VISVESVARAYA TECHNOLOGICAL UNIVERSITY
JNANASANGAMA, BELAGAVI – 590018

Project Report
On

ONLINE FOOD ORDERING SYSTEM

Submitted in partial fulfillment for the award of degree of

Bachelor of Engineering
In
Computer Science and Engineering

Submitted by
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1BG17CS075

Vidyayāmruthamashnuthe

B.N.M. Institute of Technology

Approved by AICTE, Affiliated to VTU, Accredited as grade A Institution by NAAC.
All UG branches – CSE, ECE, EEE, ISE & Mech.E accredited by NBA for academic years 2018-19 to 2020-21 & valid upto 30.06.2021
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Department of Computer Science and Engineering

2020-21

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CERTIFICATE

Certified that the Mini Project entitled **ONLINE FOOD ORDERING SYSTEM** carried out by Mr. **R Narendranath reddy (1BG17CS075)**, bonafide student of VII Semester B.E., **B.N.M Institute of Technology** in partial fulfilment for the Bachelor of Engineering in COMPUTER SCIENCE AND ENGINEERING of the **Visvesvaraya Technological University**, Belagavi during the year 2020-21. It is certified that all corrections /suggestions indicated for internal Assessment have been incorporated in the report. The project report has been approved as it satisfies the academic requirements in respect of Web technology mini project work prescribed for the said degree.

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Name and Signature:

Examiner 1:

Examiner 2:

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R NARENDRANATH REDDY
1BG17CS075

ABSTRACT

The Online Food Order System greatly simplifies the ordering process for both customer and the restaurant. The system lightens the load on the restaurant end, as the entire process of taking orders is automated. Within the application, all menu items are displayed along with the options of quantity and add to cart in a concise and easy to read manner. Once an order is placed on the designed webpage, it is placed into the database and retrieved when required. This allows restaurant employees to quickly go through the orders placed and produce the necessary items with minimal delay and confusion.

The purpose of Online Food Ordering system is to automate the existing manual system by the help of computerized equipments and full-fledged software, fulfilling their requirements, so that their valuable information can be stored for longer period with easy accessing and manipulation of the same. A user-friendly environment between the customer and restaurant thus increasing the efficiency of the system. The required software and hardware are easily available and easy to work with. The proposed system can lead to error free, secure, reliable, and fast management system. It can assist the user to focus on other activities rather than record keeping. Thus it helps the organization in better utilization of resources. The organization can store computerized records without redundant entries. The system makes it easier for people to meet the needs of most people , with a more innovative layout and more appealing to new users.

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CHAPTER 1

INTRODUCTION

1.1 Overview

Online food ordering is the process of ordering food from a website. The aim of developing Online Food ordering System application is to replace the traditional way of taking orders with computerized system. The system overrides the problems in the prevailing system and serves for the need of a particular company to carry out operations in a smooth and effective manner. Besides this, the application prepares order summary reports quickly and in required format at any point of time when necessary.

The application developed has quite a wide scope. This PHP project can be used by any restaurants or fast-food bistros for keeping track of their order records. The project proves to be user friendly, error free, secure, reliable and fast management system, thereby helping the organization in better utilization of resources. Online Food Order system uses MySql server as the backend so there is not any chance of data loss or data security. The process consists of a customer logging in to the restaurant portal, scanning the menu items, choosing the food items of their choice, adding them to cart and finally choosing the type of payment to complete the transaction. Payment is then administered by paying online through credit or debit card or through cash on delivery. Successful payment then leads to a successful placing of the order with a unique order id being generated.

1.2 Problem Statement

To implement a web portal system which provides an intermediate interface between the vendor and the customer in the process of ordering food. The Online Food Order System sets up a food menu online and it will enable customers to order their desired food at any point of time. A fully fledged software is developed to maintain day to day transactions, orders and also regular update on records, cash transactions and customer feedback thus eliminating the hardships faced by the existing system.

1.3 Motivation

i) **Order Accuracy:** Online food order systems allows customers to select and

modify food exactly the way they like it thereby reducing miscommunications and inaccuracy.

ii) **Cost effective:** Through direct marketing, inflation by middle men such as waiters is avoided. Hence the consumers get a reasonable price while vendors are also appropriately compensated for their efforts.

iii) **Time Saving:** Online Food Order System enables a more efficient and time saving alternative to traditional systems.

iv) **Backup and restoring:** Database backup helps to protects data from being lost, physical damage and malware. This system can restore the system data if needed.

v) **Security:** System provides data and information security so that unauthorized access is not possible.

vi) **User Friendly dashboard:** This system provides a user-friendly dashboard as well as user friendly functions.

1.4 Web Technologies

In the IT world, the internet is an essential platform, whether it's for developing or for consumer use. When developing a website, in order to make the websites look and function a certain way, web developers utilize different languages. The Online Food Order System is developed using the following web technologies.

Hypertext Mark-up Language (HTML)

HTML is the standard mark-up language for creating web pages and web applications. Web browsers receive HTML documents from a web server or from local storage and render them into multimedia web pages. HTML describes the structure of a web page semantically.HTML elements are the building blocks of HTML pages. With HTML constructs, images and other objects, such as interactive forms, may be embedded into the rendered page. HTML provides a means to create structured documents by denoting structural semantics for text such as headings, paragraphs, lists, links, quotes and other items. HTML elements are delineated by *tags*, written using angle brackets. HTML can embed programs written in a scripting language such as JavaScript which affect the behaviour and content of web pages. With Cascading Style Sheets (CSS) and JavaScript it forms a triad of cornerstone technologies for the World Wide Web.

Technology used by most websites to create visually engaging web pages, user interfaces for web applications, and user interfaces for many mobile applications

Cascading Style Sheets (CSS)

CSS is a style sheet language used for describing the presentation of a document written in a markup language. CSS defines the look and layout of content. Although most often used to set the visual style of web pages and user interfaces written in HTML and XHTML, the language can be applied to any XML document. CSS is designed primarily to enable the separation of presentation and content, including aspects such as the layout, colours, and fonts. This separation can improve content accessibility, provide more flexibility and control in the specification of presentation characteristics, enabling multiple HTML pages to share formatting by specifying the relevant CSS in a separate .css file, and reduce complexity and repetition in the structural content. Changes to the graphic design of a single document or many can be applied quickly and easily, by editing a few lines in the CSS file they use, rather than by changing markup in the documents.

JavaScript (JS)

JS is a dynamic computer programming language. It is lightweight and most commonly used as a part of web pages, whose implementations allow client-side script to interact with the user and make dynamic pages. It is an interpreted programming language with object-oriented capabilities. JavaScript is designed for creating network-centric applications and is complementary to and integrated with Java and HTML. It is an Open and cross-platform language. Client-side JavaScript is the most common form of the language. The script should be included in or referenced by an HTML document for the code to be interpreted by the browser. It means that a web page need not be a static HTML, but can include programs that interact with the user, control the browser, and dynamically create HTML content.

Hypertext Pre-processor (PHP)

PHP is an intuitive, serverside scripting language. Like any other scripting language, it allows developers to build logic into the creation of web page content and handle data returned from a web browser. PHP also contains a number of extensions that make it easy to interact with databases, extracting data to be displayed on a web page and storing information entered by a web site visitor back into the database. PHP consists

of a scripting language and an interpreter. Like other scripting languages, PHP enables web developers to define the behaviour and logic they need in a web page. These scripts are embedded into the HTML documents that are served by the web server. The interpreter takes the form of a module that integrates into the web server, converting the scripts into commands the computer then executes to achieve the results defined in the script by the web developer.

1.5 Applications of Web Technologies

Real-time web technologies have been around for over 10 years, but it's only relatively recently that people have started seeing them used in the sorts of applications used on a daily basis. Real-time web technologies have a number of common use cases, and newer, innovative uses are constantly being discovered. Simple use cases are things like displaying data, statistics, notifications and news as soon as it becomes available. But the technology shows its real value when interactive experiences are created - when multiple users and systems are instantly communicating with each other. Industries which are benefitting from the technology include social, broadcasting, sports, finance, e-commerce, energy, education, healthcare and gaming. Applications of real-time web technologies are:

Real-time web analytics

Google has started pushing into this market with Google Analytics. There is a ton of opportunity here, as there is the ability to capture and transmit interactive user data like never before. From tracking where the mouse floats across the screen, the orientation of a mobile device, and any number of other user interactions. Not only track them, but actually watch them as they happen.

