

FOOD ORDERING SYSTEM

Presented by: Mohit Ranjan & Team



Overview











Our Team

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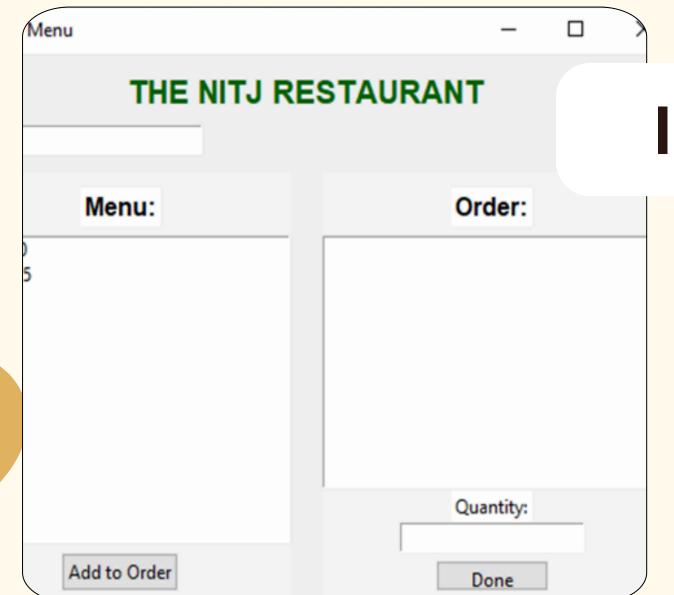
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Problem Statement:

- TRADITIONAL FOOD ORDERING METHODS ARE OUTDATED, LEADING TO LONG WAIT TIMES AND ERRORS.
- MANUAL ORDER MANAGEMENT AND INVENTORY TRACKING ARE TEDIOUS FOR RESTAURANT OWNERS.





Introduction



Outcomes

- Efficiency: Seamless browsing, ordering, and payment for customers.
- Accuracy: Error-free order processing and communication.
- Automation: Streamlined order management and inventory tracking.
- Enhanced User Experience: Intuitive interface with order tracking



Scope and Limitations:

- Focus on online ordering and management for customers and restaurant staff.
- Exclusions: Food delivery logistics, real-time inventory synchronization.
- Potential for future expansion and enhancement.

Methodology

Research Design Summary:

Requirements Gathering:

Understand system requirements including UI, functionality, and data management.

Design:

GUI design using Tkinter.

Plan implementation flow and define data structures.

Implementation:

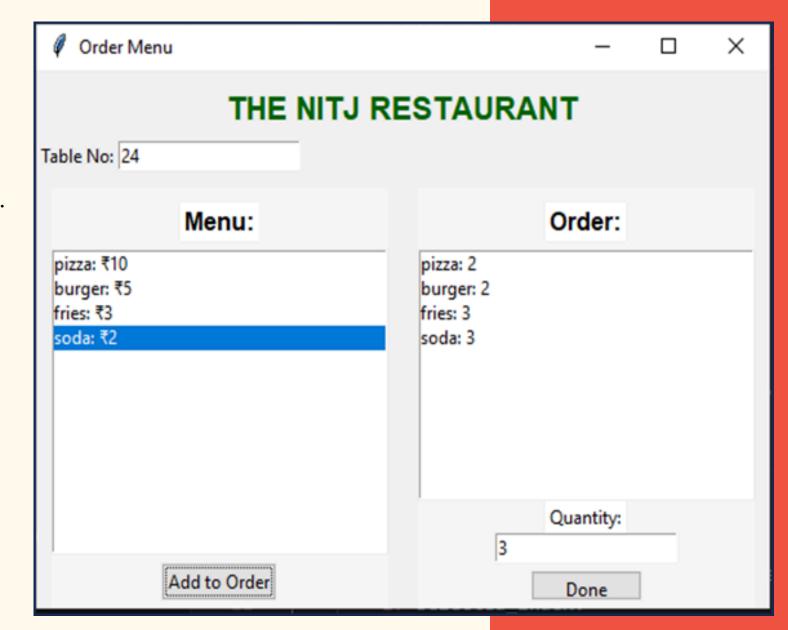
Code writing based on design.

Functions for menu display, order addition, and file saving.

Testing:

Thorough testing of features.

Ensure correct functionality and error handling.





Initialization:

Import necessary modules.

Define menu dictionary.

GUI Design:

Create main window.

Define UI functions.

Design GUI components.

Functionality Implementation:

Define menu and order functions.

Implement saving orders.

Handle invalid inputs.

Integration:

Combine components.

