# **FOOD BOX EXPRESS**

# A PROJECT REPORT

Submitted by

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#### ABSTSRACT

The rapid advancement of technology has revolutionized the way we access and interact with various services, including the food industry. Online food delivery systems have emerged as a convenient and efficient solution to meet the ever-growing demand for food delivery services. This abstract provides an overview of the key components and features of an online food delivery system.

An online food delivery system is a digital platform that connects customers with a variety of restaurants and enables them to place food orders for delivery or takeout. The system typically consists of three main components: the customer-facing application, the restaurant dashboard, and the delivery personnel interface. Customers can browse through a diverse range of restaurants, view menus, select dishes, customize orders, and make secure payments through the user-friendly mobile or web application.

Restaurant, on the other hand, are equipped with a dashboard that allows them to manage their digital menu, update item availability, and track orders in real-time, and communicate with customers. The integration of a robust order management system ensures a seamless flow of information, reducing errors and improving overall efficiency. Additionally, restaurants receive online payments, reducing the dependence on cash transaction.

In conclusion, online food delivery systems have redefined the way food services operate, offering customers a convenient way to access a wide range of culinary options. This abstract highlights the core elements of such a system, showcasing its benefits for customers, restaurants, and delivery personnel, while acknowledging the complexities that must be addressed for a successful implementation.

### 1.INTRODUCTION

The advent of the digital age has ushered in transformative changes across various industries, and the food sector is no exception. Online food delivery has emerged as a game-changing concept that has revolutionized the way people order and enjoy meals. This innovative approach leverages the power of technology and connectivity to bridge the gap between consumers and restaurant, offering unparalleled convenience and a diverse culinary experience.

Online food delivery presents a dual advantage. It extends their reach beyond physical premises, allowing them to tap into a broader customer base and increase revenue. Moreover, it provides an avenue for smaller and newer eateries to compete on a level playing field with established brands, as the digital platform emphasizes the quality and uniqueness of their offerings rather than just their physical presence

This introduction sets the stage for delving deeper into the world of online food delivery, exploring its mechanics, benefits, challenges, and implications. As technology continues to evolve and consumer preferences shift, the online food delivery landscape is poised for further innovation, offering exciting opportunities for both businesses and customers.

This system focuses mainly on dealing with customer's food order lists as users can brose available food items and add them to the cart for checkout procedure. Also, the system displays both veg and non-veg restaurants with their menus on the client-side with their respective food images. In addition, the system lists out all the available store's descriptions with their opening hours.

This project is divided into two categories: Admin Panel and Client-side. In an overview of this website, the users need an account in order to place the order. Taking more about the project, the user can simply select food items, and order them. Under the customer's section, the system displays amount and allows the user to proceed towards checkout. For purchase checkout, customer can also change the delivery details too.

### 2.PROBLEM DEFINITIONS AND SCOPE

The rise of online food delivery systems has brought about a transformative change in the food industry, offering convenience and choice to consumers like never before. However, this innovation is not without its share of challenges that stakeholders within the system must contend with. This problem definition outlines key challenges faced by various components of online food delivery systems.

### 2.1 Logistics and Timely Deliveries:-

Ensuring timely and accurate deliveries is a paramount challenge. Coordinating orders from restaurant, optimizing routes, and managing unpredictable factors such as traffic can result in delays and dissatisfied customers.

#### 2.2 Food Quality and Presentation:-

Maintaining the quality and presentation of food during transit is a persistent challenge. Dishes can arrive cold, soggy, or mishandled, leading to a subpar dining experience and potential reputational damage to both restaurant and delivery platforms.

### 2.3 Order Accuracy and Customization:-

Accurately capturing customer preferences and customizations for each order can be complex. Mistakes in orders, whether due to unclear instructions or technical glitches, can lead to customer dissatisfaction and increased operational costs.

# 2.4 Data Security and Privacy:-

Online food delivery systems handle sensitive customer information, including payment details and personal data. Ensuring robust cybersecurity measures to protect against data breaches and unauthorized access is a significant challenge.

# 2.5 Customer Support and Communication:-

Effective communication between customers, restaurant, and delivery personnel is crucial. Handling inquiries, addressing complaints, and providing real-time updates require a streamlined system for customer support.

# 2.6 Restaurant Relations and Integration:-

Establishing and maintaining partnerships with a diverse range of restaurants involves challenges in integrating various menus, pricing structures, and technological capabilities into a unified platform.

# 2.7 Delivery Personnel Management:-

Managing a fleet of delivery personnel involves challenges such as recruitment, training, and maintaining a consistent level of service quality across all personnel.

### 2.8 Economic Viability and Pricing:-

Balancing the economic sustainability of restaurant, delivery platforms, and customers can be challenging. Commission structures and pricing models must align with market realities while ensuring fair compensation for all stakeholders.

# 2.9 Regulatory Compliance:-

Online food delivery systems are subject to various regulations related to food safety, taxation, labor laws, and more. Adhering to these regulations across multiple regions can be complex and demanding.

# 2.10 Environmental Impact:-

The increased use of packaging materials and delivery vehicles in online food delivery systems can contribute to environmental concerns. Finding sustainable packaging solutions and optimizing delivery routes are ongoing challenges.

### 3.GOALS AND OBJECTIVES

### 3.1 Convenience:-

Provide customers with a convenient and hassle-free way to order a variety of cuisines from their preferred restaurant, eliminating the need for physical visits or cooking at home.

### 3.2 Efficiency:-

Streamline the food ordering and delivery process to ensure timely and accurate deliveries, optimizing routes and logistics for an improved customer experience.

#### 3.3 Choice:-

Offer a diverse range of dining options, allowing customers to explore menus from restaurant and discover new culinary experiences.

### 3.4 Accessibility:-

Make food accessible to a wider audience by enabling smaller eateries to reach a larger customer base and compete effectively in the market.

#### 3.5 Revenue Generation:-

Generate revenue for restaurant by expanding their reach and providing a platform to showcase their offerings, thereby increasing sales potential.

# 3.6 Employment Opportunities:-

Create job opportunities for delivery personnel, enhancing local employment and offering flexible earning options.

# 3.7 Technological Innovation:-

Drive innovation in the food industry by integrating advanced technology, such as mobile apps, real-time tracking, and secure payment gateways, to enhance the overall food delivery experience.

# **4.SOFTWARE REQUIREMENT SPECIFICATION**

The software scope for an online food delivery system encompasses a range of functionalities and components that collectively ensure the smooth operation of the platform. Here are some key aspects of the software scope for such a system:

# 4.1 Operating Environment Hardware and Software-

# 4.1.1 Hardware Requirements:-

Type	Client Side Configuration	Server Side Configuration
Processor	Pentium-4, With Clock Speed of 2.0GHz RAM-1GB or above	AWS EC2 t2micro
RAM	4 GB	1GB
Hard Disk	500GB	8GB

# 4.1.2 Software Requirements:-

Type	Client Side Configuration	Serve Side Configuration
Operating System	Intel core to Duo generation64- bit, windows 10	Windows XP/8/10, PentiumIV 2.4 GHz.
Front-End	HTML ,CSS , React.js, Node.js	HTML ,CSS , React.js, Node.js
Backend	MS .Net	MS .Net
Database	SQL Server	SQL Server

### **5.SYSTEM MODULE**

- > Admin (restaurant owner)
- Customer (user)
- > Delivery person

#### 5.1 Admin Dashboard:-

- Menu Management (Add, Edit, Delete Items)
- Customer lists
- Managed delivery boy
- Add delivery area
- Order Management and Processing

#### 5.2 User Dashboard:-

- User Registration and Login
- Edit profile
- Browsing Menus from Restaurant & Dish Selection
- Add address/select area
- Placing and Tracking Orders
- Secure Payment Integration (Credit/Debit Cards, Digital Wallets, etc.)
- Order History
- Ratings and Reviews

### 5.3 Delivery Boy Dashboard:-

- See delivery summary
- Order Status Updates (Picked, Dispatch, Delivered)
- Communication with Customers and Restaurants

