BIRAT MULTIPLE COLLEGE

Tribhuvan University
Institute of Science and Technology

A project Report on

"Evento"

"An Event Sharing Platform"

Submitted in Partial Fulfillment of the Requirement for Degree of Bachelor of Science in Computer Science and Information Technology(B.Sc. CSIT) Awarded by Tribhuvan University

Submitted By:

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Acknowledgement

This project would have not been successfully completed without the whole-heartedly dedication and devotion from my seniors and intern teachers. I would like to thank **Mr.Chiran Shrestha** and **Arjun Shah** for guiding and mentoring me in every step of my internship period without whose support and encouragement the internship would be a difficult milestone.

It is immense pleasure to express our deepest sense of gratitude and sincerity to **Mr.Bishal Shiwa**, Head of Department/Supervisor for his sustained support. I would also like to express my special thanks **Suktas Inc. Pvt. Ltd.** for providing me the opportunity for internship at this organization.

Lastly, I want to thanks all our friends and people who directly or indirectly assisted us in our work until the completion of our project.

Mukunda Kathayat
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Abstract

This project has been developed to fulfill the registered course, "Project for the Bachelor degree of Computer Science and Information Technology in Tribhuvan University". It has been submitted to BSc. CSIT department of Birat Multiple College. I have use Flutter and Dart as a programming language for developing my- Online Food delivery App.

"**FoodNagar**" is a food delivery app, where satisfying customer's cravings is just a few taps away! Our platform revolutionizes the way user enjoy meals by offering a seamless experience from selection to delivery. With a diverse range of cuisines and dishes to choose from, tailored to suit every taste and dietary preference. Whether its a craving a quick bite or planning a feast, our app connects you to a network of top-rated restaurants and delivers delicious food straight to your doorstep. Embrace the future of dining with ease and flavor at your fingertips.

During my internship period, I have successfully completed the task of building the User Interface for Food delivery App under the guidance of organization's mentor. It was very exciting experience of working in the real time platform with the implantation of knowledge that I have gained in the college. It was a difficult yet exciting experience.

Keyword: Flutter, Dart, WebApp, Firebase.

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LIST OF ABBREVATION

CSS: Cascading Style Sheet

DBMS: Database Management System

E-R: Entity Relationship

HTML: Hypertext markup language

IDE: Integrated Development Environment

JS: JavaScript

OBRS: Online Bus Reservation System

PHP: Hypertext Preprocessor

QA: Quality Assurance

UI: User Interface

Chapter 1
Introduction

1.1 Introduction to Internship

As a part of the course requirement of the 8th semester of the Bachelor of Science Computer Science and Information technology (BSc CSIT) degree of Tribhuvan University, all students are required to complete a six credit (minimum 10 weeks/180 hours long) internship. The internship experience is expected to assist the students to face complex real world problems.

Going to a college or university is a critical step, but one can greatly enhance their classroom learning by gaining real world experience through college student internships. In addition to gaining great experience to complete our classroom learning, college internships allow us to beef up our portfolio or résumé and make valuable industry contacts that can be essential to landing the ideal job upon graduation.

Further, as college student internships are also competitive, one can make the most of other opportunities available to them by finding a campus job in their field. College internships are beneficial because they get us both experience and contacts.

Graduating students with paid or unpaid internships on their résumé have a much better chance at landing a full-time position upon graduation. Students are doing internships as undergraduates, and it is now not unusual for recent grads. to take an unpaid internship with hopes of turning it into a permanent position or at least making some contacts and building their résumé.

1.2 Introduction to Project

During my internship period, I was introduced to organizational structure and the professional side of the Technology. Being the student of BSc. CSIT, I was always interested in app development and designing. Therefor to enhance my knowledge and skill onto the line where I am passion meets the profession, I chose to work with company. Suktas Inc. Pvt. Ltd. assisted me as a close student in teaching and provided the space for me.

1.3 Objectives

The BSc. CSIT internship program is designed to develop professional skills among students and help them become familiar with the working environment. The main objectives of the internship program can be listed as follows:

- To familiarize oneself to the professional working environment
- To acquire new skills
- To build a résumé for the future
- To test the aptitude of the student for a particular career
- To understand the organization's culture and etiquette
- To gain real world perspective of an occupation
- To establish a relationship with mentors
- To have an opportunity to "test drive" a career
- To have chances to build a network with people in our area of work.

1.4 Brief Introduction of Project

Our food delivery app is designed to provide users with a convenient and enjoyable way to order food from a variety of restaurants and have it delivered directly to their homes. This documentation outlines the key features and functionalities of our app, highlighting its seamless user experience and comprehensive service offerings.

Key Features:

1. **User-Friendly Interface**: The app boasts an intuitive and user-friendly interface that allows customers to browse through a diverse selection of restaurants and food items effortlessly.
2. **Restaurant Selection**: Users have access to a wide range of restaurants, each offering their unique cuisines and specialties. They can explore menus, read reviews, and make informed choices.
3. **Customizable Orders**: The app allows users to customize their orders according to their preferences and dietary requirements, ensuring a personalized dining experience.
4. **Secure Payment Options**: We prioritize user security by integrating secure payment gateways, allowing seamless transactions within the app.
5. **Real-Time Tracking**: Customers can track their orders in real-time, from preparation at the restaurant to delivery at their doorstep, ensuring transparency and peace of mind.
6. **Delivery Options**: Flexible delivery options enable users to schedule their deliveries at their convenience, with accurate estimated arrival times.
7. **Rating and Review System**: Users can provide feedback and ratings for restaurants and delivery experiences, fostering a community-driven approach to quality assurance.

1.4.1 About Organization

Suktas Inc. Pvt. Ltd. is an Information Technology company incorporated on 2010. It is a Software development company based in Biratnagar, Nepal. The company is engaged in developing custom softwares for Corporates, Retail, Travel, Infotainment, and various other major industries for Web, iOS and Android platforms, and so far we have developed more than 10+ apps for different platforms separately.

It has a team of highly skilled professionals who are dedicated to providing the best services to our clients. It has a team of experienced developers, designers, and project managers who work together to deliver the best possible solutions to our clients.

1.4.2 Organization Hierarchy

Suktas Inc. Pvt. Ltd. also has a functional organization structure which facilitates all the functions carried out by the whole organization. The company has its own technological retail shop and separate office to facilitate the business process. The company has a line of authority that flows from the top to the bottom of the organizational hierarchy.

1.4.3 Employee of Organization

Suktas Inc. Pvt. Ltd. is a 6-member team who are assigned to their respective roles. I worked as a Flutter App developer under the supervision of Mr. Arjun Shah.

1.4.4 Contact Information

Location	Biratnagar branch, Nepal
Opening Hour	10:00 am – 05:00 pm (Sun-Fri)
Contact No.	021-576716
Websites	https://suktas.com

Table 1: Contact Information

1.4.5 Duration of Internship

As per the requirement of Institute of Science and Technology, Tribhuvan University, this internship was accompanied for 2.5 months dated from 05 April 2024 till 20 June 2024.