Digital Advertising

The digital advertising world has long been a solid revenue generator for web-based businesses. With real-time web technologies, advertisers can move towards more interesting advertising paradigms, such as charging for ads based on the amount of time the ad is visible on a user’s screen or other real-time interaction metrics v/s the CPM and CPC metrics that have long been the standard.

E-Commerce

E-commerce has always been a hotbed for engaging customers and customer interactions. Showing shoppers what other shoppers are looking at online, or pushing out online deals directly to all connected browsers are the types of real-time features that e-commerce platforms are adopting.

Project Management & Collaboration

Google docs and other platforms have already demonstrated the value (and potential complexity) in implementing real-time collaborative environments on the Web. The new era of real-time web technologies will make the development of these types of applications simpler and easier to build, which is great because most web applications are not built in a vacuum, so having the ability to connect all those users together in constructive and insightful ways should be able to add value in their workflows.

Real-time Monitoring Services

The bi-directional communication channel is great for remote devices or servers to stay connected to a central monitoring service. This gives techs and admins the ability to watch what their endpoints are doing in real-time without logging into the machine, and also gives the ability to send real-time alerts.

Live Charting and Graphing

Charts and graphs have always been a great way to visualize data. Now those graphs and charts can be connected to real-time data flows. The possibilities are literally endless, from displaying temperature data measured from a connected home device to streaming stock prices to real-time chart.

Group and Private Chat

Chat has long been the de-facto example for real-time since by its very nature it requires real-time bi-directional communication. Chat is a great use for real-time web technologies, and variations on group chats and private chats leads to more innovation in this area.

CHAPTER 2
SYSTEM REQUIREMENTS

2.1 Hardware and Software Requirements

Hardware Requirements

The most common set of requirements defined by any operating system or software application is the physical computer resources, also known as hardware.

CPU: Intel or AMD processor

Cores: Dual-Core (Quad-

Corerecommended)

RAM: minimum 4GB (>4GB

recommended

Graphics: Intel Integrated Graphics or AMD

Equivalent Secondary Storage: 250GB

Display Resolution: 1366x768 (1920x1080 recommended)

Software Requirements

Software requirements deal with defining software resource requirements and prerequisites that need to be installed on a computer to provide optimal functioning of an application.

Front End - HTML, CSS, Java Script

Back End - MySQL for Database Management System, PHP, Windows 7 and above.

CHAPTER 3

SYSTEM DESIGN

Systems design is the process of defining the architecture, modules, interfaces, and data for a system to satisfy specified requirements. Systems design could be seen as the application of systems theory to product development**.**

3.1 Proposed System

The Proposed system is the computerized version of the existing system that provides easy and quick access over the data. Keeping records of the placed food orders by the customers along with the corresponding quantity and prices of the produce enables the admin to ensure that the facilities provided by the portal are fully utilized in effective and efficient manner. This would help provide an efficient medium between the restaurant admin and the consumer.

The system shall be designed using HTML, PHP and CSS. The website will not be hosted on the internet just yet, but will be run locally on the XAMPP server. After this phase, if the product receives positive feedback during testing, the website shall be hosted online.

3.2 Flow of web pages

A flowchart is a formalized graphic representation of a logic sequence, work or manufacturing process, organization chart, or similar formalized structure. A website flowchart shows the structure and makeup of any existing or planned website. They are useful for giving a broad overview of website content as well as for sketching out future additions. The flow chart contains a home page which contains different login pages for admin, patient and doctor. After successful login, the user is redirected to their respective portals. After the session is ended, the user can logout and go back to the home page. The following image describes the detailed use case and flow from one page to another enabling a comprehensive understanding of the entire Online Food Ordering web portal designed.

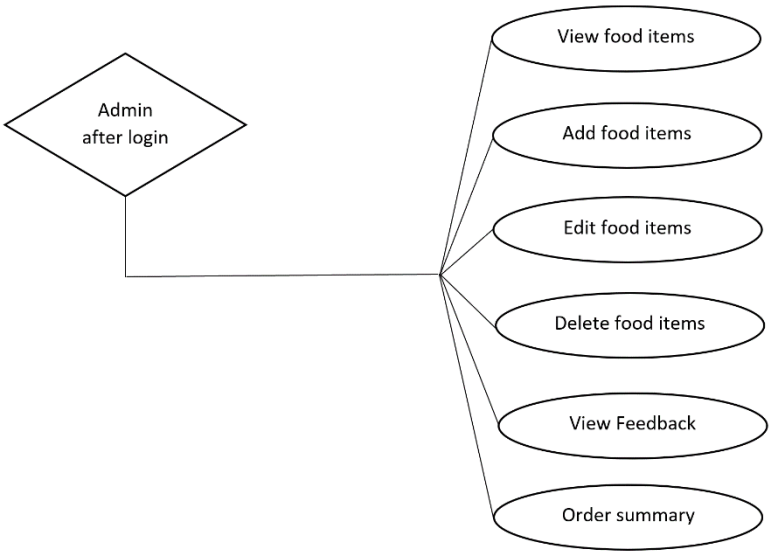

Figure 3.1 Web pages flow of Admin

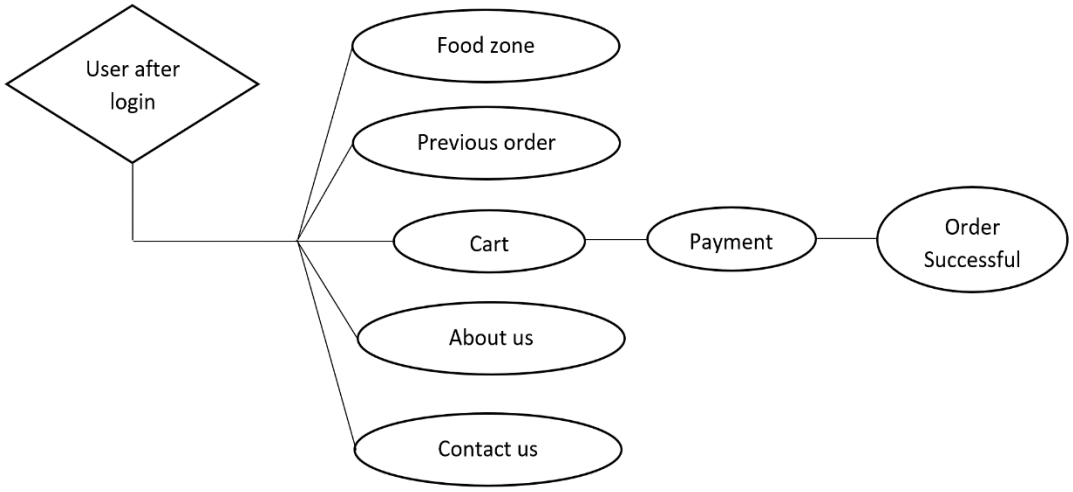

Figure 3.2 Web pages flow of User

3.3 Database Schema or ER Diagram

A database schema is the skeleton structure that represents the logical view of the entire database. It formulates all the constraints that are to be applied on the data. A database schema defines its entities and the relationship among them. In this system we have entities like patient, doctor, lab, room, inpatient, outpatient, room and bill. Each entity has a relationship with one or more entities. It contains a descriptive detail of the database, which can be depicted by means of schema diagrams.

An entity–relationship model describes interrelated things of interest in a specific domain of knowledge. A basic ER model is composed of entity types and specifies relationships that can exist between instances of those entity types. In this system we have entities like patient, doctor, lab, room, inpatient, outpatient, room and bill. Each entity has a relationship with one or more entities. Consequently, the ER model becomes an abstract data model that defines a data or information structure which can be implemented in a database, typically a relational database.