### **6.DESIGN DIAGRAM**

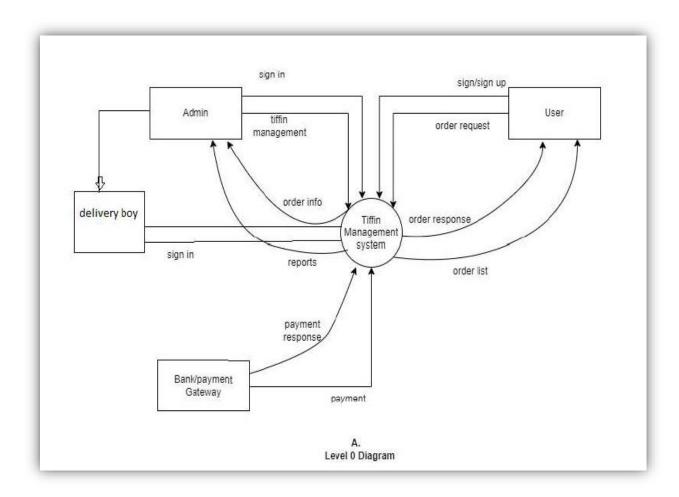
### 6.1 DFD Diagram:-

Food Ordering System is actually a type of software that allows the manager of restaurant to manage and accept the placed orders over the Internet or in the restaurant. Let us understand the working of the food ordering system by using DFD (Data Flow Diagram). DFD for Food Ordering System is shown below.

Here, different levels of DFD are shown for Food Ordering System such as Level 0 DFD and Level 1 DFD

## 6.1.1 Level 0 Diagram:-

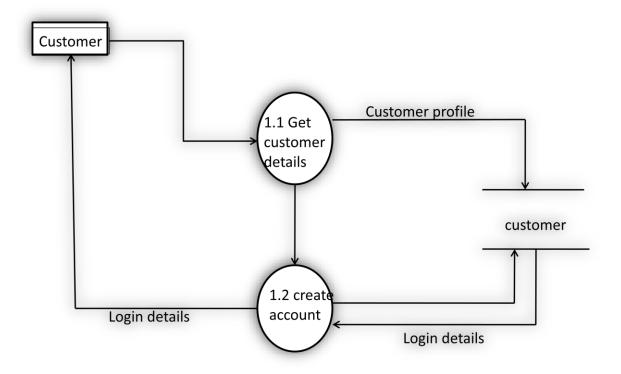
At this level, the Input and Output of the system are shown. The system is designed and established across the world with input and output at this level



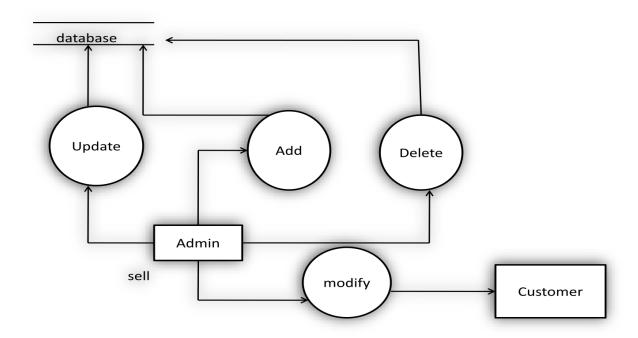
# 6.1.2 Level 1 Diagram:-

- Login
- Modify

# I. Login:-

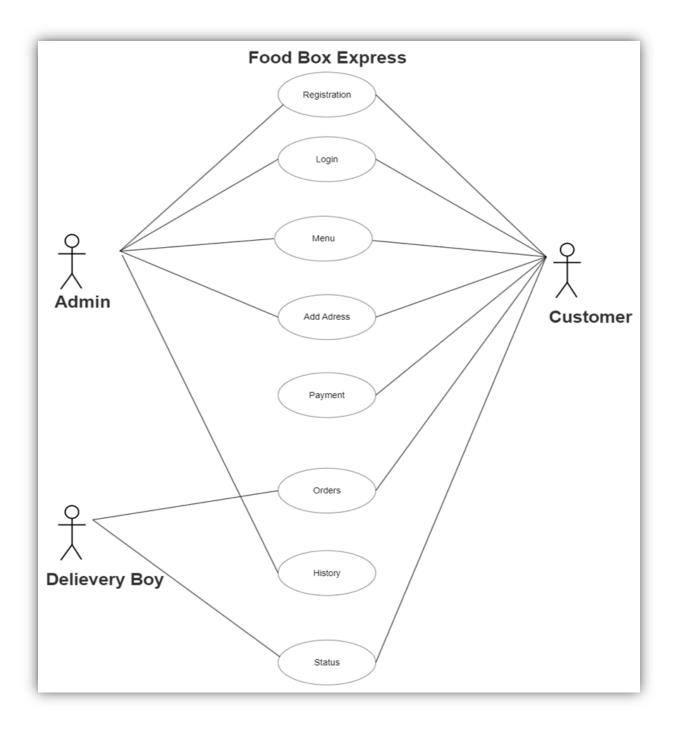


# II. Modify:-



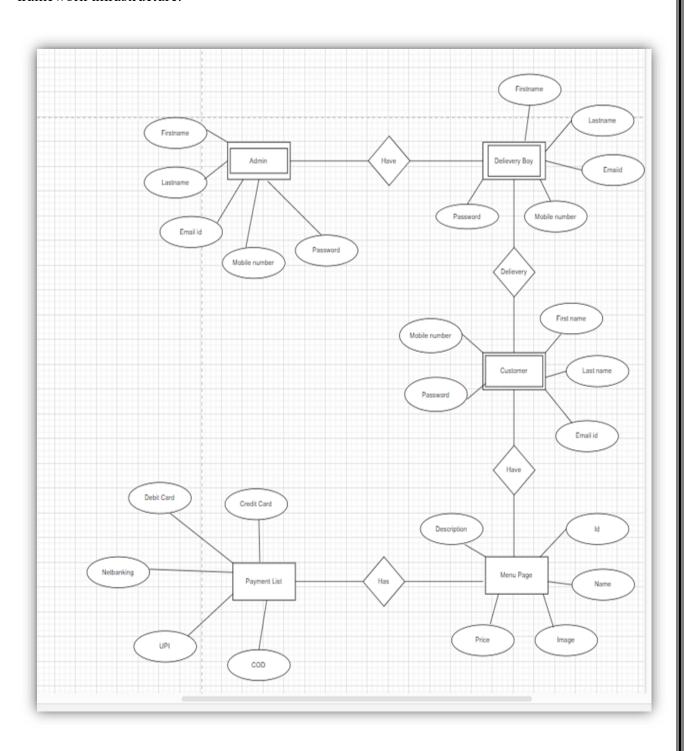
# 6.2 Use Case Diagram:-

Use-case Diagram is the interaction between system and actors. In the given use-case diagram it shows the interaction between Online Food Ordering System and actors i.e., Admin, Customer and Delivery Boy. Use-case diagram shows which actors can perform which functions of the system and the relationship between them as well.



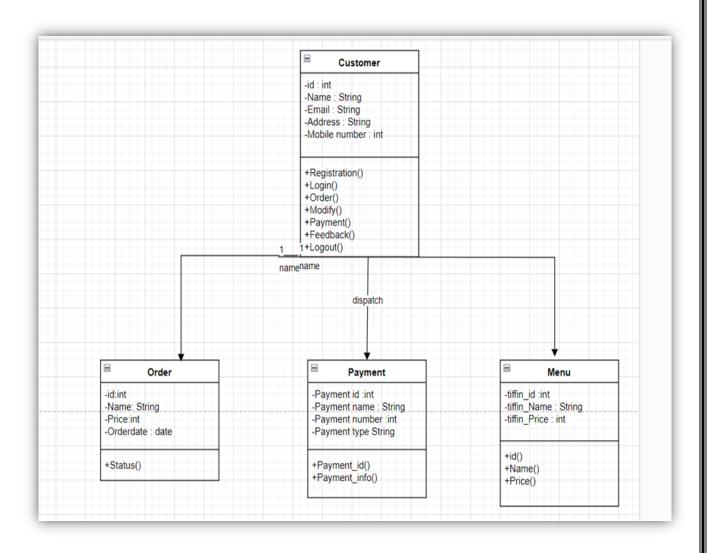
# 6.3E-R Diagram:-

An Entity-Relationship Diagram (ERD) is a data modeling technique that graphically illustrates an information system's entities and the relationships between those entities. An ERD is a conceptual and representational model of data used to represent the entity framework infrastructure.