Period	5th April – 20th June 2024
Total Duration	3 months
Position	Flutter App Developer
Working Days	6 Days a week
Mentor	Mr. Chiran Shrestha
Working Hour	10:00 am – 05:00 pm

Table 2: Duration of Internship

1.4.6 Roles and Responsibilities

Role: Flutter App Developer

Resposibilities:

As a Flutter app developer, your responsibilities typically include:

- **Application Development**: Developing mobile applications using Flutter framework to deliver high-quality, performant, and maintainable code.
- **UI/UX Design Implementation**: Translating UI/UX designs into code, ensuring a visually appealing and responsive user interface.
- **Cross-Platform Development**: Leveraging Flutter's capabilities to build apps that work seamlessly on both Android and iOS platforms, ensuring consistency across different devices.
- **Integration with APIs and Services**: Integrating third-party APIs, services, and data sources (like RESTful APIs, Firebase, GraphQL) into the application to fetch and store data.
- **State Management**: Implementing efficient state management solutions in

Flutter (like Provider, Bloc, Redux) to manage and propagate changes across the app.

- **Testing and Debugging**: Writing unit tests to ensure code reliability and conducting thorough debugging to identify and fix issues promptly.
- **Performance Optimization**: Optimizing app performance, including startup time, memory usage, and responsiveness, to provide a smooth user experience.
- **Version Control and Collaboration**: Using version control systems (e.g., Git) to manage codebase changes and collaborating effectively with other team members (designers, backend developers, QA engineers).

1.5 Statement of the Problem

In today's fast-paced world, there is an increasing demand for convenient and efficient food delivery services that cater to diverse culinary preferences. The challenge lies in developing a robust mobile application that seamlessly connects users with a variety of restaurants, allowing them to browse menus, place orders, and track deliveries in real-time. The app must provide a user-friendly interface, ensuring a smooth and satisfying experience from selection to consumption.

- The service was limited to customers who can physically visit the restaurant or food establishment.
- Lack of customer convenience when ordering food.
- Lack of a delivery option puts the business at a significant disadvantage compared to competitors.
- Food delivery could be a substantial revenue stream for restaurants and food businesses.

1.6 Scope of the Project

The scope of a Flutter project includes developing cross-platform applications for mobile, web, or desktop environments. It involves defining features such as user authentication, data management, real-

time updates, geolocation services, payment integration, and multimedia capabilities. Designing an intuitive user interface (UI) with responsive navigation and adherence to branding guidelines is crucial. Integration with backend services, APIs, and databases for seamless data synchronization and secure communication is also part of the scope. Performance optimization, testing methodologies (unit, integration, UI testing), deployment strategies to app stores or hosting services, and ongoing maintenance for updates and bug fixes are essential considerations. Scalability planning ensures the application can grow with user demand and platform expansions, while effective project management ensures timelines and quality standards are met throughout development.

1.7 Week log

Week	Activity
First	Understanding company's environment/Introduction to Flutter.
Second	Flutter Basic widgets and Layout
Third	Hands on practice of Navigation toolbar
Fourth	The Basics of State Management
Fifth	Networking and API Integration
Sixth	UI Designing and Customization
Seventh	Debugging and error handling/ Deployment basics
Eighth	Advance state management
Ninth	Project work
Tenth	Project work

Table 3: Week log

1.8 Limitation of the Project

- User need internet connection to access this website.
- There is no online payment integration as of now.
- Available only inside limited domain.

Chapter 2
System Analysis

2.1 System Analysis

System analysis for Flutter app development involves a comprehensive process of understanding, defining, and documenting requirements and functionalities before proceeding with design and development.

- **Requirement Gathering**

  Document functional requirements (features, user stories) and non-functional requirements (performance, security, scalability).

- **Wire framing and Prototyping**

  Create wireframes and prototypes to visualize the app's interface, navigation flow, and user interactions.

- **Estimation and Planning**

  Defining scope of the work, deliverables, time estimation and budget management.

2.2System Requirement

2.2.1 Functional Requirement

These requirements are those that enable the system to operate. These requirementsfocus mainly on what the system should do. They include:

- Users must be able to view product items and the details of items.
- User must be able to place an order.
- User must be able to edit their profile.
- User must be able to search product item.
- User must able to login with email and password for authenticity.

2.2.2 Non-Functional Requirement

Non-functional requirements are not concerned with the functions of the system. Instead, they look at the criteria to which the website is expected to conform to. None functional requirements can include things like response time and reliability. Some of the non-functional requirements for "FoodNagar" are:

- Website should be compatible with the Firefox, Chrome, Internet Explorer and Safari.
- Should be user friendly and contents should be readable by all type of users.
- All the components of the websites should be fully loaded with reliable time without downgrading performance.
- Should contain the response time such as web page loading, refresh time of each page.

2.3 Planning

2.3.1 Feasibility Study

A project always continues based on the feasibility analysis. There are various factors that make a project feasible. The four major analysis that major concerns for technical feasibility are the hardware that is computers were conducted are as follows:

a) Economic Feasibility

The project is economically feasible as it only requires a mobile phone or computers.

b) Technical Feasibility

The project is technically feasible; complies with current technology, including both the hardware and the software. All the technical requirements for this project are listed below:

- A laptop with at least 4GB RAM with GPU
- High speed internet

c) Operational Feasibility

This project can be conducted with a minimum human resource. Two developers are working in the project which is more than enough manpower required for this project. This project can be conducted with a minimum human resource. The human resources are available to operate the system once it has been installed. The system working is quite easy to use and learn due to its simple but attractive interface. User requires no special training for operating the system. This clarifies that our project is operationally feasible.

d) Schedule

The schedule time for the accomplishment of the project was six month and was enough to finalist the project. However, examination and other activities cansometime make us bustle which obstacle on project completion beside of that project is feasibility on schedule.

2.3.1 System Requirement

Hardware Requirement

Processor: Pentium V or higher

RAM: 512 MB minimum

Hard Disk: 5 GB

Software Requirement

FRONTEND: Flutter

BACK END: Flutter (Firebase)

TOOLS**:** Visual Studio Code

WEB BROWSER: Chrome and Safari

VERSION CONTROL: Git

Chapter 3
System Design

3.1 System Design

System design is the process of designing the elements of a system such as the architecture, modules and components. The different interfaces of those components and the data that goes through that system.

3.2 System Development Model (Agile)

For any project to be completed, it has to go through stages called Development Life Cycles. System Development Life Cycle (SDLC) is the process of understanding how an Information System (IS) can support business needs, designing the system, building it and delivering it to users. The SDLC composes of four phases: Planning, Analysis, Design and Implementation In order for this project to be developed, the methodology that will be used is the System StructuredAnalysis and Design Methodology. Agile has gained a great deal of popularity. The model breaks down big projects into smaller, more manageable chunks, which can lead to a software product that represents a culmination of multiple, smallerprojects. The model produces ongoing releases where each iteration includes small, incremental changes and improvements from the previous release.

Uses: Agile is particularly well-suited for large and complex projects; those that can be easily divided into smaller parts. It's also useful for mid-size custom software development projects where business requirements cannot be easily translated into detailed requirements.

