

## SIES (Nerul) College of Arts, Science and Commerce NAAC Re-Accredited 'A' Grade

Sri Chandrasekarendra Saraswathy Vidyapuram, Plot 1-C, Sector V, Nerul, Navi Mumbai-400 706.

PROJECT REPORT ON

# Cake Ordering System

SUBMITTED TO
MUMBAI UNIVERSITY

BY

Neha Milind Gholap (T.Y. B Sc. Computer Science)

(2021-2022)



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# Certificate

This is to certify that the project entitled "CAKE ORDERING SYSTEM" developed using HTML, CSS, NodeJS, Express and MongoDB is successfully completed by Ms. Neha Gholap of Third Year Bachelor of Science (Computer Science) as per the requirement of University of Mumbai in part fulfillment for the completion of Degree of Bachelor of Science (Computer Science). It is also to certify that this is the original work of the candidate done during the academic year 2021-2022.

| Seat No.: S.19.29     | Date of Submission://21 |
|-----------------------|-------------------------|
| Prof. Vrushali Gawali | Prof                    |
| (Project Guide)       | Co-Ordinator)           |
| Date:                 | Date:                   |
|                       |                         |
| External Examiner:    |                         |
| Date:                 |                         |
| (College Seal)        |                         |

#### **PREFACE**

It gives me great pleasure to present the project "Cake ordering System" prepared sincerely, punctually and with utmost efforts.

This web-app has been developed to override the problems prevailing in the existing manual system. This software is supported to eliminate and, in some cases, reduce the hardships faced by the existing system.

Review of the project is an unending process; it may contain errors, as there is always a scope for improvements. The content of the project is true and verified and aims to give a simple and clear understanding of the design and implementation of the software.

#### ACKNOWLEDGEMENT

A project is a bridge between theoretical and practical learning and with this thinking I worked on the project and made it successful due to timely support and efforts of all who helped me.

I am extremely grateful to my department faculty members for the confidence bestowed in me, their valuable advice, guidance and entrusting my project entitled "Cake Ordering System".

I express my deep gratitude to my Project Guide Prof. Vrushali Gawali for her assistance during all the phases of project and without whom my project would not have been a success.

I would also like to thank Prof. \_\_\_\_\_ for periodically evaluating my project documentation and monitoring the progress of project completion.

Last but not the least I place a deep sense of gratitude to my family members and my friends who have been constant source of inspiration during the preparation of this project.

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#### **CHAPTER 1: INTRODUCTION**

#### 1.1 INTRODUCTION

**Cake Ordering System** is one of the most innovative ideas of this era. It will make a person's life easier in a dramatic way. If a person wishes to buy a cake, that person just has to go to this system, select the cake, provide some important information and make the payment and BAM! the cake would be at their doorstep.

### What inspired me for an online system for cake booking?

Let me walk you through an incident I had some days ago. It was my friend's birthday. We were all excited. We had everything planned except for the cake. My responsibility was to book a cake for my friend. So, first of all, I had to find out a suitable cake shop. It was late in the night. Most of the shops were closed.

So, I wandered around the street and somehow, I manage to find a cake shop. But no, my misery is not going to end. The shopkeeper had only two cakes so it was impossible to select the best cake for my friend. I chose one cake from half of my heart and asked the price for the cake. The shopkeeper knew that I was helpless and needed the cake badly so he almost doubled the price. I have no option but to buy the cake at that price.

This was a bad experience for me but this gave me a revolutionary idea. I thought what if I ordered the cake just sitting anywhere from the area. I could order it when I think of it. "Oh! I have to order a cake. I will go to the shop whenever I get time, select it and order it." I thought why this much hassles. Why not order the cake as soon as the thought crosses your mind.

You can choose the best cake right at that time. Being a computer science student, that is where I came up with the idea of an "Cake Ordering System".

#### **1.2 AIM**

The main aim of this project "Cake Ordering System" is to sell cakes online. In this project, customers can give order from any place and pay cash on delivery or online. This project provides information of customer details before making order. It also gives option to the customer for online payment. It provides a lot of features to manage in very well manner.

When an order has been confirmed by a customer, order processing begins. Throughout the order processing the order status will be updated and the customer will be notified. New orders will show up in a list for the employees in the kitchen.