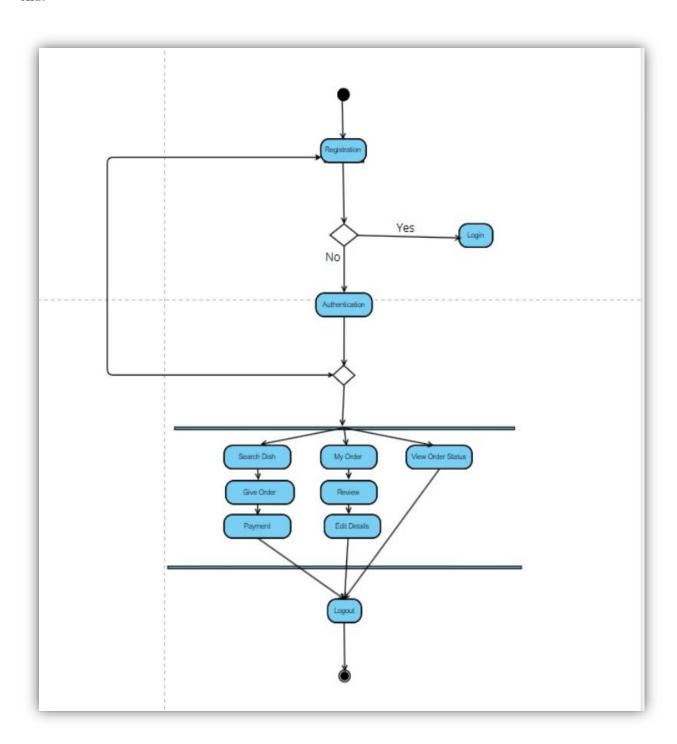
# 6.4 Class Diagram:-

A class diagram is an illustration of the relationships and source code dependencies among classes in the Unified Modeling Language (UML). In this context, a class defines the methods and variables in an object, which is a specific entity in a program or the unit of code representing that entity. Class diagrams are useful in all forms of object-oriented programming (OOP).



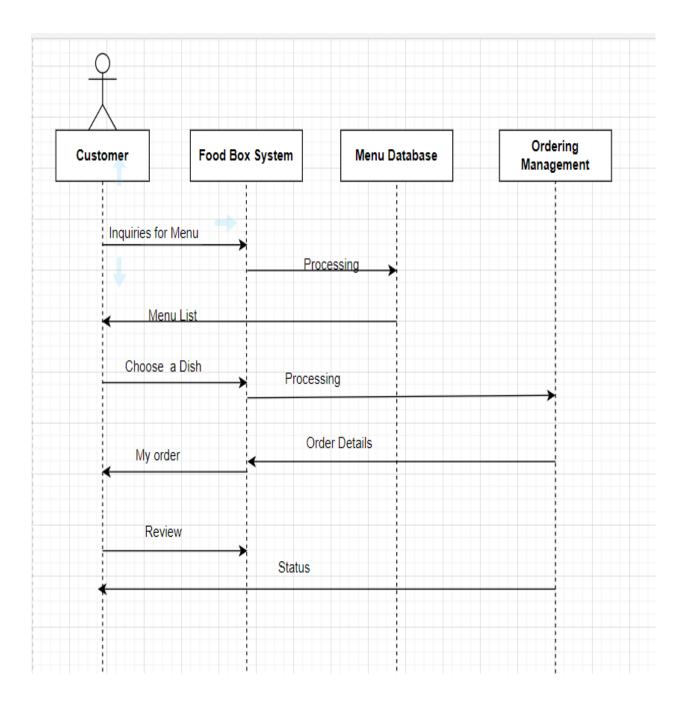
# 6.5 Activity Diagram:-

An activity diagram visually presents a series of actions or flow of control in a system similar to a flowchart or a data flow diagram. Activity diagrams are often used in business process modeling. They can also describe the steps in a use case diagram. Activities model can be sequential and concurrent. In both cases an activity diagram will have a beginning and an end.



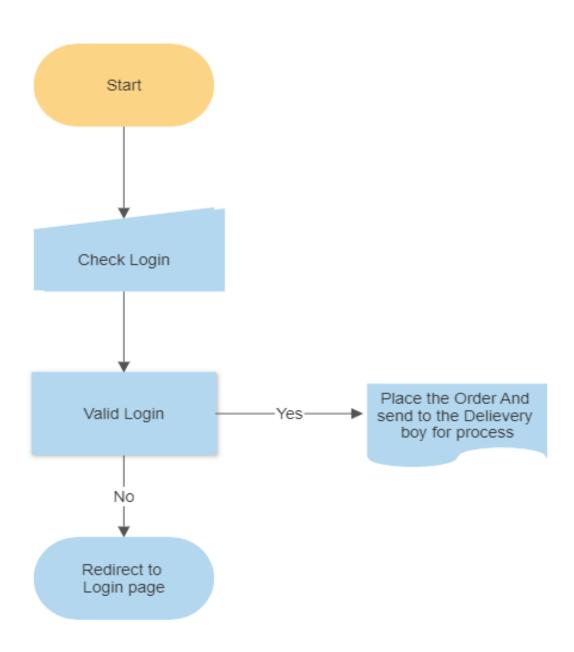
# 6.6 Sequence Diagram:-

UML Sequence Diagrams are interaction diagram that detail how operations are carried out. They capture the interaction between objects in the contest of a collaboration. Sequence diagrams are time focus and they show the order of the interaction visually by sing the vertical axis of the diagram to represent time what messages are sent and when.



# 6.7 Flow Diagram:-

# > Order Tiffin:-



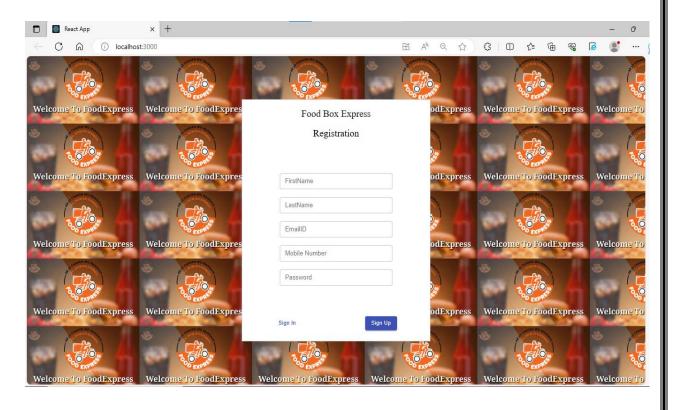
# 7.SYSTEM IMPLEMENTATION

In this part, it actually constructing a new system from the scratch with the help of the system design. This part will look at the implementation of the system including the database and the main application. It including coding, testing and integrate system to meet its requirements. The section highlights the main feature if the system and they were implemented.

### **➤** Module Description :-

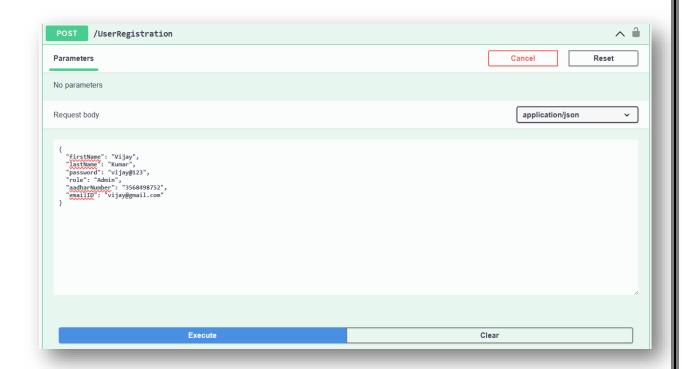
Modules Description shows the different page of the system and following are different module of these system.

