North South University

Department of Electrical and Computer Engineering

Project Report

School Management System

CSE311 – Database Management System

Section – 2

Semester – Summer 2022

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Introduction of the Project *Online Food Ordering System*:

The "Online Food Ordering System" has been developed to override the problems prevailing in the practicing manual system. This system is supported to eliminate and reduce the hardships faced by this existing system. Moreover, this system is designed for the particular need of the canteen to carry out order receiving operations smoothly and effectively.

The application is reduced as much as possible to avoid errors while entering the data. No formal knowledge is needed for the user to use this system. Thus, this all proves it is user-friendly. Online Food Ordering System, as described above, can lead to an error-free, secure, reliable, and fast management system. It can assist the user to concentrate on their other activities rather than concentrate on record keeping. Thus, it will help the canteen in better utilization of resources.

Every organization, whether big or small, has challenges to overcome and manage the information of Category, Food Item, Order, Payment, and Confirm Order. Every Online Food Ordering System has different Food Item needs; therefore, we design exclusive food order management systems that are adapted to your managerial requirements. This is designed to ensure that the organization is equipped with the right level of information and details for you and theirs. These systems will ultimately allow the organization to better manage resources and services.

The objective of the Project on NSU Canteen Online Food Ordering System:

Nowadays we see that the number of students in our university is increasing day by day. And it is a big hassle to order food in our canteen, especially in rush

hours. The old manual system was suffering from a series of drawbacks. Since the whole of the system was to be maintained with hands the process of keeping, maintaining, and retrieving the order information was very tedious and lengthy. So the main objective of the Project on NSU Canteen Online Food Ordering System is to manage details of Food items, Categories, Customers, orders, and Confirm orders. It manages all the information about Food items, Payments, Confirm orders, and Food items. The project is built at the administrative end and thus only the administrator is guaranteed access. The project aims to build an online system program to reduce the manual work of managing Food items, Categories, Payments, and Customers. It tracks all the details about the Customer, Order, and Confirms the Order.

Existing System of Online Food Ordering System:

In the existing system, the exams are done only manually but in the proposed system, we have to computerize the process using this application.

- Lack of security of data.
- More manpower.
- Time consuming.
- Consumes large volume of paring work.
- Needs manual calculations.

System of Online Food Ordering System:

The proposed system aims to develop a system of improved facilities. The proposed system can overcome all the limitations of the existing system. The system provides proper security and reduces manual work.

- Security of data.
- Ensure data accuracies.
- Minimize manual data entry.
- Minimum time needed for the various processing.
- Greater efficiency.
- Better service.
- User-friendliness and interaction.
- Minimum time required.

So, above all this, this project is to make the process much easier because my experience with the existing process is not so good.

A brief overview of the technology:

- **Front end: HTML, CSS**
  - **HTML:** HTML is used to create and save web documents. E.g. Notepad
  - **CSS:** (Cascading Style Sheets) Create an attractive Layout
- **Back end: PHP, MySQL**
  - **PHP:** Hypertext Preprocessor (PHP) is a technology that allows software developers to create dynamically generated web pages, in HTML or other document types, as per client request. PHP is open-source software.
  - **MySQL:** MySQL is a database, widely used for accessing querying, updating, and managing data in databases
- **Softwere used:**
  - VS Code
  - Xampp
  - Notepad
  - Sublime text 3

Web application description of **user** and **features**:

The web page will open with a general view and anyone accessing the domain will be able to view it as a visitor. Here all the categories, food, and order of order system will be seen. At the top left/right corner of a vertical tab, there will be a log-in button. From where a user with their ID and password to log in and then they can order whatever they want. Initially, an account is created by the admins and they also set their ID, and password, the password can be later changed by the user. A new admin can also be added. admin can change and modify the accessibility.

