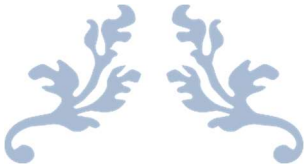


PROJECT PROPOSAL

FoodZilla

MCSP - 232
IGNOU

Table of Contents

Chapter 1

Title of the Project

FoodZilla

A Comprehensive Food Ordering Application

Chapter 2

Introduction and Objectives of the Project

Introduction:

FoodZilla is a modern, full-stack mobile application designed to streamline the food ordering and management experience for both end-users and administrators. The frontend is built using Kotlin and Jetpack Compose, while the backend is powered by Spring Boot with Java, ensuring scalability, security, and efficient real-time updates. The app allows users to explore diverse cuisines, place orders, and track deliveries in real time. Administrators can manage the entire system, from product inventory to user orders and payments, through an intuitive web-based admin panel.

Objectives:

1. **User-Centric Experience:** To provide users with a seamless and interactive platform to browse food items, place orders, and track deliveries.
2. **Admin Management Tools:** To build a robust backend that allows admins to efficiently manage products, process orders, monitor earnings, and verify payments.
3. **Scalability and Security:** To create a scalable and secure backend using Spring Boot that can handle multiple users and admins simultaneously.
4. **Real-Time Tracking:** To enable real-time order tracking with notifications, enhancing the user experience.

Chapter 3

Project Category

This project falls under the following categories:

- **Mobile Computing**: As it involves Android mobile development.
- **RDBMS**: As it uses a relational database for storing user, order, and product data.
- **Networking**: Involves backend-client communication over the network for order processing, tracking, and notifications.
- **OOPs**: The project follows Object-Oriented Programming principles for both Android development and backend architecture.

Chapter 4

Tools/Platform, Hardware, and Software Requirements

Frontend (Android):

- **Programming Language**: Kotlin
- **UI Framework**: Jetpack Compose
- **IDE**: Android Studio
- **Database**: Firebase (optional for initial phases, with a future transition to MySQL)
- **APIs**: RESTful APIs for communication with backend

Backend:

- **Backend Framework**: Spring Boot (Java)
- **Database**: MySQL or PostgreSQL (for persistent storage of users, orders, and product data)
- **ORM Tool**: Hibernate or Spring Data JPA (for database interactions)
- **APIs**: RESTful APIs (with Spring Web MVC)
- **Authentication**: JWT (JSON Web Tokens) for secure authentication and session management
- **Payment Integration**: Stripe or Razorpay for secure payment processing
- **Real-Time Communication**: WebSockets or Firebase Cloud Messaging (for order status updates and push notifications)
- **Hosting**: AWS EC2 or Heroku for backend deployment
- **Version Control**: Git (GitHub or GitLab)

Hardware Requirements:

- **For Development**: System with minimum 8 GB RAM, 2.5 GHz processor, and at least 50 GB free storage.
- **For Testing**: Android device (or emulator) with at least 4 GB RAM.

Software Requirements:

- Android Studio and IntelliJ IDEA for development and testing.
- Postman for API testing.
- MySQL Workbench or similar tool for database management.

Chapter 5

Project Analysis

Problem Definition

The current food ordering landscape is fragmented, with users often facing challenges such as limited restaurant options, inefficient user interfaces, unclear order tracking, and delayed customer support. Similarly, restaurant administrators struggle with managing orders, updating inventory, and tracking business metrics due to disconnected or inadequate tools.

The **FoodZilla Food Ordering Application** seeks to address these challenges by creating an intuitive and feature-rich platform that provides a seamless experience for both users and administrators. It will simplify the food ordering process, streamline backend operations, and leverage real-time technologies to ensure timely delivery and user satisfaction.

Requirement Specifications

Functional Requirements

User Features:

1. Sign Up and Log In with secure authentication.
2. Explore available food options with detailed information and images.
3. Search functionality for quick discovery of items.
4. Add items to a cart and adjust quantities.
5. Seamless checkout and payment options.
6. Real-time order tracking with notifications.
7. View and edit personal profile details.
8. Access order history for past purchases.

Admin Features:

1. Secure Admin Login with role-based access control.
2. Add, update, and delete food items and categories.
3. Manage user orders, including status updates.
4. Verify payments and generate receipts.
5. Monitor earnings and generate business insights.
6. Manage user accounts and resolve issues.

Technical Specifications

Frontend:

- **Technology:** Kotlin with Jetpack Compose.
- **Libraries:** Retrofit (network calls), Glide (image loading), Material Design Components.

Backend:

- **Technology:** Spring Boot with Java.
- **Database:** MySQL with ORM via Hibernate.
- **Security:** Spring Security with JWT for authentication and authorization.
- **APIs:** RESTful APIs for communication with the frontend.
- **Logging:** SLF4J with Logback.

Infrastructure:

- **Hosting:** AWS Elastic Beanstalk or Docker Containers.
- **Monitoring:** Prometheus and Grafana for performance tracking.

