

ONLINE FOOD ORDERING SYSTEM

FINAL REVIEW REPORT

Submitted by

Keerthana Balamurugan (19BCE0347)

Aakar Gupta (19BCE0379)

Mansi Raturi (19BCE0488)

Akshit (19BCE0795)

Prepared For

Human Computer Interaction (CSE4015)

PROJECT COMPONENT

Submitted To

Ragunthar .T

Assistant Professor (Senior)

School of Computer Science and Engineering



VIT[®]

Vellore Institute of Technology

(Deemed to be University under section 3 of UGC Act, 1956)

Table of Contents

1. Abstract

2. Introduction

3. Requirement Analysis (Data Collected)

4. Data Flow (HTA, Storyboard)

5. 10 Heuristic evaluation & Shneiderman's 8 Golden Rules matching with UI

6. Testing

7. Implementation

8. Conclusion

1. Abstract

Restaurant operations are being greatly influenced by the internet and technology improvements. With the majority of people spending a significant portion of their day online, restaurants have a great business opportunity. In reality, internet meal ordering is becoming increasingly popular among restaurant patrons. Restaurant owners and managers are always on the lookout for ways to let consumers make orders online and have their food delivered quickly. As more restaurants adopt this business model, online ordering and delivery systems are gradually becoming a norm.

Customers have grown to anticipate that a restaurant will allow them to place orders online, given the changing conditions. If you own a restaurant and haven't yet been on board with the restaurant online ordering system, you're already losing out on some fantastic prospects to expand your business immensely. By embracing new technology, you not only make life easier for your consumers, but you also ensure that your company can compete effectively. When it comes to online ordering, it's not only about being able to place orders online; it's also about being able to reach the right people in the right places at the right time.

2. Introduction

What we propose is an online ordering system, just as applicable in any food delivery industry. Our system's key benefit is that it makes the ordering procedure much easier for both the customer and the business. When a consumer hits the ordering page, they are presented with an interactive and up-to-date menu that includes all available options and dynamically adjusts costs based on which options are picked. After making a decision, the item is added to the customer's purchase, which they can review at any moment

before checking out. This gives you fast visual confirmation of what you choose and assures that the products in your order are exactly what you wanted. The method significantly reduces the workload for the restaurant because the entire order-taking procedure is automated. Once an order is placed on the website, it is entered into the database and then retrieved by a desktop application on the restaurant's end in near-real time.

All items in the order are displayed in a compact and easy-to-read format within this application, together with their accompanying options and delivery data. This enables restaurant personnel to swiftly review orders as they come in and supply the relevant items with minimal delay and confusion. While there are a few systems like this already on the market, all of the ones we've seen were created exclusively for one restaurant and hence tailored primarily to their specific demands.

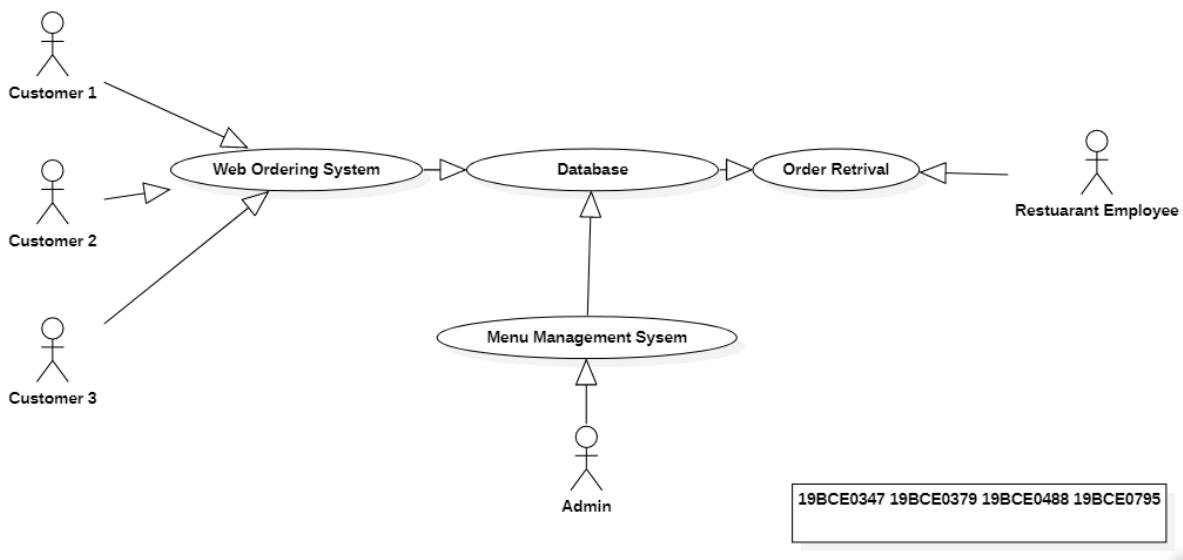
The most important feature of our website is its adaptability. The web order forms are dynamically generated from a database that may be managed using a graphical user interface. This enables restaurant personnel to not only set up and customise the system on their own, but also to make real-time adjustments to the menu. As a result, the same system may be utilised by a variety of organisations without requiring any changes to the code, considerably increasing its utility.

3. Requirement Analysis (Data Collected)

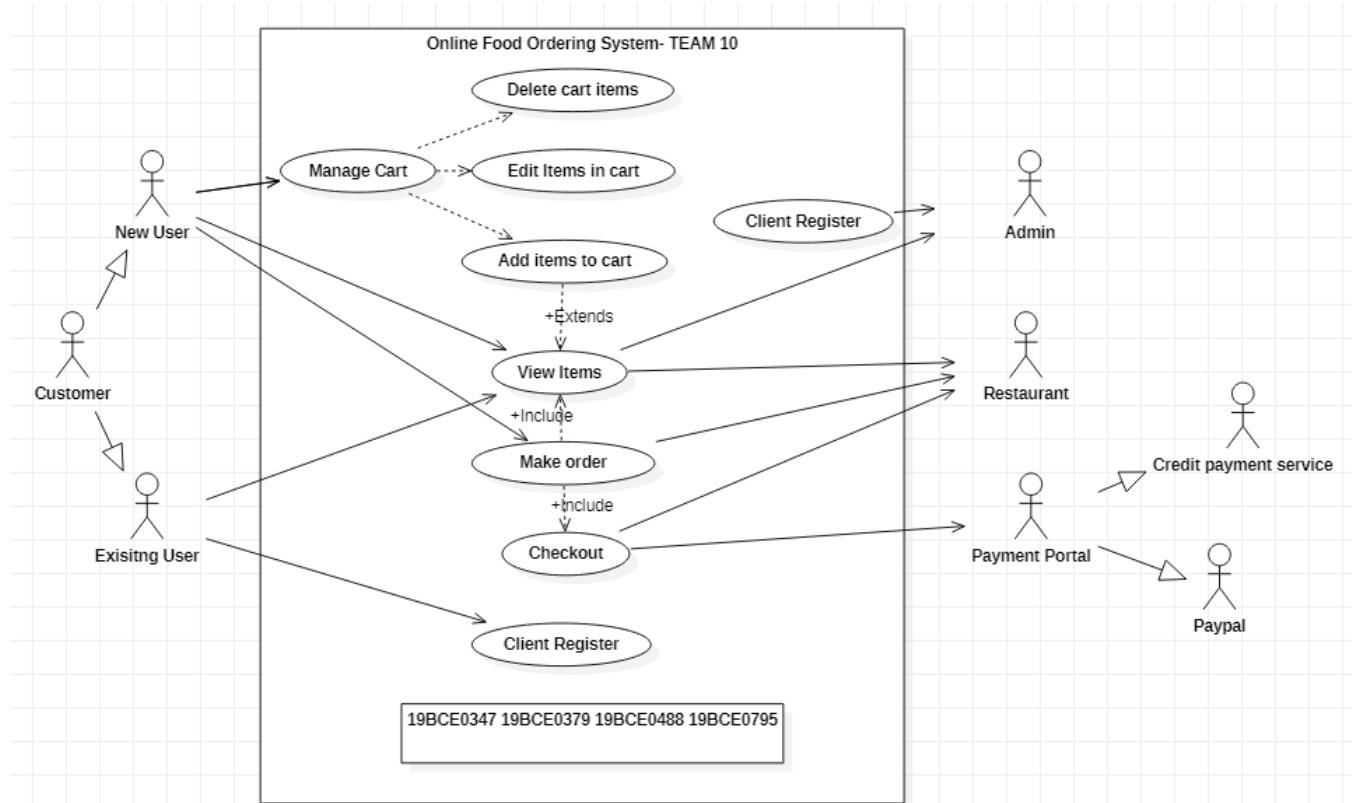
Problem Statement

People are looking for additional options to acquire things with simplicity while maintaining cost efficiency as companies grow. In order to sell to end consumers, merchants must first acquire the items. The manual technique of purchasing food from local food stores is becoming outdated and time-consuming. Food may be bought and paid for online without having to visit a restaurant or a food seller. As a result, a wide variety of publicity is required, as well as the ability to order, prepare, and distribute meals directly through an online system. There will be a system administrator for this system who will have the ability to enter the menu with the current pricing.

System Model



Use Case



Functional Requirements:

Each of the three system components, as shown in the picture above, basically offers a layer of separation between the end user and the database. There are two reasons for this

seclusion. Allowing the end user to engage with the system through a rich interface, for starters, provides a far more delightful user experience, especially for non-technical people, who will make up the majority of the system's users. Furthermore, this isolation layer preserves the database's integrity by restricting users from doing actions other than those that the system is built to manage. Because of this design pattern, it's critical to list all of the functionalities that will be given to a user, which are listed below, categorised by component.

Users of the web ordering system, namely restaurant customers, are provided the following functionality:

- Create an account.
- Manage their account.
- Log in to the system
- Navigate the restaurant's menu.
- Select an item from the menu.
- Change location
- Add an item to the cart.
- Review their current order.
- Remove an item/remove all items from the cart.
- Provide delivery and payment details.
- Place an order.
- Receive confirmation.

Non-Functional Requirements:

The application is cross-compiled to HTML and JavaScript, along with a PHP backend, all of which are supported by any reasonably well maintained web server and particularly the free XAMPP distribution.