There will be three types of users:

1. **Visitor,**
2. **User.**
3. **Admin**

1. A **visitor** can :

- Visit the homepage
- Can see available category
- Can see available food
- Can have a registration option

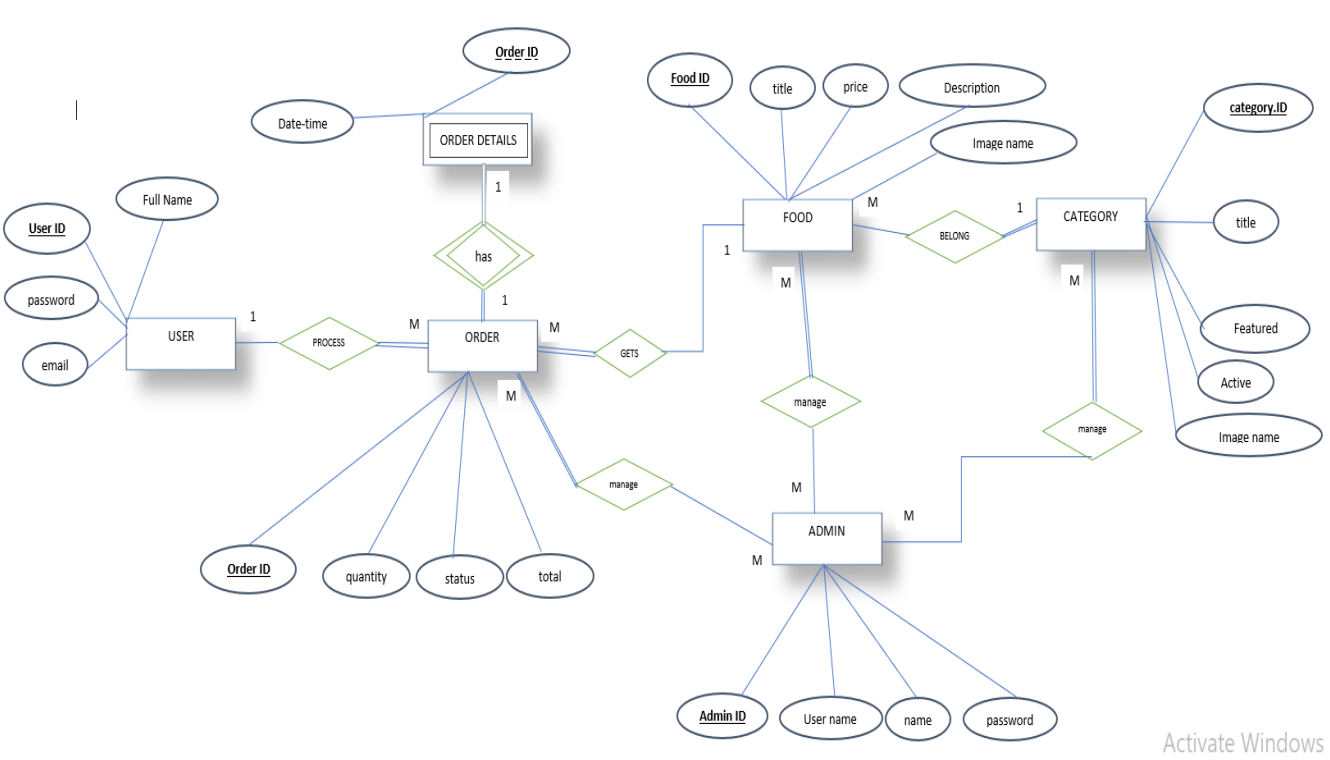
2. An **user** can :

- Can go through home page and contact page
- Can see the category
- Can see the food
- can order food
- can get the order
- confirmation message
- account log in/out

