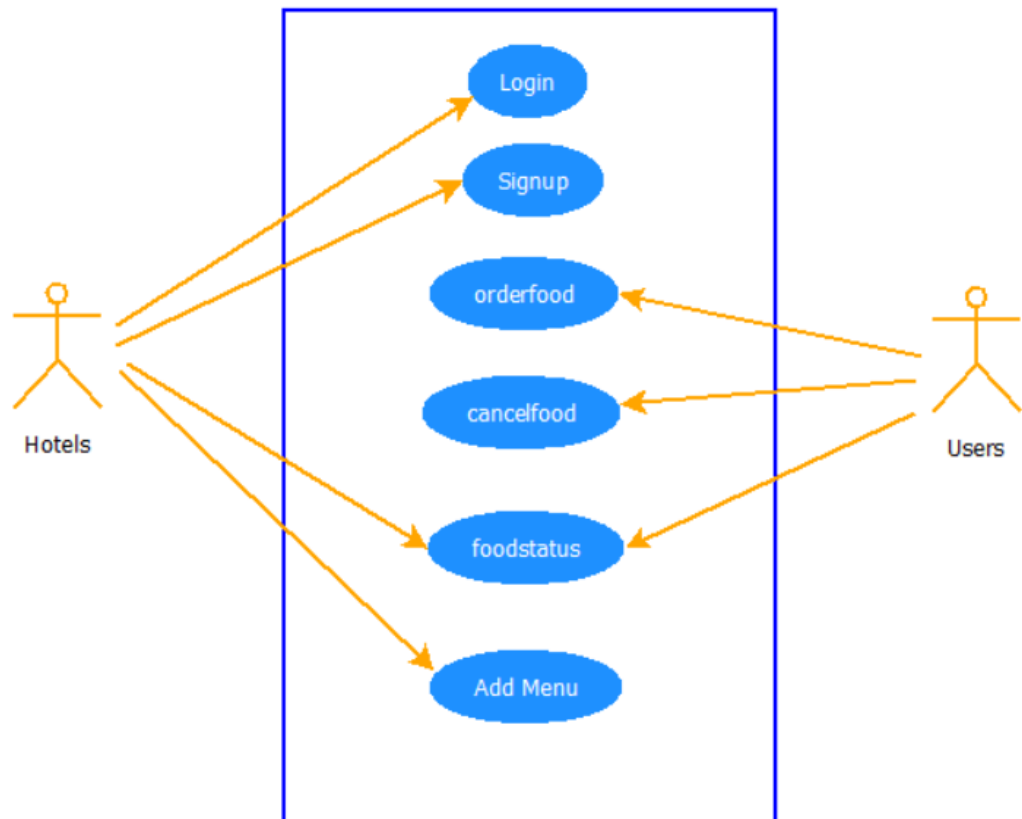
2. DFD level-0
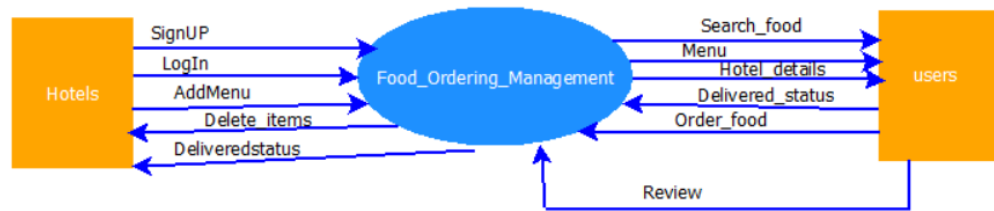
3. DFD level-1
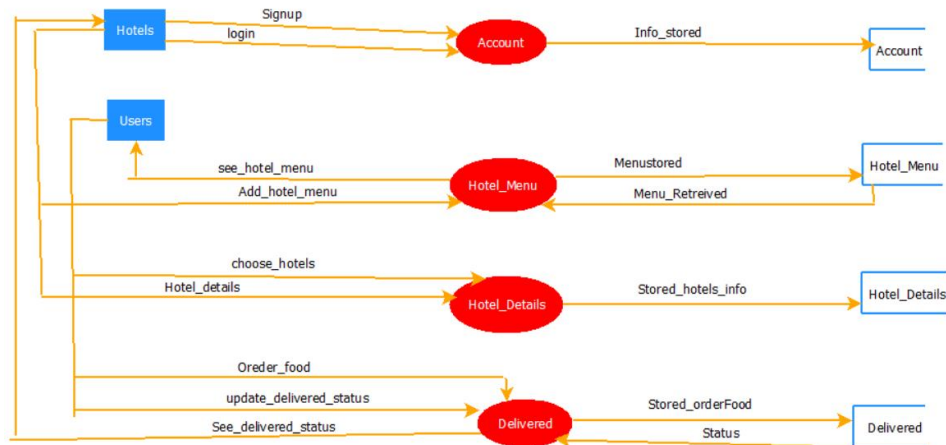
4. ER Diagram
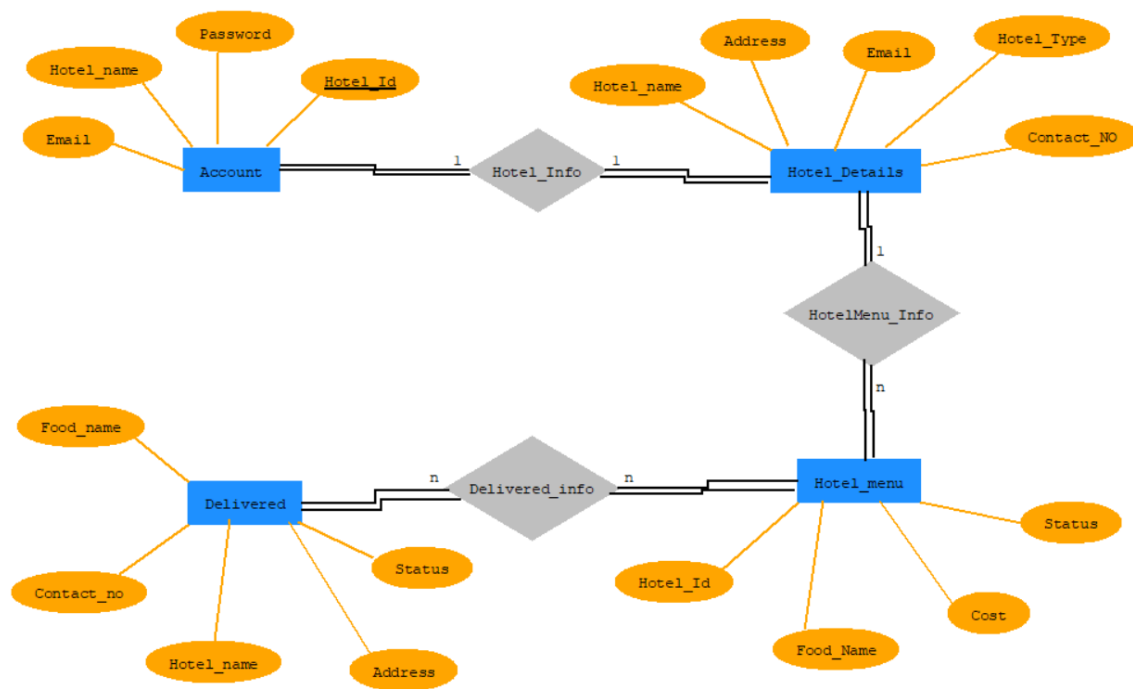
SOFTWARE TESTING

6.1 INTRODUCTION:

At this stage, I will ensure both individual and integrated whole are methodically verified to ensure they are error free and satisfy customer requirement. I will involve both unit testing of individual code module, system testing of the integrated product and acceptance testing conducted by or on behalf of customer. I will ensure bugs found are corrected before moving to the next stage. I will also prepare, review and publish product documentation at this stage.

6.2 Installation

It is done once the product has been tested and certified as fit for use. The system is prepared for use at customer site.

6.3 Maintenance

This stage occurs after installation. It involves modifications on the system to improve performance. Such changes are user initiated or as a result of bug being discovered which were initially not known. These modifications are recorded for documentation and system update.