Literature Review

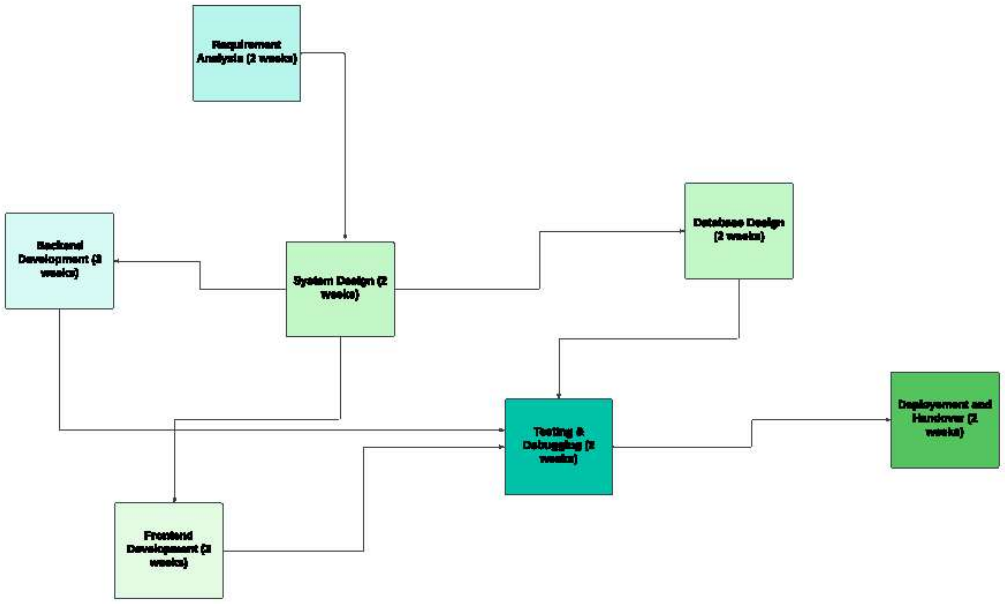
Existing food ordering applications like **Swiggy**, **Zomato**, and **Uber Eats** offer comprehensive services but are often regionally restricted or lack certain features. Literature and case studies suggest that combining features like real-time order tracking, admin management tools, and predictive recommendations can significantly enhance user engagement and retention. The proposed system leverages these insights to provide a better alternative.

Chapter 6
Project Planning and Scheduling

Gantt chart

Task	Week 1	Week 2	Week 3	Week 4	Week 5	Week 6	Week 7	Week 8
Requirement Analysis	X	X						
System Design		X	X					
Frontend Development			X	X	X			
Backend Development				X	X	X		
Database Design				X				
Testing and Debugging					X	X		
Deployment and Handover						X	X	

PERT chart



Chapter 7

Scope of the Solution

The **FoodZilla Food Ordering Application** aims to bridge the gap between food enthusiasts and restaurant administrators by offering a comprehensive platform tailored for efficiency, user satisfaction, and business scalability. The scope of the solution encompasses the following dimensions:

For Users

1. **Seamless User Experience:**
    - Easy sign-up and login with a secure authentication mechanism.
    - Intuitive navigation for exploring diverse cuisines and popular food options.
    - Real-time order tracking to provide updates on order preparation and delivery.
2. **Enhanced Customization:**
    - Flexible cart management with options to adjust quantities and edit orders.
    - Personalized profiles to store preferences and enable quick reordering.
3. **Transparency and Accessibility:**
    - Access to detailed order history and recent purchases.
    - Instant digital receipts for all completed orders.

For Administrators

1. **Streamlined Operations:**
    - A robust admin dashboard for managing food items, categories, and user orders.
    - Efficient payment verification and order tracking features.
2. **Business Insights and Scalability:**
    - Real-time earnings overview and analytics to track business performance.
    - User management to resolve customer queries and maintain service quality.
3. **System Security and Maintenance:**
    - Secure backend operations with role-based access controls for admins.
    - Scalable architecture to handle increasing user demands and diverse operations.

Technical Scope

1. **Frontend:**
    - Built using Kotlin with Jetpack Compose, ensuring a modern, reactive UI experience.

2. **Backend:**
    - Developed with Spring Boot and Java, offering robust API support and seamless integration with the frontend.
    - A relational database (MySQL) with well-structured tables, relationships, and constraints.
3. **Infrastructure:**
    - Cloud-based deployment for scalability and reliability.
    - Integration of advanced logging and monitoring tools (e.g., Prometheus and Grafana).

Scalability and Future Enhancements

1. **Features Expansion:**
    - Adding multi-language support to cater to diverse user bases.
    - Integration with third-party delivery services to enhance delivery efficiency.
2. **Technology Upgrades:**
    - Incorporation of AI for personalized recommendations and dynamic pricing.
    - Deployment of predictive analytics to assist admins in inventory management.
3. **Global Reach:**
    - Support for multi-currency transactions for global expansion.
    - Localization features to adapt to regional tastes and preferences.

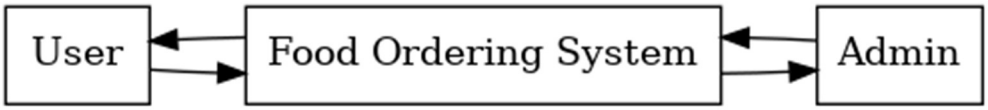
Chapter 8

System Analysis and Design

Data Flow Diagram (DFD):