#### 1.3 SCOPE

### **Modules of Cake Ordering System:**

- Login Module: Used for managing the login details
- User Module: Used for managing the users of the system
- Online Order Management Module: Used for managing the information and details of the online order.
- Customer Module: Used for managing the customer details
- Cake management Module: Used for managing cake details.
- Order Status Module: Used for managing the Order Status information
- Order History Module: The customers can see their order history in a systematic tabular format.

# 1.4 GANTT CHART

| Phase Title                              | 01/08/2021 - 31/08/2021 |        |        |        | 01/09/2021 - 30/09/2021 |        |        |        | 1/10/2021 - 15/10/2021 |        |
|--|-------------------------|--------|--------|--------|-------------------------|--------|--------|--------|------------------------|--------|
|  | Week1                   | Week 2 | Week 3 | Week 4 | Week1                   | Week 2 | Week 3 | Week 4 | Week1                  | Week 2 |
| Research + Discovery                     |                         |        |        |        |                         |        |        |        |                        |        |
| Define project scope                     |                         |        |        |        |                         |        |        |        |                        |        |
| Survey the existing cake delivery system |                         |        |        |        |                         |        |        |        |                        |        |
| Planning                                 |                         |        |        |        |                         |        |        |        |                        |        |
| Make software diagrams                   |                         |        |        |        |                         |        |        |        |                        |        |
| Create a mockup for UI                   |                         |        |        |        |                         |        |        |        |                        |        |
| Frontend Developments                    |                         |        |        |        |                         |        |        |        |                        |        |
| Backend Developments                     |                         |        |        |        | V                       |        |        |        | V                      |        |
|  |                         |        |        |        |                         |        |        |        |                        |        |
| Testing and Fault Detection              |                         |        |        |        |                         |        |        |        |                        |        |
|  |                         |        |        |        |                         |        |        |        |                        |        |
| Project Report                           |                         |        |        |        |                         |        |        |        |                        |        |
|  |                         |        |        |        |                         |        |        |        |                        |        |

#### 1.5 ORGANISATION OF THE REPORT

#### 1.5.1 INTRODUCTION

This section includes the overall view of the project i.e., the basic problem definition and the general overview of the problem which describes the problem in layman terms.

#### 1.5.2 SOFTWARE REQUIREMENTS SPECIFICATION

This section includes the Software and hardware requirements for the smooth running of the application.

#### 1.5.3 DESIGN AND PLANNING

This section consists of the Software Development Life Cycle model. It also contains technical diagrams like the Entity Relationship diagram, Use Case diagram and Activity diagram.

#### 1.5.4 RESULTS AND DISCUSSION

This section has screenshots of all the implementation i.e., user interface and their description.

#### 1.5.5 SUMMARY AND CONCLUSION

This section has future scope of the project, conclusion and bibliography.

### **CHAPTER 2: REQUIREMENTS AND SPECIFICATIONS**

The system has been designed keeping basic system requirements into consideration related to hardware and software.

### **SOFTWARE AND HARDWARE REQUIREMENTS:**

#### **Software Requirements:**

Language Used: JavaScript, MQL

Framework: Express

**Tools:** Visual Studio Code, Hyper terminal,

MongoDB Compass

**Platform:** Windows 7 & above / Ubuntu 12.04 &

above.

**Browser Used:** Any of Mozilla, Opera, Chrome, etc

**Hardware Requirements:** 

**Processor:** Dual core or higher

Speed: 2.0GHz

**Primary Memory:** 512 MB RAM

Hard Disk: 2GB

#### **From Users View Point:**

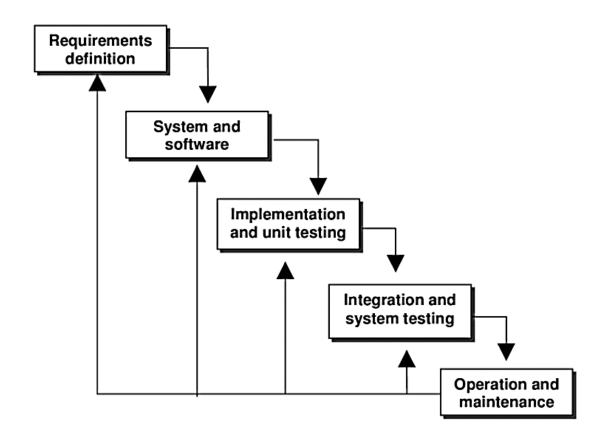
For viewing the web-application or using it, a user will need a desktop PC or a smart phone with an *active* internet connection and a browser (Google Chrome)