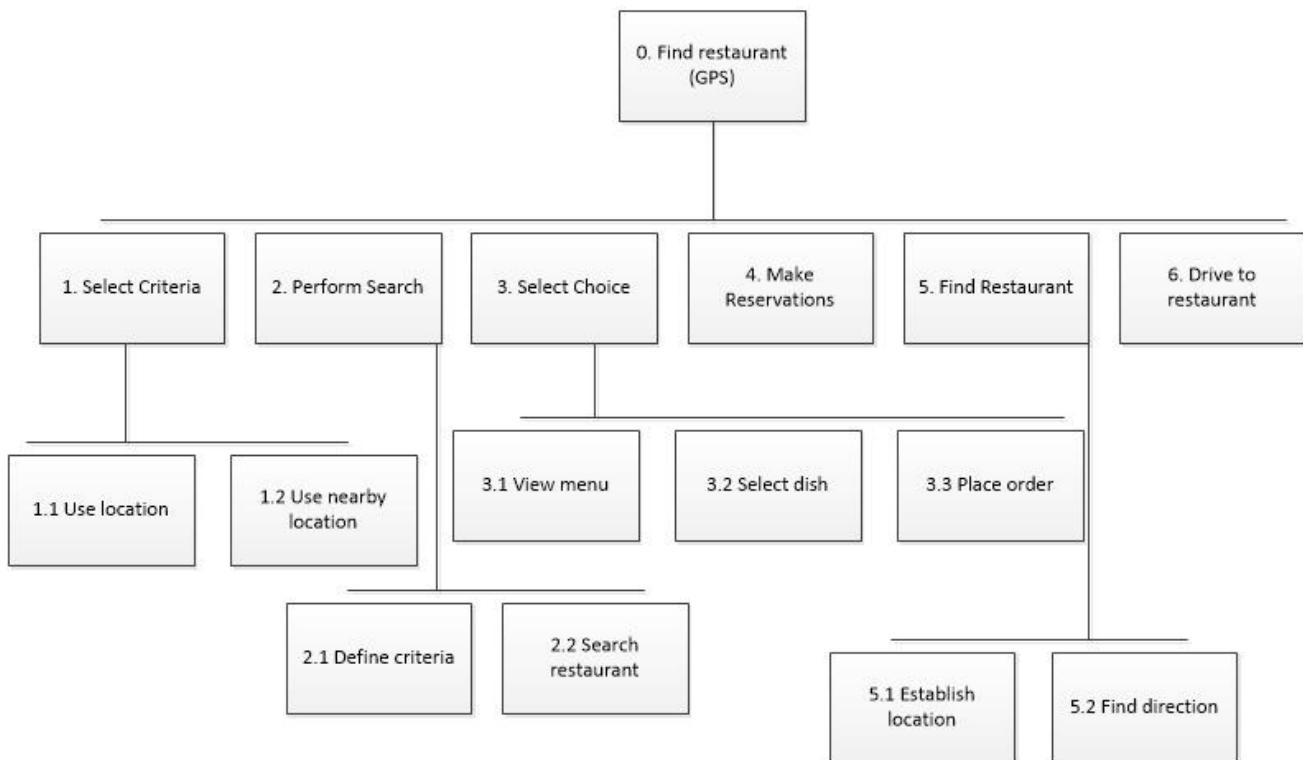
All of the application data is stored in a MySQLdatabase, and therefore a XAMPP server must also be installed on the host computer. The website encrypts all the information of the user, specifically the password and the real email of the user is not used for the website's functionality, rather an inbuilt ID username is used which makes the website quite secure. The website is built on quite simple framework which will require less computational power and thus ensure performance. Any computer capable of running both the web and database servers and handling the expected traffic can be used as the server hardware. An ordinary personal computer may be adequate for a restaurant that does not expect a lot of online traffic or is only undertaking a limited test run. However, as the site begins to receive more traffic, it will almost certainly be required to change to a dedicated host to ensure optimum performance. Extensive stress testing of the system will be required to identify the exact cutoffs. The website has a lot of inbuilt modules which can be reused and are used in the website at several places.

Stakeholders:

1. **Platform Owners:** A platform owner may be considered an example of a product owner: Members of the development teams who produce the products that use the platform i.e someone whose product is a platform and who need in-depth technical skills to connect with the platform's users.
2. **Restaurant Owners:** Restaurant owners are in charge of the restaurant's day-to-day operations, as well as its general direction, profitability, and reputation. They own the restaurants that are part of our online food ordering system.
3. **Delivery Partners:** Those who deliver food from the respective restaurants to the customers. The Online food delivery website gives them a restaurant's name, order to collect and location to deliver.
4. **Customers:** A person who places orders on the website from a particular website. Customers are crucial since they are the source of money; without them, businesses would cease to exist.