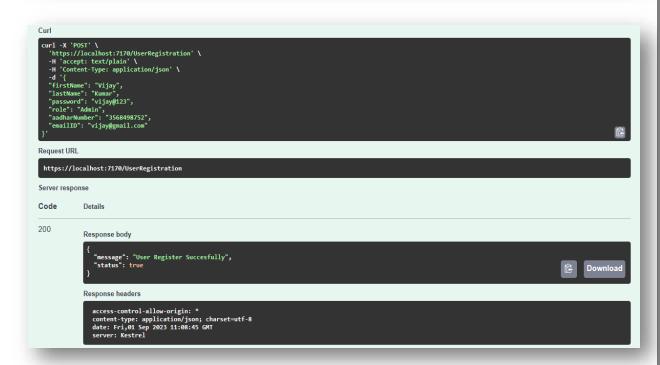
### 7.1 Home Page:-



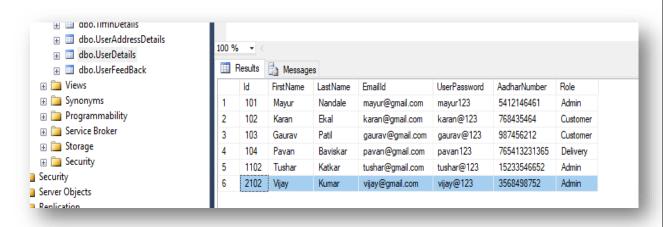
# 7.2 Admin Module:-

• Registration of New Admin:-

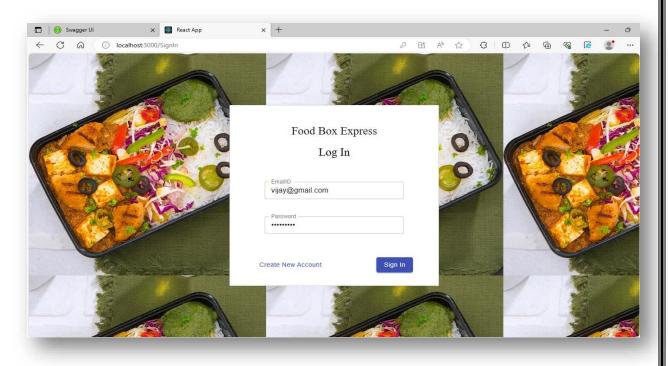




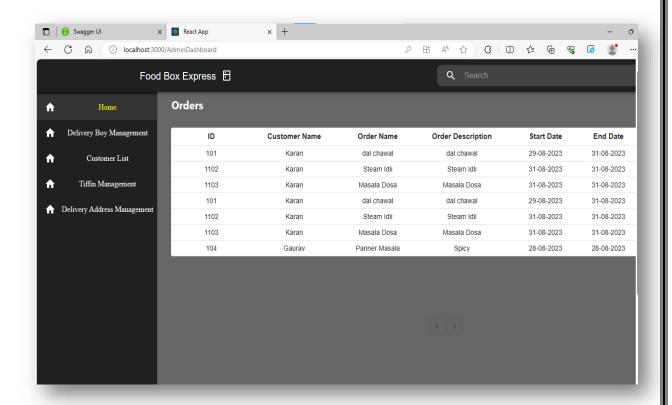
# • Admin Registered Successfully:-



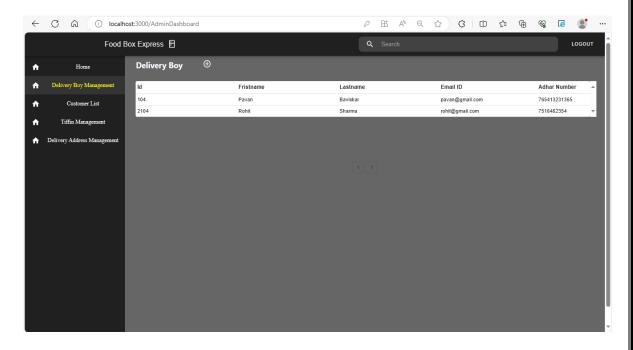
### • Sign in using Admin:-



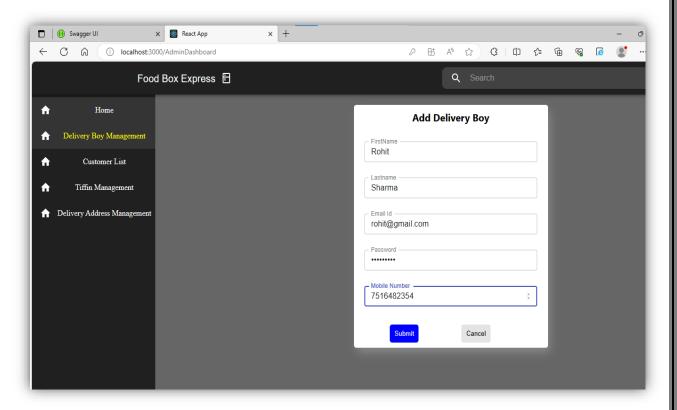
### • Admin Dashboard:-



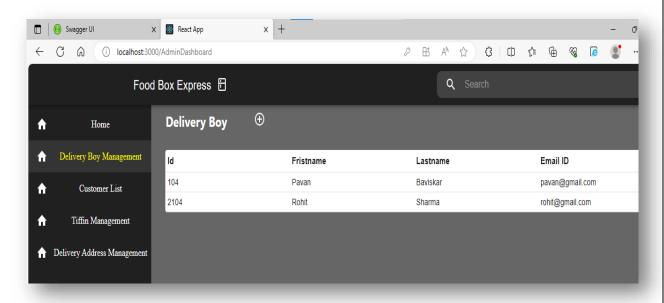
### • Delivery Boy Management:-

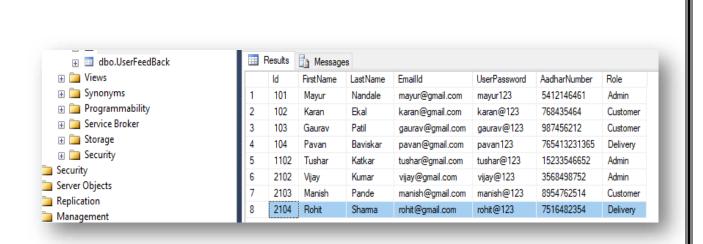


• Add new Delivery Boy:-

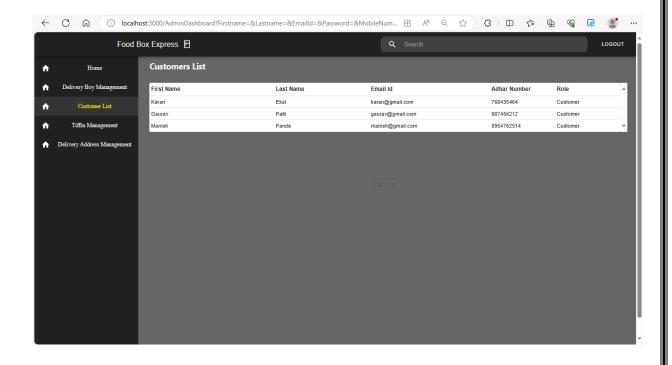