6.4 UNIT TESTING

It is a type of software testing where individual units or components of a software are tested. The purpose is to validate that each unit of the software code performs as expected. Unit Testing is done during the development (coding phase) of an application by the developers. Unit Tests isolate a section of code and verify its correctness. A unit may be an individual function, method, procedure, module, or object.

6.4.1 Why Unit Testing?

Unit Testing is important because software developers sometimes try saving time doing minimal unit testing and this is myth because inappropriate unit testing leads to high cost Defect fixing during System Testing, Integration Testing

and even Beta Testing after application is built. If proper unit testing is done in early development, then it saves time and money in the end.

1. Unit tests help to fix bugs early in the development cycle and save costs.
2. It helps the developers to understand the code base and enables them to make changes quickly
3. Good unit tests serve as project documentation
4. Unit tests help with code re-use. Migrate both your code **and** your tests to your new project. Tweak the code until the tests run again.

6.4.3 How to do Unit Testing

In order **to do Unit Testing**, developers write a section of code to test a specific function in software application. Developers can also isolate this function to test more rigorously which reveals unnecessary dependencies between function being tested and other units so the dependencies can be eliminated. Developers generally use UnitTest framework to develop automated test cases for unit testing.

Unit Testing is of two types

- Manual
- Automated

Unit testing is commonly automated but may still be performed manually. Software Engineering does not favor one over the other but automation is preferred. A manual approach to unit testing may employ a step-by-step instructional document.

Test case 1: Test case for authentication :

Test Procedure	Hotels create account.
Expected Result	Account creates successful and redirect to dashboard.
Actual Result:	Account not Created.
Comment	Need to check Mysql query in the php file.
Conditional Test	Again, run .
Expected Result	Account creted successful and redirect to dashboard.
Actual Result	Redirect to dashboard.

Test case 2: Test case for upload Food menu on portal (Owner):

Test Procedure	Fill Food Menu Form.
Expected Result	Successfully uploaded Menu.
Actual Result:	Not showing Menu on Users side.
Comment	Need to check Mysql query in the Menu php file.
Conditional Test	Again, run.
Expected Result	Successfully uploaded Menu.
Status	Success.

Test case 3: Test case for searching Food:

Test Procedure	Search Food by Hotels.
Expected Result	As require Food find.
Actual Result:	As require Food find.
Comment	Success.

Test case 4: Test case for Show ordered Food:

Test Procedure	Enter contact no. that is entered during food order.
Expected Result	See the food that is order.
Actual Result:	Not See the food that is order.
Comment	Check again sql query .
Conditional Test	Again, run.
Expected Result	See the food that is order.
Status	Success.

Unit Testing Advantage

- Developers looking to learn what functionality is provided by a unit and how to use it can look at the unit tests to gain a basic understanding of the unit API.
- Due to the modular nature of the unit testing, we can test parts of the project without waiting for others to be completed.

We are here use xampp server for storing user information at secure place. This chapter shows the database of our project where we use mariaDB database with php at server side.
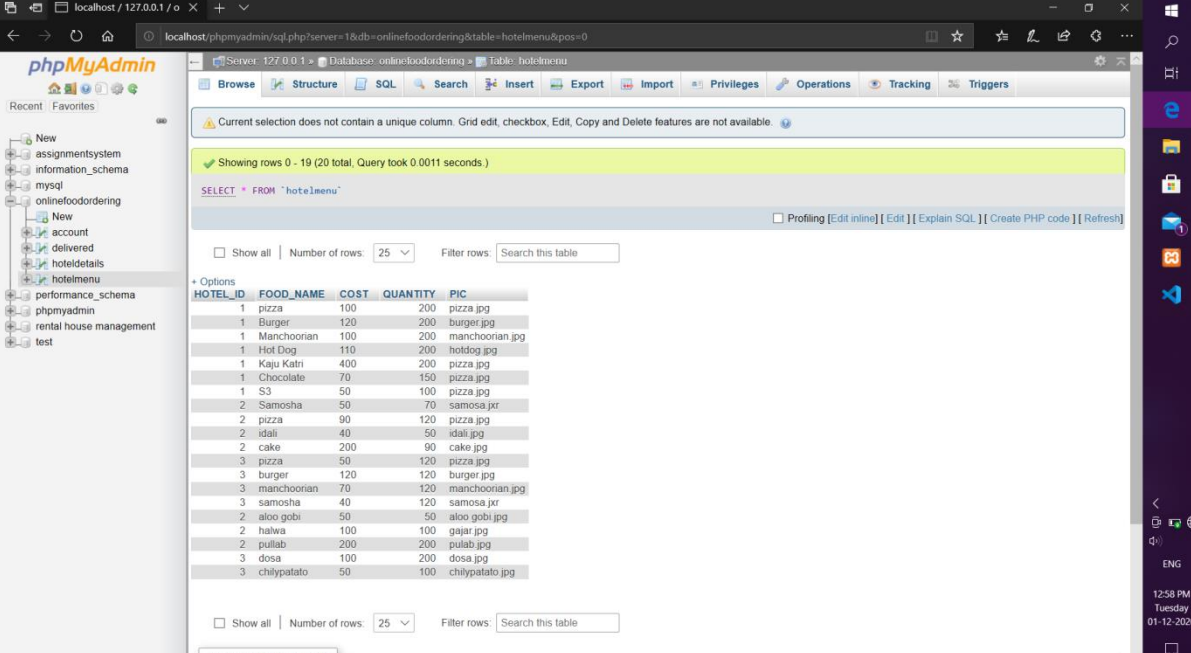
1. **Account:** This table is used for authentication purpose for each user. Every new user must have to create account for using our house management project.

Fig 7.1: Account table
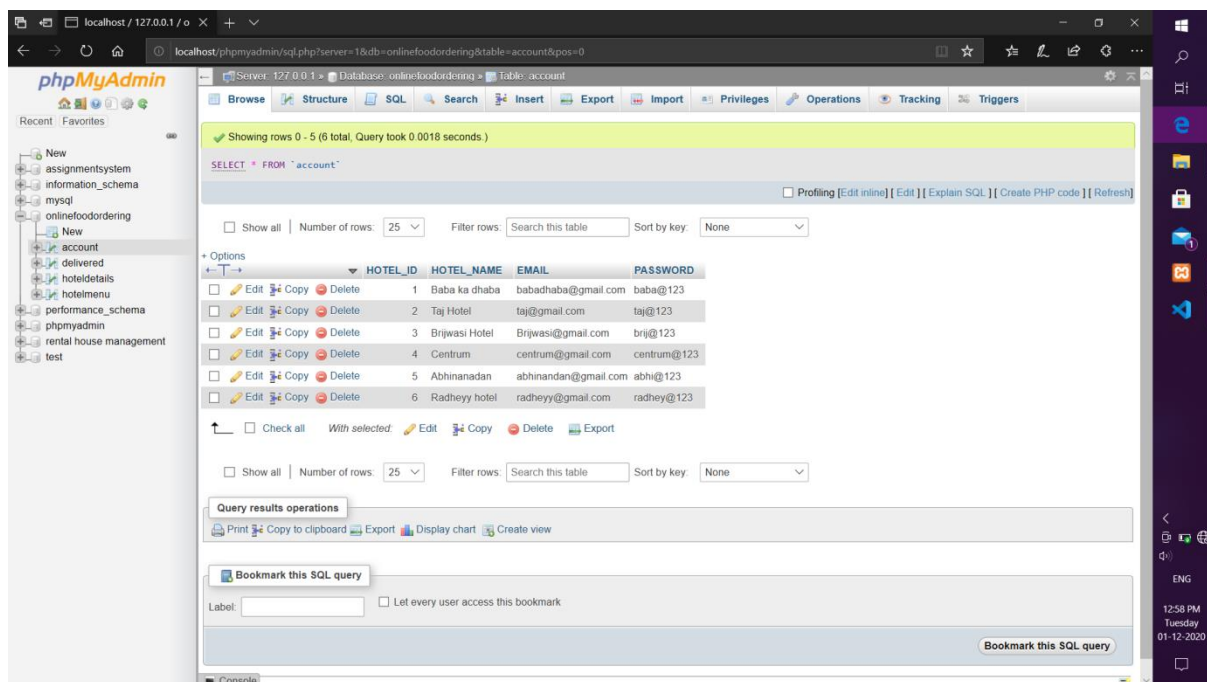
2. **Hotel menu:** It is used for searching the food.