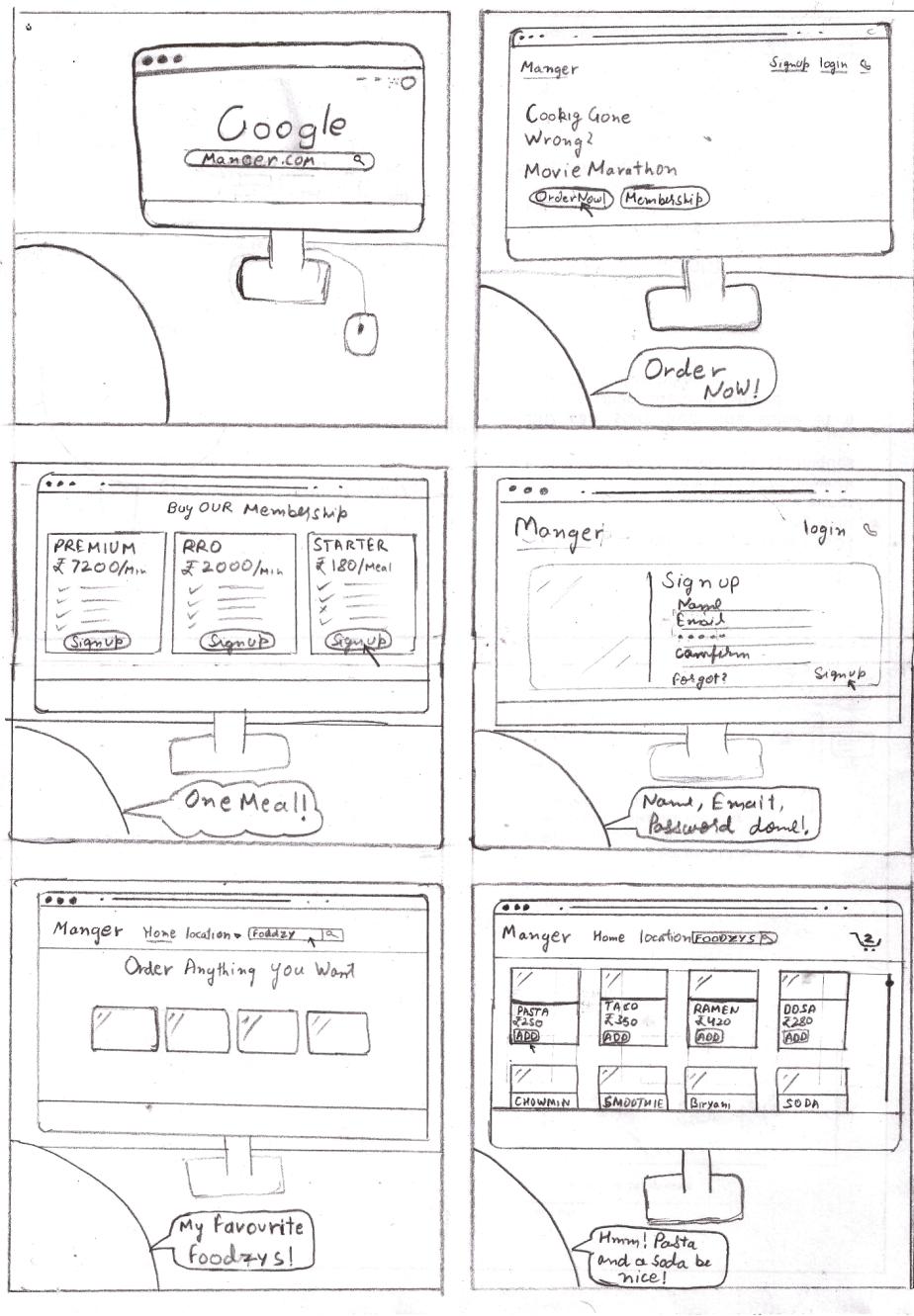
4. Data Flow Diagrams

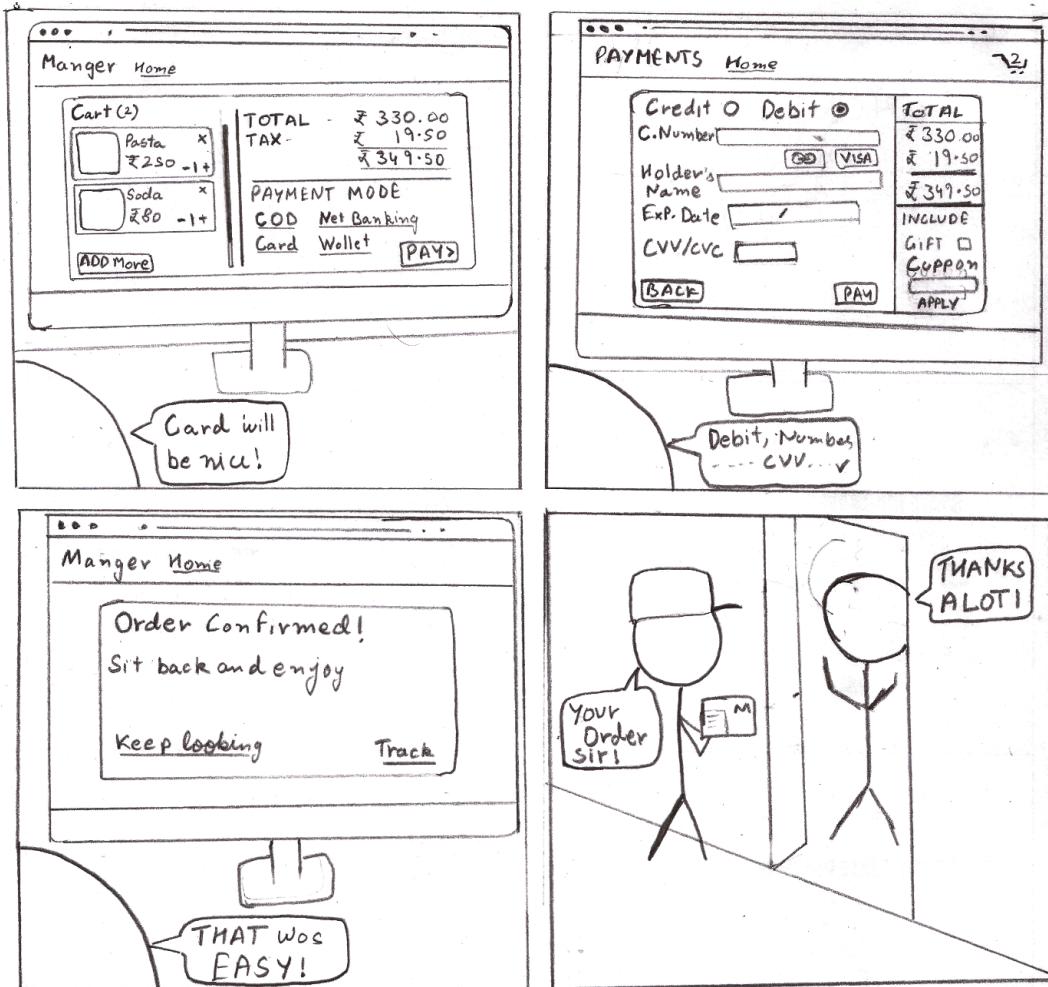
4.a) HTA Diagram



4.b) Storyboarding







5. 10 Heuristic evaluation & Neilsen's Heuristics matching with UI

#1: Visibility of system status

The design should always keep users informed about what is going on, through appropriate feedback within a reasonable amount of time.

"Location" option shows people where they currently are so that they can search for restaurants in that particular place

The screenshot shows a mobile application interface. At the top left is the word "MANAGER". Next to it are links for "Home", "Current Location: Delhi", "Akshit", "Payment", and "Logout". A sidebar on the left lists cities: "Delhi" (which is highlighted in grey), "Mumbai", "Chennai", and "Kolkata". The main content area features a yellow banner with the text "Order anything you want". Below this, there's a section titled "Order Summary" with the subtext "3 items". Three food items are listed with their names, prices, quantities, and small images:

- Soda** ₹35 Qty:1 (image of a lime drink)
- Taco** ₹250 Qty:1 (image of a taco)
- Ramen** ₹380 Qty:1 (image of a bowl of ramen)

Our website regularly tells the user about the current items in the cart.

Order Summary

3 items

| | |
|--|-------|
| | ₹35 |
| | Soda |
| | Qty:1 |
| | ₹250 |
| | Taco |
| | Qty:1 |
| | ₹380 |
| | Ramen |
| | Qty:1 |

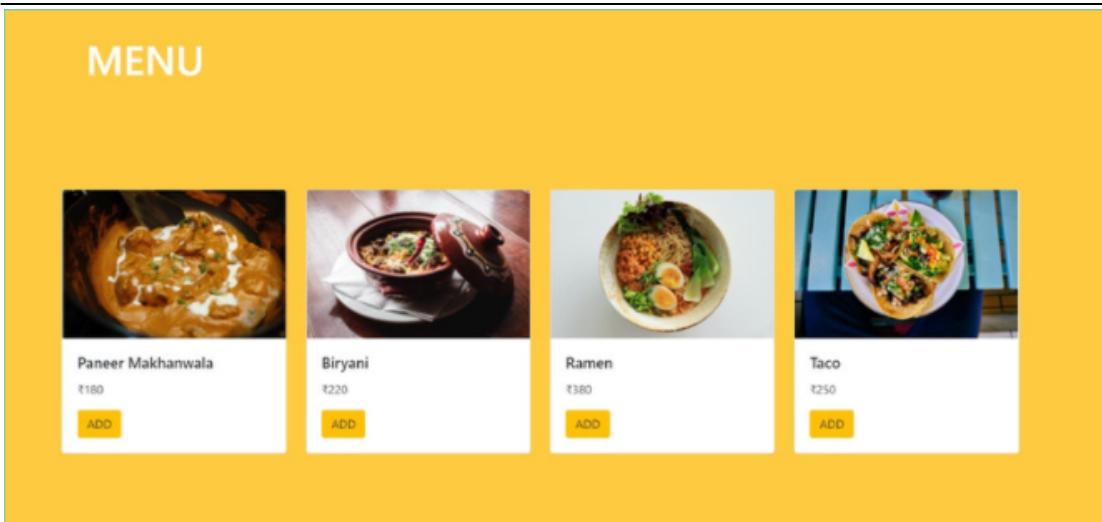
#2: Match between system and the real world

The design should speak the users' language. Use words, phrases, and concepts familiar to the user, rather than internal jargon. Follow real-world conventions, making information appear in a natural and logical order.

We display pictures of food items so that it is easy for the customers to recognise and decide what to order.

We use icons that are easy to understand and are close to real life





#3: User control and freedom

Users often perform actions by mistake. They need a clearly marked "emergency exit" to leave the unwanted action without having to go through an extended process.

We have a counter that can be changed at any step while ordering.

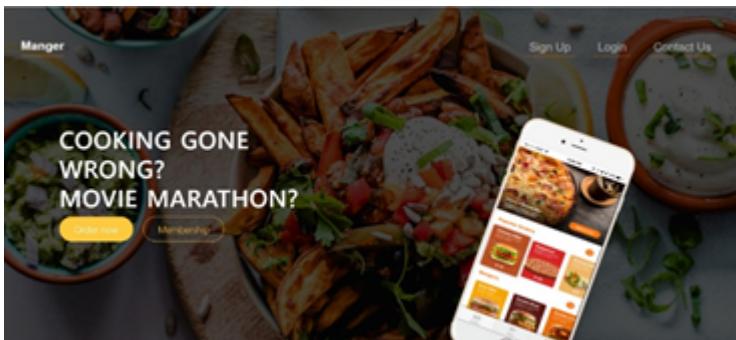


#4: Consistency and standards

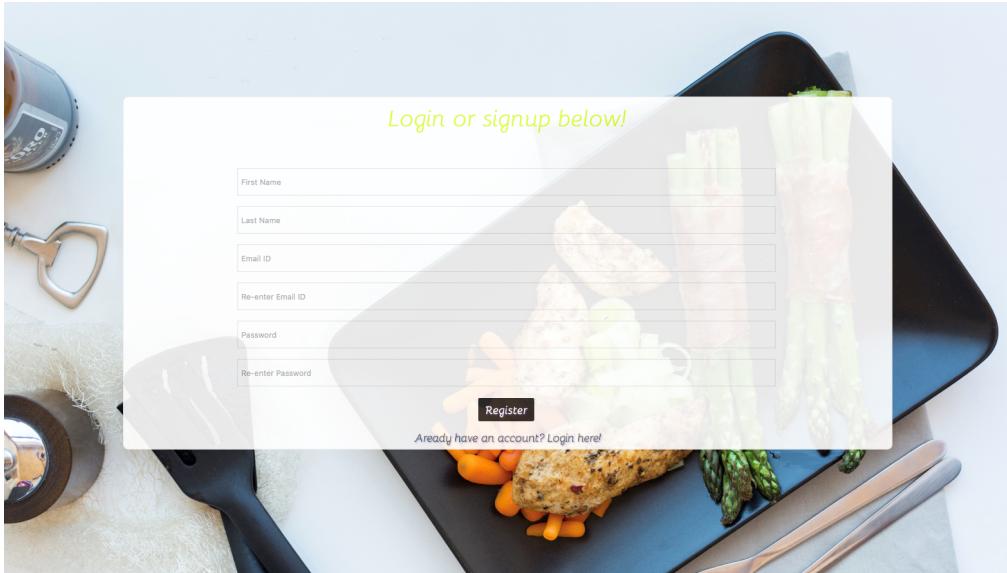
Users should not have to wonder whether different words, situations, or actions mean the same thing. Follow platform and industry conventions.

In the website everything from icons to positioning of all images and menus are consistent. For ex: the icon representing the discounts, icon for cart, icon for payment etc

The color scheme and font are consistent throughout as well.



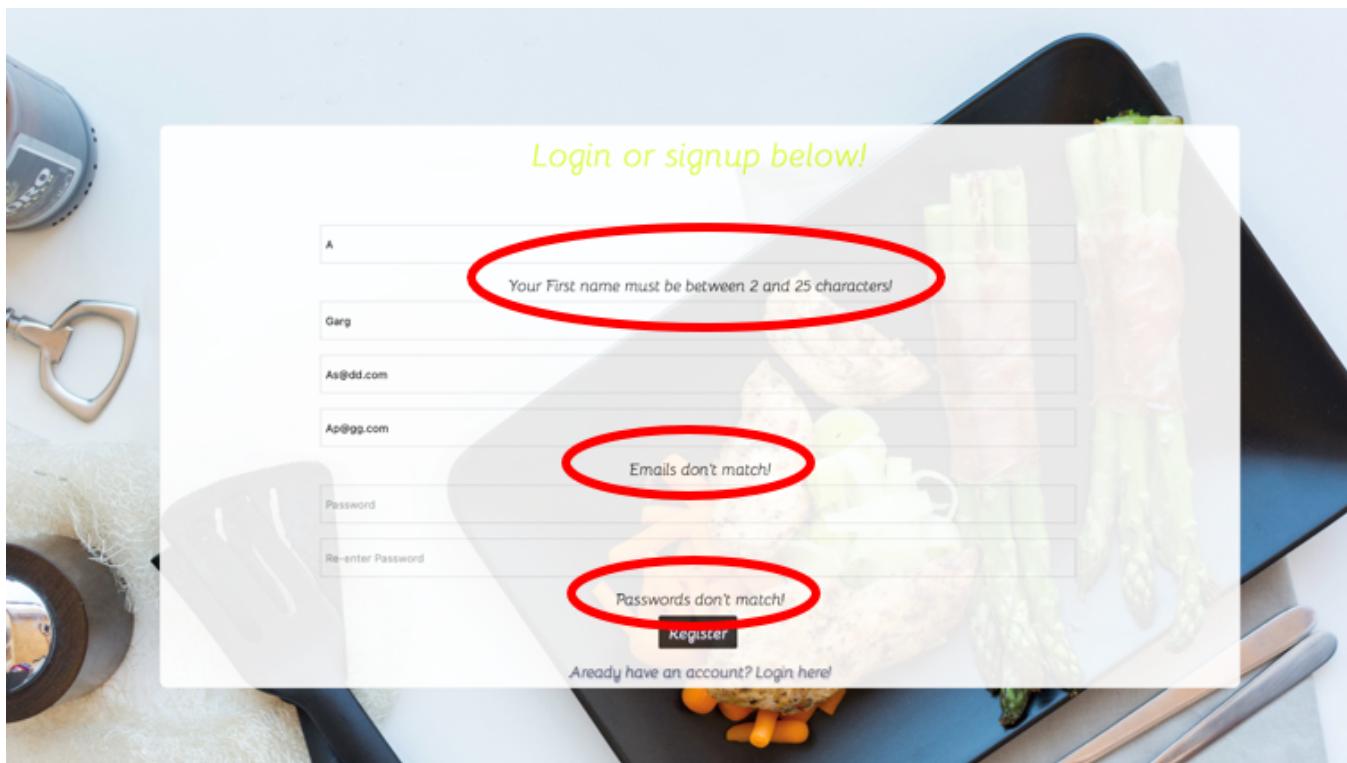
A white box containing three service highlights: "FAST-DELIVERY" (illustrated with a delivery truck icon), "NO MINIMUM ORDER" (illustrated with a fork and knife icon), and "ORDER ANYTHING" (illustrated with a bowl icon). Each highlight includes a brief description.