0-Level DFD

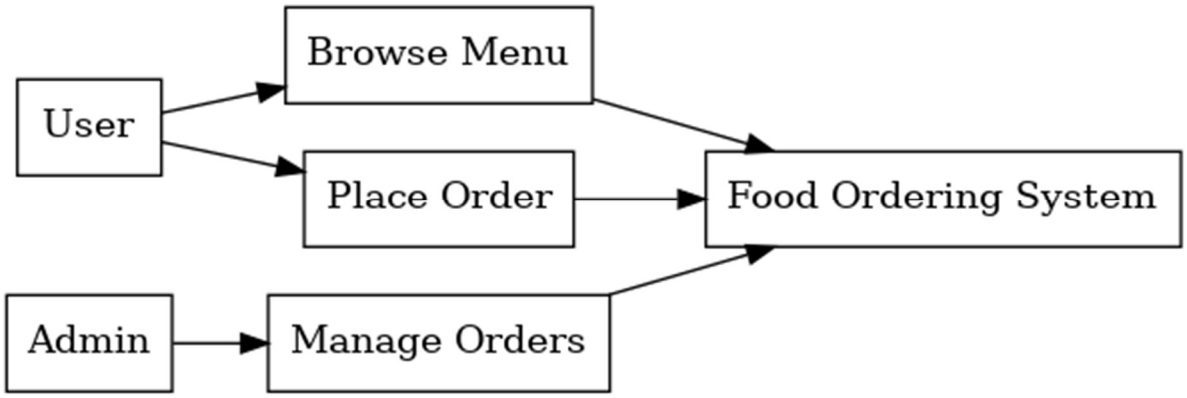
- **Context Diagram:** This represents the system's interaction with external entities such as users and admins.



Entities:

1. **User:** Interacts with the app to browse menus, place orders, and track status.
2. **Admin:** Manages food items, orders, and users.
3. **Payment Gateway:** Handles secure payment processing.

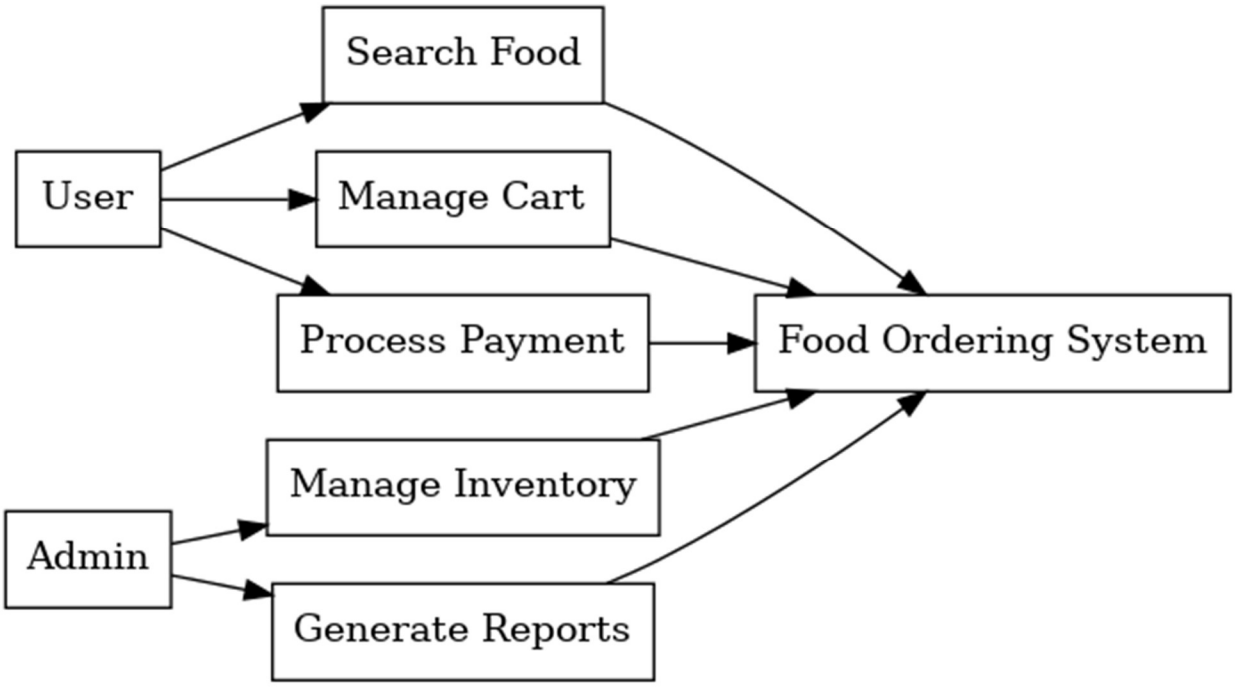
1-Level DFD



Processes:

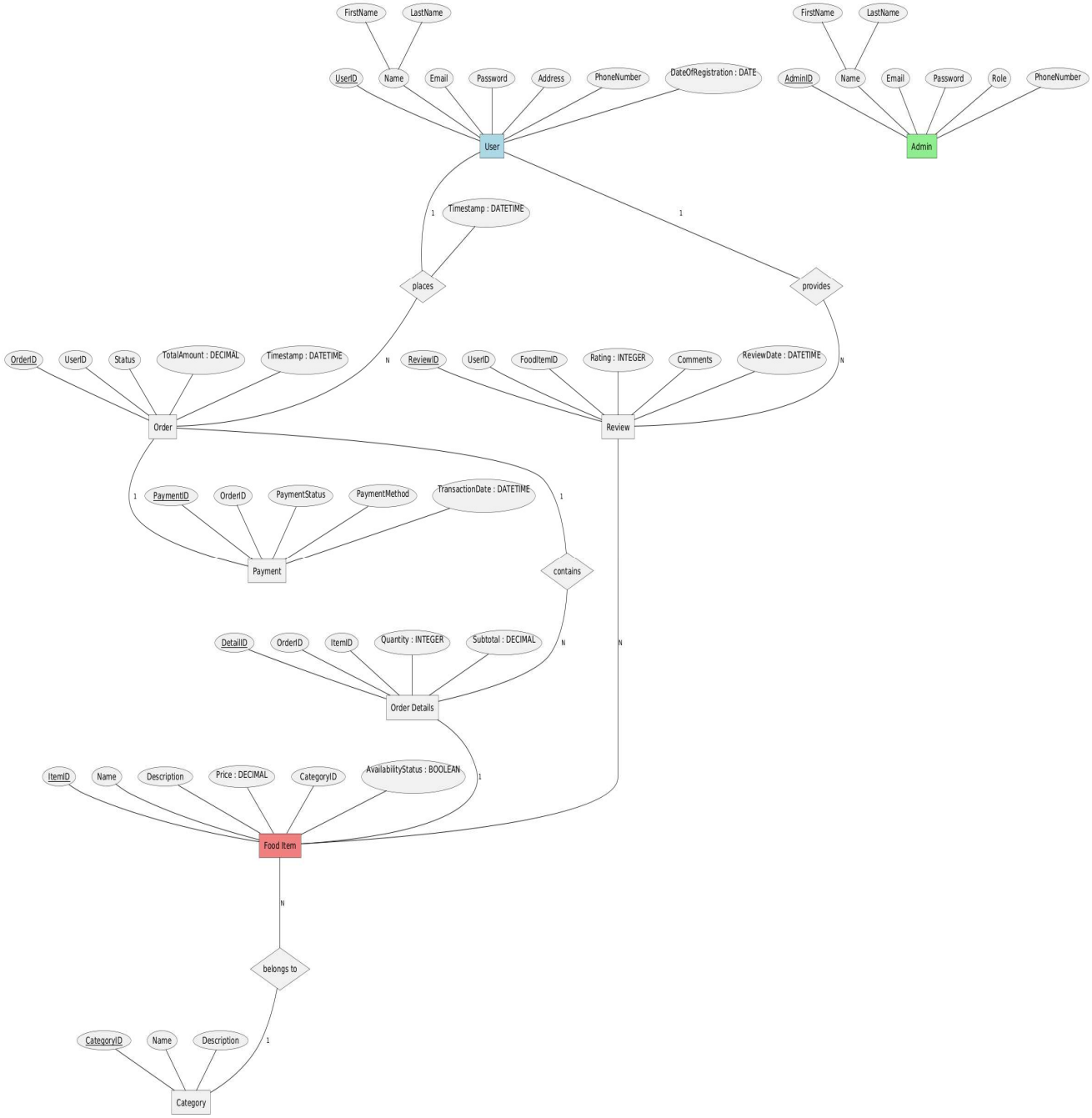
1. **User Management:** User registration, login, and profile updates.
2. **Order Management:** Adding to the cart, order checkout, and status tracking.
3. **Admin Operations:** Managing inventory, verifying payments, and monitoring analytics.

2-Level DFD



- **Order Management**
  - Input: User selection of items, payment confirmation.
  - Output: Updated order status, real-time notifications.

Entity-Relationship (ER) Diagram



Entities and Their Attributes

1. **User**:
    - **Attributes**:
        - UserID (Primary Key)
        - FirstName
        - LastName
        - Email
        - Password
        - Address
        - PhoneNumber
        - DateOfRegistration (DATE)
    - **Description**: Represents the users of the application who can browse, place orders, and review food items.
2. **Admin**:
    - **Attributes**:
        - AdminID (Primary Key)
        - FirstName
        - LastName
        - Email
        - Password
        - Role
        - PhoneNumber
    - **Description**: Represents administrators who manage food items, categories, and orders.
3. **Food Item**:
    - **Attributes**:
        - ItemID (Primary Key)
        - Name
        - Description
        - Price (DECIMAL)
        - CategoryID (Foreign Key)
        - AvailabilityStatus (BOOLEAN)
    - **Description**: Represents individual food items available for ordering.
4. **Category**:
    - **Attributes**:
        - CategoryID (Primary Key)
        - Name
        - Description
    - **Description**: Represents categories for organizing food items (e.g., Desserts, Beverages).
5. **Order**:
    - **Attributes**:
        - OrderID (Primary Key)
        - UserID (Foreign Key)
        - Status