• Delivery Boy Added Successfully:-

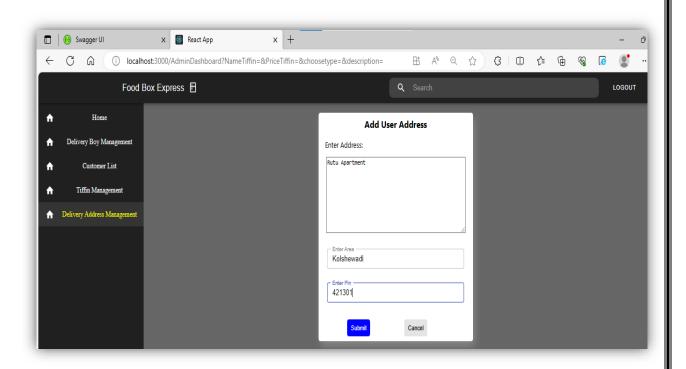


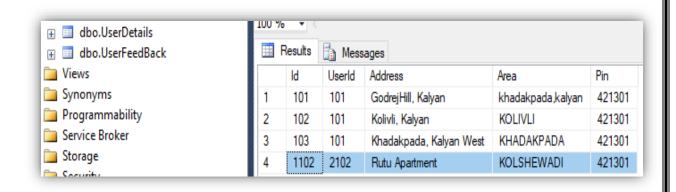


### • Customer List:-

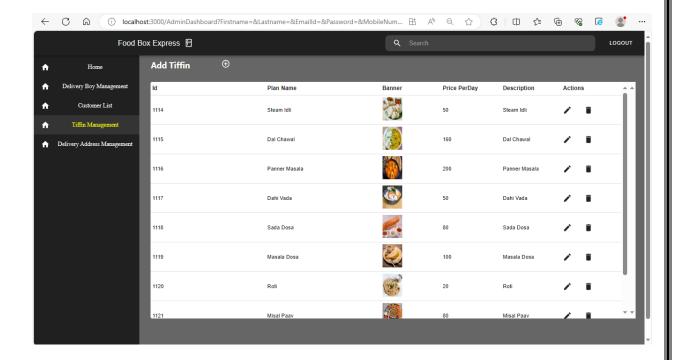


#### • Add Address:-

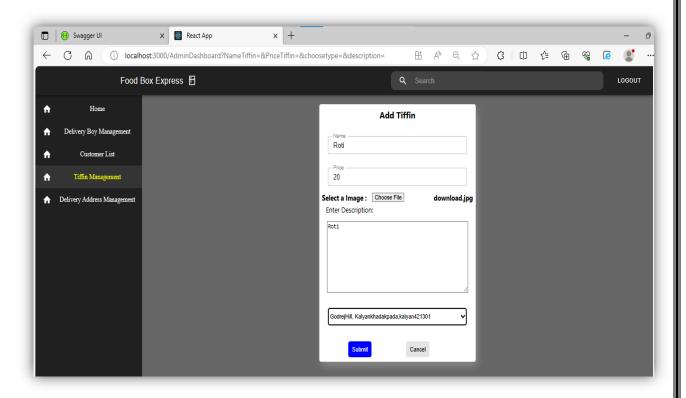




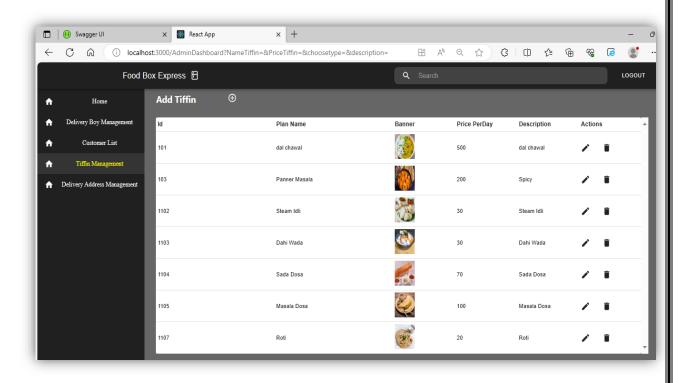
### • Tiffin Management:-

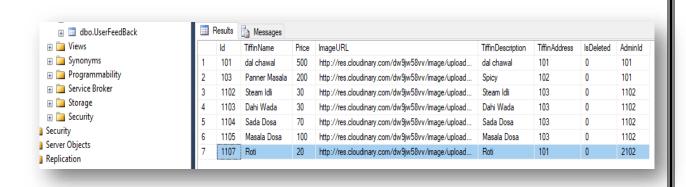


#### • Add New Tiffin:-

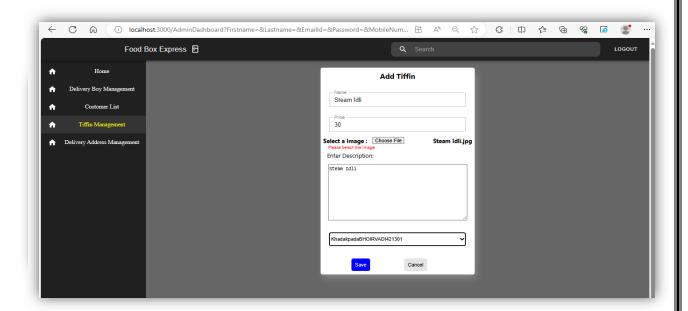


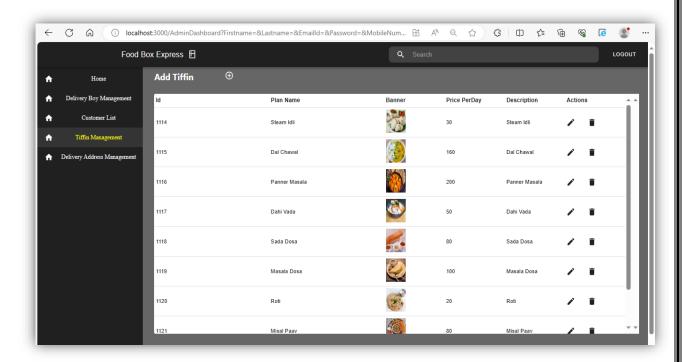
### • Tiffin Added Successfully:-

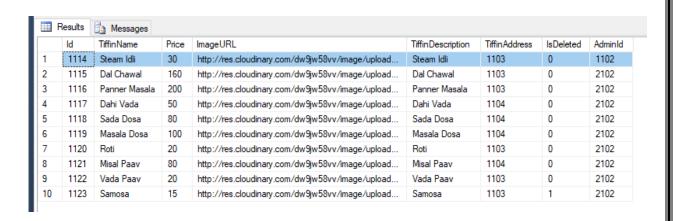




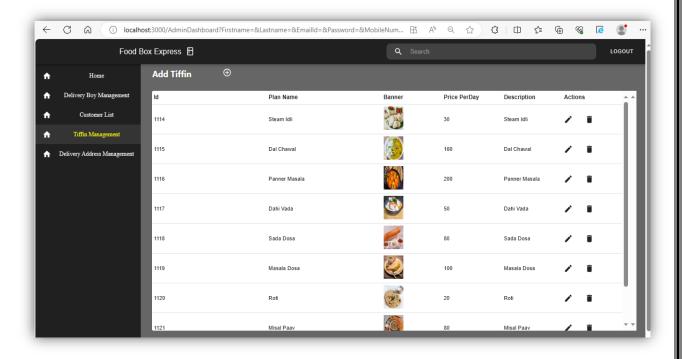
• Edit Tiffin (Steam idli Price changed):-