#5: Error prevention

Good error messages are important, but the best designs carefully prevent problems from occurring in the first place. Either eliminate error-prone conditions, or check for them and present users with a confirmation option before they commit to the action.

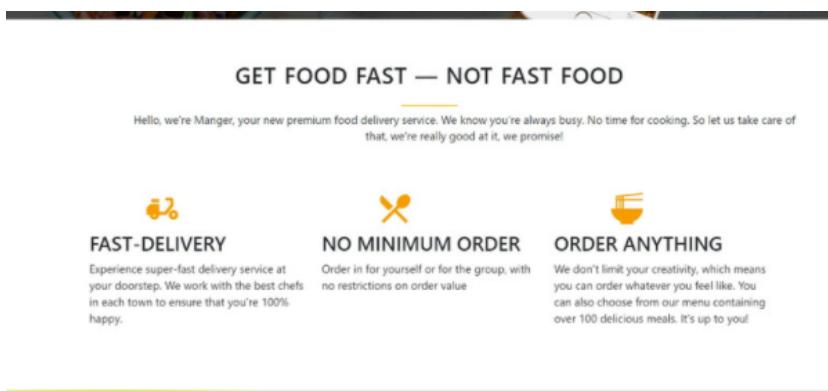
The Sign-in and Signup form have validation for E-mail, password and other fields.



#6: Recognition rather than recall

Minimize the user's memory load by making elements, actions, and options visible. The user should not have to remember information from one part of the interface to another. Information required to use the design (e.g. field labels or menu items) should be visible or easily retrievable when needed.

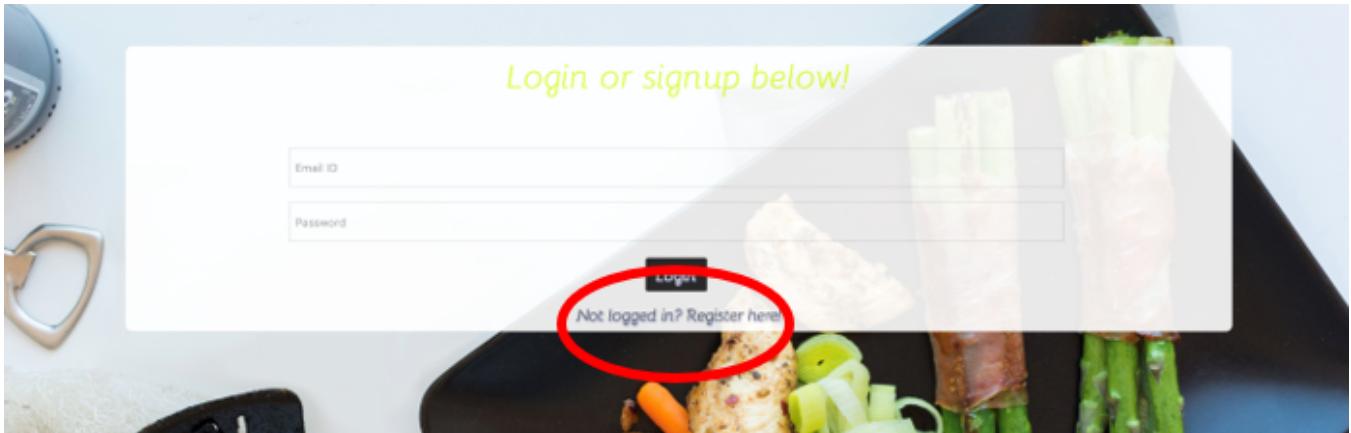
In the website we do not have to remember the function of each icon as each one is clearly labelled everywhere.



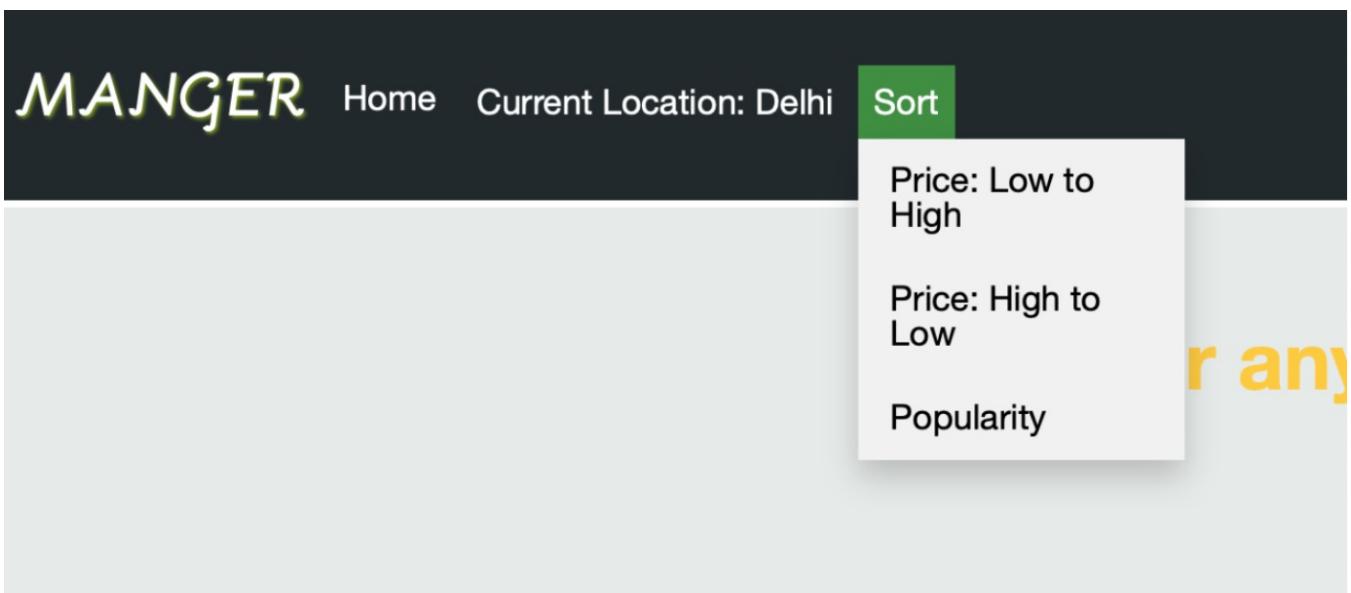
#7: Flexibility and efficiency of use

Shortcuts — hidden from novice users — may speed up the interaction for the expert user such that the design can cater to both inexperienced and experienced users. Allow users to tailor frequent actions.

Efficiency can be seen in the login and signup page. The user need not go back to the home page in case he hasn't registered yet.



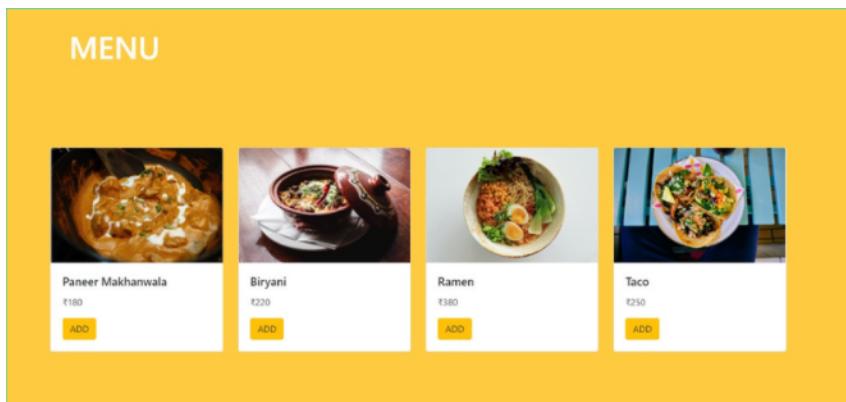
In our website we give user an option to sort the food items in any particular order - popularity, prices from low to high and vice versa.



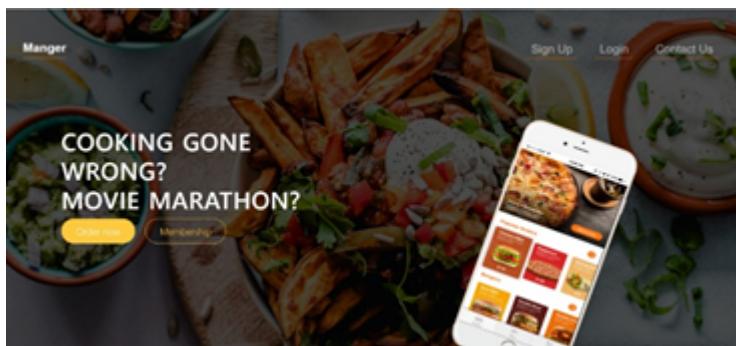
#8: Aesthetic and minimalist design

Interfaces should not contain information which is irrelevant or rarely needed. Every extra unit of information in an interface competes with the relevant units of information and diminishes their relative visibility.