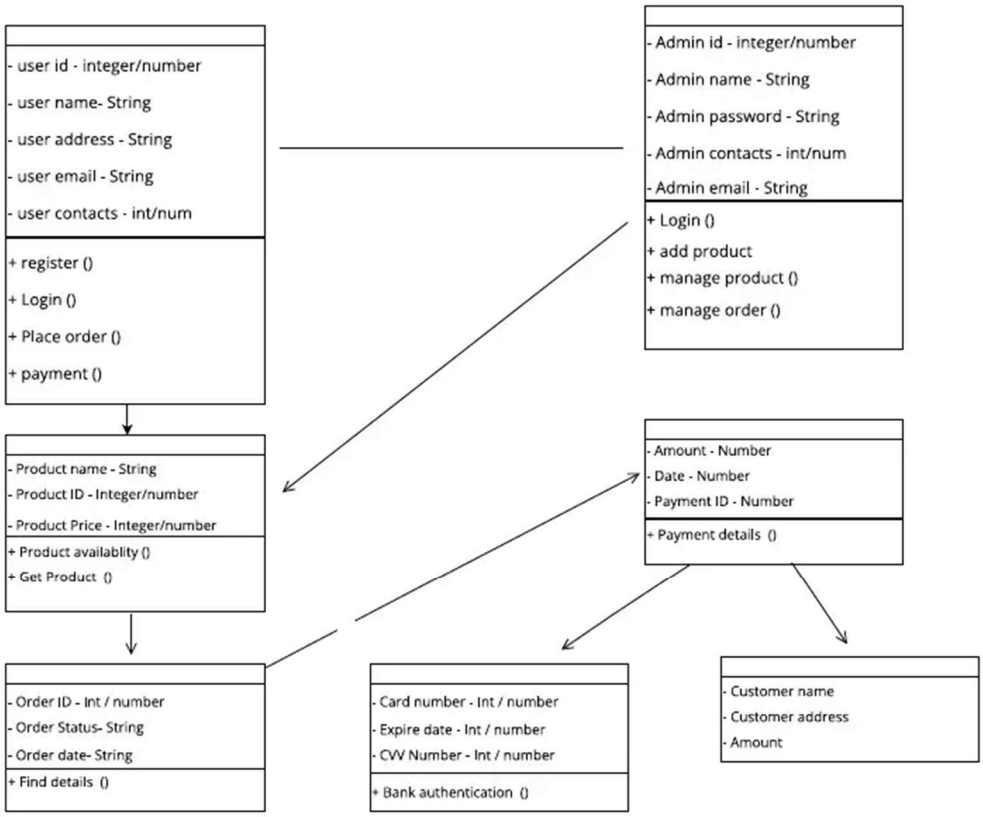
        - TotalAmount (DECIMAL)
        - Timestamp (DATETIME)
    - **Description**: Represents orders placed by users.
6. **Order Details**:
    - **Attributes**:
        - DetailID (Primary Key)
        - OrderID (Foreign Key)
        - ItemID (Foreign Key)
        - Quantity (INTEGER)
        - Subtotal (DECIMAL)
    - **Description**: Represents details of each order, linking items to orders with quantities.
7. **Payment**:
    - **Attributes**:
        - PaymentID (Primary Key)
        - OrderID (Foreign Key)
        - PaymentStatus
        - PaymentMethod
        - TransactionDate (DATETIME)
    - **Description**: Represents payment details for each order.
8. **Review**:
    - **Attributes**:
        - ReviewID (Primary Key)
        - UserID (Foreign Key)
        - FoodItemID (Foreign Key)
        - Rating (INTEGER)
        - Comments
        - ReviewDate (DATETIME)
    - **Description**: Represents user reviews for food items.

Relationships and Their Cardinalities

1. **User → Order (PLACES)**:
    - **Relationship**: A user places multiple orders.
    - **Cardinality**: 1:N
2. **Order → Order Details (CONTAINS)**:
    - **Relationship**: An order contains multiple order details.
    - **Cardinality**: 1:N
3. **Order Details → Food Item (REFERS_TO)**:
    - **Relationship**: Each order detail refers to a specific food item.
    - **Cardinality**: N:1
4. **Food Item → Category (BELONGS_TO)**:
    - **Relationship**: A food item belongs to one category.
    - **Cardinality**: N:1

5. **Order → Payment (HAS)**:
    - **Relationship**: Each order has one payment.
    - **Cardinality**: 1:1
6. **User → Review (PROVIDES)**:
    - **Relationship**: A user provides multiple reviews.
    - **Cardinality**: 1:N
7. **Review → Food Item (FOR)**:
    - **Relationship**: A review is for a specific food item.
    - **Cardinality**: N:1