Figure 1. Agile model

3.3 Flowchart Implementation

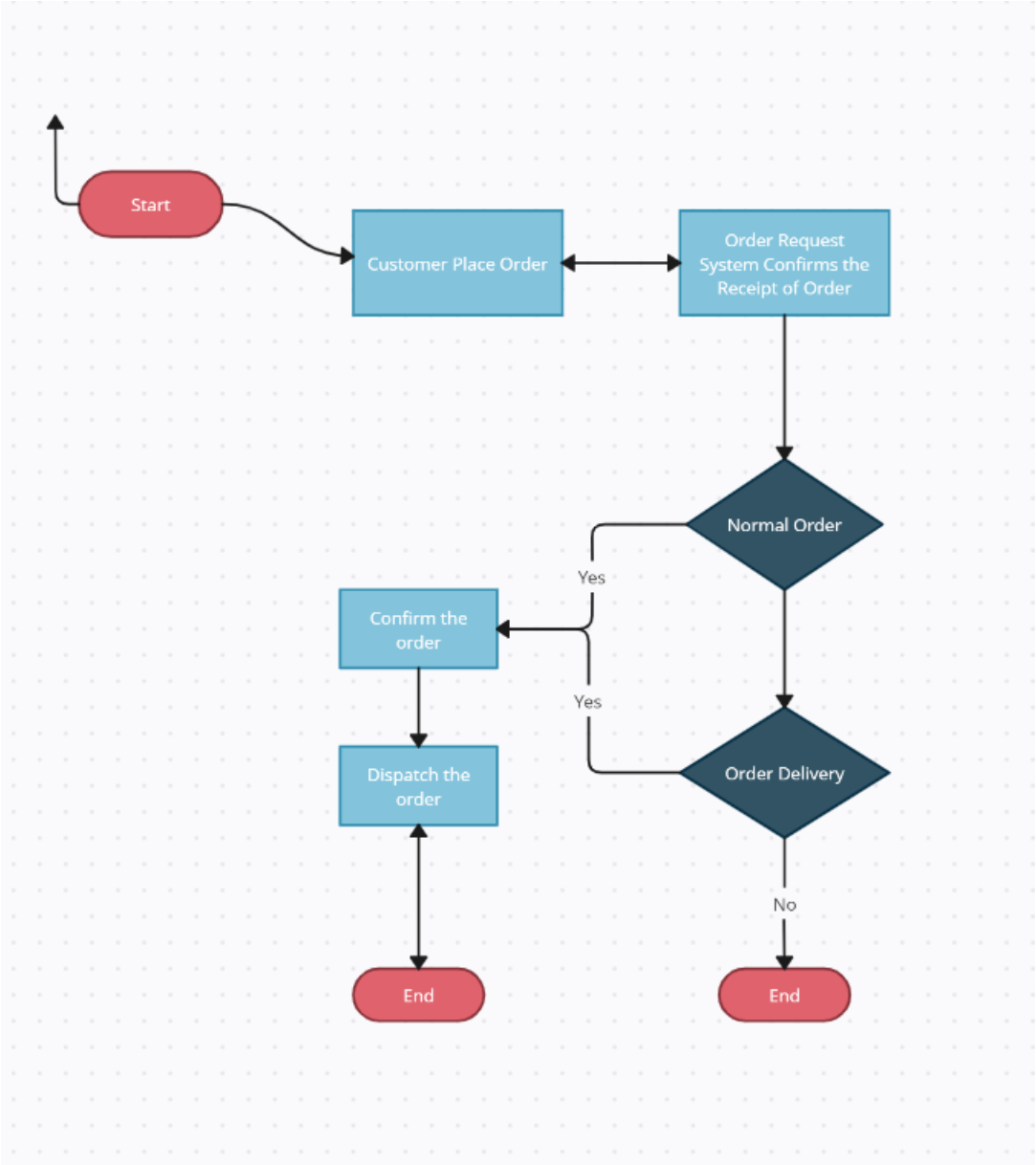

Figure 2Flowchart Implementation

Link: creately.com

3.4 ER diagram

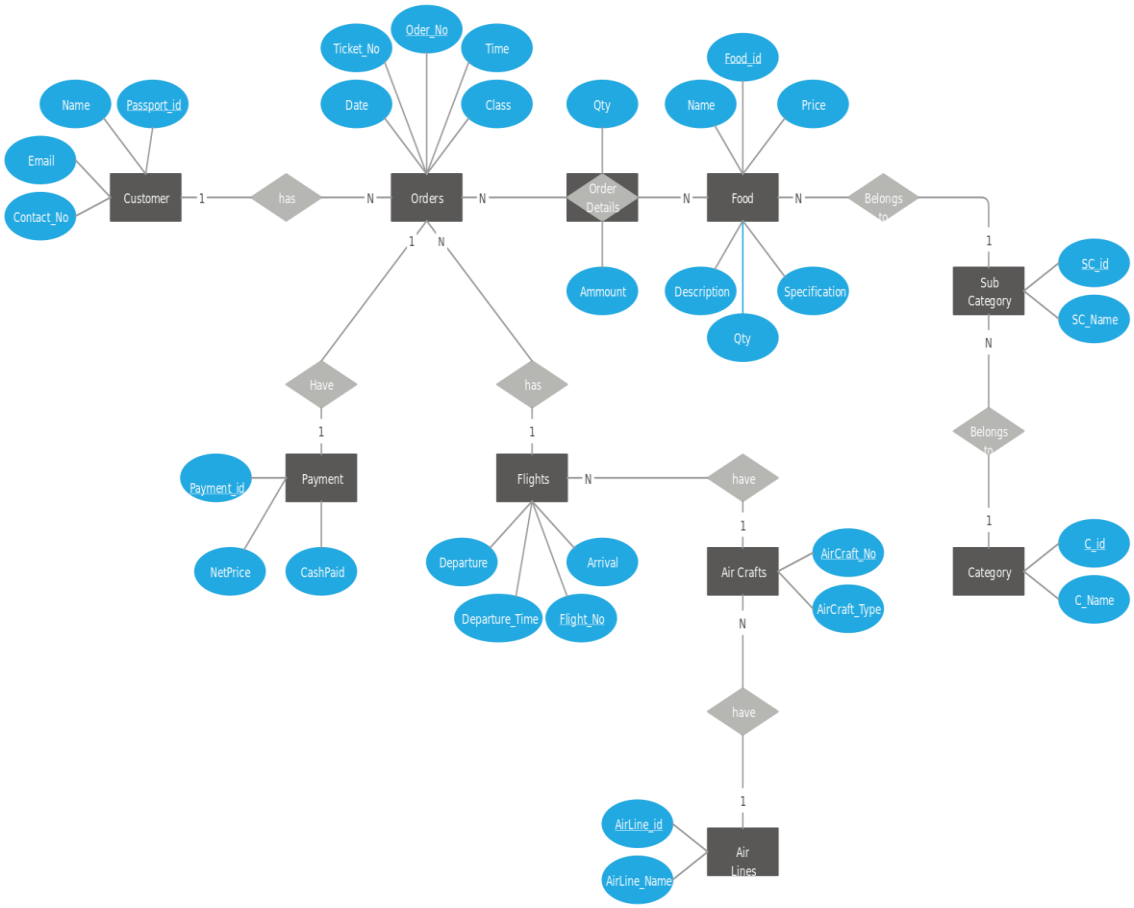

Figure 3 ER diagram

Link: creately.com

Chapter 4
Testing

4.1 Tools and IDE

4.1.1 Front End Tools

- **HTML :**

  HTML serves as the backbone for creating the user interface (UI) of the web application. HTML documents define the layout, structure, and visual presentation of the web pages that users interact with. HTML tags are used to markup various elements of the UI, including text, images, forms, navigation menus, buttons, and other interactive components. HTML documents in the Evento project are typically generated dynamically using templating engines like Jinja2 in conjunction with the Flask framework. This allows for the creation of dynamic web pages that can adapt to different data and user interactions. HTML templates are used to define the structure and layout of each page, with placeholders and variables inserted to incorporate dynamic content generated by the server-side Python code.