The website is clutter free and minimalistic.



There is not much irrelevant information. User is not confused anywhere because of the design issues.



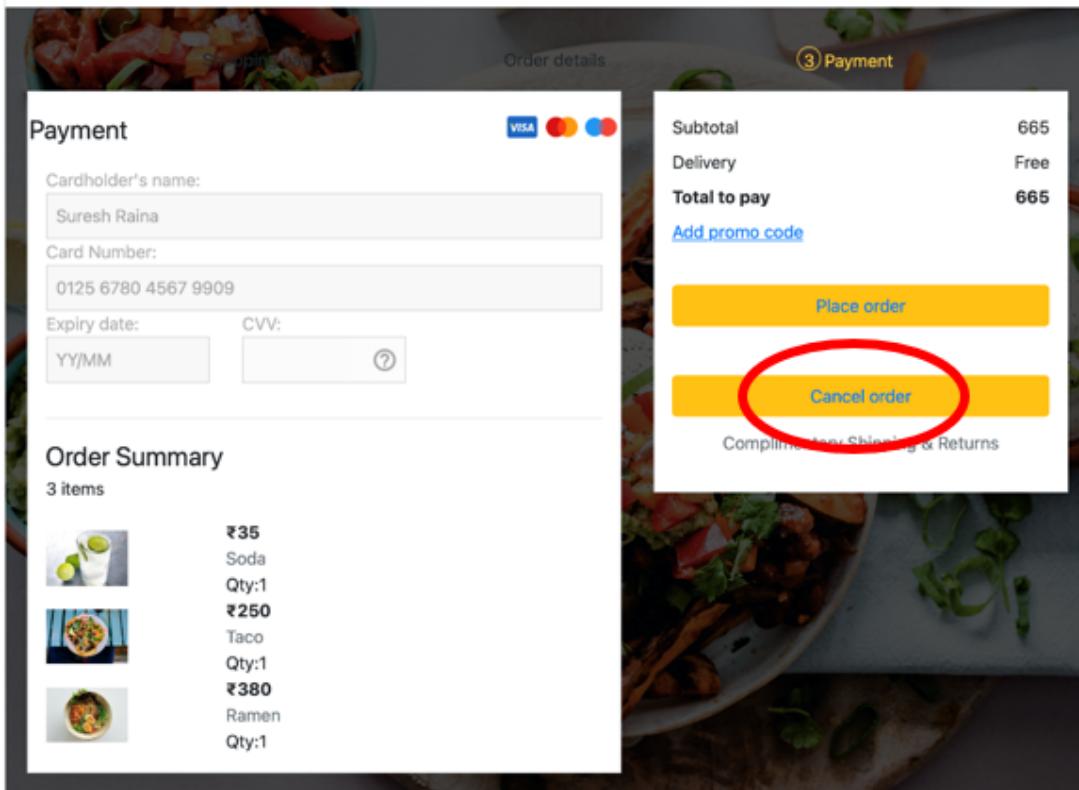
#9: Help users recognize, diagnose, and recover from errors

Error messages should be expressed in plain language (no error codes), precisely indicate the problem, and constructively suggest a solution.

We have a cancel option in the payment window so as to recover from error.

[Back to Menu](#)

Manger



#10: Help and documentation

It's best if the system doesn't need any additional explanation. However, it may be necessary to provide documentation to help users understand how to complete their tasks.

The website does have FAQ and support section.

The image shows a contact form titled 'ASK US ANYTHING'. It includes fields for Name, Email, and a dropdown menu for 'How did you find us?' with options like 'Friends'. There is also a checkbox for 'Newsletter?' and a text area for 'Drop us a line'. A large yellow button at the bottom right says 'Send it!'. The background features a blurred image of various food items.

6. Testing

a) Unit Testing

| | |
|--|---|
| Test Category: <i>Authentication</i> | |
| Test Case ID: <i>Authentication (1-12)</i> | Test Designed by: <i>Akshit</i> |
| Module Name: <i>login and register screen</i> | Test Designed date: <i>30/05/2021</i> |
| Test Title: <i>Verify login and registration with valid username and password</i> | Test Execution date: <i>31/05/2021</i> |
| Description: <i>Test the login and register page</i> | Test Executed by: <i>Aakar Gupta</i> |
| Pre-conditions: User has an email account to register and confirm his email. | |

| Steps | Test Steps | Test Data | Expected Result | Actual Result | Status (Pass/Fail) | Notes |
|-------|---------------------------|-----------|-------------------------|-------------------------------------|---------------------|-------|
| 1 | Navigate to login page | --- | Go to login page | User is navigated to Login Page | Pass | |
| 2 | Navigate to register page | --- | Redirect to signup page | User is redirected to Register Page | Pass | |

HUMAN COMPUTER INTERACTION (CSE4015) –J COMPONENT PROJECT WORK REPORT

| | | | | | | |
|----|--------------------------|------------------|---|----------------------------------|------|-----------------------------|
| | from login page | | | | | |
| 3 | Provide invalid email | manger.com | Invalid email | Invalid email | Pass | |
| 4 | Provide valid email | aakar@manger.com | No errors | No errors | Pass | |
| 5 | Provide weak password | 1234 | Password too short | Password too short | Pass | |
| 6 | Provide strong password | Iasdgaiu12312sad | No error | No error | Pass | |
| 7 | Provide first name | Aakar | No error | No error | Pass | |
| 8 | Provide last name | Gupta | No error | No error | Pass | |
| 9 | Click on register button | --- | Show message success | Success message shown | Pass | User data saved to database |
| 10 | Enter email | aakar@manger.com | No error | No error | Pass | |
| 11 | Enter Password | Iasdgaiu12312sad | No error | No error | Pass | |
| 12 | Click on Login | --- | Logged in successfully and redirected to menu | Redirected to menu and signed in | Pass | User logged in |
| | | | | | | |

Post-conditions:

User is validated with database and successfully login to account. The account session details are logged in database.

| | |
|--|--|
| Test Category: <i>Menu and Payment</i> | |
| Test Case ID: Menu (13-26) | Test Designed by: Keerthana |
| Module Name: Menu and payment screen | Test Designed date: 30/05/2021 |
| Test Title: filter and add products from menu | Test Execution date: 31/05/2021 |
| Description: Test menu page and payment feature | Test Executed by: Mansi |
| Pre-conditions: User has logged in and on the menu page | |

| Steps | Test Steps | Test Data | Expected Result | Actual Result | Status (Pass/Fail) | Notes |
|-------|--------------------------|--------------------|-----------------------|---------------------------|--------------------|-------|
| 13 | Read location users | --- | Kolkata | Kolkata | Pass | |
| 14 | Choose the filter option | Price:Low to High- | Sort items with price | Items are sorted by price | Pass | |

HUMAN COMPUTER INTERACTION (CSE4015) –J COMPONENT PROJECT WORK REPORT

| | | | | | | |
|----|-----------------------------------|-----|-----------------------------|-----------------------------|------|-----------------------|
| 15 | Remove filler option | --- | Items are not sorted | Items are not sorted | Pass | |
| 16 | Increment quantity of item | + | Value increased by 1 | Value increased by 1 | Pass | |
| 17 | Decrement quantity of item | - | Value decreased by 1 | Value decreased by one | Pass | |
| 18 | Click on add to cart | --- | Item added to cart | Item added to cart | Pass | Cart database updated |
| 19 | Navigate to payment/cart page | --- | Items shown in payment page | Items shown in payment page | Pass | |
| 20 | Click on Cancel Order | --- | Order cancelled | Order cancelled | Pass | Back to menu |
| 21 | Increment quantity of item | ++ | Value increased by 2 | Value increased by 2 | Pass | |
| 22 | Decrement quantity of item | - | Value decreased by 1 | Value decreased by 1 | Pass | |
| 23 | Click on add to cart | --- | Item added to cart | Item added to cart | Pass | Cart database updated |
| 24 | Navigate to payment/cart page | --- | Items shown in payment page | Items shown in payment page | Pass | |
| 25 | Click on Place Order | --- | Order placed screen | Order placed Screen | Pass | |
| 26 | Click on continue to main website | --- | Redirect to menu | Redirected to menu | Pass | |

Post-conditions:

User has successfully ordered from website.

Usability Testing

Methodology

What happened during the usability test

The usability evaluation of ‘MANGER: Online food delivery website’ was conducted by our usability team via Zoom call on 02-06-2021.

During the usability evaluation, 5 participants, matching the user profile(s), were asked to spend one hour with the site. During this hour, participants:

- Completed a user background questionnaire
- Answered questions about initial site impressions
- Performed real-world tasks on the site while thinking aloud
- Answered questions about their overall satisfaction

Who we tested

participants, having the following profile characteristics, evaluated MANGER.