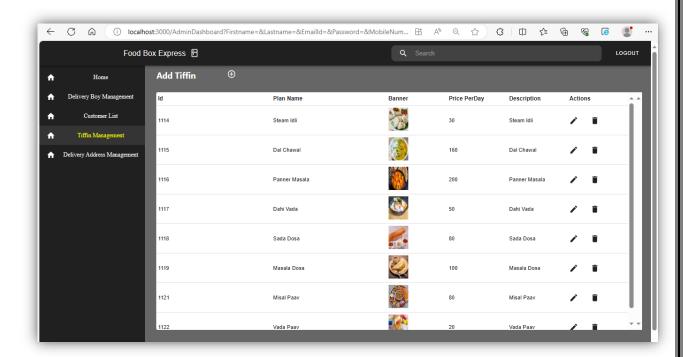


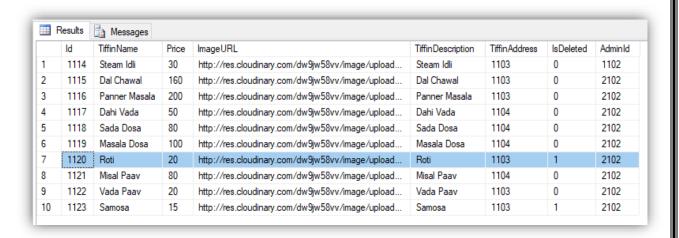


### • Delete Tiffin (Roti):-



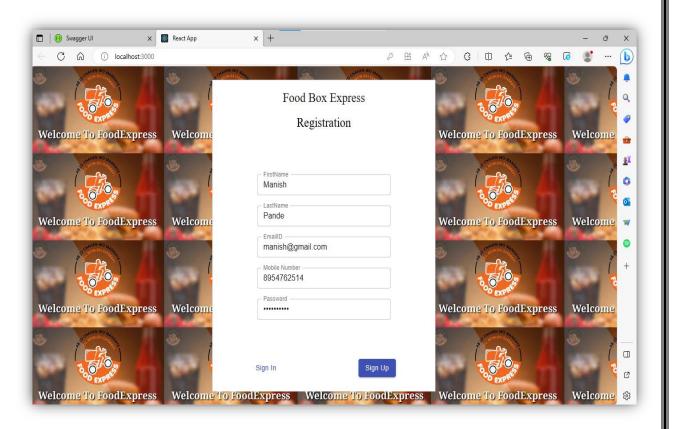
#### • Roti deleted successfully:-



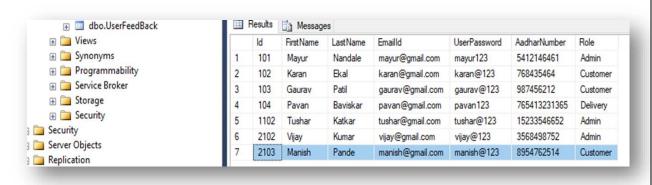


#### 7.3 Customer Module:-

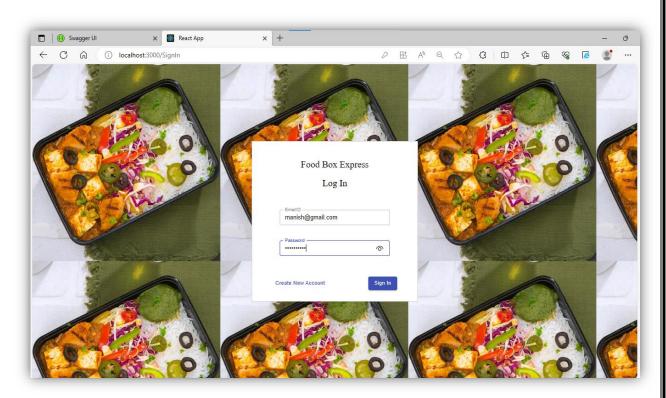
• Customer Registration:-



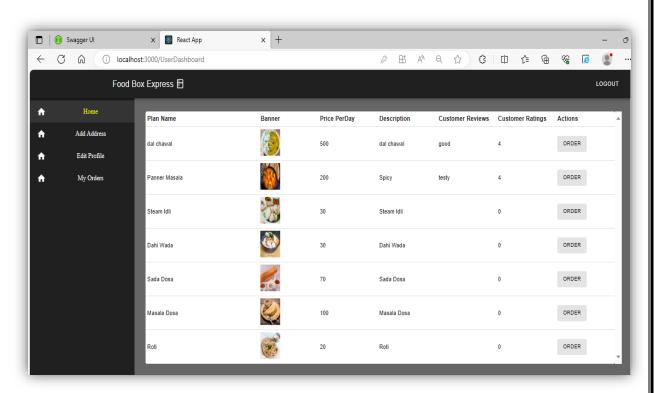
• Customer Registered Successfully:-



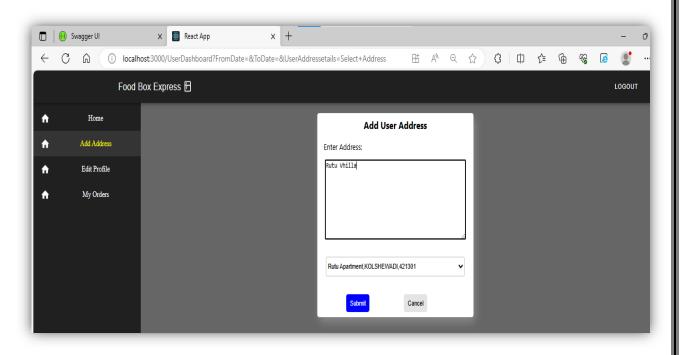
• Sign in using Customer:-

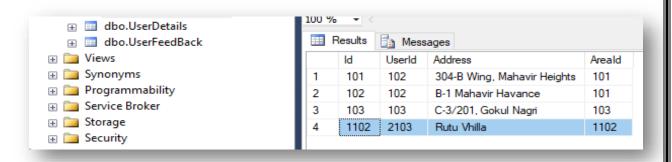


• Customer Dashboard:-

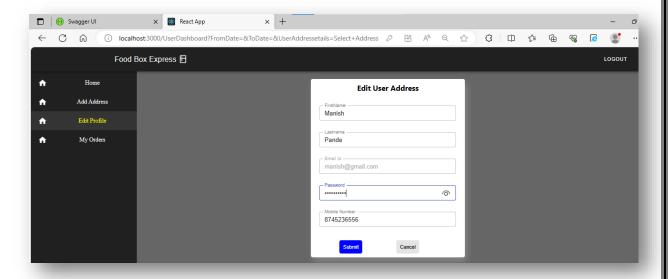


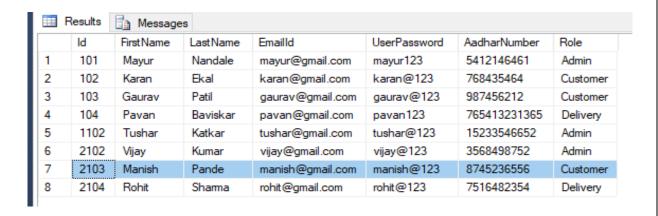
#### • Add User Address:-



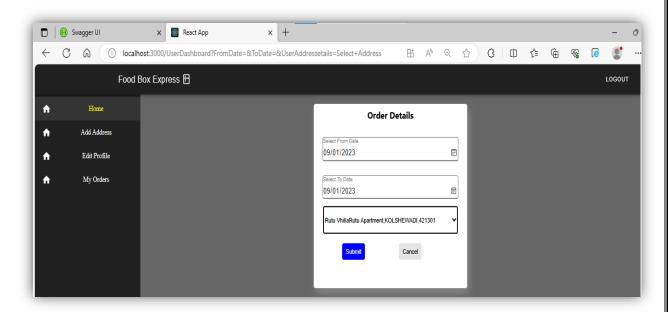


### • Edit User Details:-

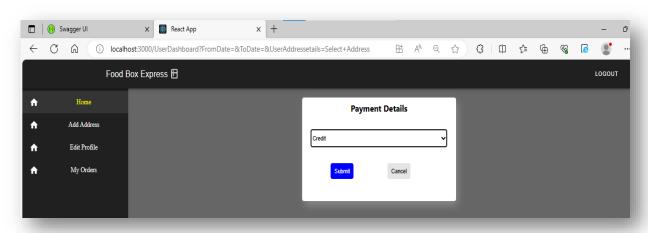




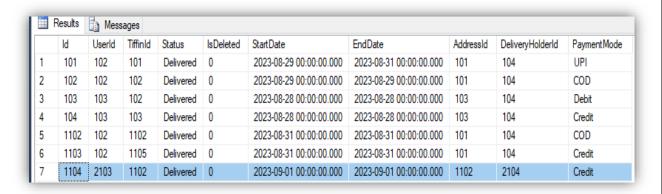
#### • Order the Tiffin:-



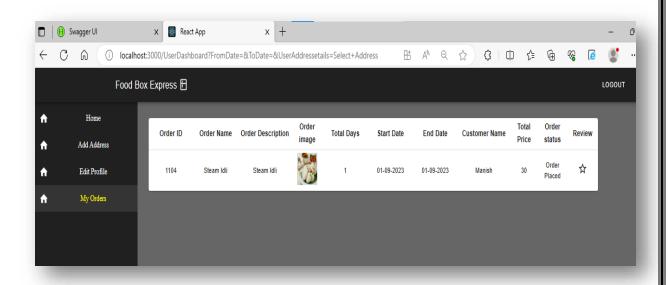
#### • Payment Done:-



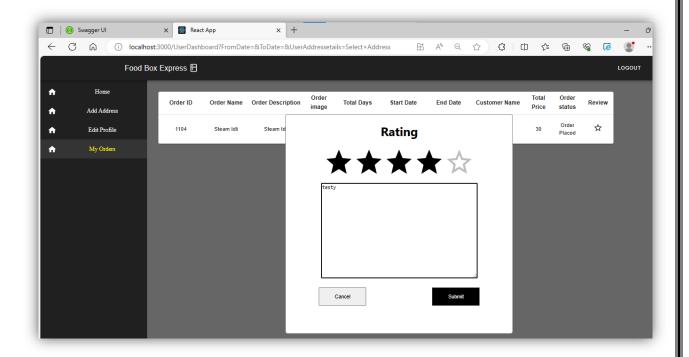
#### • Payment Details:-

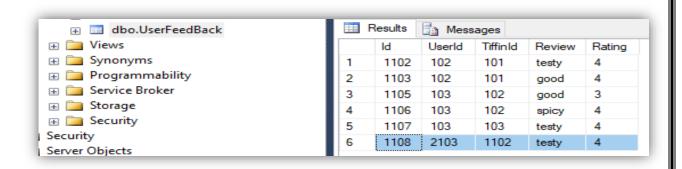


#### • View order details:-



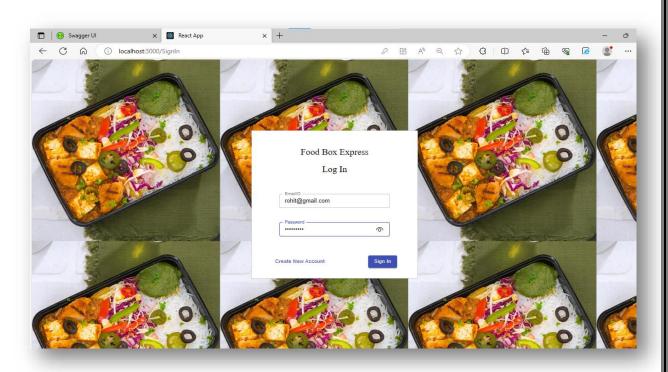
### • Rate the Food:-



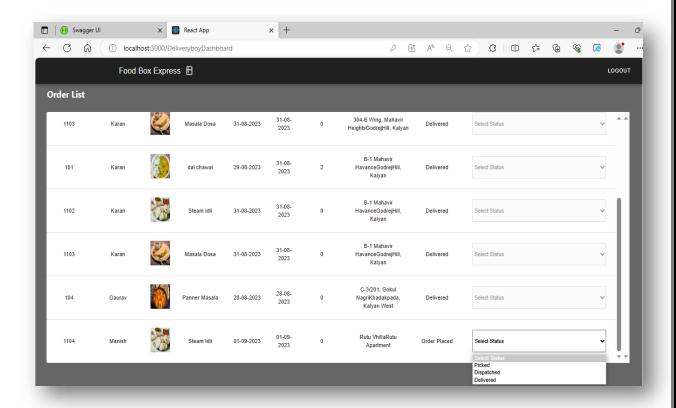


# 7.4 Delivery Boy Module:-

• Sign in Using Delivery Boy:-



• Delivery Boy Dashboard:- (Delivery Boy change the Order Status)



### 8.TESTING

#### 8.1 Introduction:

Testing is the method of checking whether the software is performing the given task successfully a as expected or not. The expected speed, performance, accuracy and time should be taken into consideration while expected A system should always be tested thoroughly before implementing it, as regards its individual programs, the system as a whole user acceptance etc. This is because implementing a new system is a major job which requires a lot of man hour and a lot of other resources, so an error not detected before implementation may cost a lot. Effective testing early in the process translates directly into long term cost savings from reduced number of errors. This is also necessary because in some cases, a small error is not detected and corrected before installation, which may explode into much Larger problem.

Programming and testing is followed by the stage of installing the new system. Actual implementation of the system can begin at this point either using a parallel or a direct change over plan or some blend of two. Software testing is a critical element of software quality assurance and represents the ultimate review of specification, design and coding. The purpose of product testing is to verify and validate the various work products viz. units, integrate units, final product to ensure that they meet their respective requirements.

# 8.2 Testing Objectives:-

The testing objectives are summarized in the following three steps:

- 1) Testing is a process of executing a program with the intent of finding an error.
- 2) A good test case is one that has a high probability of finding an as yet undiscovered error.
- 3) A successful test is the one that uncover an as yet undiscovered error. And do so with a minimum amount of time and effort. Our objective is to design tests that systematically uncover different classes of errors

# 8.3 Testing Methods:-

# 1. Unit Testing:-

- Unit testing focuses verification effort on the smallest unit of software design (i.e.), the module.
- In this project there are different modules like login, jobseeker, job provider etc. each module has been tested by giving different sets of input. When developing the module as well as finishing the development, the module works without any error. The inputs are validated when accepting them from the user.

## 2. Integration Testing:-

- After unit testing we have to perform integration testing. The goal is to see if modules can be integrated then it work properly.
- In this project main system is form by integrating all the modules. When integrating all the modules I have checked when by giving different combination of inputs with which the two services run perfectly before integration.