- **CSS :**

  CSS is employed to enhance the visual presentation and styling of the web application's user interface (UI). CSS rules are used to define the appearance and layout of various HTML elements, ensuring a cohesive and visually appealing design across different pages and components. CSS stylesheets in the Evento project typically contain a set of rules and declarations that target specific HTML elements or classes. These rules specify how elements should be displayed, including their size, position, color, typography, and other visual properties. By applying CSS styles, developers can create a consistent and aesthetically pleasing UI that aligns with the project's branding and design guidelines.

- **Flutter/Dart :**

  Dart is a modern, object-oriented programming language developed by Google for building web, server, desktop, and mobile applications. It emphasizes familiar concepts like classes, objects, and inheritance while supporting both Just-in-Time (JIT) and Ahead-of-Time (AOT) compilation. Dart's asynchronous programming model, facilitated by Futures and async/await syntax, enables efficient handling of tasks such as network operations and file I/O without blocking the main thread. Automatic memory management through garbage collection enhances performance by managing memory allocation and deallocation. Dart's ecosystem includes Pub, its package manager, offering a robust collection of libraries and tools that extend its functionality for various application domains.

4.1.2 Back End Tools

- **Flutter (Firebase):**

  Flutter Firebase integration combines Google's Flutter SDK with Firebase services, offering developers a powerful toolkit for building scalable and feature-rich applications. Firebase services include real-time databases (Realtime Database and Firestore), authentication methods (Firebase Authentication), cloud messaging (Firebase Cloud Messaging), analytics (Firebase Analytics), and hosting solutions (Firebase Hosting), all tailored for seamless integration into Flutter projects. This integration enables developers to implement real-time data synchronization, secure user authentication, push notifications, app analytics, and web hosting with ease. Firebase's robust backend infrastructure supports app scalability and performance optimization, enhancing the overall development and user experience. Overall, Flutter Firebase integration facilitates efficient app development, deployment, and management across multiple platforms.

4.1.3 Software Tools Used

- **Version Control** (**Git and Github)** :

  We have implemented Git as a version control system for tracking changes in code and other text-based files. This helped us work on the same codebase without conflicts. We use Git to create a centralized repository where al changes made were stored, and each of us were able access the latest version of the code. For hosting the repository, we use GitHub, a web-based hosting service that provides platform for version control using Git.

- **Creately** :

  In this project Creately is used as a visual collaboration tool for diagramming, design, and work management. It is used to create diagrams, charts, graphs, and wireframes to help teams brainstorm, plan, manage projects, and capture knowledge. Teams can use Creately's visual canvas to brainstorm, plan manage projects. It is used to create flowcharts, organization charts, project charts, UML diagrams, and mind maps. IT and cloud infrastructure can be used as a central hub to plan, design, and manage IT and cloud infrastructure, ops, and processes.

- **Visual Studio Code :**

  In this project, Visual Studio Code is used as a source-code editor developed by Microsoft for Windows, Linux, macOS and web browsers. Features include support for debugging, syntax highlighting, intelligent code completion, snippets, code refactoring, and embedded version control with Git.

4.2 Testing Approaches

Software testing is a set of processes aimed at investigating, evaluating and ascertaining the completeness and quality of computer software. Software testing ensures the compliance of a software product in relation with regulatory, business, technical, functional and user requirements. The objectives of these processes can include:

- Verifying software completeness in regards to functional/business requirements
- Identifying technical bugs/errors and ensuring the software is error-free.
- Assessing usability, performance, security, localization, compatibility and installation.

4.2.1 Unit Testing

During the coding phase each individual module was tested to check whether it works properly or not. Different errors found during unit testing were debugged. Some of the test cases are listed below:

TEST CASE 1

- TEST CASE DESCRIPTION: When the user enters, should be able to place an order.
- EXPECTED RESULT: Order should be placed.
- Actual Result: Order placed.

Remarks: Pass

TEST CASE 2

- TEST CASE DESCRIPTION: User trying to cancel order after it's placed should fail.
- EXPECTED RESULT: User should not be able to cancel order after its placed.

- Actual Result: User got an alert message, “Your order can’t be withdrawn.”

  Remarks: Pass

TEST CASE 3

- TEST CASE DESCRIPTION: User should not be able to edit user profile.
- EXPECTED RESULT: User profile updates.
- Actual Result: Your profile was updated successfully.

Remarks: Pass

TEST CASE 4

- TEST CASE DESCRIPTION: User should not be able to post any selling items.
- EXPECTED RESULT: Not able to post any food items.
- Actual Result: User could not add any selling item except seller.

  Remarks: Pass

TEST CASE 5

- TEST CASE DESCRIPTION: User should be able to save their favorite dishes.
- EXPECTED RESULT: Dishes should be added to the favorites list.
- Actual Result: Item was added to the list.

  Remarks: Pass

4.2.2 Stress Testing

This is a testing method that always tests the behavior of a system when subjected to unusual conditions. I tested the system with invalid input data such as unfilled input fields and no execution could continue.

4.2.3 Actual system Testing

This is done to the entire system to test the general working of the system after it has been fully developed. This test will be done on this system to test whether the objectives stated earlier have been achieved or not.

4.2.4 Functional Testing

This involves testing the functions of the program by providing an input data and observing the output. This will be done to test the working of the various functions of the program and any unexpected behavior will be identified and corrected accordingly.

4.2.5 System Testing

System testing was done after integrating testing in order to ensure that the whole system functions properly. After the integration testing the whole system working process was checked.
Two Categories of System Testing are:

- **White Box Testing**

The internal workings or code of a system application was working properly.

- **Black Box Testing**

The output was as per the system specifications and hence the system was found towork properly.

4.2.6 Acceptance Testing

During the testing process, any invalid data input altered the expected results and the system validation functions could alert the user of these invalid inputs.

The system was also subjected to potential users for feedback and acceptance testsand I got a positive response from these users whereby they accepted the system asa solution to inefficient manual operations in Modern coast bus booking system productions. Acceptance testing was done after the completion of development process where the system was delivered to the users for their views and once they accepted the system, then the system is said to have met the user requirement.

Chapter 5
Conclusion and Recommendation

5.1 Conclusion

"FoodNagar" revolutionizes the dining experience by offering a sophisticated food delivery solution tailored for modern lifestyles. This intuitive app empowers users to browse a curated selection of restaurants and culinary options, ranging from local favorites to international cuisines, all conveniently accessible via a user-friendly mobile interface. After completing the internship on Flutter I was more exposed to development and integration process. I was able understand more about the developer experience. During the project I encountered different problems and obstacles which were the main learning part in this journey.

Users of "FoodNagar" can seamlessly navigate menus, customize their orders, and securely complete transactions, ensuring a streamlined and enjoyable ordering process. The app prioritizes efficiency and reliability, providing real-time order tracking and dependable delivery services that guarantee timely arrivals of freshly prepared meals directly to users' doorsteps.