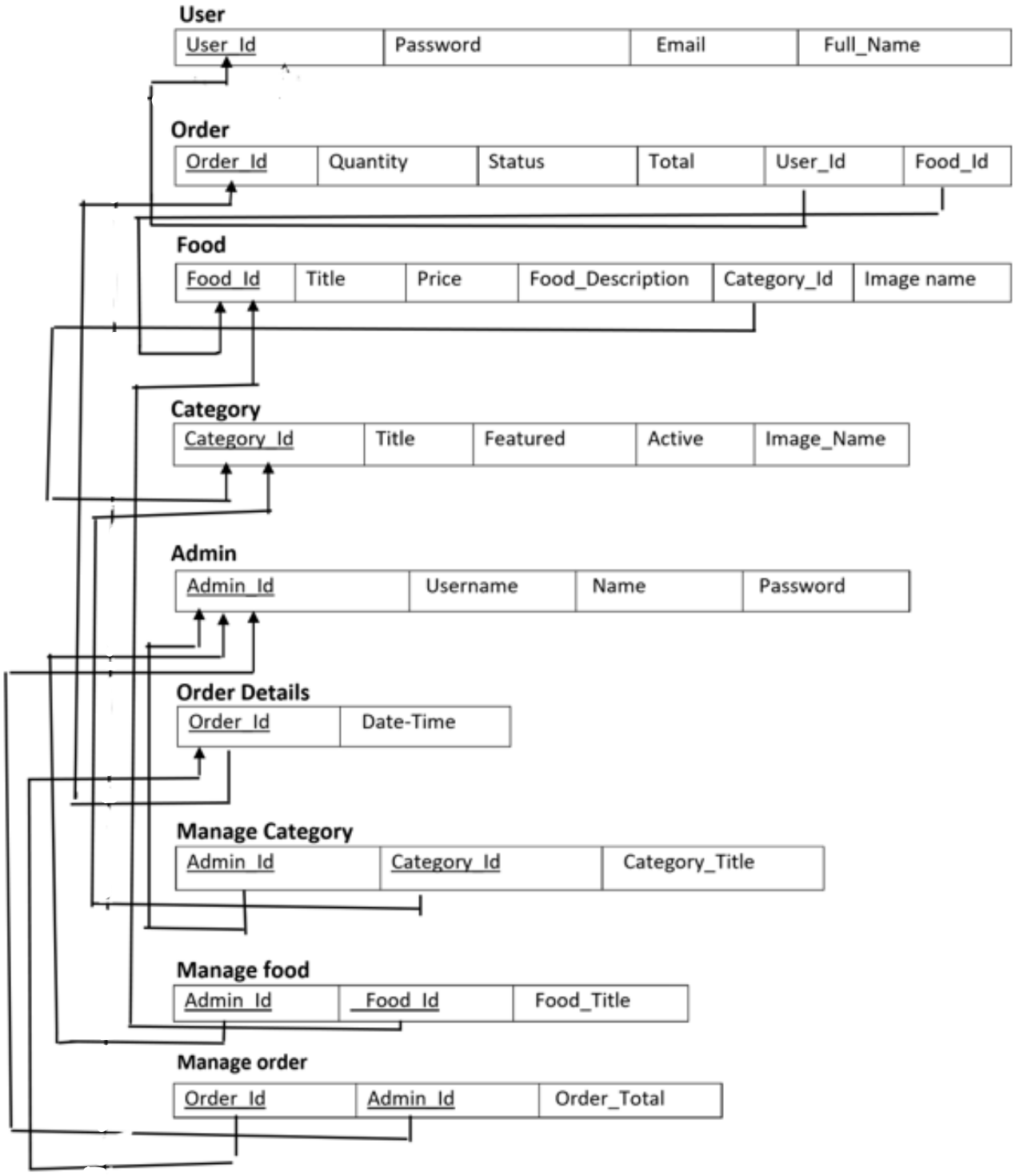
4. An **Admin** can :

- Can track all the activity of the user
- Manage order
- Manage food
- Manage category
- Can manage own information