Team number 10

| Audience Type | Gender |
|-----------------------------|----------|
| Member of Team 13 | Women 3 |
| Friends | Men 2 |
| TOTAL (participants) | 5 |

| Age |
|-------------------------------|
| 18-25 5 |
| 26-39 0 |
| 40-59 0 |
| 60-74 0 |
| TOTAL (participants) 5 |

Where we tested

Following is a summary of the participants' computing environment:

| | |
|------------------------|-----------------------------|
| URL of tested website: | localhost/mangar/index.html |
| Computer platforms: | Windows |
| Browser tested: | Chrome |
| Screen resolution: | 1920 X 1080 |
| Operating system: | Windows |
| Connection speed: | 30 Mbps |

The following tasks were identified from user data collection efforts and assistance from the [project team].

| # | Task |
|----|--|
| 1 | Verify if a user will be able to login with a valid username and valid password. |
| 2 | Verify if the user is able to sign up |
| 3 | Verify if user can navigate back to login from sign up page |
| 4 | Verify if the user can find the interested product based on prize |
| 5 | Verify if the user can go back to the home page |
| 6 | Verify if the user can change the location |
| 7 | Verify if the user can add items to cart |
| 8 | Verify if the user can place order |
| 9 | Verify if the user can edit his profile |
| 10 | Verify if the user can remove items from cart |
| 11 | Verify if the user is notified about his actions |
| 12 | Verify if user can access the payment portal |
| 13 | Verify if user can cancel order from payment portal |
| 14 | Verify if the user can add a specific quantity of the items |
| 15 | Verify if user is able to send his queries from the help page |

| Participants1(19BCE2137,S S Chithram Vel) Observer (19BCE0379 ,Aakar Gupta) | Passed or failed | Time taken | Interface good/bad/ok |
|---|------------------|------------|-----------------------|
| Verify if a user will be able to login with a valid username and valid password | Passed | 2 s | good |
| Verify if the user is able to sign up | Passed | 1s | good |
| Verify if the user can navigate back to login from sign up page | Passed | 3s | good |

| Participants2(119BCE0482 ,Ishi Yadav) Observer (19BCE0795 ,Akshit) | Passed or failed | Time taken | Interface good/bad/ok |
|--|------------------|------------|-----------------------|
| Verify if the user can find the interested product based on prize | Failed | 2 s | ok |
| Verify if the user can go back to the home page | Passed | 2 s | good |
| Verify if the user can change the location | Passed | 1 s | good |

| Participants3(19BCE0435 ,Srishti Gohain) Observer (19BCE0347 ,Keerthana Balamurugan) | Passed or failed | Time taken | Interface good/bad/ok |
|--|------------------|------------|-----------------------|
| Verify if the user can add items to cart | Passed | 2s | good |

| | | | |
|--|--------|----|------|
| Verify if the user can place order | Passed | 1s | good |
| Verify if the user can add items to cart | Passed | 1s | ok |

| Participants4(19BDS0173 ,Shruti NK) Observer (19BCE0488 ,Mansi Raturi) | Passed or failed | Time taken | Interface is good/bad/ok |
|---|------------------|------------|--------------------------|
| Verify if the user can remove items from cart | Passed | 0.5 s | good |
| Verify if the user is notified about his actions | Passed | 1s | good |
| Verify if user can access the payment portal | Passed | 3s | good |

| Participants5(19BCE0361 ,Rushil Goel) Observer (19BCE0379 ,Aakar Gupta) | Passed or failed | Time taken | Interface is good/bad/ok |
|--|------------------|------------|--------------------------|
| Verify if user can cancel order from payment portal | Passed | 2s | good |
| Verify if the user can add a specific quantity of the items | Passed | 0.5s | good |
| Verify if user is able to send his queries from the help page | Passed | 2s | good |

Exit Questions/User Impressions

At the end of each session, we asked participants six questions:

- What is your overall impression to MANGER?
- What is your impression of the search capability?
- Do you feel this site is current? Why?
- What did you like least about the site?
- If you were the website developer, what would be the first thing you would do to improve the website?
- Do you have any other final comments or questions?

[Include summary of participants' comments]

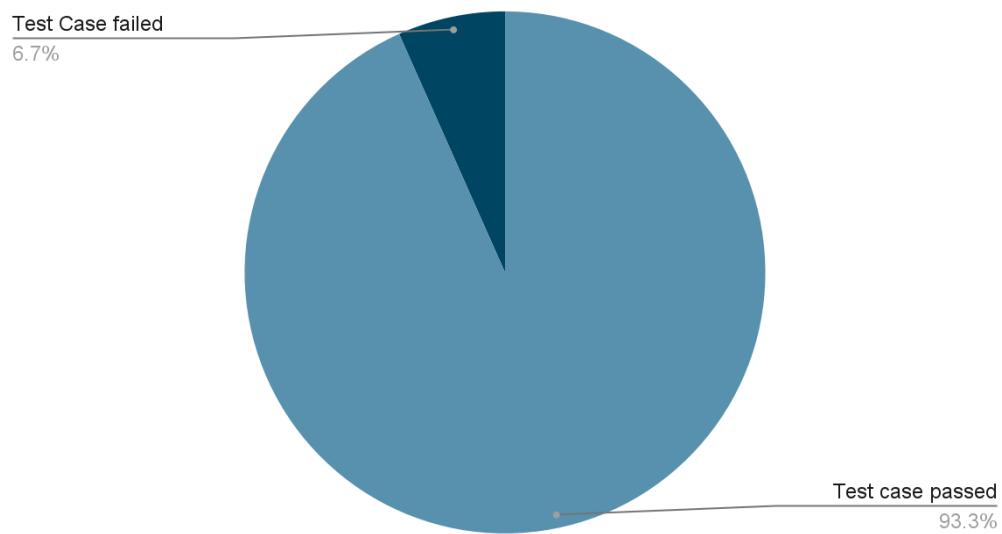
| | | |
|-----------------------------------|--|---|
| Participants1 S S Chithram Vel | Question- What is your overall impression to MANGER? | The site looks attractive |
| Participants2 Ishi Yadav | Question- What is your impression of the search capability? | It serves its purpose and is functional |
| Participants3 Srishti Gohain | Question- Do you feel this site is current? Why? | Yes, It has a clean UI |
| Participants4 Shruti NK | Question- What did you like least about the site? | The fonts are too big |
| Participants5 Rushil Goel | Question-If you were the website developer, what would be the first thing you would do to improve the website? | I would add animation. |
| Participants1 S S Chithram Vel | Question-Do you have any other final comments or questions? | Liked the website overall. |

<Metrics will help to understand the test execution results, the status of test cases & defects, etc. Required Metrics can be added as necessary. Example: Defect Summary-Severity wise; Defect Distribution-Function/Module wise; Defect Ageing etc.. Charts/Graphs can be attached for better visual representation>

- No. of test cases planned vs executed
- No. of test cases passed/failed

| TEST CASES PLANNED | TEST CASES EXECUTED | TEST CASES PASSED | TEST CASES FAILED |
|--------------------|---------------------|-------------------|-------------------|
| 20 | 15 | 14 | 1 |

Test Case Passed Vs Failed



| Test case | Average time taken (s) |
|---|------------------------|
| Verify if a user will be able to login with a valid username and valid password | 2 |
| Verify if the user is able to sign up | 1 |
| Verify if user can navigate back to login from sign up page | 3 |
| Verify if the user can find the interested product based on prize | |
| Verify if the user can go back to the home page | 2 |
| Verify if the user can change the location | 1 |
| Verify if the user can add items to cart | 2 |
| Verify if the user can place order | 1 |
| Verify if the user can edit his profile | 1 |
| Verify if the user can remove items from cart | 0.5 |
| Verify if the user is notified about his actions | 1 |
| Verify if user can access the payment portal | 3 |
| Verify if user can cancel order from payment portal | 4 |
| Verify if the user can add a specific quantity of the items | 0.5 |
| Verify if user is able to send his queries from the help page | 2 |

7. Implementation

Github link: <https://github.com/ak-grg/Manger>

Code Snippets:

```
<div class="container-fluid">
    <nav class="navbar navbar-expand-lg navbar-dark">
        <a class="navbar-brand" href=""> Manger</a>
        <button class="navbar-toggler" type="button" data-toggle="collapse" data-target="#navbarSupportedContent">
            <span class="navbar-toggler-icon"></span>
        </button>
        <div class="collapse navbar-collapse" id="navbarSupportedContent">
            <ul class="navbar-nav ms-auto">
                <li class="nav-item">
                    <a class="nav-link" href="signup.html">Sign Up</a>
                </li>
                <li class="nav-item">
                    <a class="nav-link" href="login.html">Login</a>
                </li>
                <li class="nav-item">
                    <a class="nav-link" href="#contact">Contact Us</a>
                </li>
            </ul>
        </div>
    </nav>

    <div class="hero-text-box">+</div>
```

The screenshot shows a code editor interface with a sidebar on the left displaying the project structure and a main editor area on the right.

Project Structure:

- Project
 - login.html
 - signup.css
 - signup.html
 - menu.html
 - menu.css
 - payment.html
 - payment.js
 - Welcome
- back-customers-min.jpg
- back-customers.jpg
- food.jpg
- hero-min.jpg
- hero.jpg
- iphone6.png
- meal.jpg
- meals.PNG
- scooter.jpg
- thumbs.jpg
- queries.css
- style.css
- favicons
- img
- js
- vendors
 - css
 - fonts
 - js
- index.html
- login.html
- menu.css
- menu.html
- menu.js
- payment.css
- payment.html
- payment.js
- signup.css
- signup.html

- MANGER

Code Editor (signup.css):

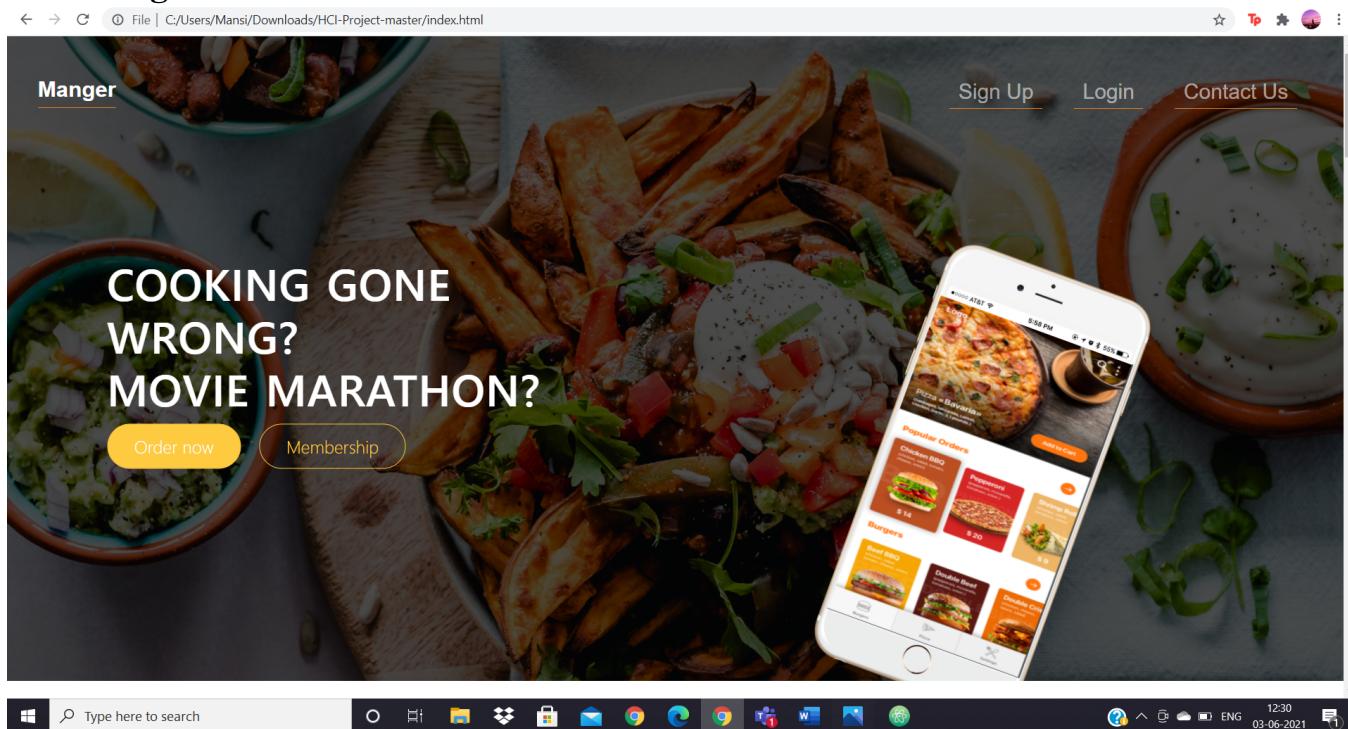
```
77     -o-object-fit: cover;
78     object-fit: cover;
79     border-top-left-radius: 5%;
80     border-bottom-left-radius: 5%;
81
82 }
83
84 .login-card .card-body {
85     padding: 50px 60px 60px;
86 }
87
88 @media (max-width: 422px) {
89     .login-card .card-body {
90         padding: 35px 24px;
91     }
92 }
93
94 .login-card-description {
95     font-size: 25px;
96     color: #fdca4d;
97     font-weight: normal;
98     margin-bottom: 23px;
99 }
100
```