Fig 7.2: hotel menu table

3. **Hotel details:** It stores the information of hotels.

Fig 7.4: hotel details table

1. **Delivered:** It show the status of delivered food.

Fig 7.3: Delivered table

Chapter 8
IMPLEMENTATION DETAILS

Implementation is the stage in the project where the theoretical design is turned into a working system. The implementation phase constructs, installs and operates the new system. The most crucial stage in achieving a new successful system is that it will work efficiently and effectively. There are several activities involved while implementing a new project. They are -

End user training

End user Education

Training on the application software

Post implementation Review

1. End user Training:

The successful implementation of the new system will purely upon the involvement of the officers working in that department. The officers will be imparted the necessary training on the new technology

2. End User Education:

The education of the end user start after the implementation and testing is over. When the system is found to be more difficult to understand and complex, more effort is put to educate the end user to make them aware of the system, giving them lectures about the new system and providing them necessary documents and materials about how the system can do this.

3. Training of application software:

After providing the necessary basic training on the computer awareness, the users will have to be trained upon the new system such as the screen flows and screen design type of help on the screen, type of errors while entering the data, the corresponding validation check at each entry and the way to correct the data entered. It should then cover information needed by the specific user or group to use the system.

4. **Post Implementation review:**
   The department is planning a method to know the states of the past implementation process. For that regular meeting will be arranged by the concerned officers about the implementation problem and success.

This project divides into different modules such as searching, hotel information, maintaining database etc. we discuss each one by one.

1. **Home page:** It has a home page where each user must visit for view the food or join our system. From here, user may know the details of our websites information and privacy policy before register to itself. It gives reliability to user.
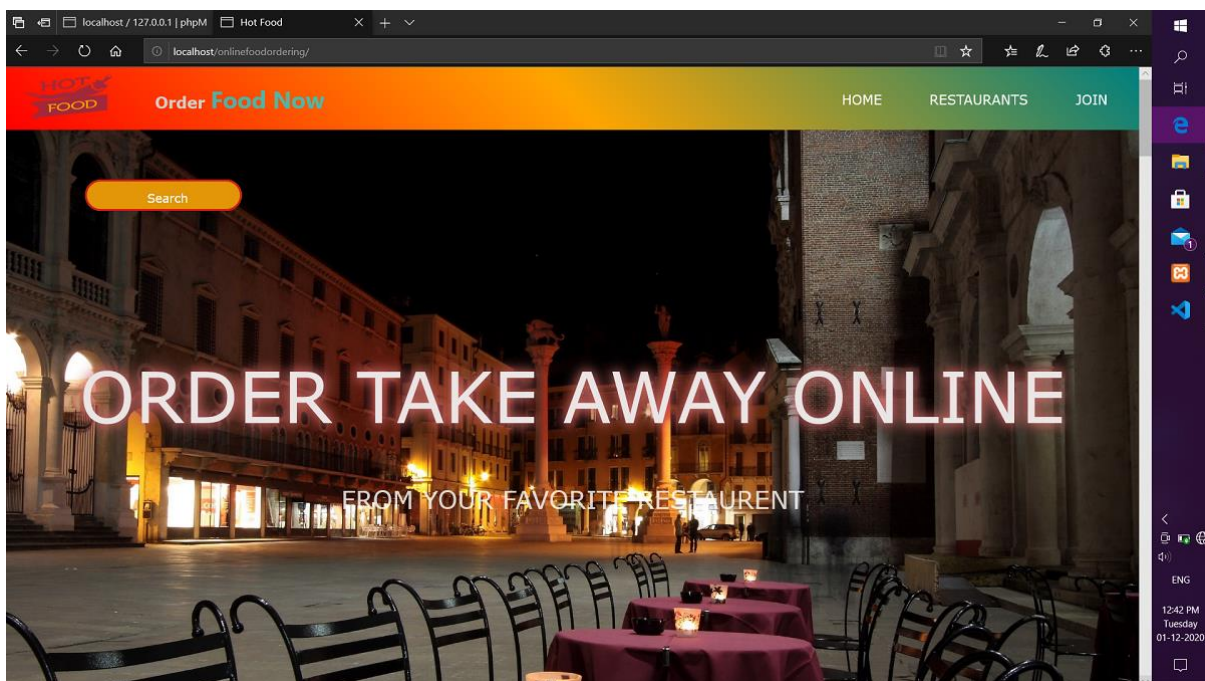
2. **Authentication:** It is only for security purpose. Registration can be done with the home page by visiting the link that given on home page. During the registration, it asks for filling the details of hotel.