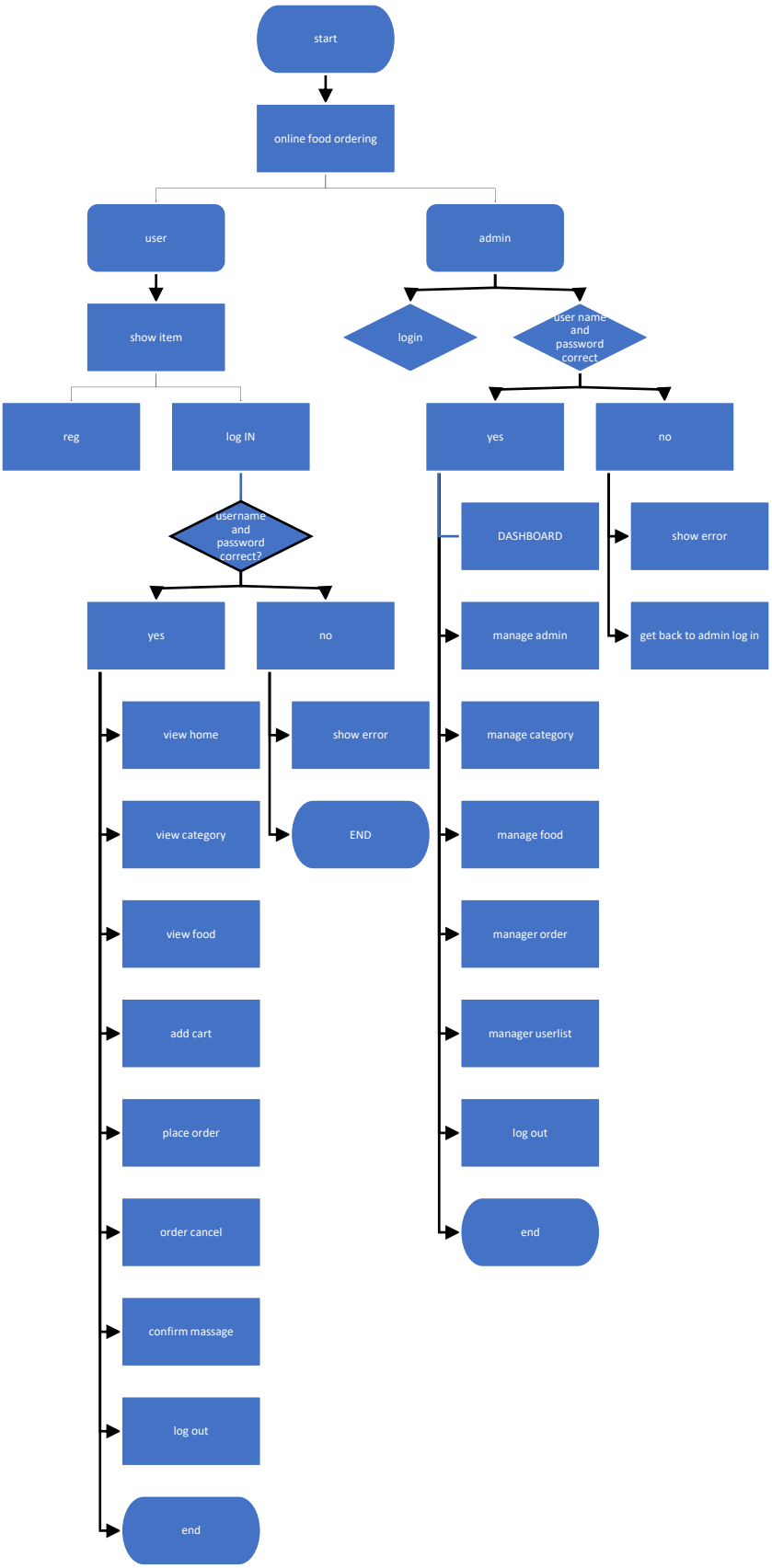
ER Diagram:


Order ID
Date-time
ORDER DETAILS
Food ID
title
price
Description
Image name
category.ID
Full Name
User ID
password
email
USER
has
FOOD
BELONG
CATEGORY
title
Featured
Active
Image name
PROCESS
ORDER
GETS
manage
manage
manage
Order ID
quantity
status
total
ADMIN
Admin ID
User name
name
password
1
M
Activate Windows