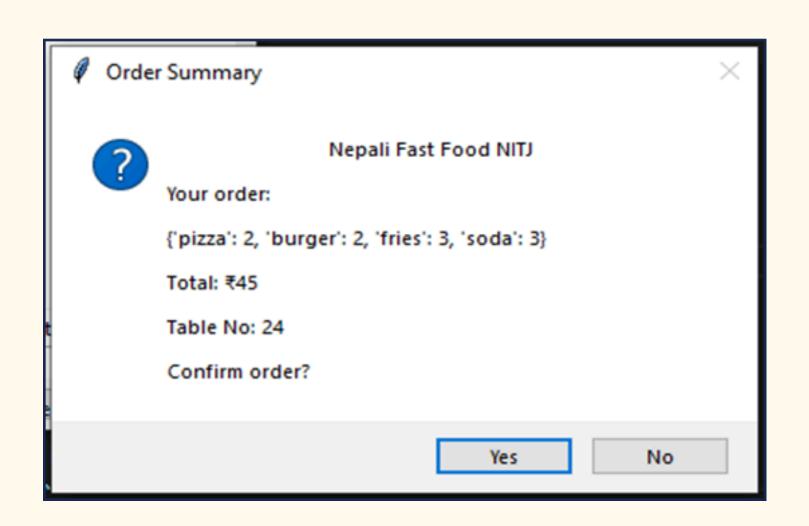
Ensure proper layout and functionality.

Testing and Debugging:

Run and test application.

Verify features and debug issues.

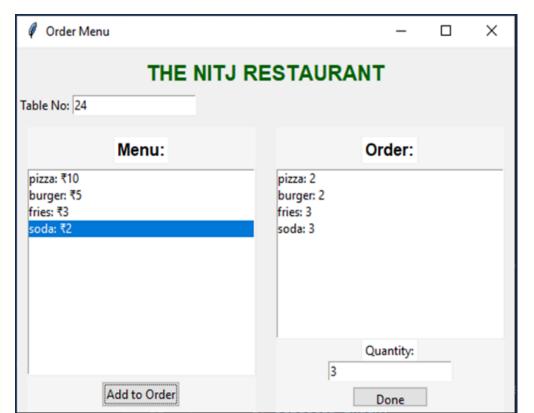
Methodology

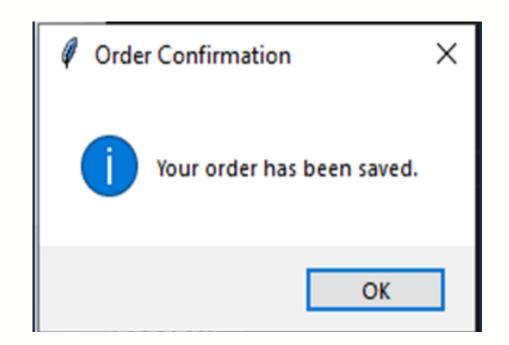


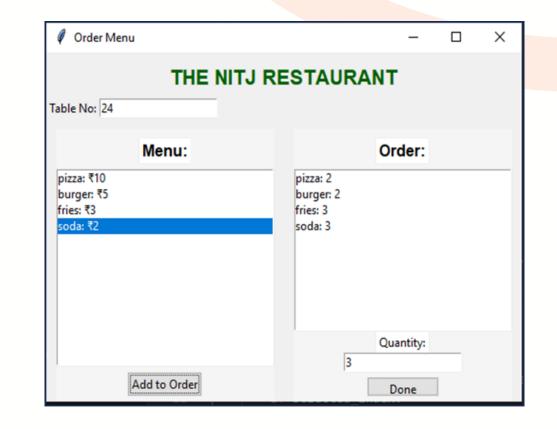
Project Outputs:

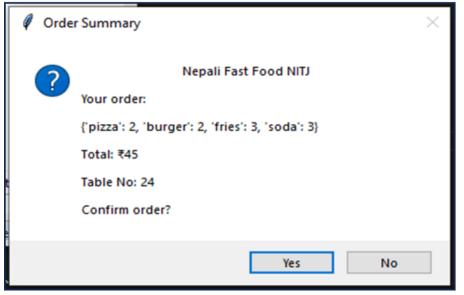


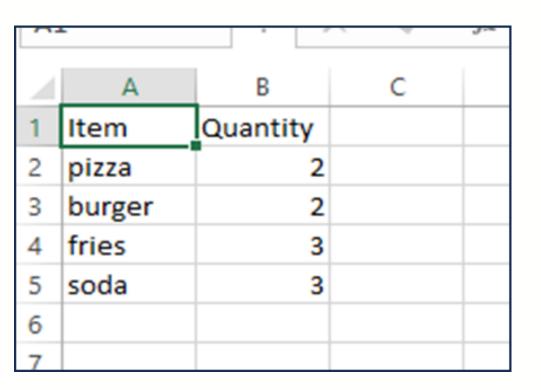






















Thank You