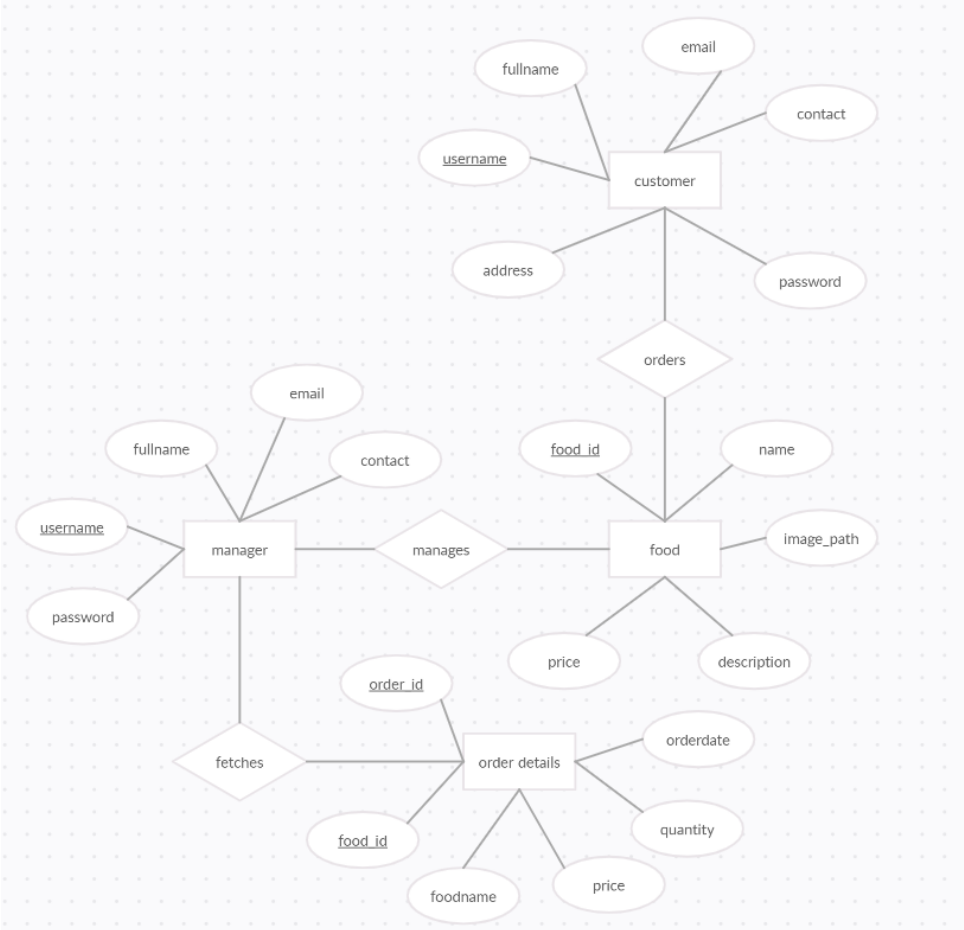

Figure 3.3 Entity Relationship Diagram

CHAPTER 4

IMPLEMENTATION

4.1 Module Description

Following are the functional modules proposed:

1. **Home Page**: Provide an interface for the Admin and Customer to login to the application. A new user is directed to this page to register onto the application with a username and password.
2. **Admin Module**
   - Dashboard: In this section, admin can see all tabs in brief such as View Food items, Add Food items, Edit Food items, Delete Food items, View Feedback and Order Summaries.
   - Add Food items: Food items to the portal can be added here.
   - Edit Food items: Any changes with respect to menu can be updated in this section. (Ex: Cost).
   - Delete Food items: Admin is also given the privilege to delete the food items (based on availability).
   - View Feedback: Admin can view the responses of users in this section.
   - Order Summaries: In this section admin can view previous order details of the customers.
3. **User Module**
   - Dashboard: User Dashboard includes Food zone, Previous orders, Cart, Contact us.
   - Food zone: The menu set up by the restaurant manager is displayed in this page.
   - Previous orders: The user who has logged in can have access to view his previous orders.
   - Cart: The food items which a user chooses from the food list are shown in the cart along with quantity and cost.
   - Contact us: Users are free to give suggestions or any complaints with respect

to the system.

- About: This section is to give users more insight about food culture of the restaurant.

4.2 Source Code

4.2.1 Database Connectivity

The mysqli_connect() function opens a new connection to the MySQL server. PHP provides mysqli_connect() function to open a database connection. This function takes five parameters and returns a MySQL link identifier on success or FALSE on failure. You can disconnect from the MySQL database anytime using another PHP function mysqli_close(). This function takes a single parameter, which is a connection returned by the mysqli_connect() function.

Syntax:

```
<!--?php

$con=mysqli_connect( "localhost" , "root" , "" , "foodorder" );
if(mysqli_connect_errno())
{ echo "Failed to connect to MySQL: " . mysqli_connect_error();}
session_start();
```

4.2.2 Home Page

The home page of Online food order web portal consists of User login,User signup, Admin login and about module.

```
<title> Home | Le Cafe' </title>
 </head>


      </button>
      <a class="navbar-brand" href="index.php">Le Cafe'</a>
     </div>
     <div class="collapse navbar-collapse " id="myNavbar">
      <ul class="nav navbar-nav">
        <li class="active" ><a href="index.php">Home</a></li>
```

```
        <li><a href="aboutus.php">About</a></li>
<ul class="nav navbar-nav navbar-right">
        <li><a href="#" class="dropdown-toggle active" data-toggle="dropdown" role="button" aria-haspopup="true" aria-expanded="false"><span class="glyphicon glyphicon-user"></span> Sign Up <span class="caret"></span> </a>
          <ul class="dropdown-menu">
         <li> <a href="customersignup.php"> User Sign-up</a></li>
        </ul>
        </li>
        <li><a href="#" class="dropdown-toggle active" data-toggle="dropdown" role="button" aria-haspopup="true" aria-expanded="false"><span class="glyphicon glyphicon-log-in"></span> Login <span class="caret"></span></a>
          <ul class="dropdown-menu">
          <li> <a href="customerlogin.php"> User Login</a></li>
          <li> <a href="managerlogin.php"> Manager Login</a></li>
        </ul>
        </li>
       </ul>
```

4.2.3 Login Portal

The user is redirected to the login page where the admin and user can accordingly enter credentials to enter either the corresponding Admin Dashboard or the User Dashboard.

Admin login

```
<title> Manager Login | Le Cafe' </title>
    <h1>Hi Manager,<br> Welcome to <span class="edit"> Le Cafe' </span></h1>
    <br>
  <p>Kindly LOGIN to continue.</p>
   </div>
   </div>
        <label for="username"><span class="text-danger" style="margin-right: 5px;">*</span> Username: </label>
        <div class="input-group">
          <input class="form-control" id="username" type="text" name="username"
```

```
placeholder="Username" required="" autofocus="">
            <span class="input-group-btn">
              <label class="btn btn-primary"><span class="glyphicon glyphicon-user"
aria-hidden="true"></label>
            </span>
             </span>
            </div>
          </div>
        </div>
        <div class="row">
          <div class="form-group col-xs-12">
            <label for="password"><span class="text-danger" style="margin-right:
5px;">*</span> Password: </label>
            <div class="input-group">
              <input class="form-control" id="password" type="password"
name="password" placeholder="Password" required="">
              <span class="input-group-btn">
                <label class="btn btn-primary"><span class="glyphicon glyphicon-lock"
aria-hidden="true"></span></label>
            </span>
            </div>
          </div>
        </div>
        <div class="row">
          <div class="form-group col-xs-4">
            <button class="btn btn-primary" name="submit" type="submit" value="
Login ">Submit</button>
```

User login

```
<title> Guest Login | Le Cafe' </title>
  </head>
    <h1>Hi Guest,<br> Welcome to <span class="edit"> Le Cafe' </span></h1>
    <br>
   <p>Kindly LOGIN to continue.</p>
```

```
</div>
</div>
<label for="username"><span class="text-danger" style="margin-right: 5px;">*</span> Username: </label>
<div class="input-group">
<input class="form-control" id="username" type="text" name="username" placeholder="Username" required="" autofocus="">
<span class="input-group-btn">
<label class="btn btn-primary"><span class="glyphicon glyphicon-user" aria-hidden="true"></label>
</span>
</span>
</div>
</div>
</div>
<div class="row">
<div class="form-group col-xs-12">
<label for="password"><span class="text-danger" style="margin-right: 5px;">*</span> Password: </label>
<div class="input-group">
<input class="form-control" id="password" type="password" name="password" placeholder="Password" required="">
<span class="input-group-btn">
<label class="btn btn-primary"><span class="glyphicon glyphicon-lock" aria-hidden="true"></span></label>
</span>
</div>
</div>
</div>
<div class="row">
<div class="form-group col-xs-4">
<button class="btn btn-primary" name="submit" type="submit" value=" Login ">Submit</button>
```