Whether for busy professionals seeking convenience, families craving diverse dining options, or individuals hosting gatherings, "FoodNagar" stands as a premier choice for enhancing culinary experiences through innovation and exceptional service. It exemplifies a modern solution where gastronomic pleasure meets technological sophistication, ensuring that every dining occasion is a delightful and memorable one.

5.2 Future Enhancements

We would like to say that my system did not capture everything that would be required and would therefore recommend for future improvements on the following:

- A feature to allow the admin message the clients within the system
- Features to enable clients give their feedback and suggestions.
- Integrating the system with khalti/Esewa for customers to make payments using the system.

5.3 Limitations of the System

Every task should have some limitations so that "No software is perfect". However, I tried to eliminate the problem as possible as we can. Beside of that some limitations may be noticed from the project which is listed below:

- The hard drive containing the project code and documentation crashes (can be mitigated by keeping multiple backups of all code and documentation).
- Internet connection must be available for webApp.
- For now I have been encountering problem with database and payment transaction which will be solved in the near future.

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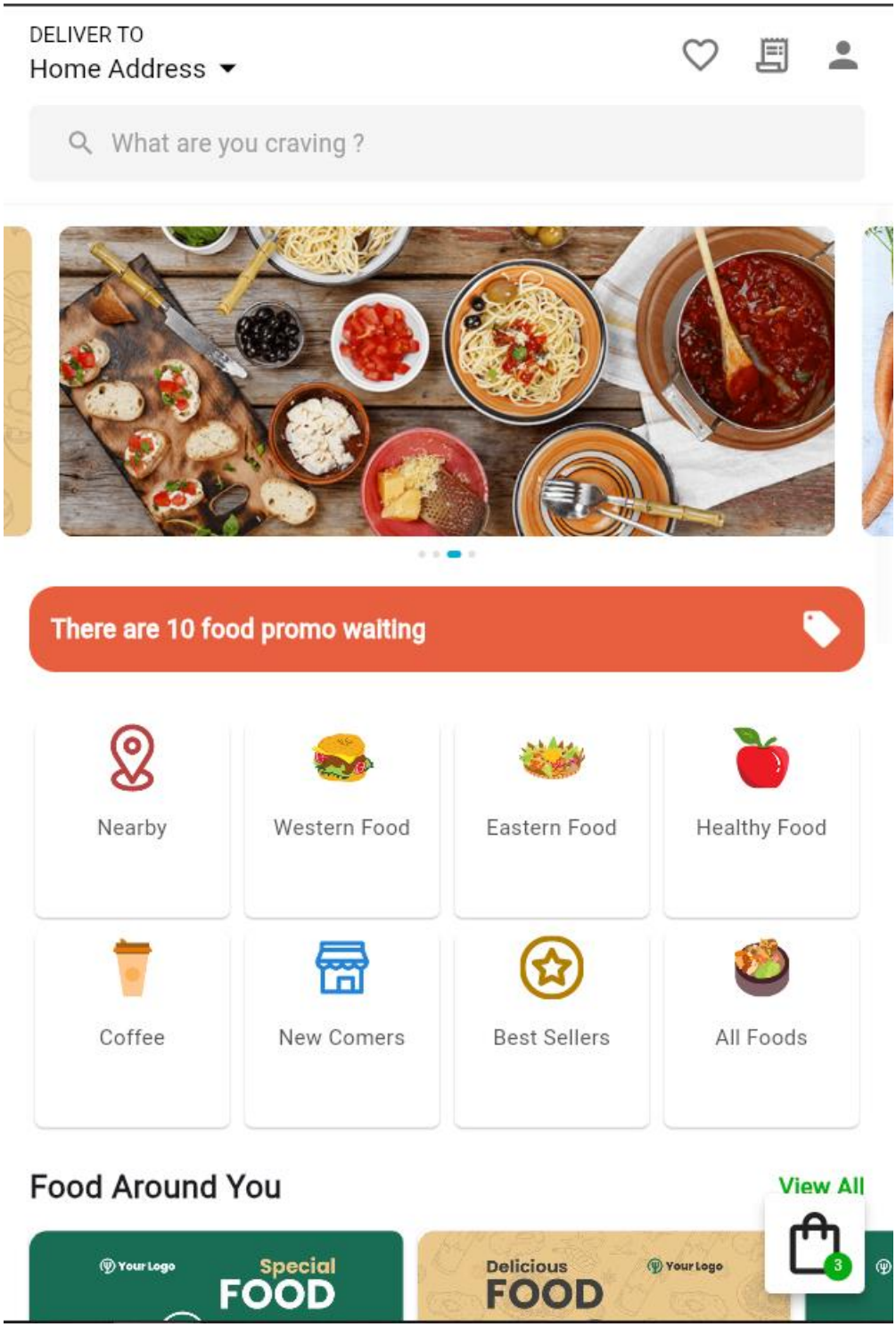
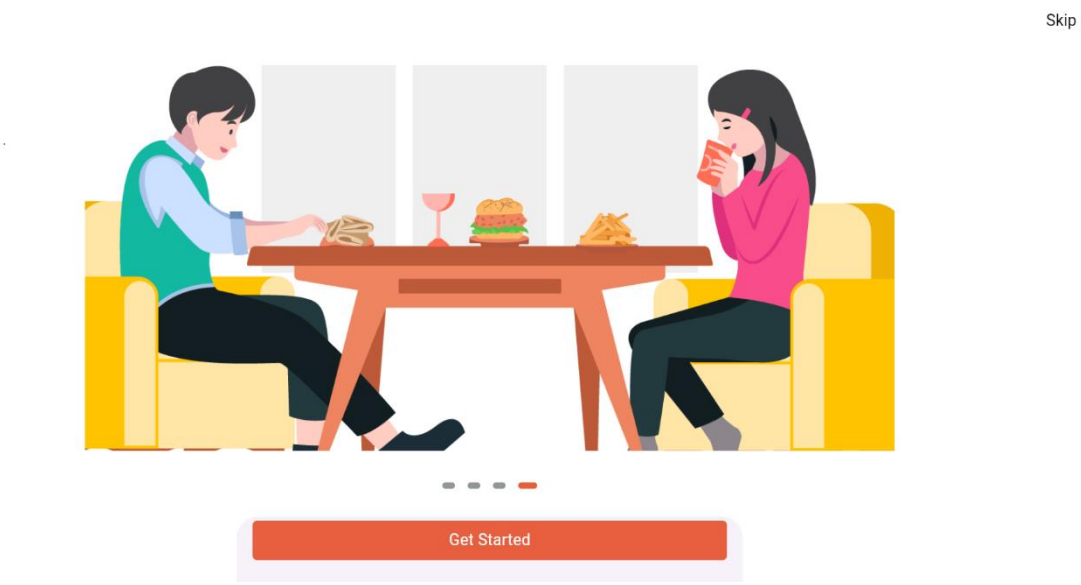
APPENDIX :