#### **CHAPTER 3: DESIGNING AND PLANNING**

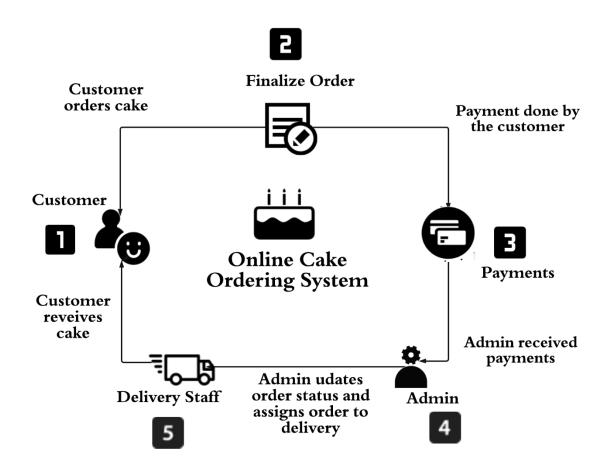
# 3.1 SOFTWARE DEVELOPMENT LIFE CYCLE MODEL 3.1.1 WATERFALL MODEL

The waterfall model was selected as the SDLC model due to the following reasons:

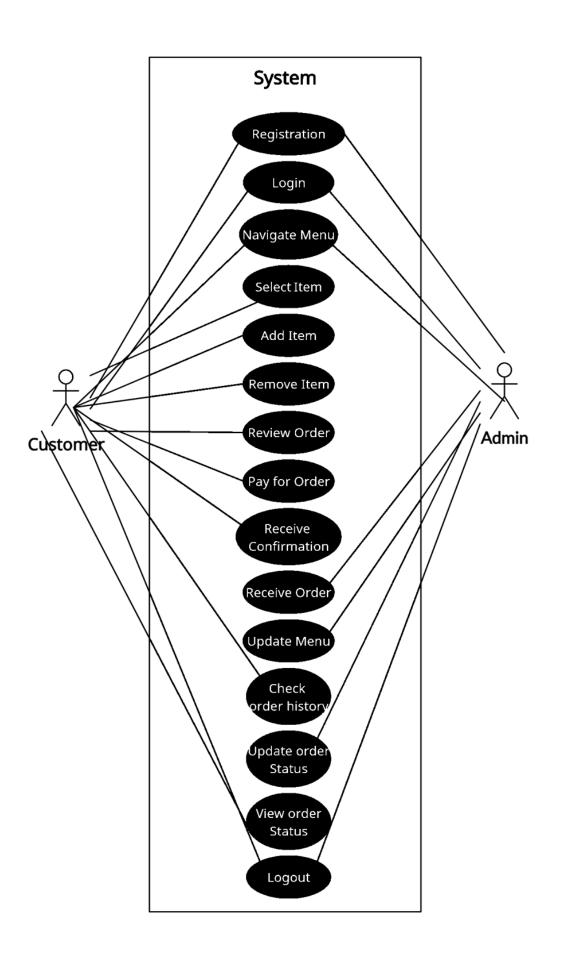
- Requirements were very well documented, clear and fixed.
- Technology was adequately understood.
- Simple and easy to understand and use.
- There were no ambiguous requirements.
- Easy to manage due to the rigidity of the model. Each phase has specific deliverables and a review process.
- Clearly defined stages.
- Well understood milestones. Easy to arrange tasks.