User signup

```
<title> Guest Signup | Le Cafe' </title>
 </head>
   <h1>Hi Guest, <br> Welcome to <span class="edit"> Le Cafe' </span></h1>
   <br>
  <p>Get started by creating your account</p>
  </div>
  </div>
        <label for="username"><span class="text-danger" style="margin-right:
5px;">*</span> Username: </label>
        <div class="input-group">
          <input class="form-control" id="username" type="text" name="username"
placeholder="Your Username" required="">
          <span class="input-group-btn">
           <label class="btn btn-primary"><span class="glyphicon glyphicon-user"
aria-hidden="true"></label>
        </span>
          </span>
        </div>
       </div>
      </div>
      <div class="row">
       <div class="form-group col-xs-12">
         <label for="email"><span class="text-danger" style="margin-right:
5px;">*</span> Email: </label>
        <div class="input-group">
          <input class="form-control" id="email" type="email" name="email"
placeholder="Email" required="">
          <span class="input-group-btn">
           <label class="btn btn-primary"><span class="glyphicon glyphicon-
envelope" aria-hidden="true"></label>
        </span>
          </span>
```

```
        </div>
       </div>
      </div>
      <div class="row">
       <div class="form-group col-xs-12">
        <label for="contact"><span class="text-danger" style="margin-right:
5px;">*</span> Contact: </label>
        <div class="input-group">
         <input class="form-control" id="contact" type="tel" name="contact"
placeholder="Contact" pattern="^\d{10}$" required="">
         <span class="input-group-btn">
          <label class="btn btn-primary"><span class="glyphicon glyphicon-phone"
aria-hidden="true"></span></label>
        </span>
        </div>
       </div>
      </div>
      <div class="row">
       <div class="form-group col-xs-12">
        <label for="address"><span class="text-danger" style="margin-right:
5px;">*</span> Address: </label>
        <div class="input-group">
         <input class="form-control" id="address" type="text" name="address"
placeholder="Address" required="">
         <span class="input-group-btn">
          <label class="btn btn-primary"><span class="glyphicon glyphicon-home"
aria-hidden="true"></label>
        </span>
         </span>
        </div>
       </div>
      </div>
      <div class="row">
       <div class="form-group col-xs-12">
```

```
<label for="password"><span class="text-danger" style="margin-right: 5px;">*</span> Password: </label>
<div class="input-group">
<input class="form-control" id="password" type="password" name="password" placeholder="Password" required="">
<span class="input-group-btn">
<label class="btn btn-primary"><span class="glyphicon glyphicon-lock" aria-hidden="true"></span></label>
</span>
</div>
</div>
</div>
<div class="row">
<div class="form-group col-xs-4">
<button class="btn btn-primary" type="submit">Submit</button>
```

4.2.4 Admin Dashboard

The Admin Dashboard is a comprehensive portal to all operations that the admin can perform; this includes adding, viewing, updating and deletion of food items.

```
<li><a href="#"><span class="glyphicon glyphicon-user"></span> Welcome <?php echo $login_session; ?> </a></li>
<li class="active"> <a href="managerlogin.php">MANAGER CONTROL PANEL</a></li>
<li><a href="logout_m.php"><span class="glyphicon glyphicon-log-out"></span> Log Out </a></li>
</ul>
</div>
</div>
</nav>
<div class="container">
<div class="jumbotron">
<h1>Hello Manager! </h1>
<p>Manage all your restaurant from here</p>
</div>
```

```
   </div>
<div class="container">
   <div class="container">
         <div class="col">
         </div>
   </div>
         <div class="col-xs-3" style="text-align: center;">
         <div class="list-group">
                  <a href="view_food_items.php" class="list-group-item active">View Food Items</a>
                  <a href="add_food_items.php" class="list-group-item ">Add Food Items</a>
                  <a href="edit_food_items.php" class="list-group-item active">Edit Food Items</a>
                  <a href="delete_food_items.php" class="list-group-item ">Delete Food Items</a>
      <a href="feedback.php" class="list-group-item active">View Feedback</a>
            <a href="ordersum.php" class="list-group-item">Order Summaries</a>
         </div>
   </div>
```

4.2.5 User Dashboard

This is a module where user can order food items from food zone, view the previous orders.

```
<head>
   <title> Explore | Food Le Cafe' </title>
 </head>
<li><a href="#"><span class="glyphicon glyphicon-user"></span> Welcome <?php echo $_SESSION['login_user2']; ?> </a></li>
         <li class="active" ><a href="foodlist.php"><span class="glyphicon glyphicon-cutlery"></span> Food Zone </a></li>
 <li class="active" ><a href="previousorders.php"><span class="glyphicon glyphicon-cutlery"></span> Previous Orders </a></li>
```

```
        <li><a href="cart.php"><span class="glyphicon glyphicon-shopping-
cart"></span> Cart  (<?php
          if(isset($_SESSION["cart"])){
          $count = count($_SESSION["cart"]);
          echo "$count";
         }
          else
            echo "0";
          ?>) </a></li>
        <li><a href="logout_u.php"><span class="glyphicon glyphicon-log-
out"></span> Log Out </a></li>
       </ul>
```

4.2.6 Cart Module

This Module consists of the final cart with the items purchased by the user along with the quantity, rates and the total value.

```
<head>
   <title> Explore | Food Le Cafe' </title>
  </head>
<div class="container">
     <div class="jumbotron">
       <h1>Your Shopping Cart</h1>
       <p>Looks tasty...!!!</p>
     </div>
   </div>
   <div class="table-responsive" style="padding-left: 100px; padding-right: 100px;" >
<table class="table table-striped">
  <thead class="thead-dark">
<tr>
<th width="40%">Food Name</th>
<th width="10%">Quantity</th>
<th width="20%">Price Details</th>
<th width="15%">Order Total</th>
```

```
<th width="5%">Action</th>
</tr>
</thead>
<?php
$total = 0;
foreach($_SESSION["cart"] as $keys => $values)
{
?>
<tr>
<td><?php echo $values["food_name"]; ?></td>
<td><?php echo $values["food_quantity"] ?></td>
<td>&#8377; <?php echo $values["food_price"]; ?></td>
<td>&#8377; <?php echo number_format($values["food_quantity"] *
$values["food_price"], 2); ?></td>
<td><a href="cart.php?action=delete&id=<?php echo $values["food_id"]; ?>"><span
class="text-danger">Remove</span></a></td>
</tr>
<?php
$total = $total + ($values["food_quantity"] * $values["food_price"]);
}
?>
<tr>
<td colspan="3" align="right">Total</td>
<td align="right">&#8377; <?php echo number_format($total, 2); ?></td>
<td></td>
</tr>
</table>
```

4.2.7 Previous Orders Module

This Module consists of previous orders of the user.

```
<title> Retrive data</title>
 <style>
```

```
 body{
   background-image: url('images/biriyani.jpg');
   background-size: cover;
   background-repeat: no-repeat;
 }
<?php
$i=0;
while($row = mysqli_fetch_array($result)) {
 $i++;
?>
<tr>
   <td><?php echo $row["order_ID"]; ?></td>
   <td><?php echo $row["foodname"]; ?></td>
   <td><?php echo $row["price"]; ?></td>
      <td><?php echo $row["quantity"]; ?></td>
<td><?php echo $row["order_date"]; ?></td>
</tr>
 <?php
}
}
else
{
echo"<script>
alert('No previous Orders..!!');
window.location.href='foodlist.php';
</script>";
}
?>
</table>
     <button onclick="window.location.href='foodlist.php';">
     home    </button>
```

4.2.8 Payment Module

```
  <div class="container">
       <div class="jumbotron">
         <h1>Choose your payment option</h1>
       </div>
      </div>
      <br>
<h1 class="text-center">Grand Total: &#8377;<?php echo "$gtotal"; ?>/-</h1>
<h5 class="text-center">including all service charges. (no delivery charges applied)</h5>
<br>
<h1 class="text-center">
  <a href="cart.php"><button class="btn btn-warning"><span class="glyphicon glyphicon-circle-arrow-left"></span> Go back to cart</button></a>
  <a href="onlinepay.php"><button class="btn btn-success"><span class="glyphicon glyphicon-credit-card"></span> Pay Online</button></a>
  <a href="COD.php"><button class="btn btn-success"><span class="glyphicon glyphicon-"></span> Cash On Delivery</button></a>
</h1>
```

CHAPTER 5

RESULTS

Registration Module: Customers can register here as new users. Checks are in place to avoid erroneous entry.