# 3. Validation Testing:-

- At the end of Integration Testing, software is completely assembled as a package, interfacing errors have been uncovered and correction testing begins.
- In this project I have done the validation testing by providing incorrect input like in mobile number field enter alphabets, check mobile no within range or not, password and confirm password match or not.

## 4. Compatibility Testing:-

- Compatibility of your web site is very important testing aspect. See which compatibility test to be executed:
- Browser compatibility
- Operating system compatibility

### 5. Acceptance Testing:-

Acceptance test is performed with realistic data of the customer to demonstrate that the software is working satisfactorily. Testing here is focused on external behavior of the system the internal logic is not emphasized.

In this project "Customer Support System" I have collected some data and tested whether project working correctly or not.

The testing phase is an important part of software development. It is the process of finding errors and missing operation and a complete verification to determine whether the objectives are met and the user requirements are satisfied.

#### 5.1 White Box Testing:-

This is a unit testing method where a unit will be taken at time and tested thoroughly at a statement level to find the maximum possible errors. I tested step wise every piece of code, taking care that every statement in the code is executed at least once. The white box testing is also called Glass Box Testing.

I have generated a list of test cases, sample data. Which is used to check all possible combinations of execution paths through the code at every module level

### 5.2 Black Box Testing:-

This testing method considers a module as a single unit and checks the unit at interface and communication with other modules rather getting into details at statement level. Here the module will be treated as a black box that will take some input and generate output. Output for a given set of input combination are forwarded to the modules.

### 6. Security Testing:-

- Test by pasting internal url directly into browser address bar without login. Internal pages should not open.
- Try some invalid inputs in input fields like login username, password, and input text boxes. Check the system reaction on all invalid inputs.

#### 7. Tools used:-

Manual testing is the process of manually testing software for defects. We have carried out manual testing to find out the defects and bugs in the application, we have played the role of end user and use most of all features of the application to ensure correct behavior. To ensure completeness of testing, we have often follows a written test plan that leads them through a set of important test cases.

## 8. GUI Testing:-

The GUI testing (Graphical User Interface) testing are important testing guidelines for specialized environments, architectures and all application that are commonly encountered by all the software engineer. Because of the reusable components, provided as the part of the GUI development, environments, the creation of the interface has become less time consuming and more precise. But the complexity of all GUIS has also grown leading to more difficulty in a design and execution of the test cases. As modern GUIs have same look, and feel series of standard test can be derived. In GUI testing, checklist was developed against which each GUI component to be derived. The list covered all possible interaction that may or may not apply to a particular component. In addition to the GUI components, the GUI standards were also used to ensure that the internal rules of construction are followed to achieve the desired level of the consistency. This was done, by following the coding standards, which was developed during the designing phase.