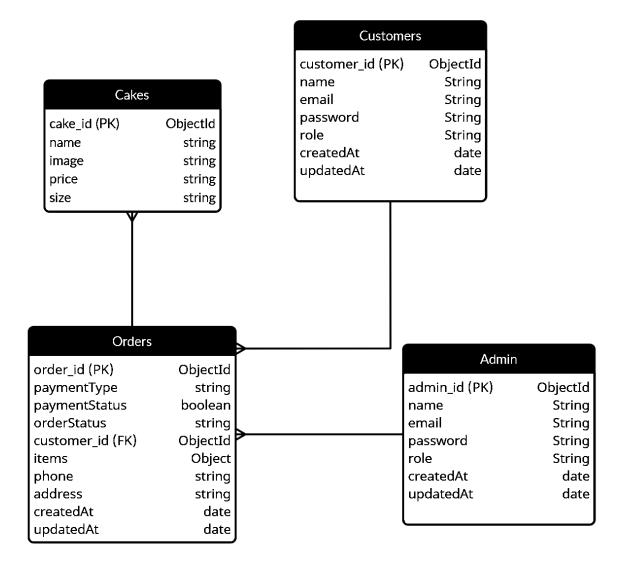
#### 3.2 GENERAL OVERVIEW



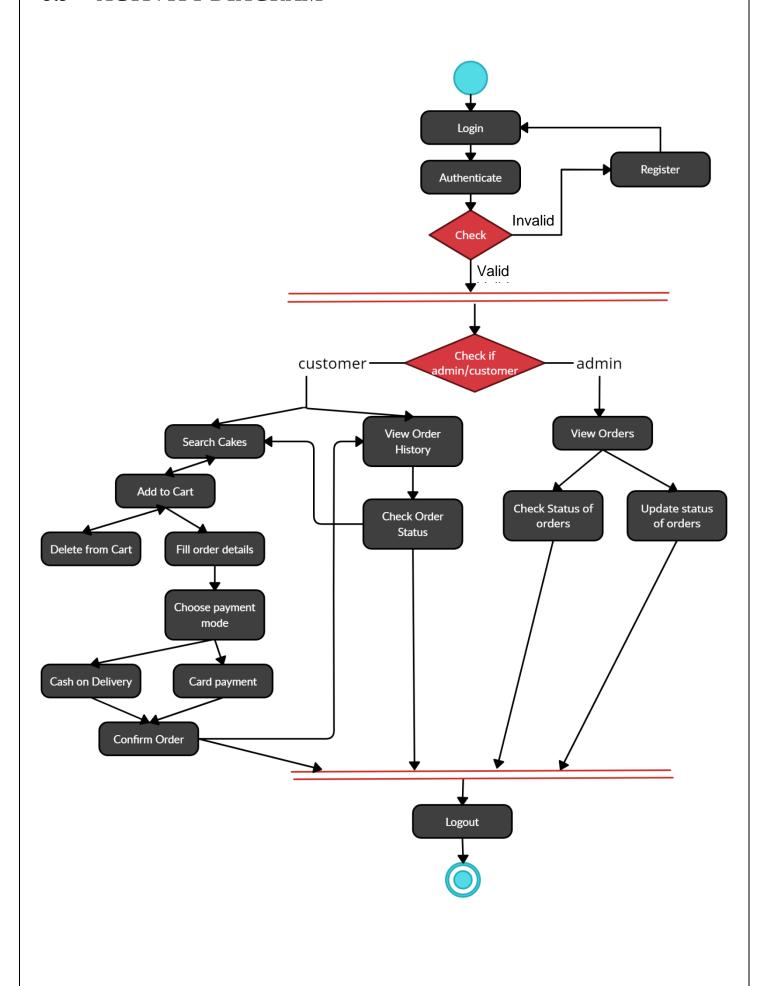
#### 3.3 USE CASE DIAGRAM



#### 3.4 ER DIAGRAM



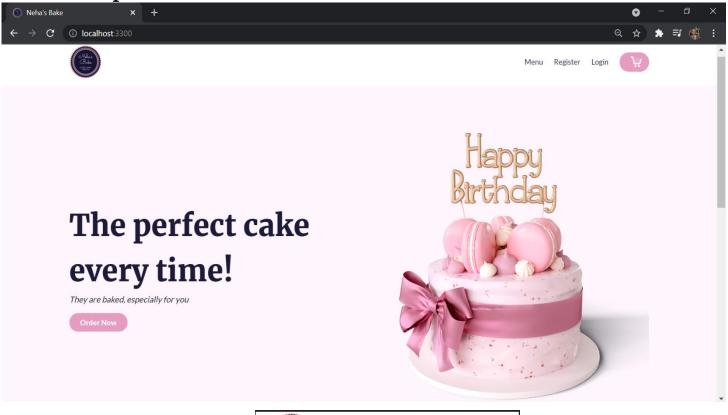