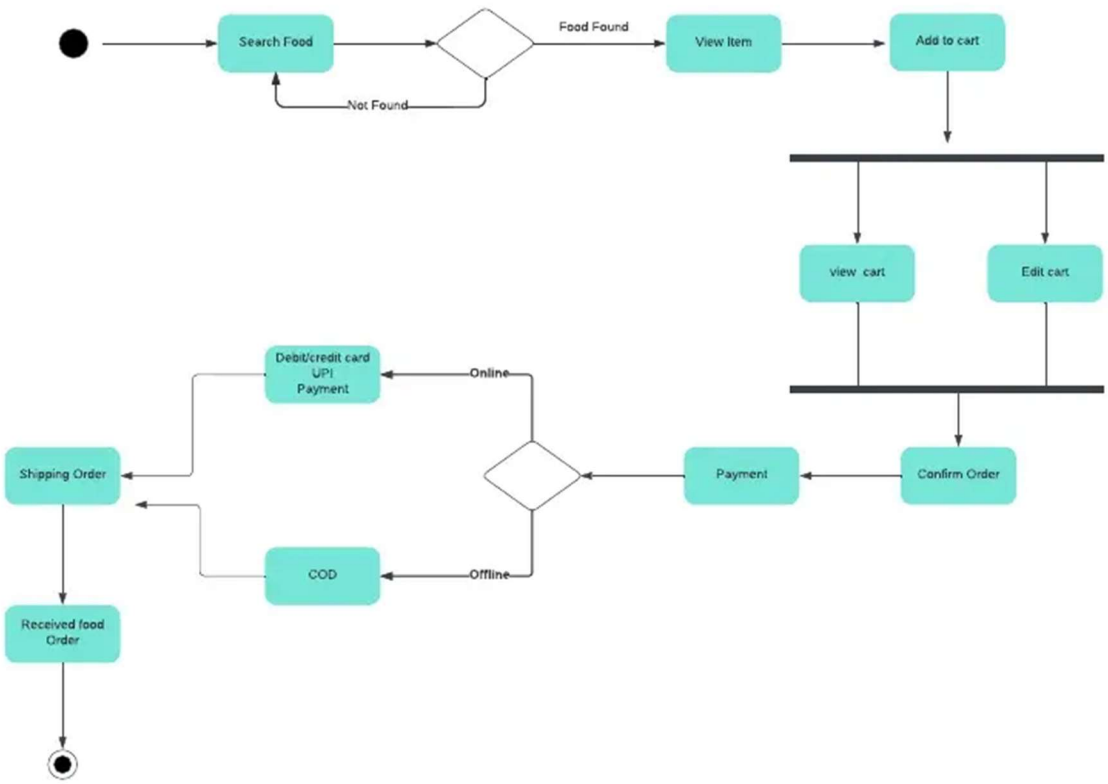
Class Diagram



- **Classes and Attributes:**
    1. **User:** UserID, Name, Email, Password, Address.
    2. **Admin:** AdminID, Name, Role, Contact.
    3. **Order:** OrderID, UserID, Status, TotalAmount.
    4. **FoodItem:** ItemID, Name, Price, Description.

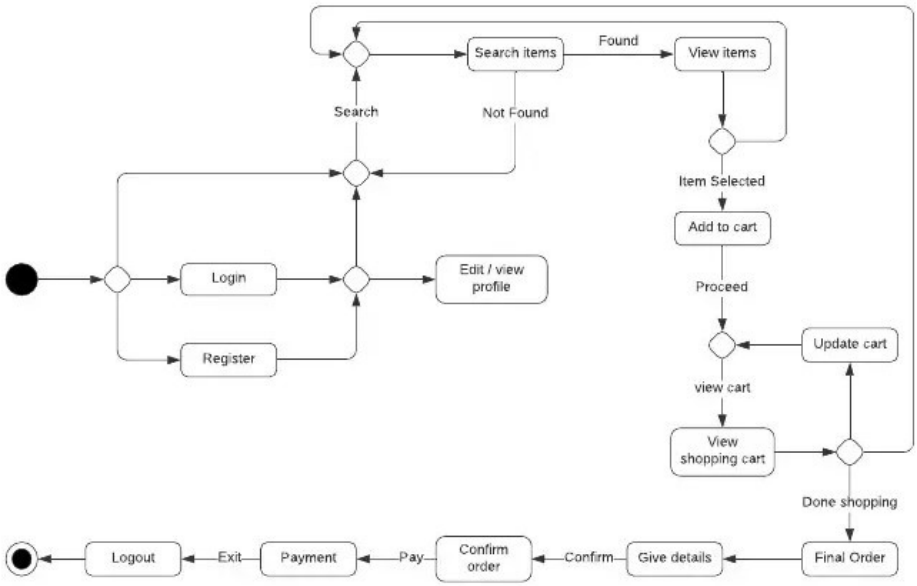
- **Methods:**
  - User: login(), register(), viewOrderHistory().
  - Admin: addItem(), removeItem(), trackOrder()

Activity Diagram



- **User Workflow:**
  - Start → Sign In → Browse Menu → Add to Cart → Checkout → Payment → Track Order → End.
- **Admin Workflow:**
  - Start → Sign In → Manage Items → View Orders → Update Order Status → View Reports → End.

State Diagram



- **Order State Transition:**
  - States: Created → Pending Payment → Confirmed → Prepared → Delivered → Completed.

Chapter 9

Database and Tables Details

Database Schema

- **Users Table**

```
CREATE TABLE Users (
    user_id INT PRIMARY KEY AUTO_INCREMENT,
    name VARCHAR(100) NOT NULL,
    contact VARCHAR(15) NOT NULL UNIQUE,
    address VARCHAR(255),
    email VARCHAR(100) UNIQUE,
    password VARCHAR(255) NOT NULL,
    created_at TIMESTAMP DEFAULT CURRENT_TIMESTAMP,
    updated_at TIMESTAMP DEFAULT CURRENT_TIMESTAMP ON UPDATE
CURRENT_TIMESTAMP
);
```

- **Admin Table**

```
CREATE TABLE Admins (
    admin_id INT PRIMARY KEY AUTO_INCREMENT,
    name VARCHAR(100) NOT NULL,
    role VARCHAR(50) NOT NULL,
    contact VARCHAR(15),
    email VARCHAR(100) UNIQUE,
    password VARCHAR(255) NOT NULL,
    created_at TIMESTAMP DEFAULT CURRENT_TIMESTAMP,
    updated_at TIMESTAMP DEFAULT CURRENT_TIMESTAMP ON UPDATE
CURRENT_TIMESTAMP
);
```

- **Orders Table**

```
CREATE TABLE Orders (
    order_id INT PRIMARY KEY AUTO_INCREMENT,
    user_id INT,
    order_timestamp TIMESTAMP DEFAULT CURRENT_TIMESTAMP,
    total_price DECIMAL(10, 2) NOT NULL,
    status VARCHAR(20) DEFAULT 'Pending',
    FOREIGN KEY (user_id) REFERENCES Users(user_id) ON DELETE CASCADE
);
```

- **Food Items Table**

```
CREATE TABLE FoodItems (
    item_id INT PRIMARY KEY AUTO_INCREMENT,
    name VARCHAR(100) NOT NULL,
    price DECIMAL(10, 2) NOT NULL,
    category VARCHAR(50),
    description TEXT,
    created_at TIMESTAMP DEFAULT CURRENT_TIMESTAMP,
    updated_at TIMESTAMP DEFAULT CURRENT_TIMESTAMP ON UPDATE
CURRENT_TIMESTAMP
);
```