HUMAN COMPUTER INTERACTION (CSE4015) – J COMPONENT PROJECT WORK REPORT

The screenshot shows a code editor with a sidebar containing a file tree. The tree includes 'CSS-My Site', 'CSS', 'images', 'CSS - My Site Images', 'index.html', 'StubCode.html', 'Web Development', 'learnit', and a folder 'HCI-Project-master' which contains 'git', 'resources', 'css', 'img', 'queries.css', 'style.css', and 'favicons'. The main pane displays a portion of the 'index.html' file with line numbers 50 to 73. The code is written in HTML/CSS, showing a receipt-like layout with sections for quantity, subtotal, delivery, and order status.

```
<div class="row"></div></div>
50     <div class="row text-muted">Paneer Makhanwala</div>
51     <div class="row">Qty:1</div>
52   </div>
53   >
54
55   class="row lower">
56     div class="col text-left">Subtotal</div>
57     div class="col text-right">₹400</div>
58   >
59   class="row lower">
60     div class="col text-left">Delivery</div>
61     div class="col text-right">Free</div>
62   >
63   class="row lower">
64     div class="col text-left"><b>Total to pay</b></div>
65     div class="col text-right"><b>₹400</b></div>
66   >
67   class="row lower">
68     div class="col text-left"><a href="#"><u>Add promo code</u></a></div>
69     > <button type="button" class="btn btn-warning">Place order</button>
70     <button type="button" class="btn btn-warning">Cancel order</button>
71     ass="text-muted text-center">Complimentary Shipping & Returns</p>
```

WEBSITE: Home Page:



GET FOOD FAST — NOT FAST FOOD

Hello, we're Manger, your new premium food delivery service. We know you're always busy. No time for cooking. So let us take care of that, we're really good at it, we promise!



FAST-DELIVERY

Experience super-fast delivery service at your doorstep. We work with the best chefs in each town to ensure that you're 100% happy.



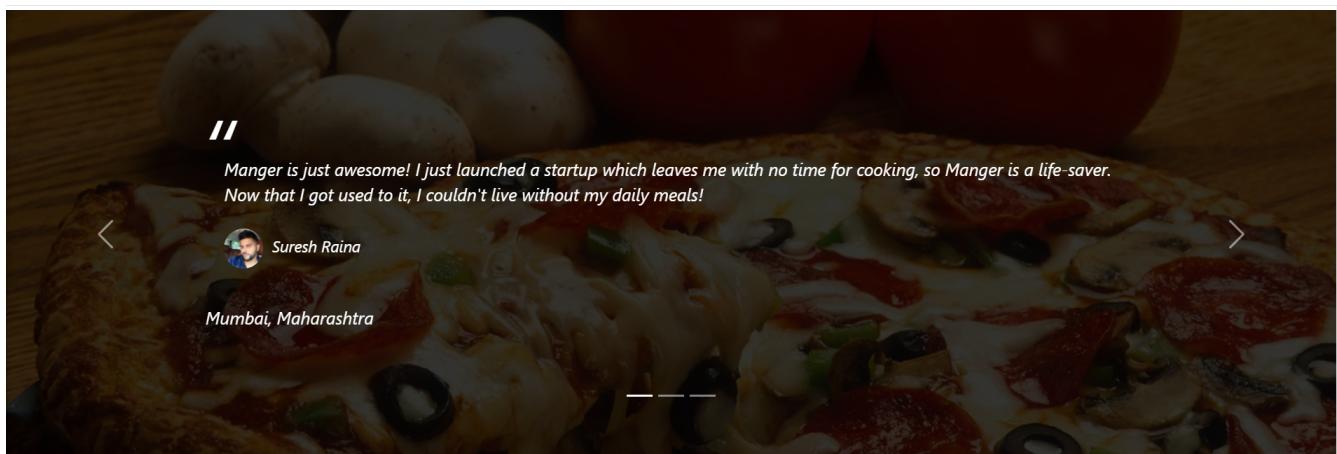
NO MINIMUM ORDER

Order in for yourself or for the group, with no restrictions on order value



ORDER ANYTHING

We don't limit your creativity, which means you can order whatever you feel like. You can also choose from our menu containing over 100 delicious meals. It's up to you!



BUY OUR MEMBERSHIP NOW.

PREMIUM

₹7000

PRO

₹2000

STARTER

₹100



BUY OUR MEMBERSHIP NOW.

PREMIUM

₹7200 / month

That's only ₹240 per meal

- ✓ 1 meal every day
- ✓ Order 24/7
- ✓ Access to newest creations
- ✓ Free delivery

[Sign up now](#)

PRO

₹2000 / month

That's only ₹200 per meal

- ✓ 1 meal 10 days/month
- ✓ Order 24/7
- ✓ Access to newest creations
- ✓ Free delivery

[Sign up now](#)

STARTER

₹180 / meal

- ✓ 1 meal
- ✓ Order from 8 am to 2 pm
- ✗
- ✓ Free delivery

[Sign up now](#)

WE'RE CURRENTLY IN THESE CITIES



DELHI

- 👤 3700+ happy eaters
- ⭐ 160+ top chefs
- 🐦 [@Manger_delhi](#)



MUMBAI

- 👤 2300+ happy eaters
- ⭐ 120+ top chefs
- 🐦 [@Manger_mumbai](#)



CHENNAI

- 👤 1600+ happy eaters
- ⭐ 80+ top chefs
- 🐦 [@Manger_chennai](#)



KOLKATA

- 👤 1200+ happy eaters
- ⭐ 60+ top chefs
- 🐦 [@Manger_kolkata](#)

ASK US ANYTHING

Name

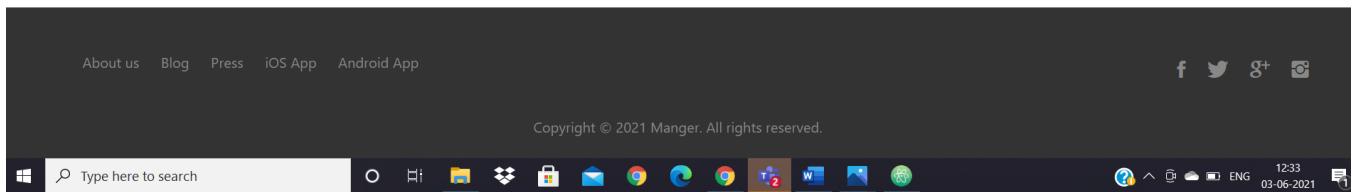
Email

How did you find us?