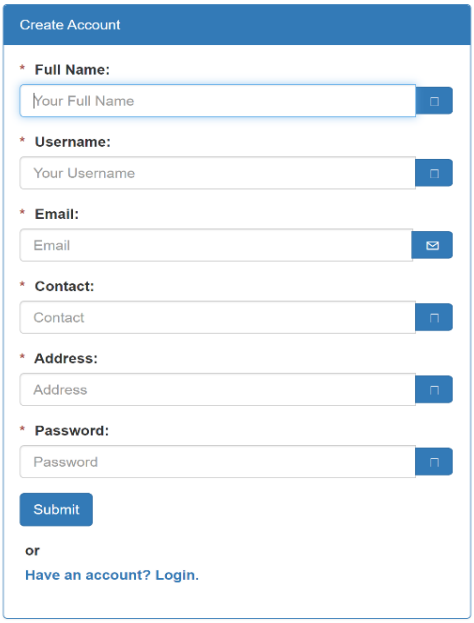

Figure 5.1: Registration Module

Login Module: Both Admin and Customers can sign in through this page into their respective dashboards; error checks are in place to avoid wrong entries.

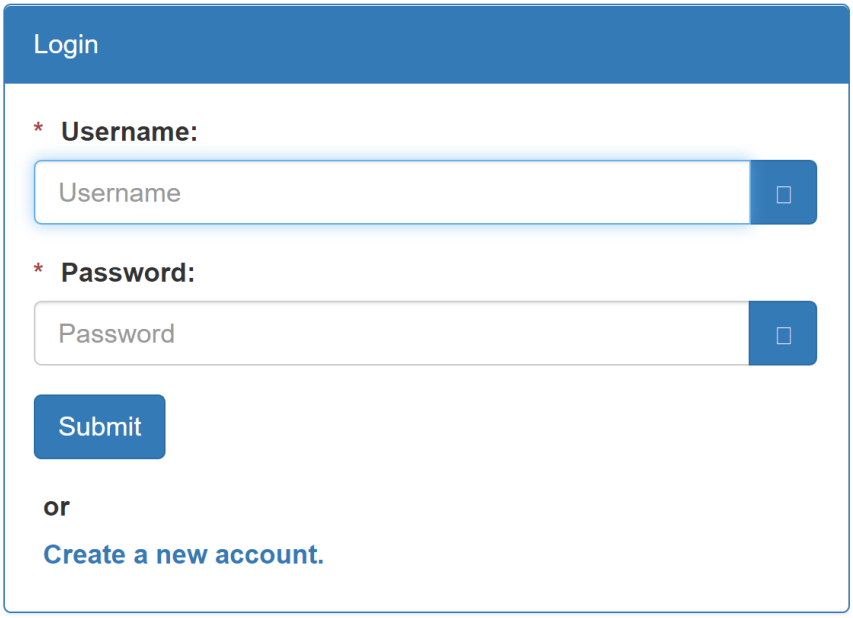

Figure 5.2: Login Module

Home Page: The home page of Online Food Order system web portal consists of sign up, login, about us module, contact services with responsive buttons.

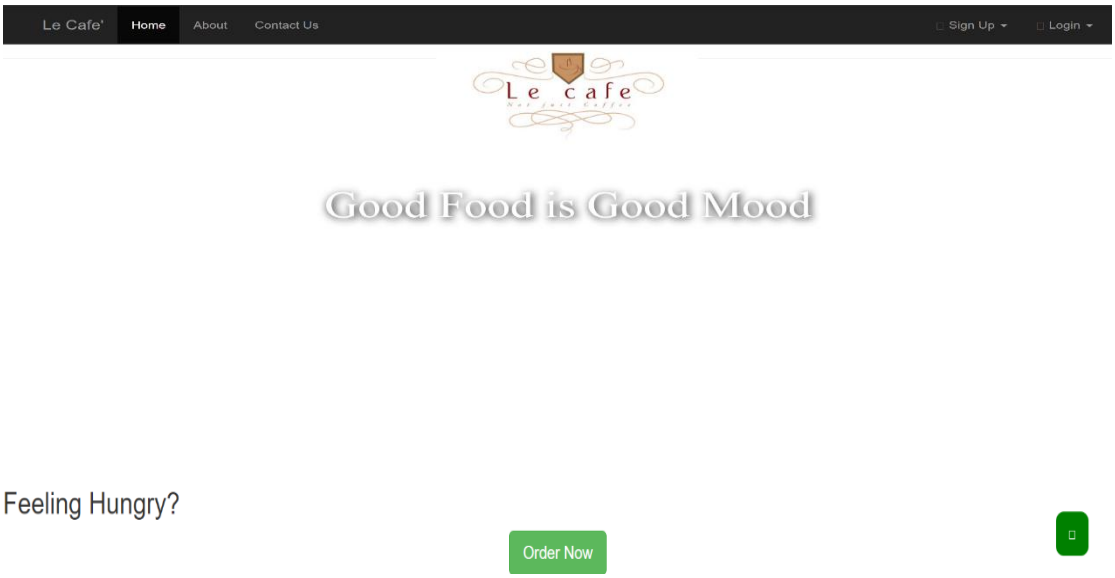

Figure 5.3: Home page

About Us: The farmer Dashboard is a comprehensive portal to all farmer operations such as adding, viewing, updating and deletion of crops.

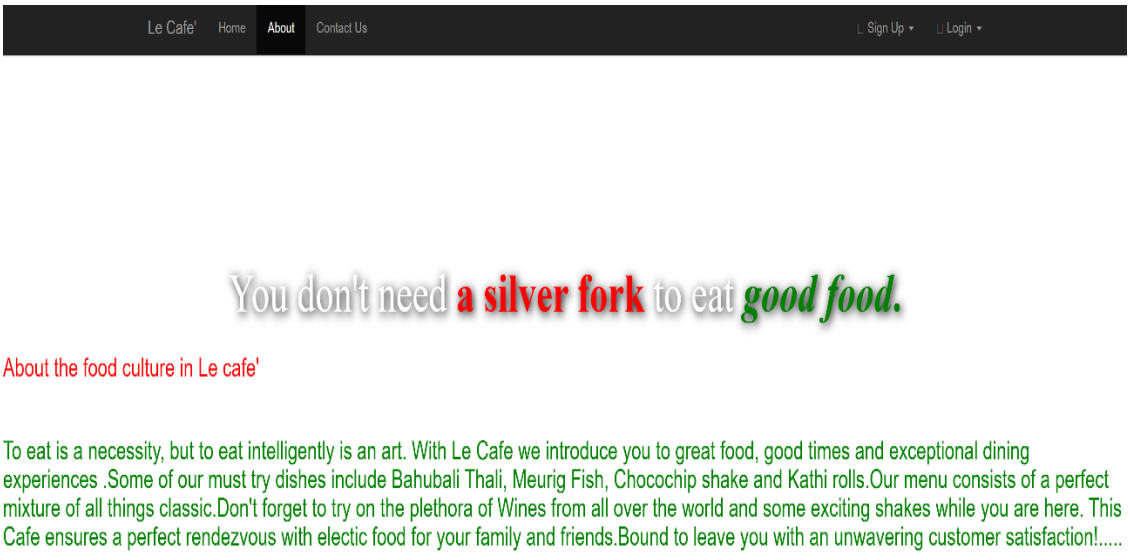

Figure 5.4: About Us

Contact Us: Any queries of the users can be sent from this form to the manager of the restaurant.