.
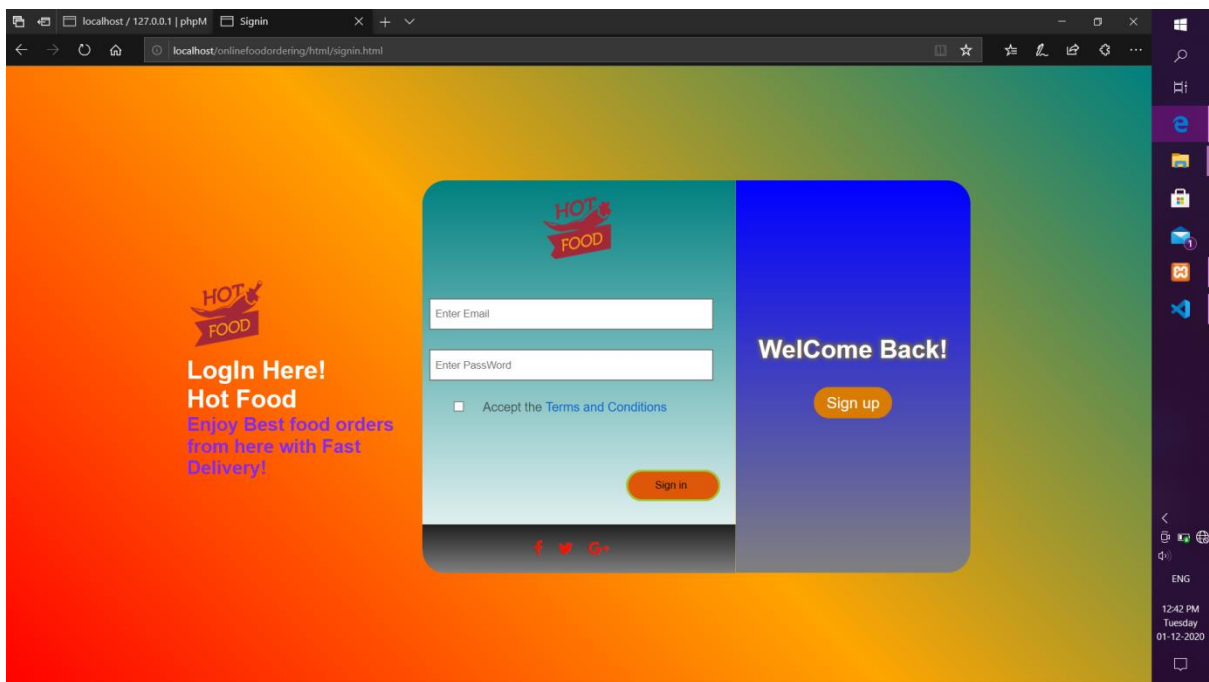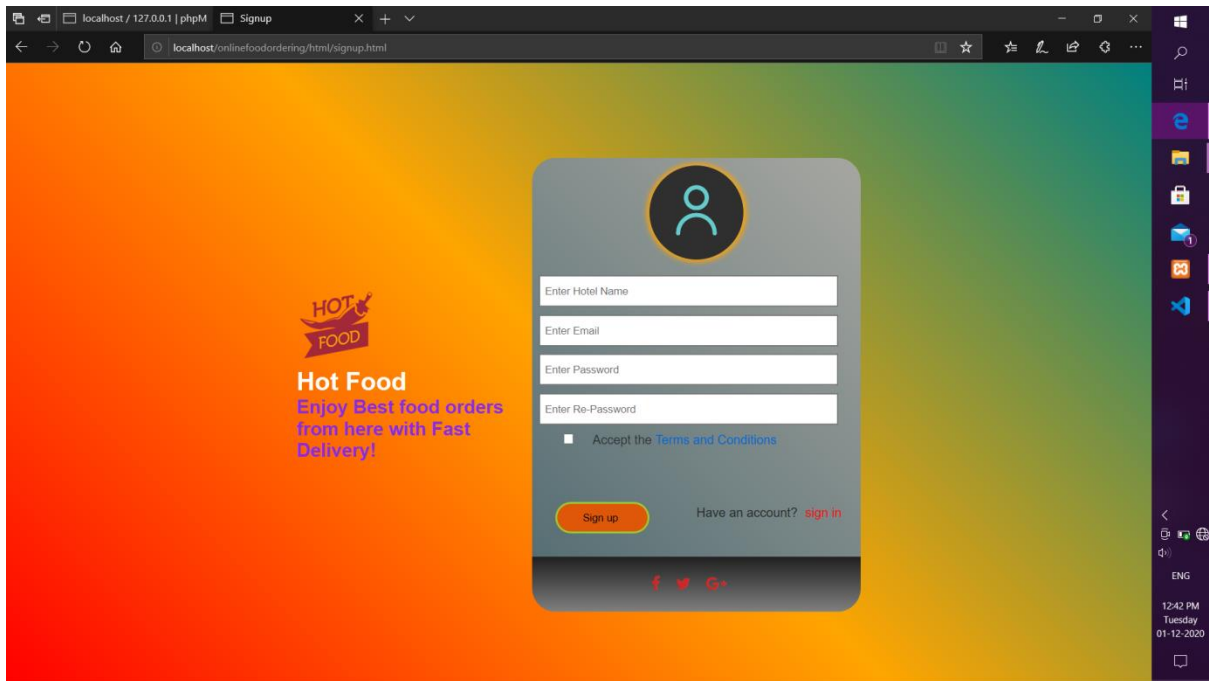
5. **Searching:** This page is most important part of this website because from here, user may search the food from particular hotel on which it is reliable. Also see the list of hotels that is on this website and their menu card before order.
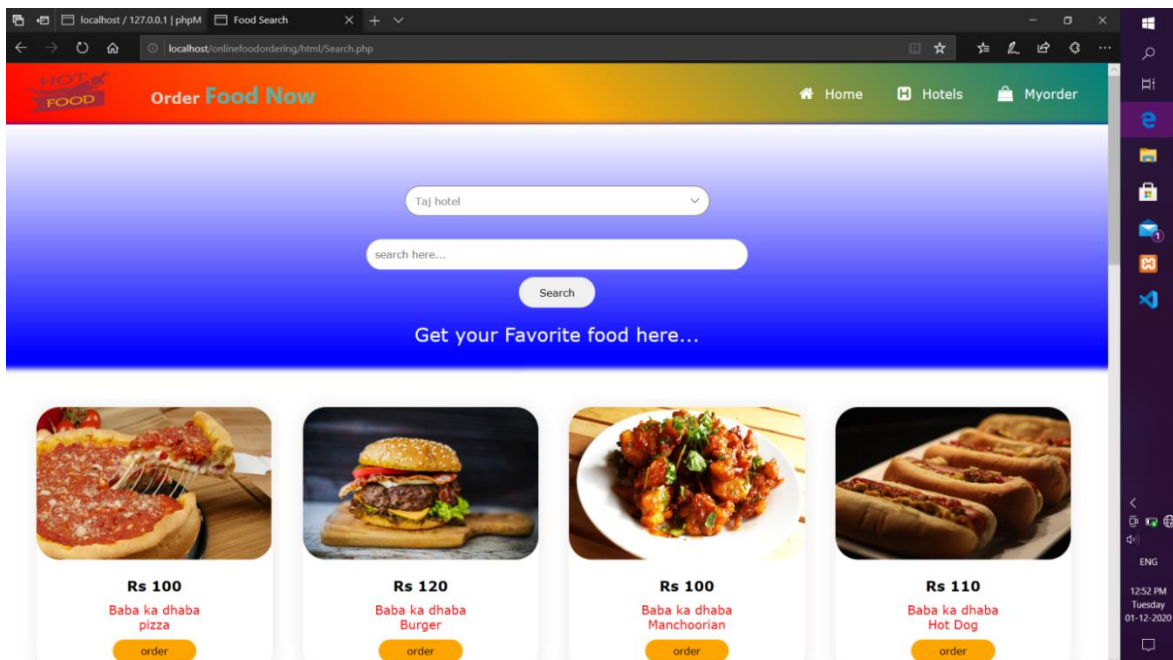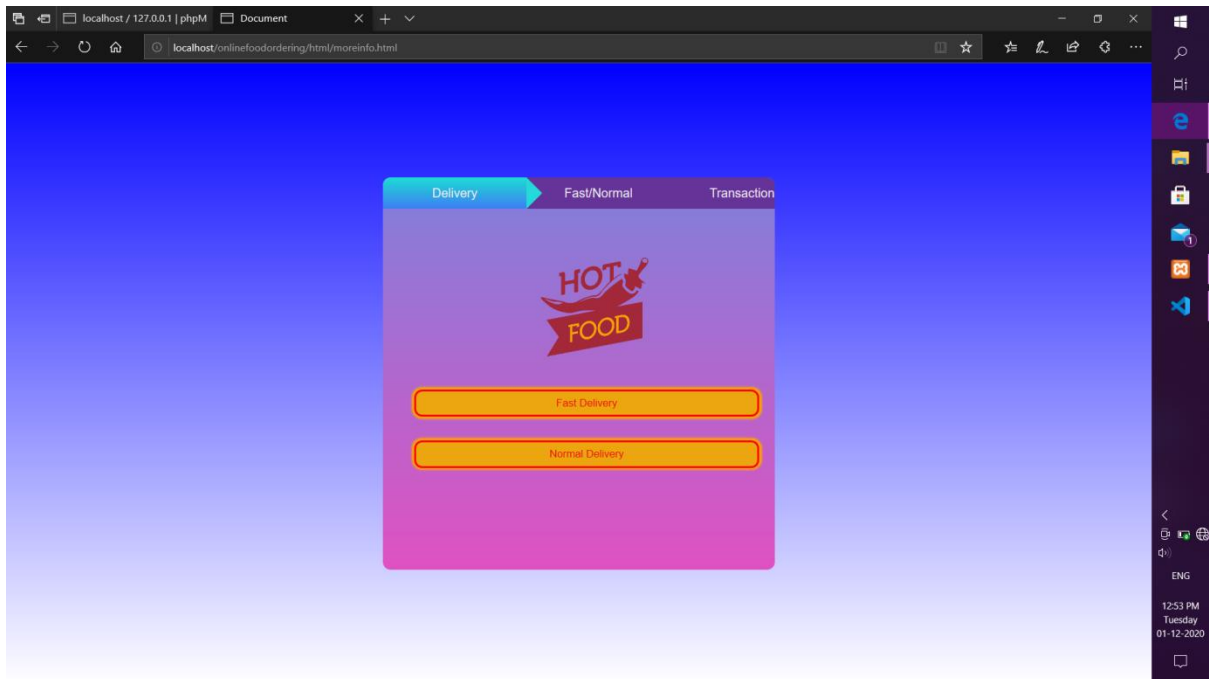