- **Order_FoodItem Table** (Associative table for N:M relationship between Orders and Food Items)

```
CREATE TABLE Order_FoodItems (
    order_id INT,
    item_id INT,
    quantity INT NOT NULL,
    price_at_time DECIMAL(10, 2) NOT NULL,
    PRIMARY KEY (order_id, item_id),
    FOREIGN KEY (order_id) REFERENCES Orders(order_id) ON DELETE CASCADE,
    FOREIGN KEY (item_id) REFERENCES FoodItems(item_id) ON DELETE CASCADE
);
```

- **Admin_Order_FoodItem Management**

```
CREATE TABLE AdminOrderManagement (
    admin_id INT,
    order_id INT,
    item_id INT,
    PRIMARY KEY (admin_id, order_id, item_id),
    FOREIGN KEY (admin_id) REFERENCES Admins(admin_id),
    FOREIGN KEY (order_id) REFERENCES Orders(order_id),
    FOREIGN KEY (item_id) REFERENCES FoodItems(item_id)
);
```

Chapter 10

Project Structure and Implementation Plan

Number of Modules and Their Description

Modules:

1. **User Management**
    - **Description:** Handles user registration, login, and profile management.
    - **Process Logic:**
        - User registers with necessary details.
        - Validates credentials during login.
        - Allows updating the user profile and password.
    - **Data Structures:**
        - User class with fields for user_id, name, contact, etc.
        - Methods: registerUser(), loginUser(), updateProfile(), etc.

2. **Food Menu Management**
    - **Description:** Allows adding, updating, and removing food items from the menu.
    - **Process Logic:**
        - Admin can add food items with price, category, and description.
        - Admin can edit or delete items.
    - **Data Structures:**
        - FoodItem class with attributes like item_id, name, price, etc.
        - Methods: addFoodItem(), updateFoodItem(), deleteFoodItem(), etc.

3. **Order Management**
    - **Description:** Manages user orders, including item selection and total calculation.
    - **Process Logic:**
        - User selects food items, adds them to the cart.
        - Admin can view and manage orders.
        - Order details are stored, and the total price is calculated.
    - **Data Structures:**
        - Order class with order_id, user_id, order_timestamp, etc.
        - Methods: placeOrder(), viewOrder(), calculateTotalPrice(), etc.

4. **Admin Dashboard**
    - **Description:** Admin can manage users, orders, and food items.
    - **Process Logic:**
        - Admin manages the food menu and monitors user orders.
        - View all orders, and mark them as completed.
    - **Data Structures:**
        - Admin class with admin_id, role, etc.
        - Methods: manageFoodItems(), viewOrders(), etc.

5. **Payment Integration (if applicable)**
    - **Description:** Handles payment for the order (e.g., integrating with Stripe/PayPal).
    - **Process Logic:**
        - User completes the payment for the order.
    - **Data Structures:**
        - Payment class with payment_id, order_id, amount, payment_status.
        - Methods: processPayment(), validatePayment(), etc.

Data Structures

- **User Class**

```
public class User {
    private int userId;
    private String name;
    private String contact;
    private String address;
    private String email;
    private String password;
    private Date createdAt;
    private Date updatedAt;
}
```

- **FoodItem Class**

```
public class FoodItem {
    private int itemId;
    private String name;
    private double price;
    private String category;
    private String description;
}
```

- **Order Class**

```
public class Order {
    private int orderId;
    private int userId;
    private Date orderTimestamp;
    private double totalPrice;
    private String status;
}
```

- **Admin Class**

```
public class Admin {
    private int adminId;
    private String name;
    private String role;
    private String contact;
    private String email;
}
```

Process Logic of Each Module

- **User Management**:
    - Register: Input validation (unique contact/email).
    - Login: Validate credentials (hashing, salt).
    - Update Profile: User can update contact and address.
- **Food Menu Management**:
    - Add Item: Admin provides name, price, and category.
    - Edit Item: Admin can modify food item details.
    - Delete Item: Admin removes an item from the menu.
- **Order Management**:
    - Place Order: User selects items, adds to cart, and places the order.
    - Calculate Total: Summing prices of selected food items.
    - View Order: Admin and User can view order details.
- **Admin Dashboard**:
    - Manage Users: Admin can view and block/unblock users.
    - Manage Orders: Admin can update the status (e.g., from 'Pending' to 'Completed').

Implementation Methodology

- **Frontend (Android):**
  - **Tech Stack**: Kotlin, Jetpack Compose, Retrofit, Room for local DB.
  - Implement UI components for user login, profile management, and order placement.
  - Use ViewModel and LiveData for data management.
- **Backend (Spring Boot):**
  - **Tech Stack**: Spring Boot, Hibernate (JPA), MySQL/PostgreSQL.
  - REST API for managing users, orders, and food items.
  - Authentication using JWT (JSON Web Tokens).
- **Data Communication**:
  - Use Retrofit for API calls and Gson for JSON parsing.
  - Implement login and session management using JWT tokens.

List of Reports

1. **User Report**: List of registered users with their details (name, contact, status).
2. **Order Report**: List of all orders, including user details, food items ordered, and status.
3. **Food Menu Report**: List of food items with prices, categories, and availability status.
4. **Admin Activity Report**: List of admin actions on orders and food items.
5. **Sales Report**: Detailed sales analysis, including total revenue and order count.
6. **Payment Report**: List of successful payments with order details and payment amounts.