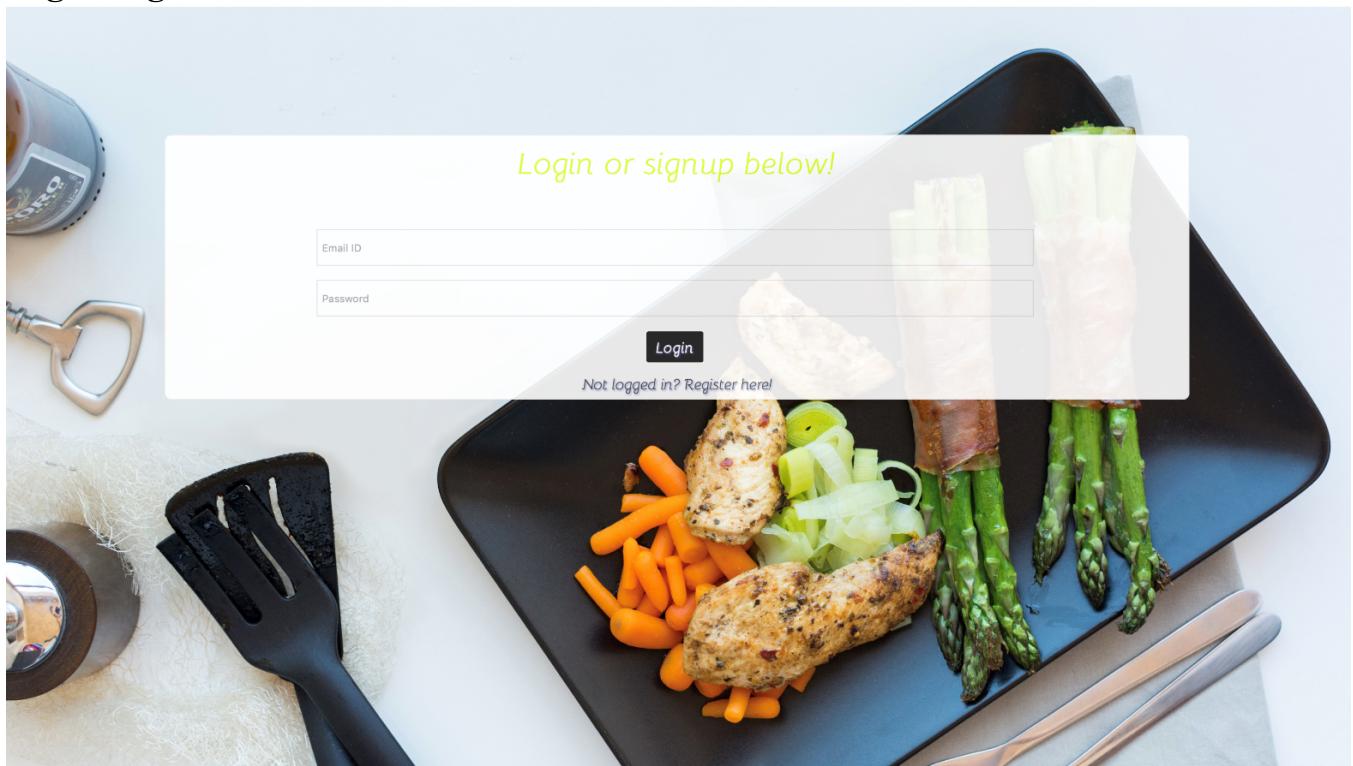
Newsletter? Yes, please

Drop us a line

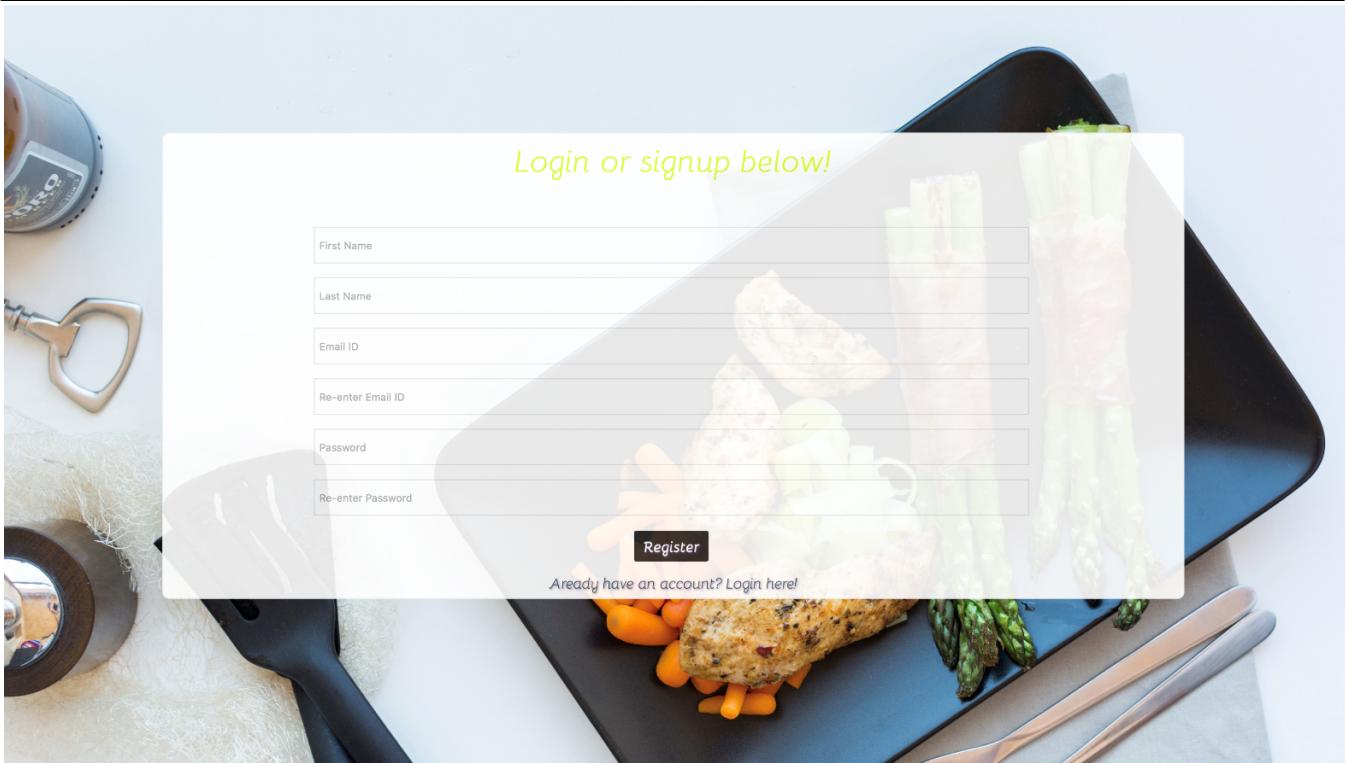
Send it!



Login Page:



Sign Up Page:



Menu:

The MANGER restaurant menu interface. At the top, there's a navigation bar with 'MANGER' logo, 'Home', 'Current Location: Delhi', 'Sort', 'Akshit', 'Payment', and 'Logout'. A dropdown menu for location shows options: 'Delhi' (selected), 'Mumbai', 'Chennai', and 'Kolkata'. Below the navigation is a yellow banner with the text 'Order anything you want'. There are four thumbnail images of dishes: a bowl of ramen, a pizza, a salmon fillet with vegetables, and a bowl of soup.

MENU

MENU



Paneer Makhanwala

₹180

ADD



Biryani

₹220

ADD



Ramen

₹380

ADD



Taco

₹250

ADD

Payment:

[Back to Menu](#)

Manger

③ Payment

Payment

Cardholder's name:
Suresh Raina

Card Number:
0125 6780 4567 9909

Expiry date: YY/MM CVV:

Order details

| | |
|---------------------|------------|
| Subtotal | 665 |
| Delivery | Free |
| Total to pay | 665 |

[Add promo code](#)

Place order

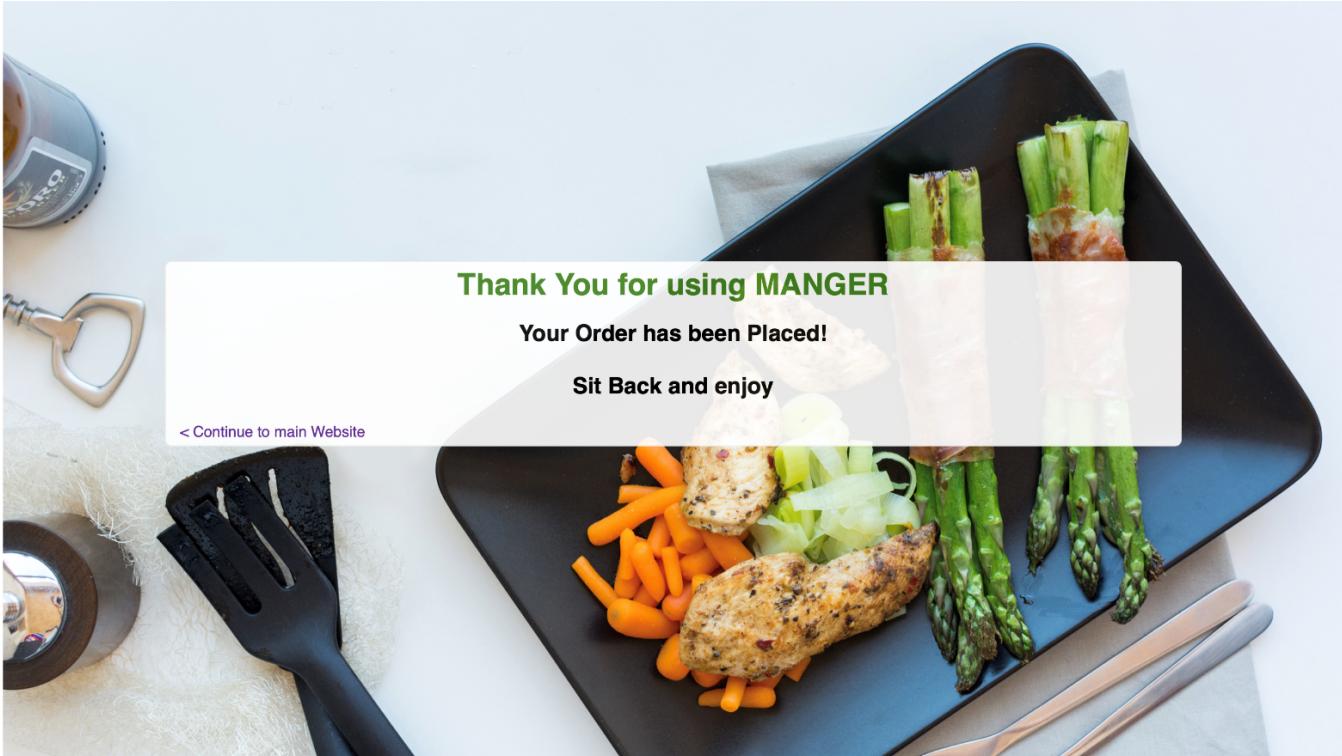
Cancel order

Complimentary Shipping & Returns

Order Summary

3 items

| | | |
|--|-------------|-------|
| | ₹35 | Soda |
| | ₹250 | Taco |
| | ₹380 | Ramen |



8. Conclusion

We were able to design and construct a website that can successfully handle online food ordering at the end of this project's work. There were several stages to the creation of an online food ordering system. The method employed is a top-down approach, with the focus on what comes first, followed by how, and then on to higher degrees of detail. The first phase began with a thorough examination of the flaws in present designs. Many issues were detected over the course of this research that have hampered the effectiveness of the old manual approach. These issues, information requirements, and actions were documented and used as the foundation for system design, which came after the first phase. The design phase was largely focused on defining the system elements in a way that best met the organization's business requirements. During this phase, proven Human Computer Interaction concepts and practices were consistently applied. A computer application was then created and tested in HTML, CSS, JAVASCRIPT, and PHP to implement this design. It is envisioned that the successful implementation of this website will eliminate many of the obstacles that customers now face while buying food online. As a future scope we plan to add reservation facilities, more sorting filters and more food items to our menu.