5.1 list of hotels
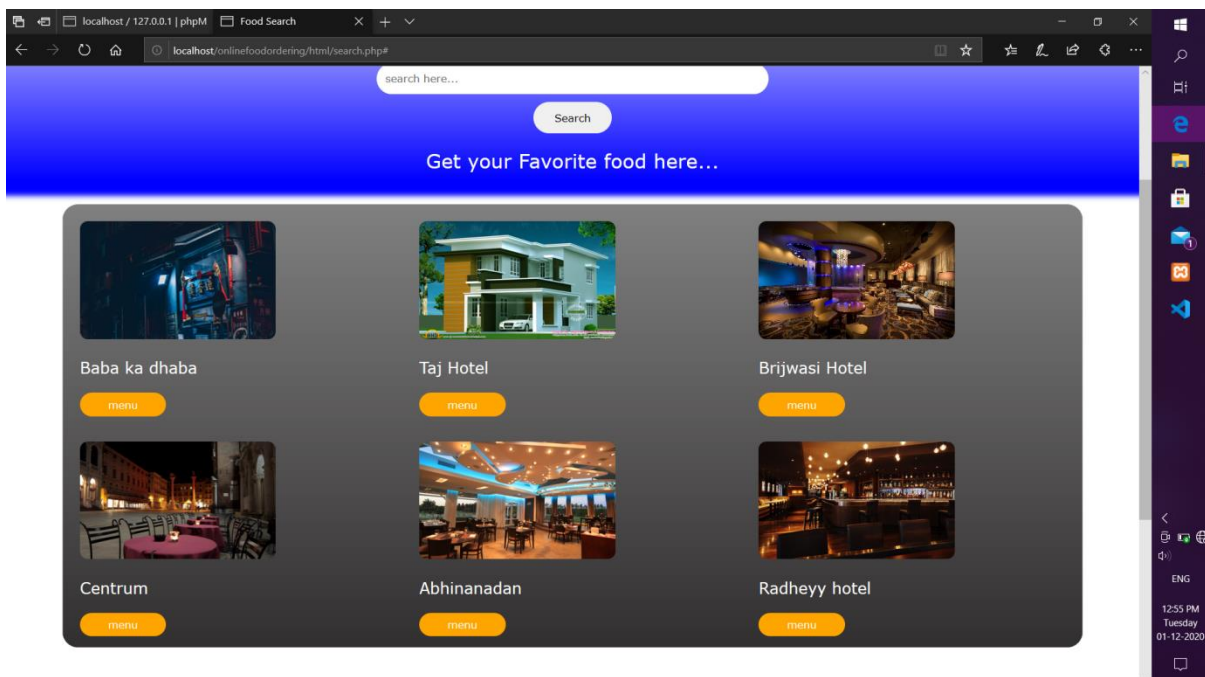
5.1.1 Hotel menu
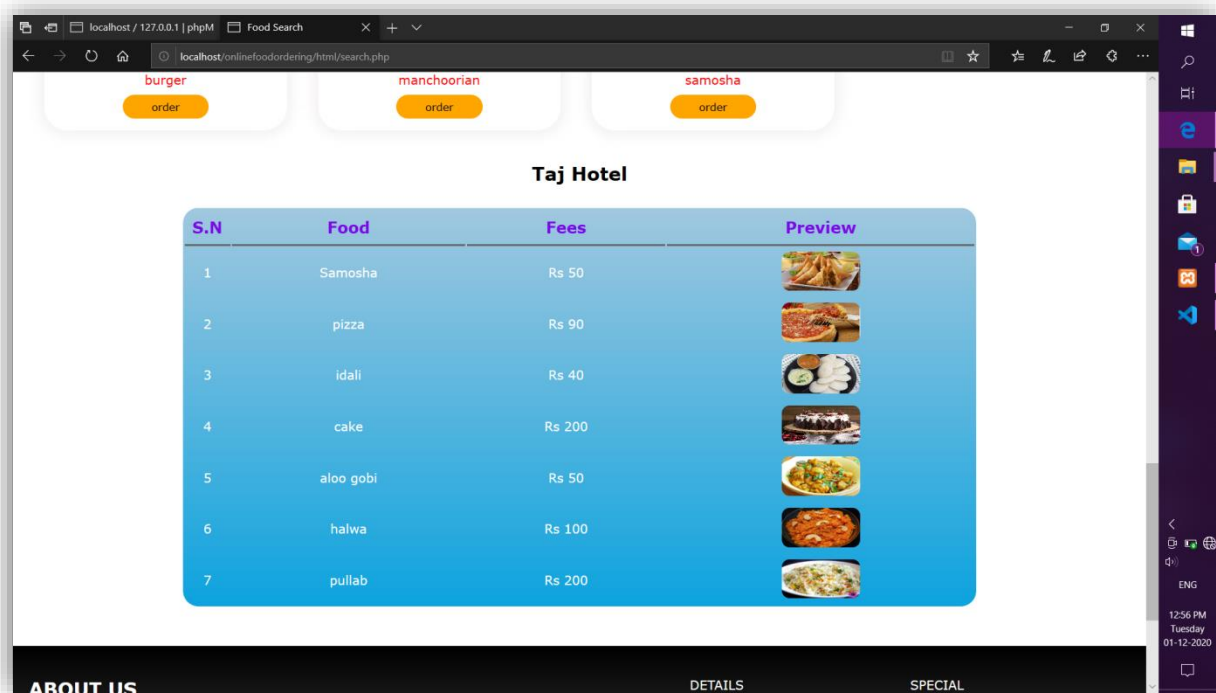
5.2 After selecting food
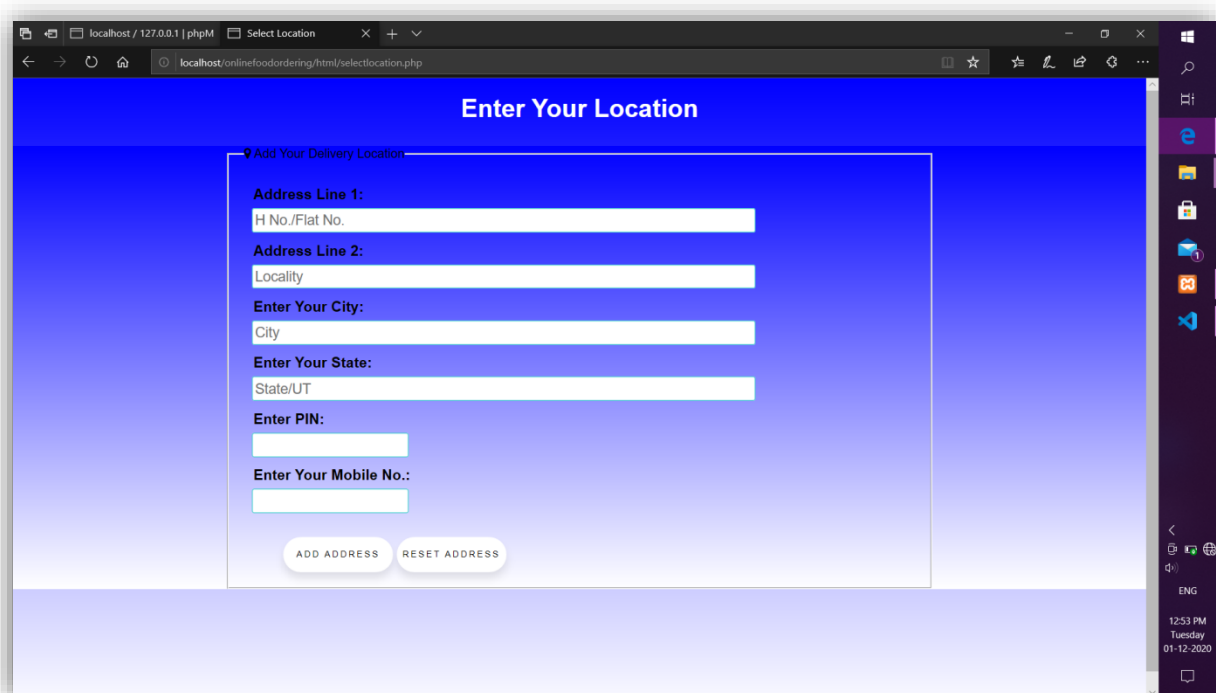