#### 3.5 ACTIVITY DIAGRAM



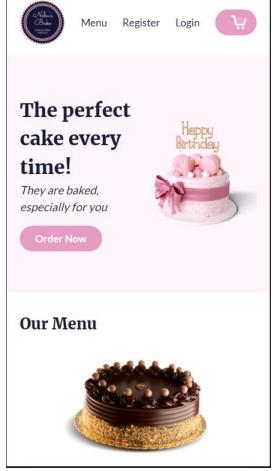
#### **CHAPTER 4: RESULTS**

# 4.1 Landing Page

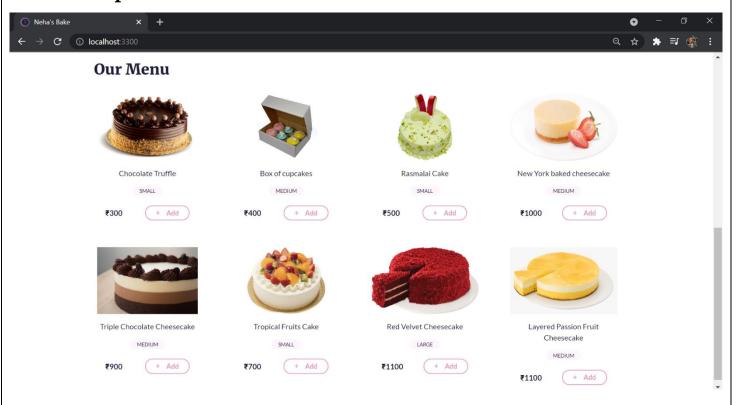
**Desktop View:** 



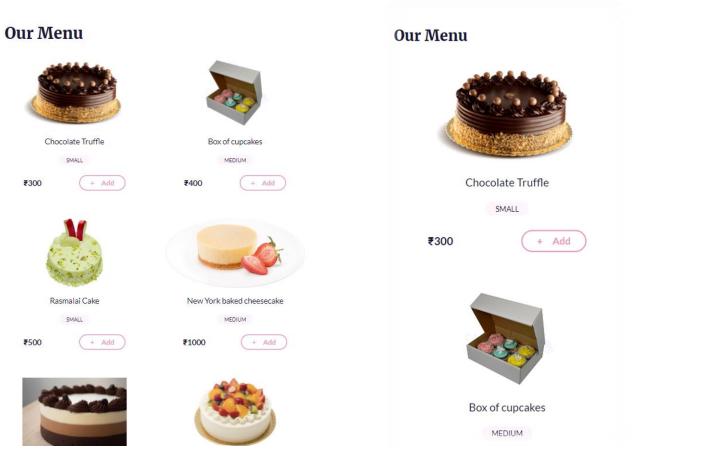
#### Mobile View:



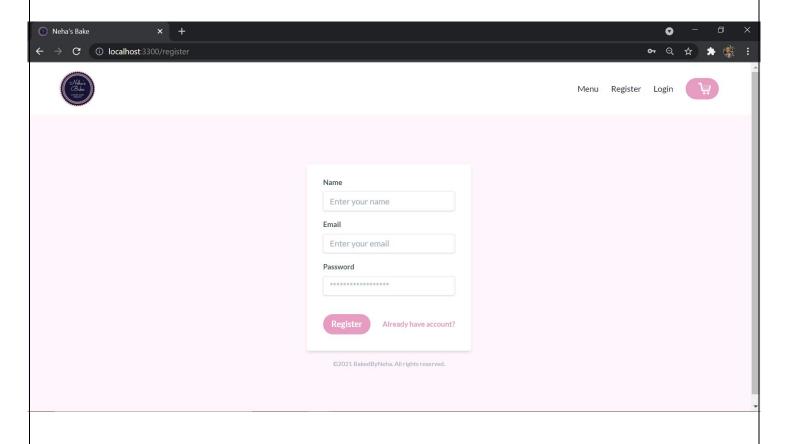
# 4.2 Menu Items **Desktop View:**



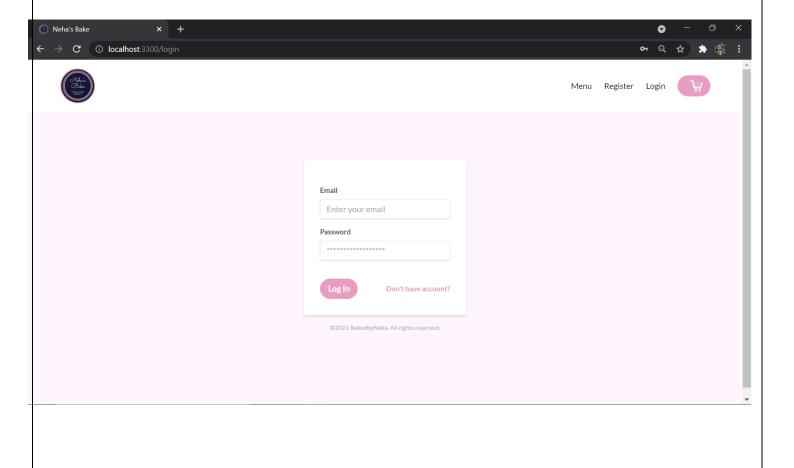
#### iPad View: **Mobile View:**



# 4.3 User Registration

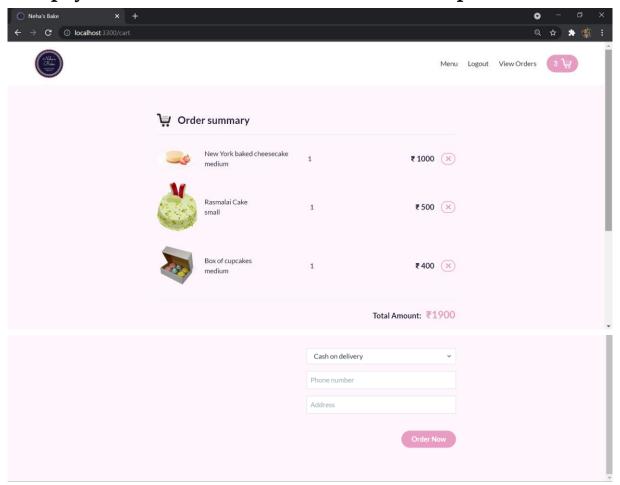


# 4.4 User Login

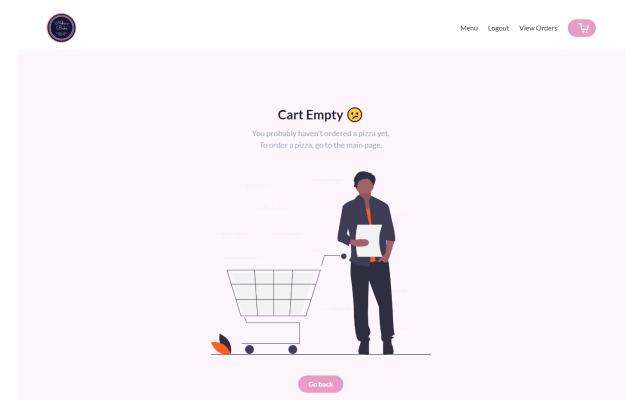


# 4.5 Cart Page

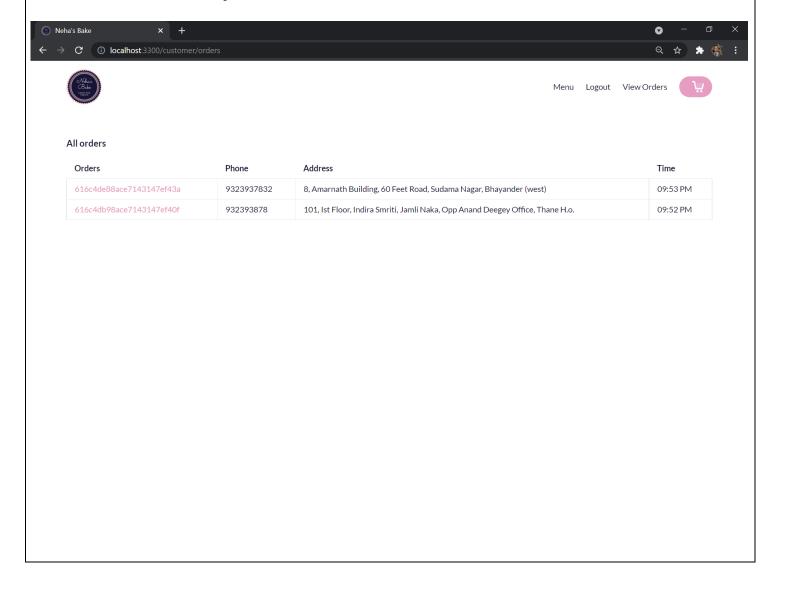
# The payment mode can be selected via the dropdown menu