Some of the GUI standard which was verified is:

- 1. Forms enterable and display only formats.
- 2. Wording of alerts, error messages and help features.
- 3. Screen layout.

Thus through the testing, a wide range of errors were encountered which enables us to understands the system as well broadened our knowledge of ASP.Net language.

### 9. Platform testing:-

- For web-application, platform testing means four main points, viz.
- Web forms display correctly on all supported browsers and supported versions of those browsers.
- The web application appropriately handles unsupported browser versions,
- Such as displaying instructions for downloading the required version.
- The client is prompted to install any required components, such as ActiveX objects or plug-ins, if they are not already installed. The web application has acceptable performance over slower forms of network connections such as Modems.

## 8.4 Test Strategy:-

A test strategy is an outline that describes the testing approach of the software development cycle. The purpose of a test strategy is to provide a rational deduction from organizational, high-level objectives to actual test activities to meet those objectives from a quality assurance perspective. The creation and documentation of a test strategy should be done in a systematic way to ensure that all objectives are fully covered and understood by all stakeholders. It should also frequently be reviewed, challenged and updated as the organization and the product evolve over time. Furthermore, a test strategy should also aim to align different stakeholders of quality assurance in terms of terminology, test and integration levels, roles and responsibilities, traceability, planning of resources, etc.

Test strategies describe how the product risks of the stakeholders are mitigated at the test-level, which types of testing are to be performed, and which entry and exit criteria apply. They are created based on development design documents. System design documents are primarily used, and occasionally conceptual design documents may be referred to. Design documents describe the functionality of the software to be enabled in the upcoming release. For every stage of development design, a corresponding test strategy should be created to test the new feature set

#### 8.5 Unit test Case Plan:-

### • Introduction:-

The release of DMS v 1.0 will have following new key features:

- 1. Data gathering & migration.
- 2. New Multi-Role Feature.
- 3. Database configuration for setting UI.
- 4. Database configuration for field level access.
- 5. Alerts.

- 6. Requisition work flow.
- 7. Insurance work flow.

## • Environment Requirements:-

Internet connectivity.

Browser should be either Internet Explorer 4.0 or Firefox, or Google chrome. Monitor resolution should be set to a minimum 1024X768, or set optimally to 1152X 864.

#### Test Schedule:-

Functionality Test Performance Test Regression Test

#### Control Procedures

#### Reviews:-

The project team will perform reviews for each Phase, (Le. Requirements Review, Design Review, Test Plan Review, Test Case Review and Final Test Summary Review). A meeting notice, with related documents, will be emailed to each participant.

## **Bug Review meetings:-**

Regular weekly meeting will be held to discuss reported defects. The development team will provide status/updates on all defects reported and the test department will provide addition defect information if needed.

# **Defect Reporting:-**

When defects are found, the testers will complete a defect report on the visible (defect tracking system). The defect tracking system is accessible by testers, developers & all members of the project team. When a defect has been fixed or more information is needed, the developer will change the status of the defect to indicate the current state. Once a defect is verified as FIXED by the testers, the testers will close the defect.

#### Functions to Be Tested:-

The following is a list of functions that will be tested:

- 1. Data gathering & migration.
- 2. New Multi-Role Feature,
- 3. Database configuration for setting UI.
- 4. Database configuration for field level access.
- 5. Alerts.
- 6. Requisition work flow

## Resources and Responsibilities:-

The Test Lead and DIC (Delivery in Charge) will determine when system test will start and end. The Test lead will also be responsible for coordinating schedules, equipment, & tools for the testers as well as writing/updating the Test Plan, Weekly Test Status reports and Final Test Summary report. The testers will be responsible for writing the test cases and executing the tests.

#### Resources:-

the test team will consist of:

- 1 Test Lead
- 2 4 Testers

### Responsibilities:-

DIC:	Responsible for Project schedules and overall success of the
	project
Test Lead:	Ensures the overall success of the test cycles. He/she will
	coordinate weekly meetings and will communicate the testing
	status to the project team.
Testers:	Responsible for performing the actual system testing.

## 8.6 TEST CASE:-

Test	Item to be	Steps	Input	Actual	Expected	Pass/Fail
Id	Tested			Output	Output	
1	Verify Email id	User Enter email	Email	If email is already exist then success	success	Pass
2	System check for Proper username And password entered by users	System compares The data Entered by User and the data in The database				
		If username And Password is		valid	valid	valid

		valid				
		If username		Report	Report	Pass
		And		invalid	error	
		Password is		User id		
		invalid		and		
				password		
3	System checks	System				
	Whether details	checks the				
	Of user are	data entered				
	entered as per the	by user is in				
	format	valid form				
		or not				
		If valid	User	Inserted	Inserted	Pass
			enter the	Successful	Successful	
			data	ly	ly	
		If invalid	User	"Invalid	"Invalid	Pass
			enter the	Data"	Data"	
			data	Message	Message	
				Will be	Will be	
				display	display	
4	To Check valid	Enter the				
	user or not	Data				
		If valid user		Logged in	Success	Pass
		If invalid		Not valid	Failed	Pass
		user		user		
5	To check Add	Enter the		Valid	Valid	Valid
	product	valid data				
		Enter the		Invalid	Invalid	Invalid
		invalid				
6	To checked	Enter the bid		stored	stored	pass
	bidding placed or not	price				
		Enter the		Display	Display	Pass
		characters		error		

# 9 Steps of Execution:-

Test Data for User Name & Password text box:

- 1. Enter Username & Password in the text fields.
- 2. Record the result "If the username text & Password fields are empty and an appropriate error message is displayed then remark it as 'Pass' else 'Fail'.
- 3. Record the result- "If the username text field is invalid and rejected then remark it as 'Pass' else "Fail".
- 4. Record the result- "If the username text field is valid and accepted remark it as 'Pass' else 'Fail".

### 10 Test Data for Password text box:-

- 1. Enter Username in the text field.
- 2. Check whether password characters are only shown as wild card characters.
- 3. Record the result "If the password text field is empty and an appropriate error message is displayed then remark it as 'Pass' else "Fail'.
- 4. Record the result- "If the username text field is invalid and rejected then remark it as 'Pass' else 'Fail'.
- 5. Record the result- "If the username text field is valid and accepted remark it as 'Pass' else "Fail'.

#### 11 Test Data for Submit Button:-

- 1. Click on submit button.
- 2. Record result- "If the user id and password is verified and it logs into the system then remark it as 'pass' else "fail".

# 9.LIMITATIONS OF PROPOSED SYSTEM

## > Constrains:-

- Technical Constraints:-
  - User must have a basic Knowledge of English.
  - User Should Have Basic Computer Knowledge.
- Environmental Constraints:-
  - The Project depends on printers to print invoice bill.
- Time Constraints:-
  - Project Development time is limited to 2-3 Months.

### > Limitations: -

- o If Internet server down then users can't access this site.
- System build on Django platform because of that need dedicated server to run.
   Shard hosting does not provide Support Python Projects.
- Need Good internet Connection to Access.
- o Data security issue due to cyber-attacks.

## **10.FUTURE SCOPE**

Although the project has been completed and able to overcome the problem of the study, even if some problems are solved by this project and still problems and requirement are not implemented by this project which can be solved in upcoming future days. Some of the future enhancements of this project are:

- More interactive user interface can be added.
- Module that allows for the printing of sales report, dishes report can be added.
- Module that allows to tracking the customer location for delivery of foods can be added.
- Online Payment System like E-sewa, Khalti, mobile banking can be added.
- Others necessary module can be added

### 11.CONCLUSION

Finally, in the Online Food Box Express, we have developed a secure, user-friendly Tiffin Management System. This System can take care of each member whether it is an Administrator or a Customer. This System will help them to properly manage the meals of the customers, the delivery boy's data, and help in growth without creating any hassle.

This system is completely secure since every user is provided with a user ID and Password so there is no chance of any unauthorized access. Online Payment, Registration, and cancellation make it easier to use. So, using this system will help in reducing the labor and provide more facility for Customers to like the services.

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