5.2.1 Ask for delivery fast/normal
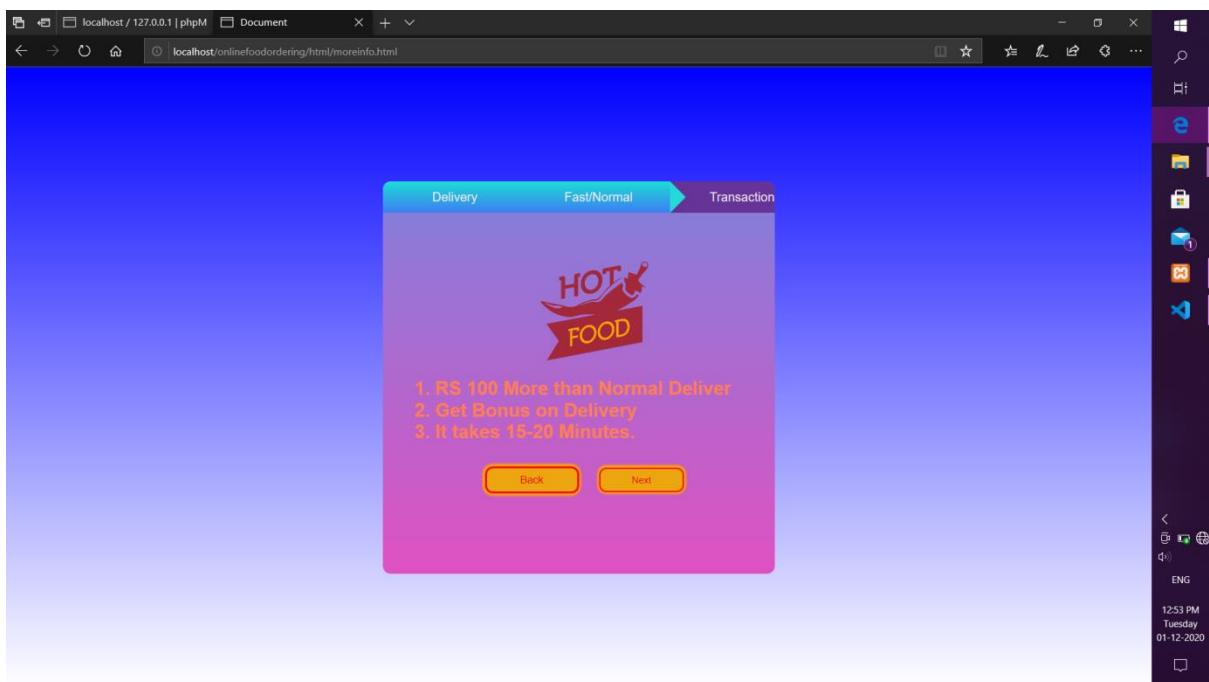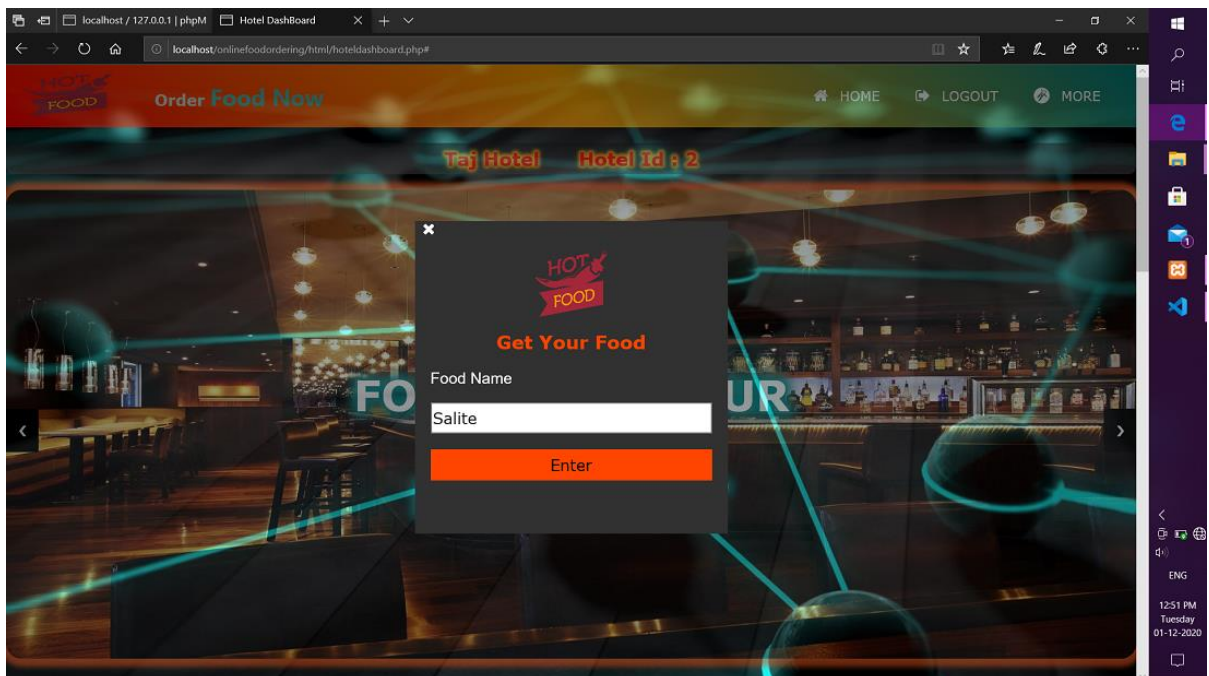
5.2.2 Transaction /it can be skip