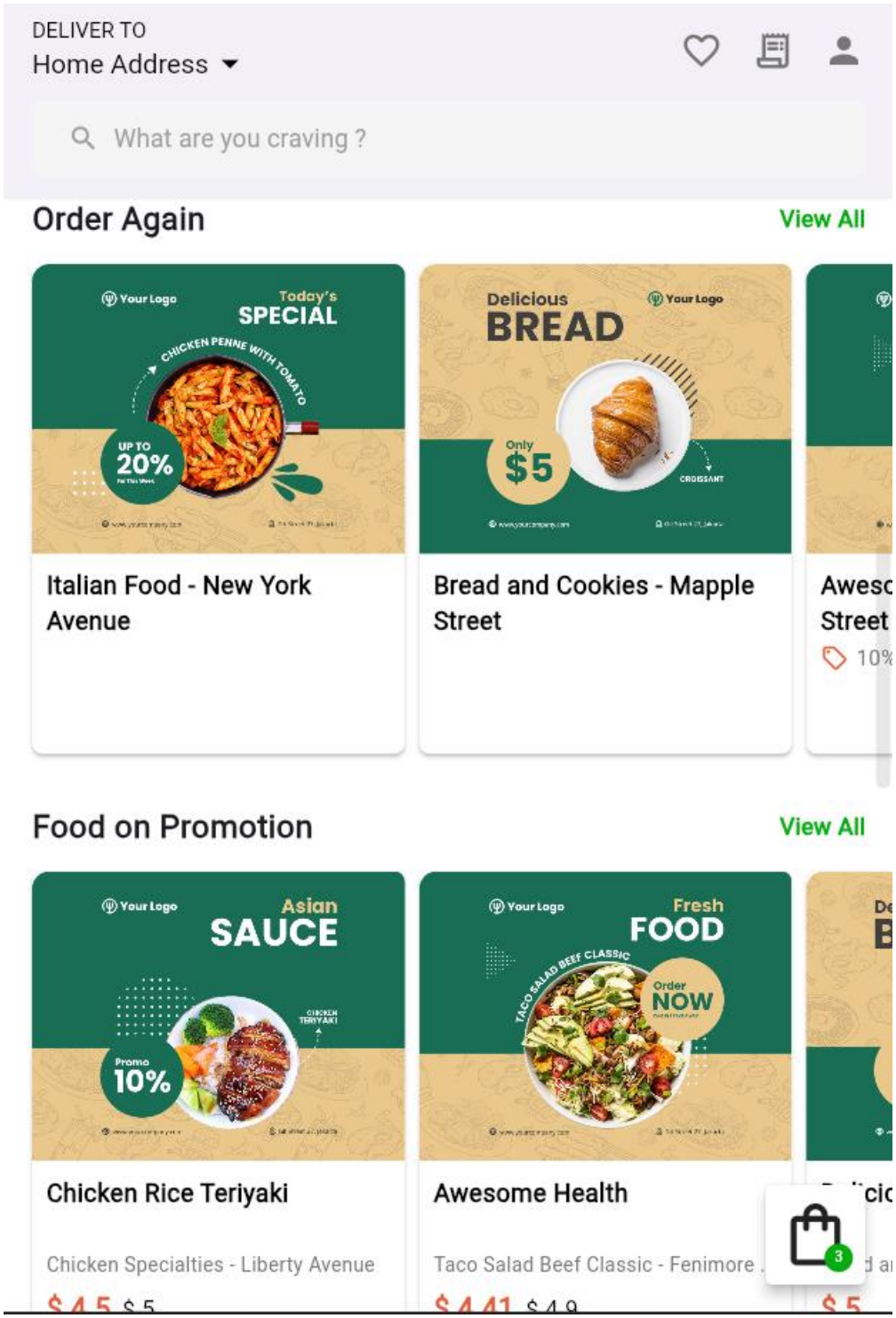
Screenshots:

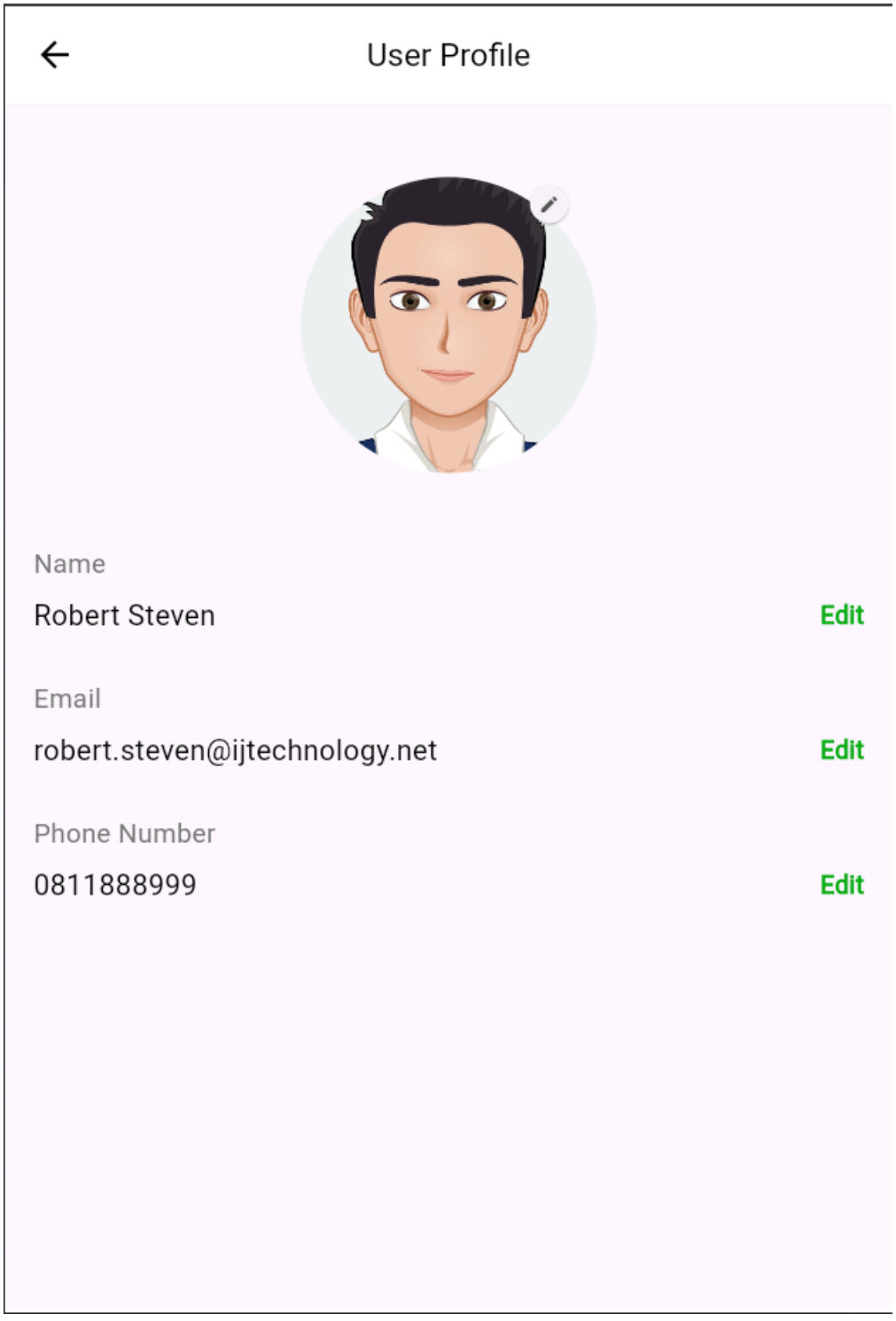
Home page:

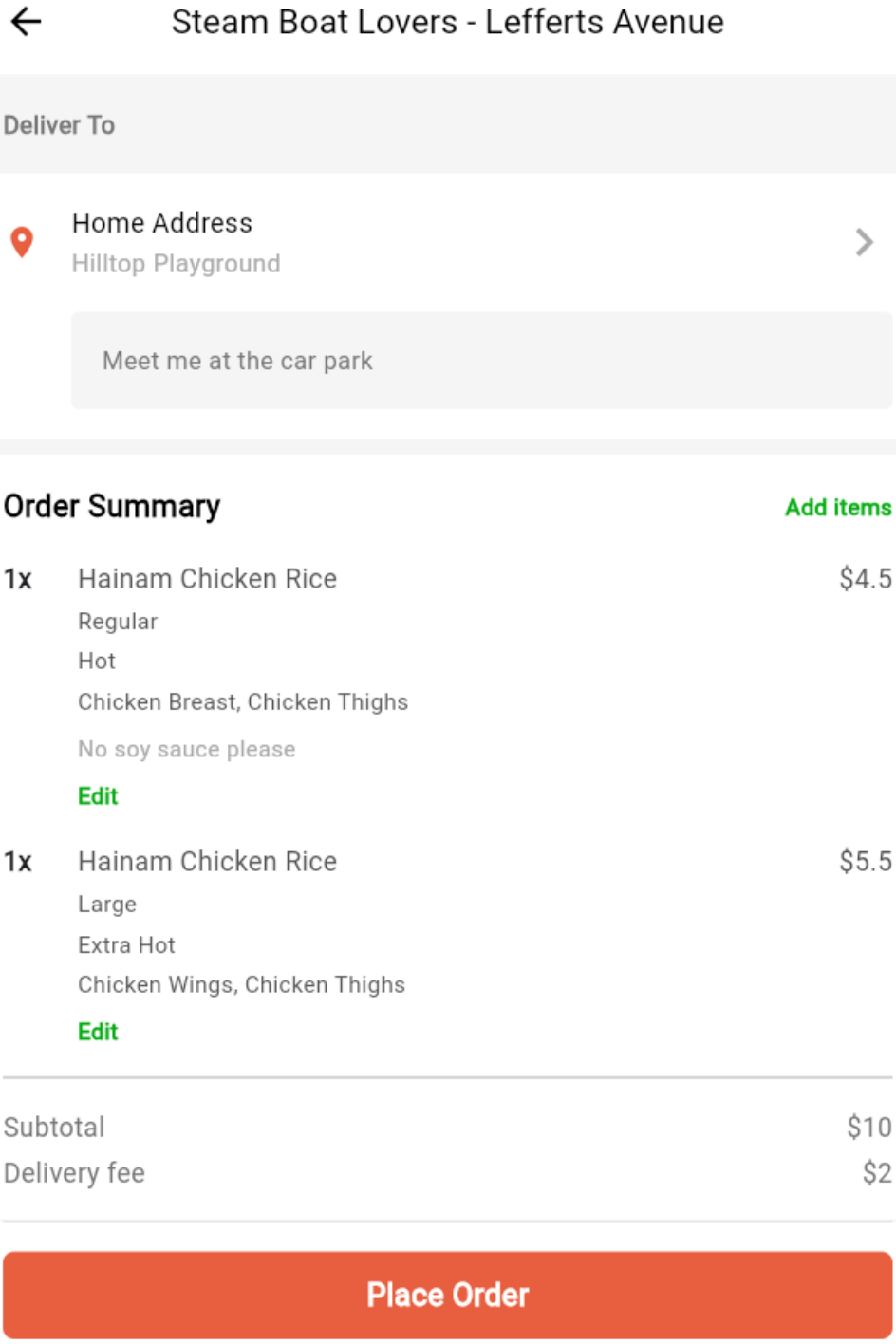


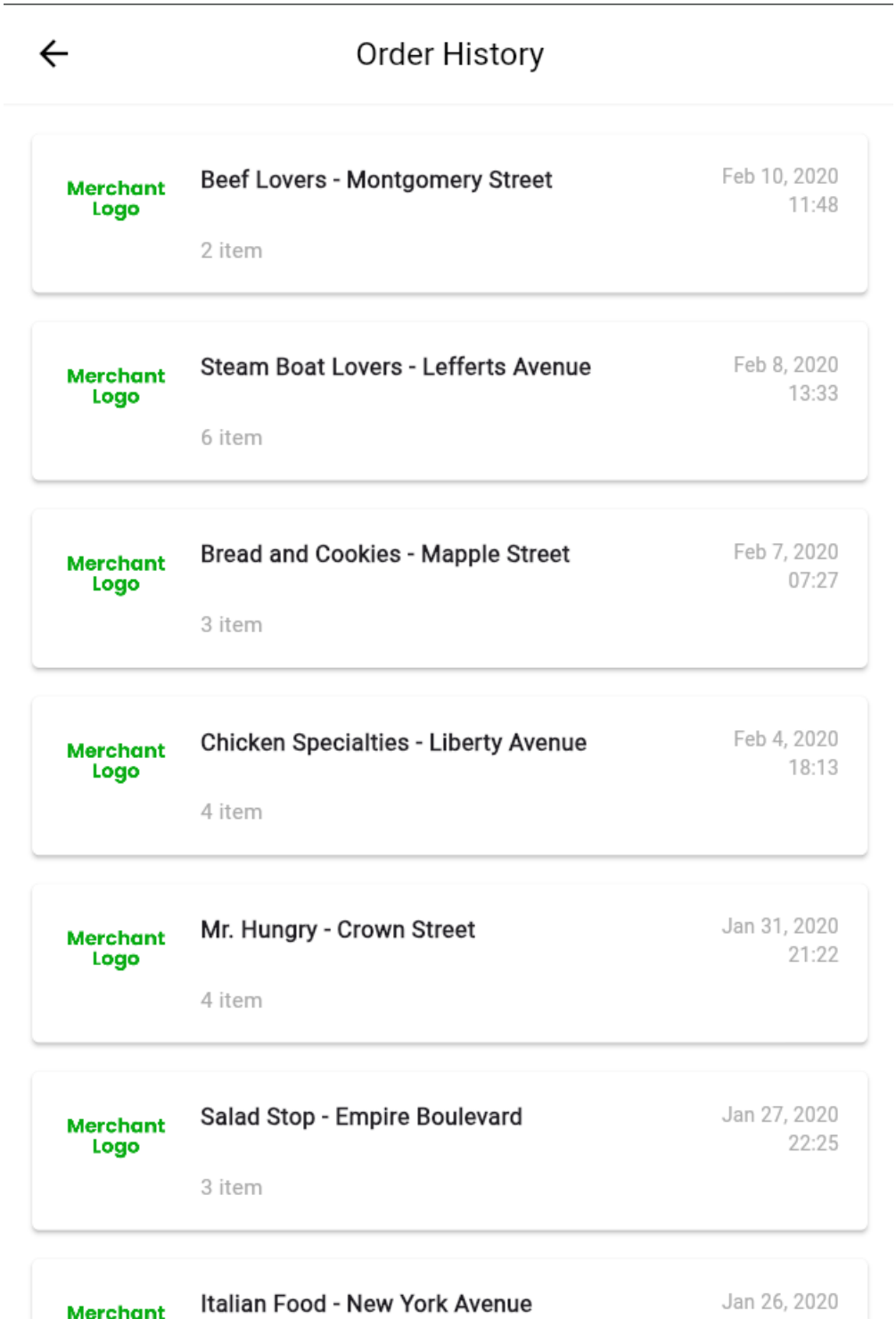
Welcome Page:




DELIVER TO
Home Address
What are you craving ?
Order Again
View All
Your Logo
Today's
SPECIAL
CHICKEN PENNE WITH TOMATO
UP TO
20%
Italian Food - New York Avenue
Delicious
BREAD
Your Logo
Only
$5
CROISSANT
Bread and Cookies - Mapple Street
Food on Promotion
View All
Your Logo
Asian
SAUCE
CHICKEN TERIYAKI
Promo
10%
Chicken Rice Teriyaki
Chicken Specialties - Liberty Avenue
$ 4.5 $ 5
Your Logo
Fresh
FOOD
TACO SALAD BEEF CLASSIC
Order
NOW
Awesome Health
Taco Salad Beef Classic - Fenimore
$ 4.41 $ 4.9
3


User Profile
Name
Robert Steven
Edit
Email
robert.steven@ijtechnology.net
Edit
Phone Number
0811888999
Edit


Steam Boat Lovers - Lefferts Avenue
Deliver To
Home Address
Hilltop Playground
Meet me at the car park
Order Summary
Add items
1x
Hainam Chicken Rice
$4.5
Regular
Hot
Chicken Breast, Chicken Thighs
No soy sauce please
Edit
1x
Hainam Chicken Rice
$5.5
Large
Extra Hot
Chicken Wings, Chicken Thighs
Edit
Subtotal
$10
Delivery fee
$2
Place Order


Order History
Merchant Logo
Beef Lovers - Montgomery Street
Feb 10, 2020 11:48
2 item
Merchant Logo
Steam Boat Lovers - Lefferts Avenue
Feb 8, 2020 13:33
6 item
Merchant Logo
Bread and Cookies - Mapple Street
Feb 7, 2020 07:27
3 item
Merchant Logo
Chicken Specialties - Liberty Avenue
Feb 4, 2020 18:13
4 item
Merchant Logo
Mr. Hungry - Crown Street
Jan 31, 2020 21:22
4 item
Merchant Logo
Salad Stop - Empire Boulevard
Jan 27, 2020 22:25
3 item
Merchant
Italian Food - New York Avenue
Jan 26, 2020

Favorites Food

chicken

Chicken Rice Teriyaki

Chicken Specialties - Liberty Avenue

★ 4.7 3.9 miles

~~$ 5~~

$ 4.5

Delicious Croissant

Bread and Cookies - Mapple Street

★ 4.8 0.9 miles

$ 5

Awesome Health

Taco Salad Beef Classic - Fenimore Street

★ 4.9 1.1 miles

~~$ 4.9~~

$ 4.41

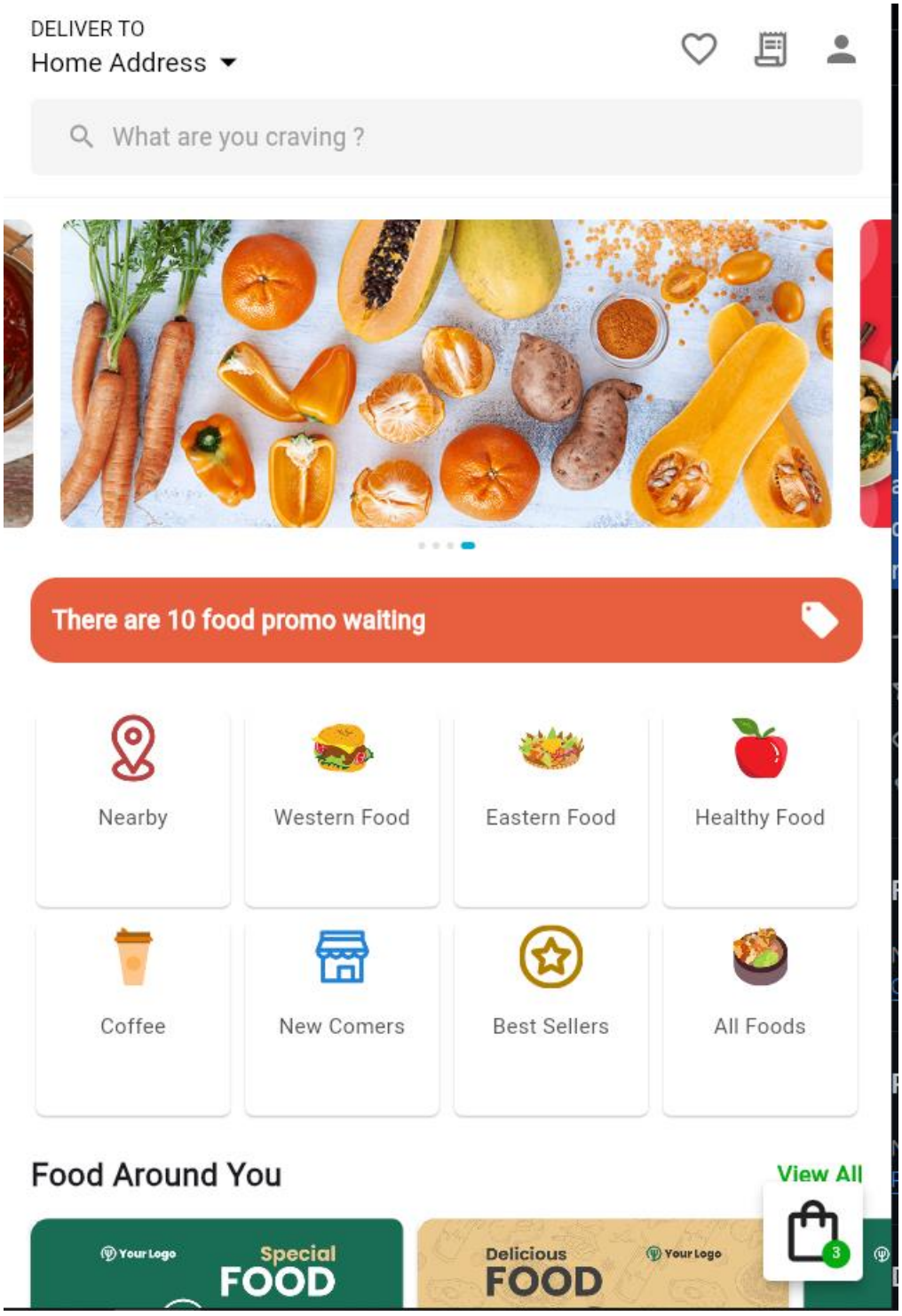
Chicken Penne With Tomato

Italian Food - New York Avenue

★ 4.6 0.9 miles

~~$ 6.5~~

$ 5.2


DELIVER TO
Home Address
What are you craving ?
There are 10 food promo waiting
Nearby
Western Food
Eastern Food
Healthy Food
Coffee
New Comers
Best Sellers
All Foods
Food Around You
View All
Your Logo
Special
FOOD
Delicious
FOOD
Your Logo
3