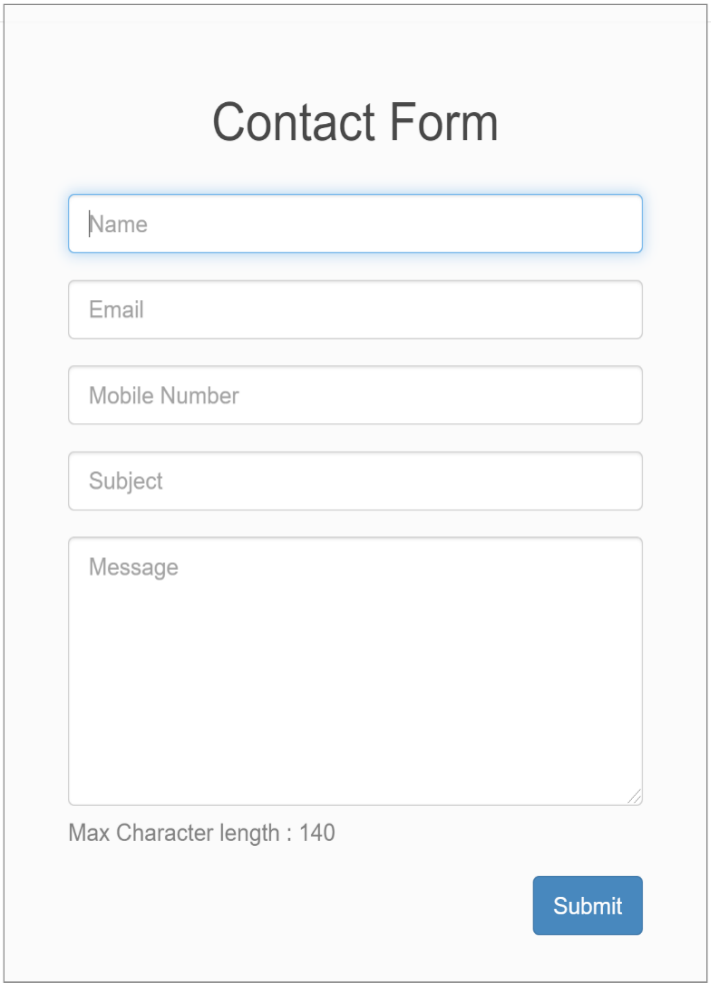

Figure 5.5: Contact Us

Food list: The online menu set up by the manager of the restaurant can be viewed here .

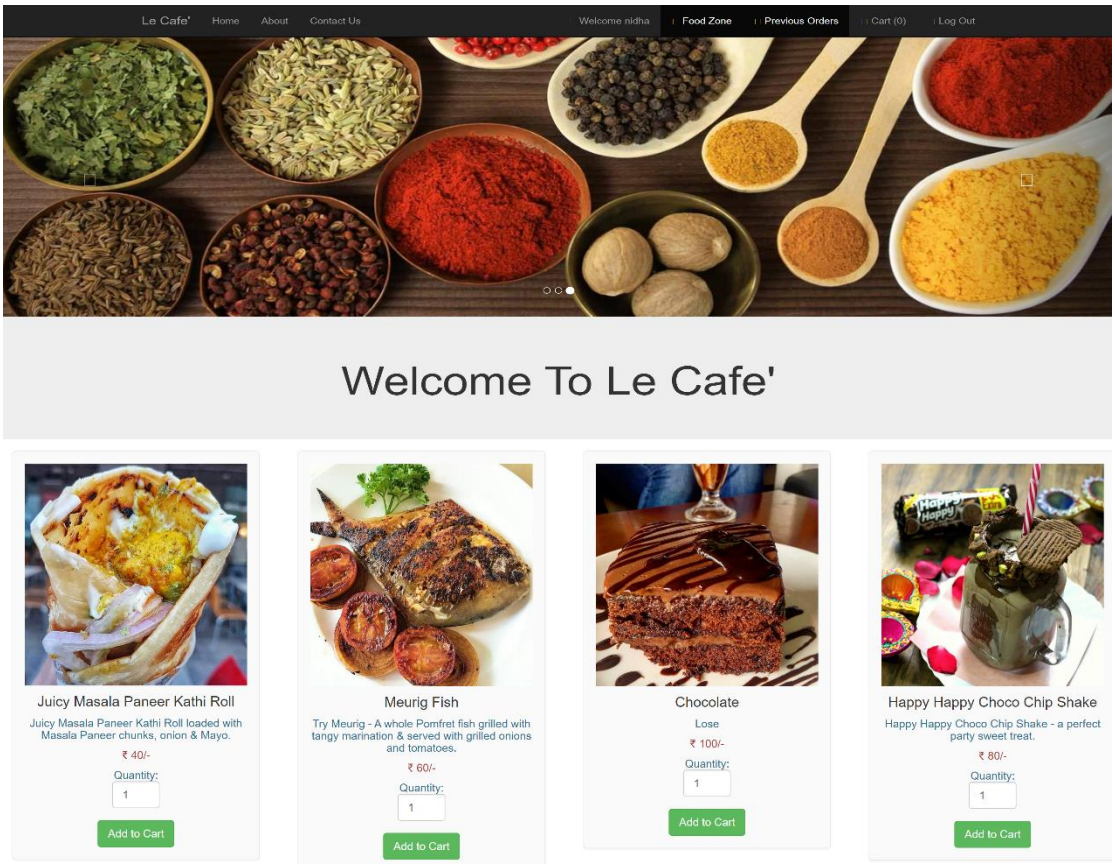

Figure 5.6: Food list

Cart: The shopping cart contains the items chosen by the customer to place order.

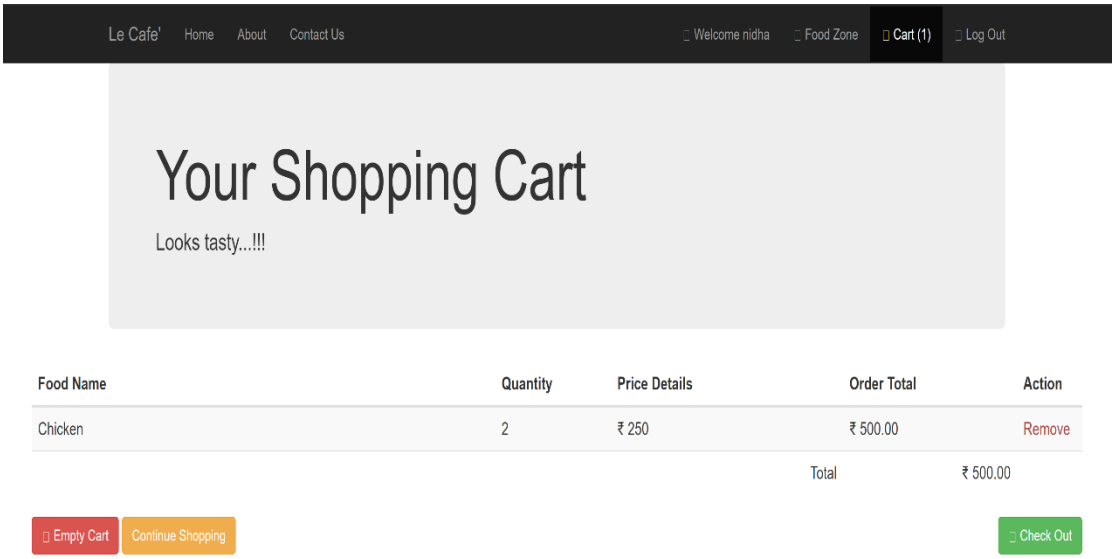

Figure 5.7: Cart

Payment: Once the customer checks out from the cart orders get placed successfully upon choosing either Cash on delivery or online payment.

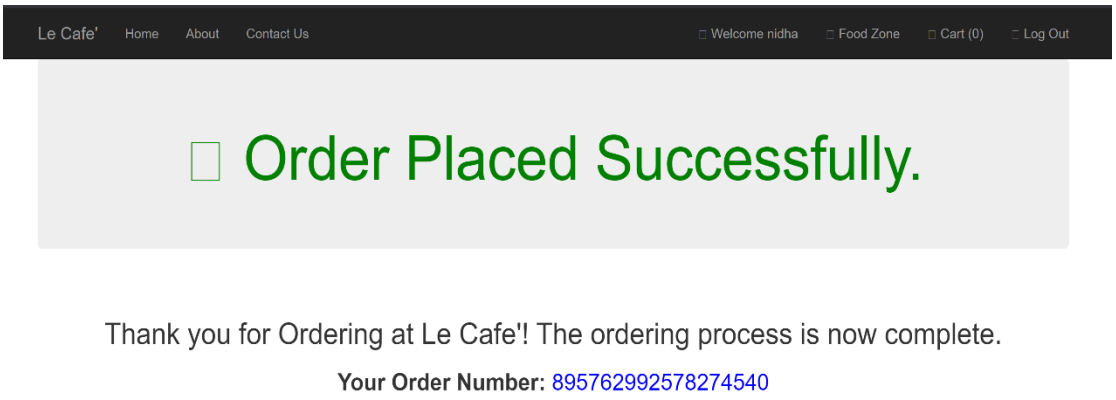

Figure 5.8: Payment

Add food items: Admin is the only superuser who can add food items to his restaurant menu.