5. Hotel dashboard: This dashboard contains all the information of Hotels from which hotel can see reviews, menu, delete menu or update etc. Hotel may also show status of food that it is delivered or not.
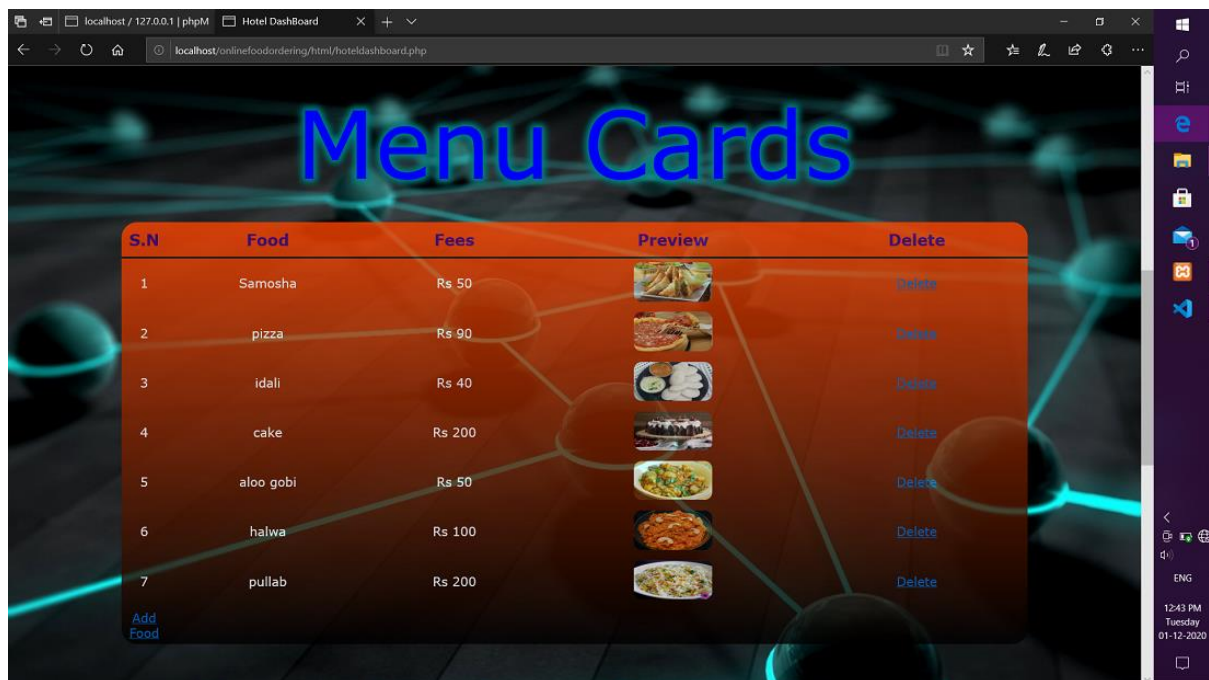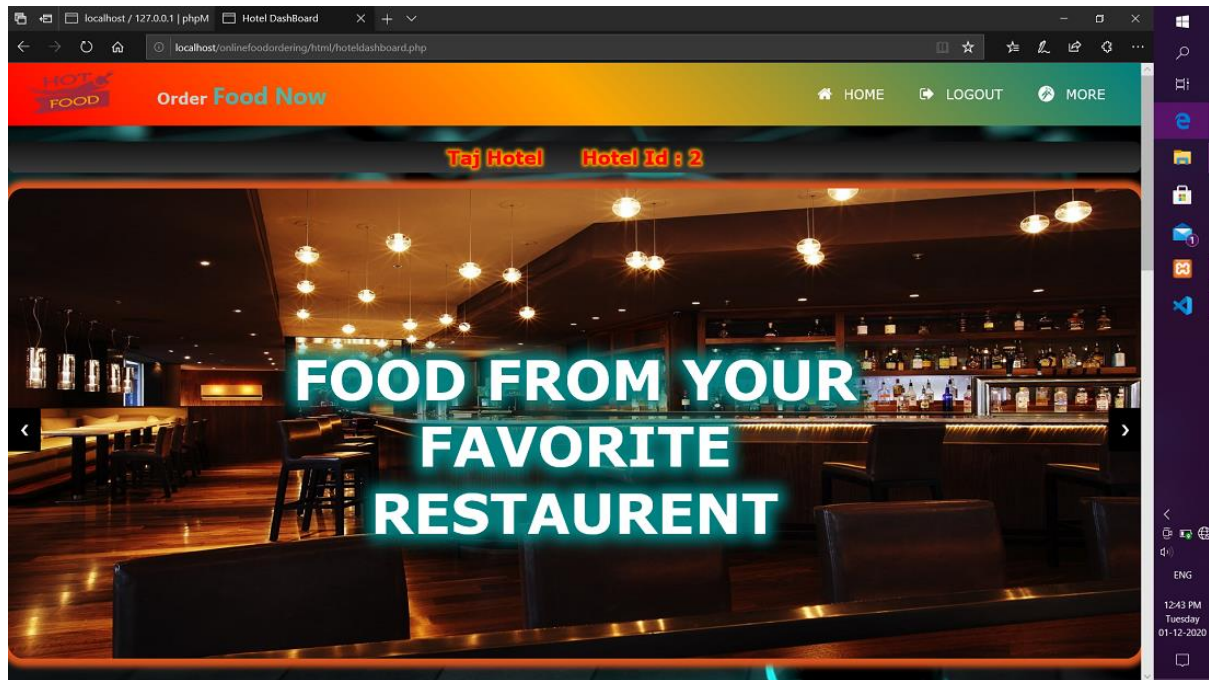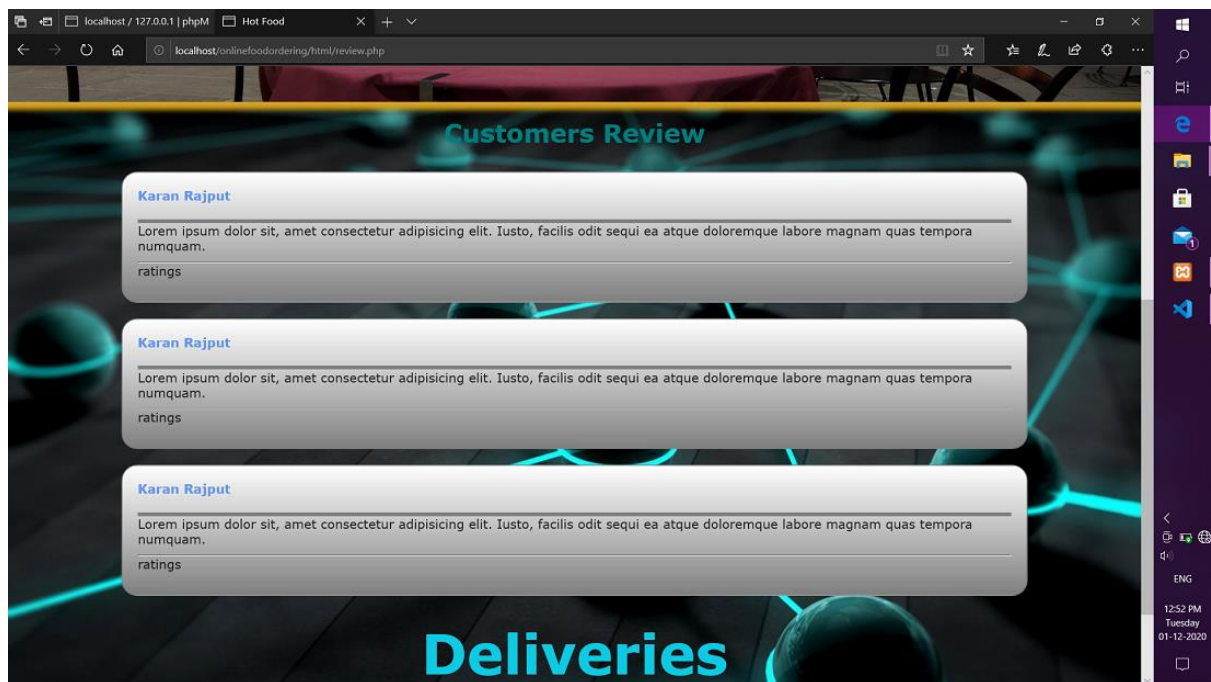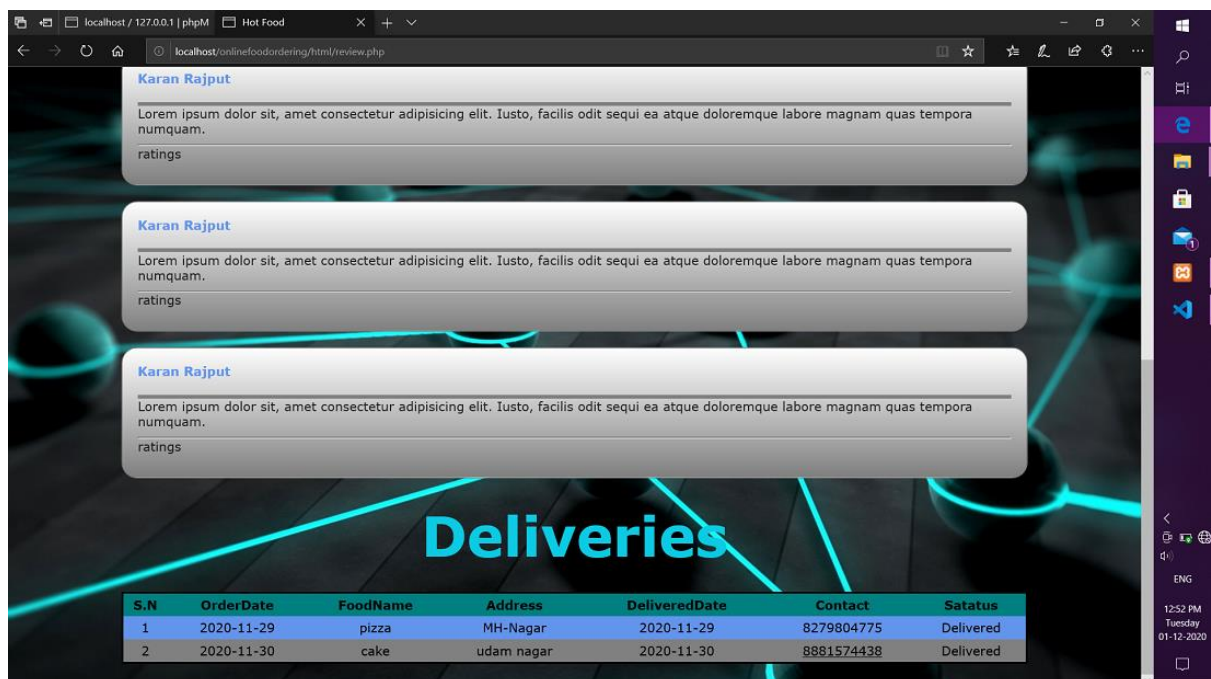
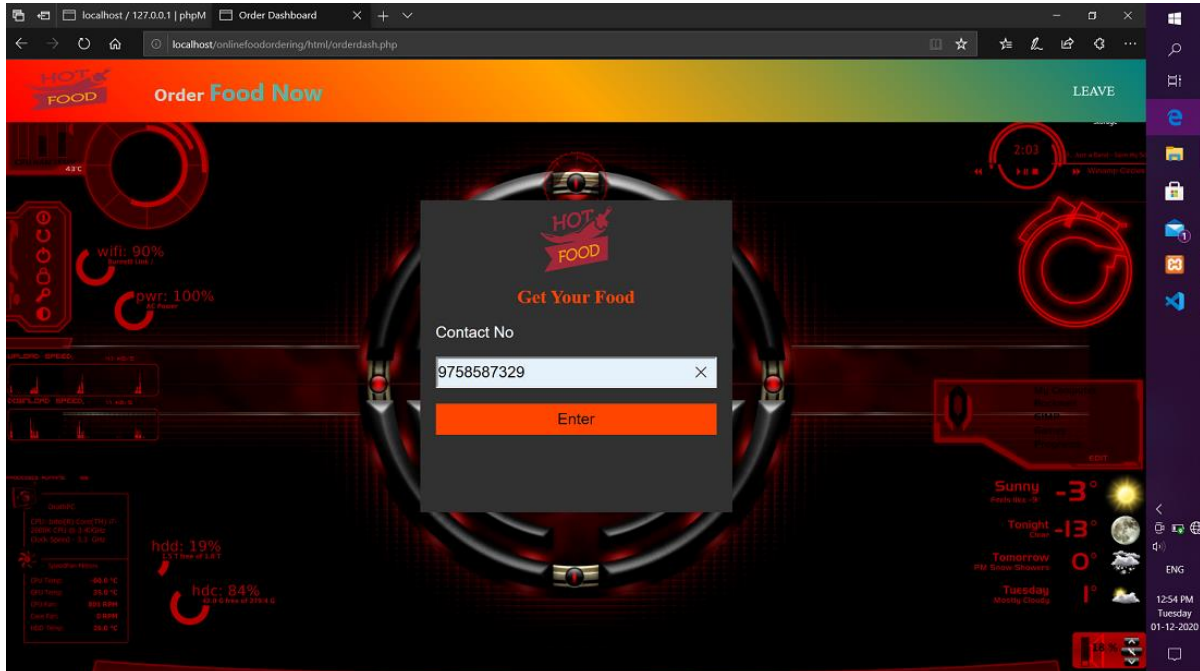On click add menu
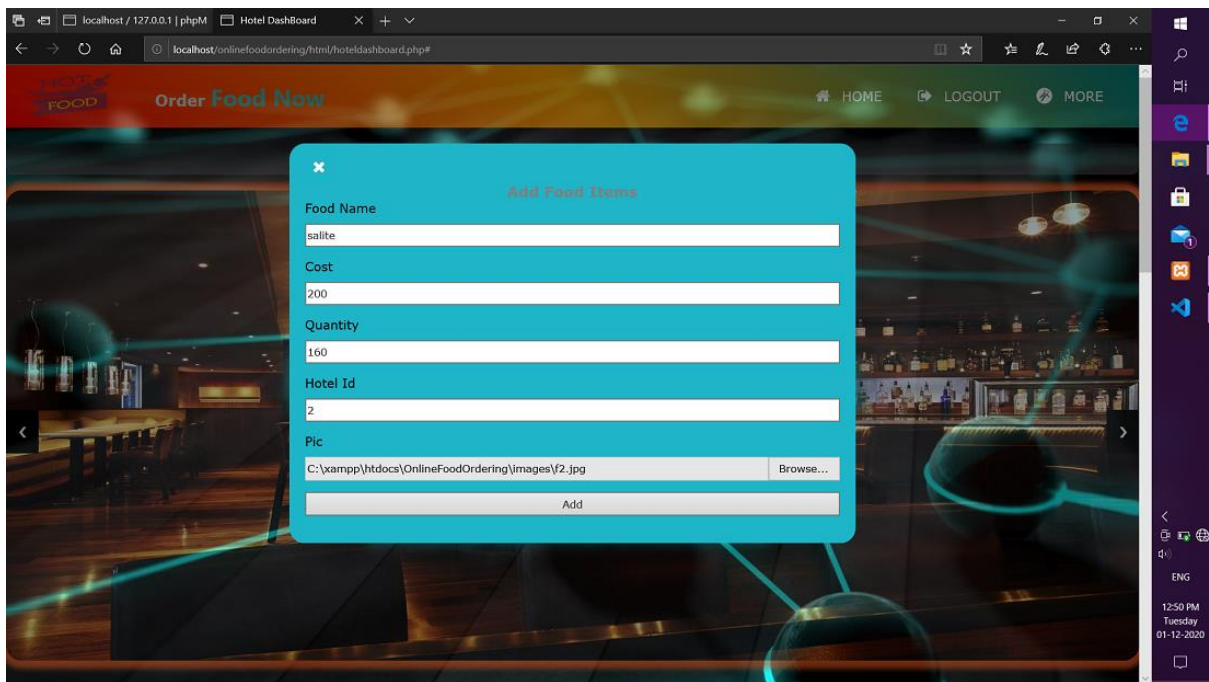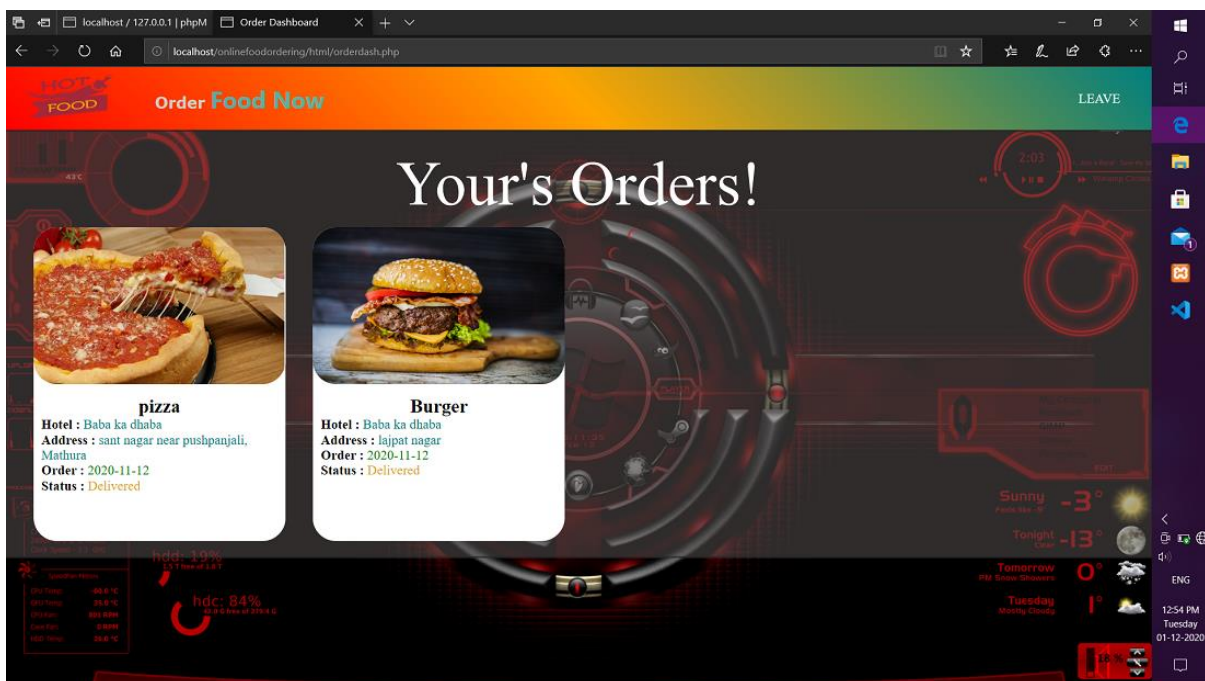

For deleting the food

Reviews

Deliveries

6. **User dashboard:** This dashboard helps the user for showing their ordered food from particular hotels. User update the status of food that it is delivered or not.

6.1 Enter contact number

6.2 List of ordered food

CONCLUSION

A software project means a lot of experience. In this section we summarize the experience gained by project team during development of "**Online food ordering**".

It was a wonderful learning experience for us while working on this project. This project took us through the various phases of project development and gave us real insight into the world of software engineering. The joy of working and the thrill involved while tackling the various problems and challenges gave us a feel of the developers' industry. It was completely new experience for our team members to develop the project using php, Javascript, Bootstap, html5and css3. But, now it gives vast knowledge of mysql database using php and how to interact them with programming languages.

We learned a lot through this project. This project has sharpened our concept of Mysql database and the software-hardware interface. We learned a lot about different documentation. "The piece of software we developed is intended to serve needy persons that require home in new city". This project not only tested our technical skills but also our temperament.

6.1 The Achievements

1. Now we know much more about database, php, html5, css3, JavaScript.

2. How database interact with php application.

3. Develop technical skills.

4. Growing creative thinking and imagination capability.

6.2 Future Plan

i. Improve GUI   ii. Add Ajax for avoiding page reload

iii. Add new Features

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