Chapter 11
Security Architecture and Implementation

1. Mobile Application (Client-Side) Security

a. Secure Storage of Sensitive Data

- **Secure Password Storage**: Use Android's **Keystore system** to store sensitive data such as passwords and JWT tokens. The Keystore securely stores cryptographic keys in hardware, preventing access to them by unauthorized apps or processes.
    - Use **EncryptedSharedPreferences** for storing encrypted sensitive information.

b. Authentication and Authorization

- **JWT Authentication**: Implement token-based authentication using JWTs. When a user logs in, the server issues a JWT token that is stored on the mobile device. This token is sent with each subsequent request to authenticate the user.
    - Use **Retrofit** for making API calls and attach the JWT token in the Authorization header.

c. Secure Communication (HTTPS)

- **HTTPS/TLS**: Ensure that all communication between the Android client and the backend server is encrypted using HTTPS (SSL/TLS).
    - Force **SSL/TLS** for all HTTP connections to prevent eavesdropping or man-in-the-middle attacks.
    - **SSL Pinning**: Implement SSL pinning to prevent attacks like certificate impersonation.

d. Insecure Data Transmission Protection

- **Cleartext Traffic**: Disable cleartext (non-HTTPS) traffic in the Android application by configuring the network_security_config.xml file.

2. Backend (Server-Side) Security

a. Authentication and Authorization

- **JWT Authentication**: In the backend (Spring Boot), use **Spring Security** to implement JWT-based authentication. The server validates the JWT sent by the client in the request header, ensuring that the user is authenticated.
- **Role-Based Access Control (RBAC)**: Use **Spring Security** to manage roles and permissions. Protect sensitive endpoints based on user roles (e.g., admin, user).

b. Secure Data Storage

- **Encrypted Database**: Store sensitive user information (such as passwords) securely in the database. Use hashing algorithms (e.g., bcrypt) to store passwords securely.
- **Database Access Control**: Ensure that the database is secured by using strong passwords for database access, and only grant the least privileged access to the database based on roles.

c. SQL Injection Prevention

- **Use Prepared Statements**: Avoid dynamic SQL queries to prevent SQL injection attacks. Use **JPA/Hibernate** or **PreparedStatement** to safely execute queries.

d. Secure Communication (HTTPS)

- **SSL/TLS**: Ensure that the backend API uses HTTPS (SSL/TLS) for secure communication. Install an SSL certificate on the server to encrypt all communication with the client.
- **HTTP Strict Transport Security (HSTS)**: Enforce HTTPS using HTTP headers.

3. Network and Infrastructure Security

a. Web Application Firewall (WAF)

- **WAF**: Use a Web Application Firewall to protect your backend API from common vulnerabilities such as Cross-Site Scripting (XSS), Cross-Site Request Forgery (CSRF), and SQL Injection.

b. Rate Limiting and Throttling

- **Rate Limiting**: To prevent DoS (Denial-of-Service) attacks, implement rate limiting on your backend API. This ensures that no single client can overwhelm the server by making too many requests in a short period.

- **Spring Rate Limiting**: Use libraries like **Bucket4j** to implement rate-limiting logic.

c. Secure APIs

- **API Gateway**: If using multiple microservices, implement an API Gateway to route requests to various backend services securely and implement additional security mechanisms such as authentication and authorization.
- **OAuth 2.0 / OpenID Connect**: If you want to integrate with third-party services or provide single sign-on (SSO), implement OAuth 2.0 or OpenID Connect for authentication and authorization.

4. Additional Security Measures

a. CSRF Protection

- **Cross-Site Request Forgery (CSRF)**: Ensure that CSRF tokens are used in state-changing requests (e.g., POST, PUT, DELETE). Spring Security can automatically handle CSRF protection for web applications.

b. Logging and Monitoring

- **Log Security Events**: Keep detailed logs of security events, such as login attempts, failed authentication, and access control violations. Use logging libraries like **SLF4J** and integrate with monitoring tools (e.g., ELK stack).
- **Intrusion Detection**: Implement intrusion detection systems to monitor and alert for suspicious activity in the application.

Chapter 12
Future Scope and Enhancements

1. Feature Enhancements

- **Personalized User Experience**: Implement AI-based recommendations, personalized offers, and voice recognition for easier interaction.
- **Multi-Language Support**: Add language localization to cater to a broader audience.
- **Enhanced Payment Options**: Integrate cryptocurrency payments and Buy Now Pay Later (BNPL) services.

2. Scalability & Performance

- **Microservices Architecture**: Transition to microservices for better scalability and flexibility.
- **Caching**: Implement caching mechanisms like Redis to improve app performance.
- **Load Balancing & Auto-Scaling**: Use cloud services for dynamic scaling during peak usage.

3. Security Enhancements

- **Two-Factor Authentication (2FA)**: Add an extra layer of security for user login.
- **End-to-End Encryption**: Secure sensitive data with stronger encryption mechanisms.

4. User Engagement

- **Loyalty and Gamification**: Introduce reward points and achievement badges to increase user retention.
- **Social Media Integration**: Enable sharing of orders and achievements on social media platforms.

5. Reporting & Analytics

- **Advanced Admin Dashboard**: Include real-time analytics and customizable report generation for administrators.

6. Integration with Third-Party Services

- **Delivery Service Integration**: Integrate with third-party delivery platforms (e.g., Uber Eats).

- **IoT for Kitchens**: Use IoT to track order progress and kitchen operations for real-time updates.

7. UI/UX Improvements

- **Dark Mode and Accessibility Features**: Improve usability with dark mode and features for better accessibility, such as voice commands and font-size adjustment.

These enhancements will improve user experience, scalability, and security while expanding the functionality of the application.

Chapter 13

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