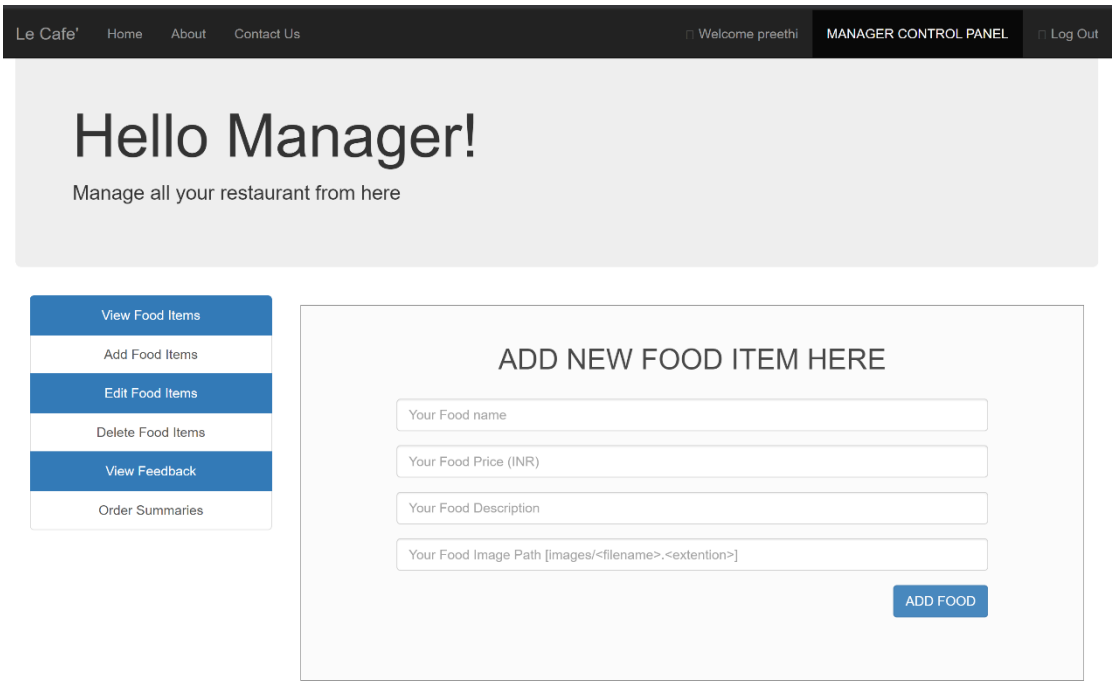

Figure 5.9: Add food items

Edit food items: Any changes with respect to food, price and description can be modified by the manager.

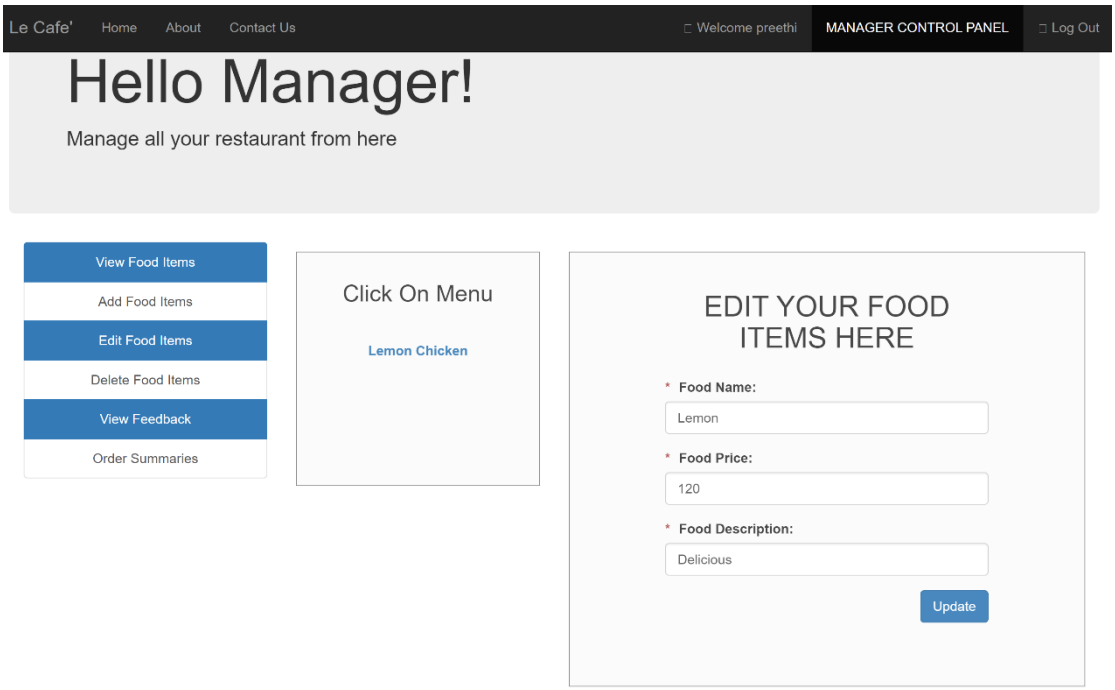

Figure 5.10: Edit food items

Delete food items: Admin has the privilege to delete any of the food items from the menu.

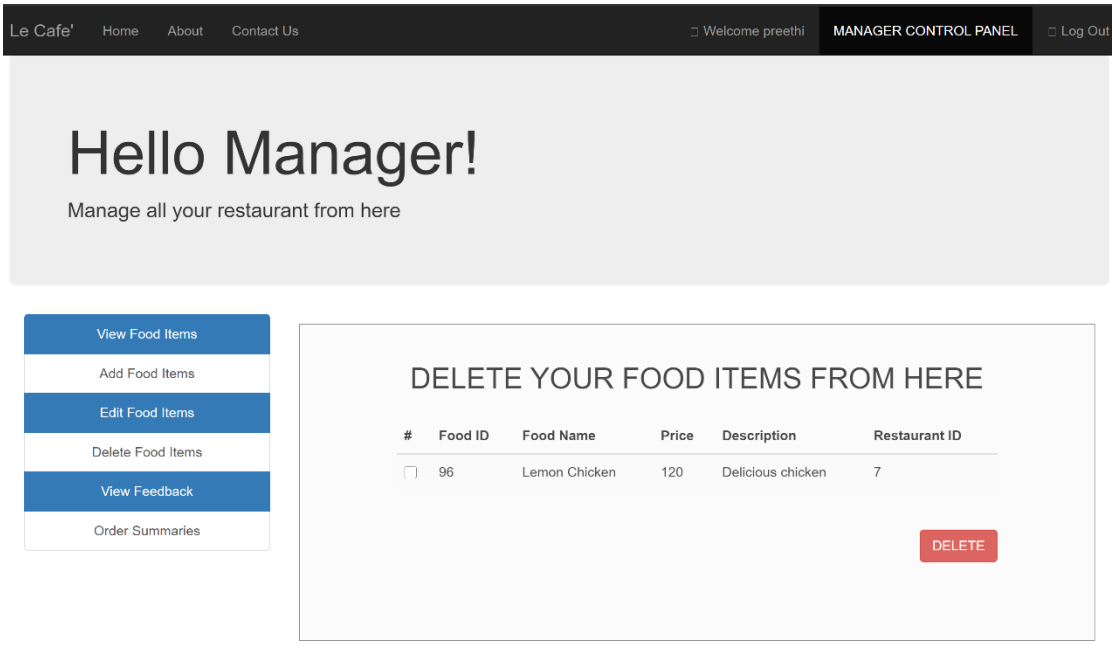

Figure 5.11: Delete food items

View food items: List of food items added by the admin is viewed in this tab.