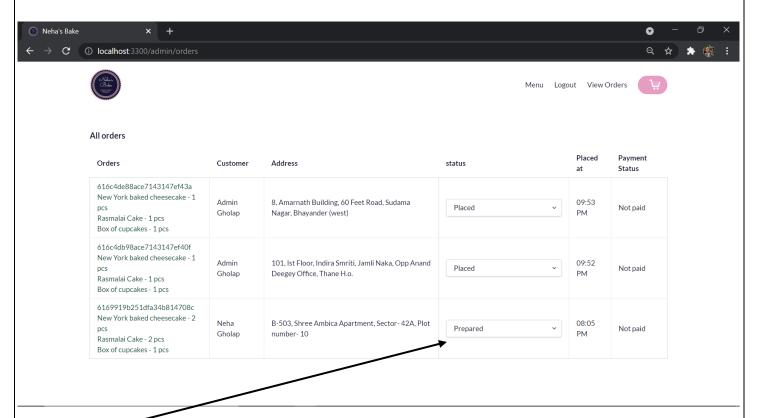
# 4.6 Empty Cart Page



# 4.7 Order History for User

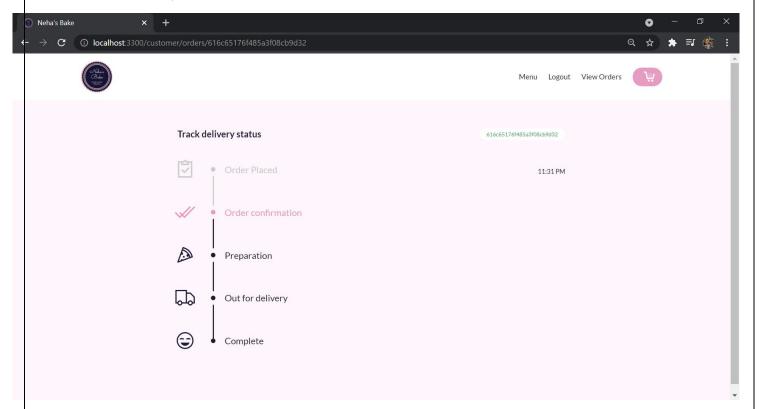


#### 4.8 Order List for Admin

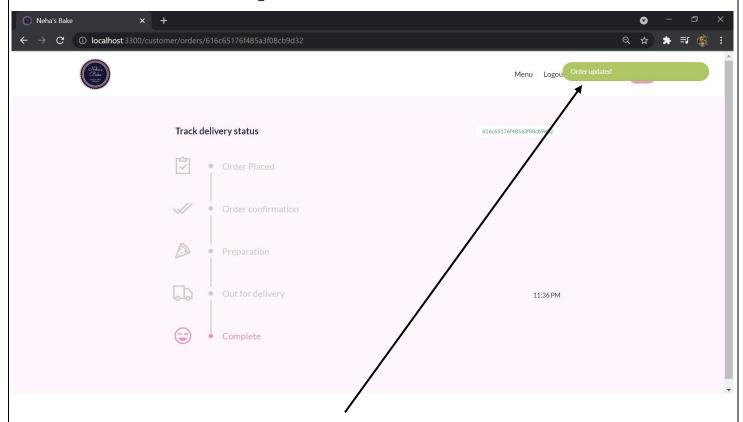


The seller can change the order status through this dropdown. Once the admin changes the status, the order gets updated in the database and sends a notification to the user. This has been implemented using socket.io.

### 4.9 Delivery Status Tracker for User



This page shows the tracker real-time and also displays the time at which the order was updated.



Every time the seller updates the status, the customer gets a notification saying 'order updated'.

#### **CHAPTER 5: CONCLUSION**

#### 5.1 CONCLUSION

The aim of this system is to improve existing facilities. It can overcome all the limitations of the existing system. It provides proper security and reduces the manual work. This project is only a humble venture to satisfy the needs to manage their manual work.

Successfully implemented the project. All desired functionalities achieved.

#### 5.2 FUTURE SCOPE

- 1. Add different categories, based on which customer can select the right cake at a reasonable price. The categories can be: Occasion, Different price ranges and flavors, weight of the cake, Wish List and cancelling the order if you have misplaced the order.
- 2. Add a lot of bakeries to this system which will make delicious cakes. Those bakeries need to be registered into the system.
- 3. Make an online accountant who will keep a track of all the financial activities and records of the online cake ordering system. The accountant will look into each transaction. If the transaction is fulfilled successfully, it can commit transaction and can notify the concerned bakery. If an order is canceled, it can instantiate the refund into the concerned account.

### 4. Add a printer

The above-mentioned points are the enhancements which can be done to increase the applicability and usage of this project.

#### **CHAPTER 6: BIBLIOGRAPHY**

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