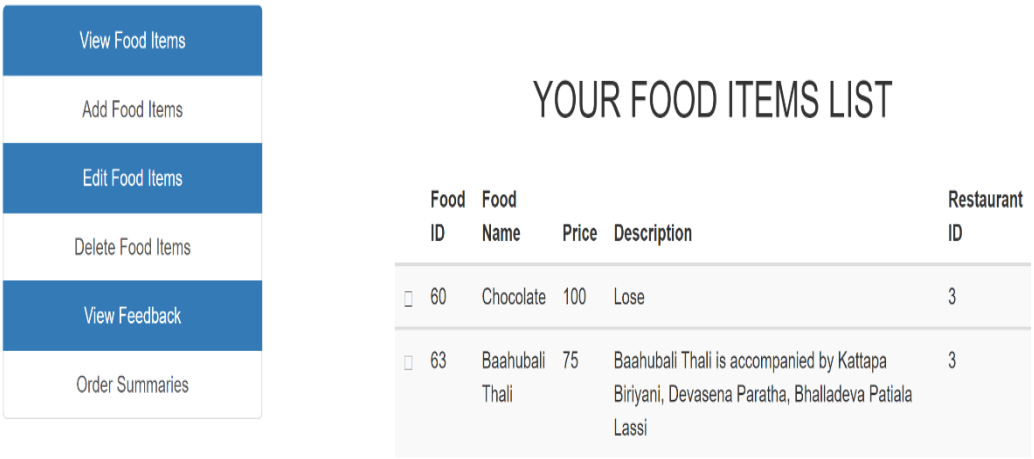

Figure 5.12: View food items

Previous Orders:

Here you go..!!

Order ID	*Food Name*	*Price*	*Quantity*	*Order Date*
77	Meurig Fish	60	2	2020-12-22
78	Chocolate Hazelnut Truffle	99	1	2020-12-22
79	Happy Happy Choco Chip Shake	80	1	2020-12-22
80	Meurig Fish	60	1	2020-12-22
81	Pizza	200	1	2020-12-22
82	Chocolate Hazelnut Truffle	99	1	2020-12-22
83	Chocolate Hazelnut Truffle	99	1	2020-12-23
84	Baahubali Thali	75	1	2020-12-23
85	Chocolate Hazelnut Truffle	99	1	2020-12-23
86	Baahubali Thali	75	1	2020-12-23
87	Chocolate Hazelnut Truffle	99	1	2020-12-23
88	Chocolate Hazelnut Truffle	99	1	2020-12-23
89	Chocolate Hazelnut Truffle	99	1	2020-12-23
90	Chocolate Hazelnut Truffle	99	1	2020-12-23

Figure 5.13: Previous Orders

View feedback: User critiques are viewed in the manager side module.

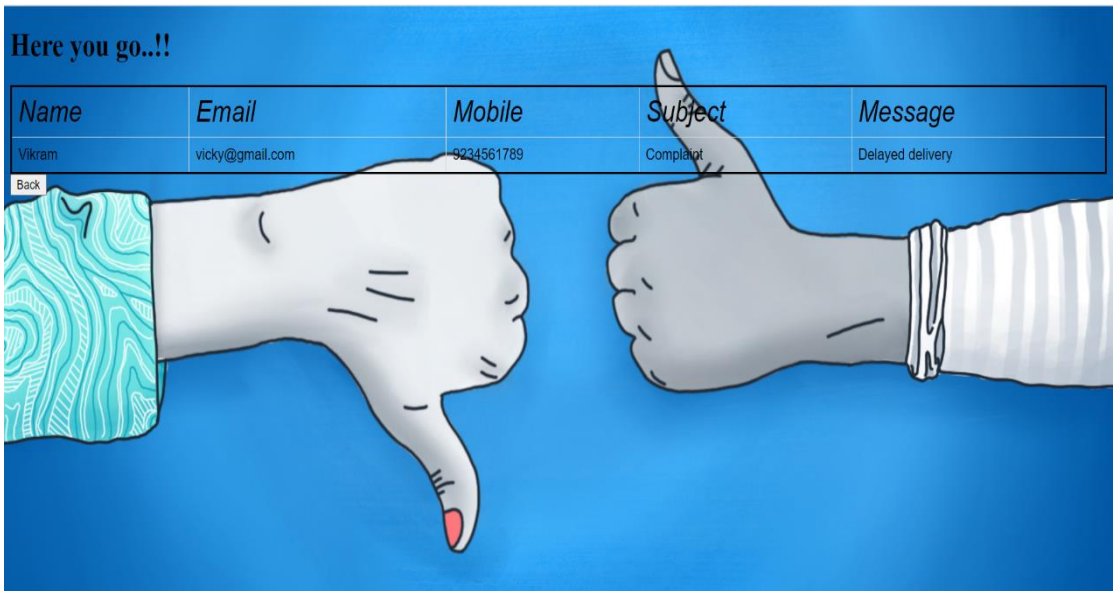

Figure 5.14: View feedback

Online Payment: Checkout from the cart directs to the payment page.

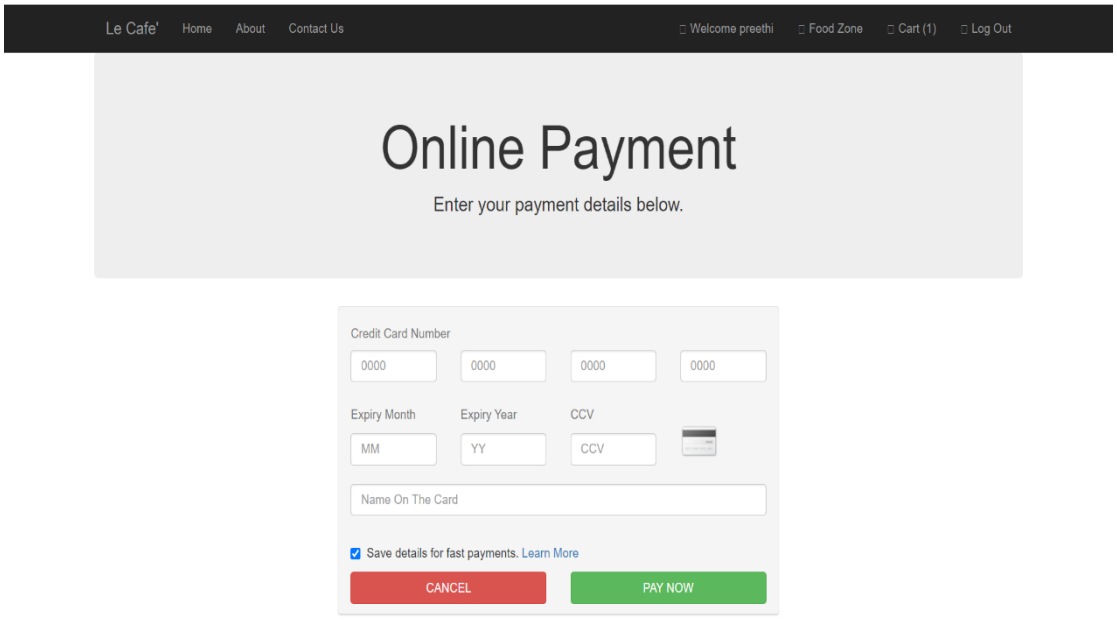

Figure 5.15: Online Payment

CHAPTER 6

CONCLUSION

Online Food Order System is a computerized web portal system that aims to set up a food menu online and it will enable customers to order their desired food at any point of time. A fully-fledged hassle-free software is developed to maintain day to day transactions, orders and also regular update on records, cash transactions and customer feedback thus eliminating the hardships faced by the existing system. This project has GUI based software that will help in storing, updating and retrieving the information through various user-friendly menu-driven modules.

Online food ordering has disrupted the food ordering and delivery process in restaurants. Furthermore, it has become a trend that is growing at a fast pace. Major restaurants today just for the convenience factor and increasing revenue are listing all their services online. The proposed platform prevents missed orders due to busy phone lines or lack of resources to monitor the phone. The face of the restaurant industry has shifted from the traditional dine-in culture to takeaways, online ordering and home deliveries. Restaurants are quickly incorporating mobile food ordering apps in their restaurant management systems to streamline the entire ordering process. Given the advent of the internet connectivity in India, this system is easily scalable and can reach to wide extent. With more than 2 billion mobile users, an app is today the best way to promote the restaurant. Detailed explanation about modules and design are provided in project documentation.

CHAPTER 7

FUTURE ENHANCEMENTS

The direct marketing system implemented here through the portal of Online Food Order System has great scope for future enhancement. In future more features may be added category-wise. It may try to analyze the user behavior and preferences and accordingly response on user query more suitably to fulfil their requirement. The User interface can be enhanced by providing deals, promotional offers, discounts and also providing recipe of the day or week. Online payment shall not only be restricted to credit or debit cards but also different options like PayPal, BHIM UPI can be included. Order ready notification can be sent to the customers who have placed orders in order to track their order. Live tracking is another interesting feature that can be appended to the designed system which would ensure customers for the timely delivery of the products ordered. All the above mentioned concepts can be applied to make the system more efficient and flexible.