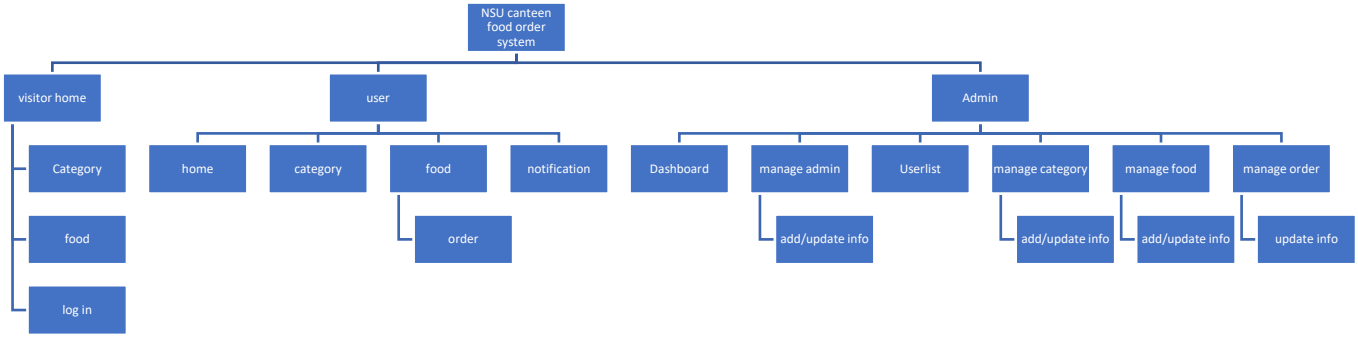
Relational table:



Project workflow:

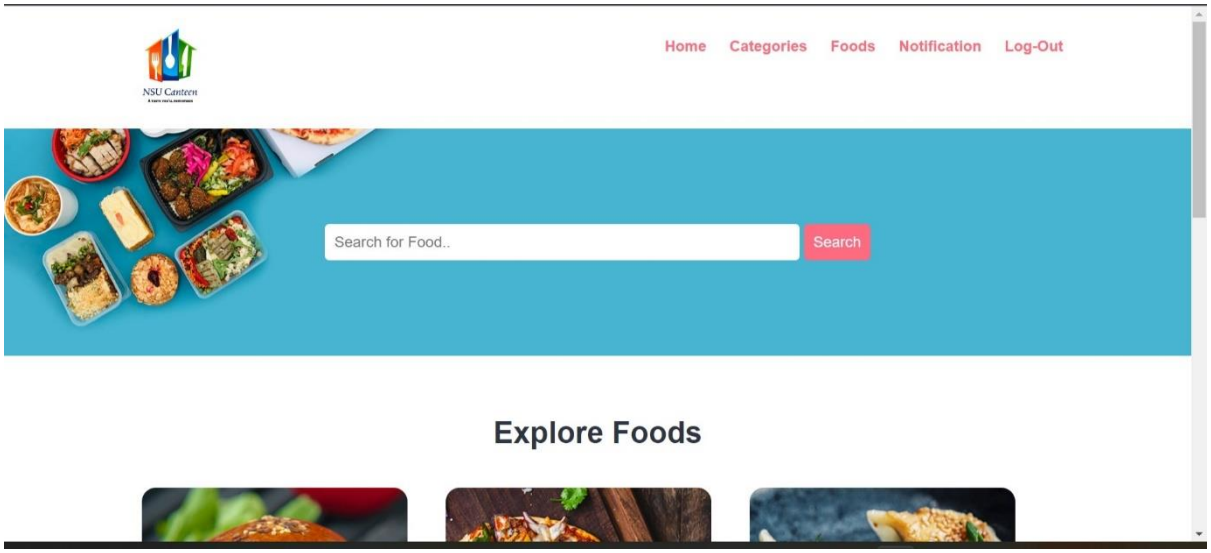


Site map:

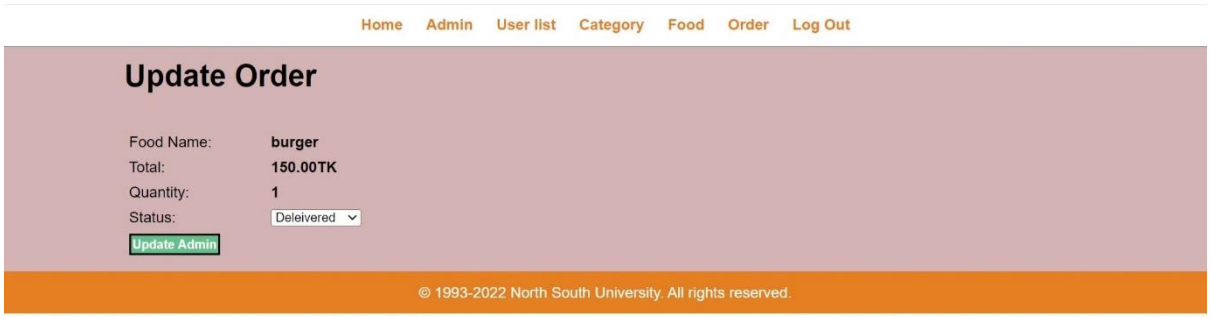

NSU canteen food order system
visitor home
user
Admin
Category
food
log in
home
category
food
notification
order
Dashboard
manage admin
Userlist
manage category
manage food
manage order
add/update info
add/update info
add/update info
update info

Snapshots:

User_home_page

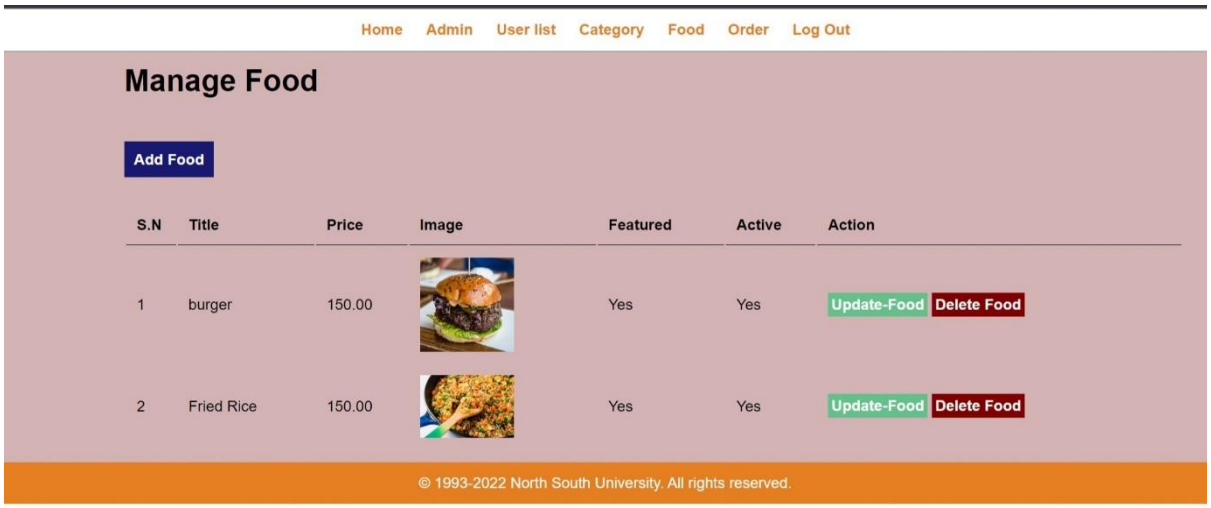


Update_Order



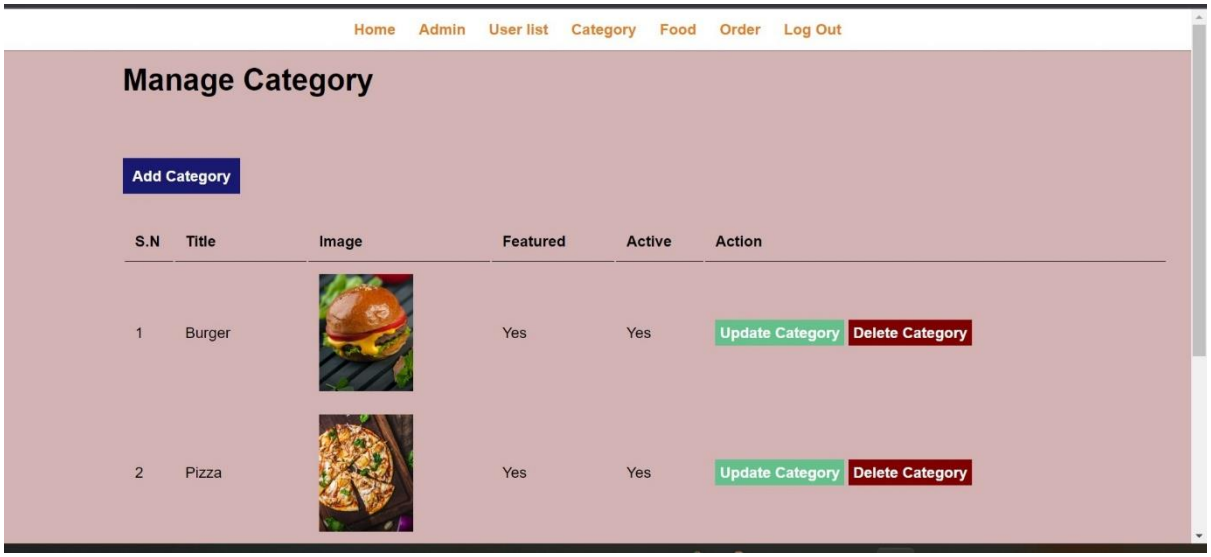
Manage_Order

Manage_food



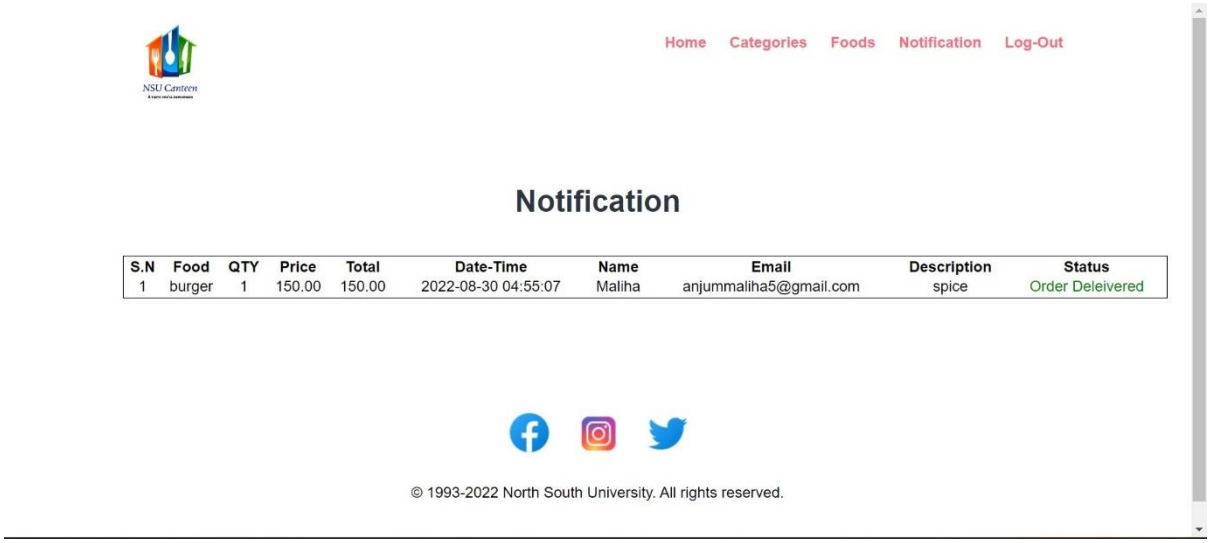
Manage_admin

Manage_category

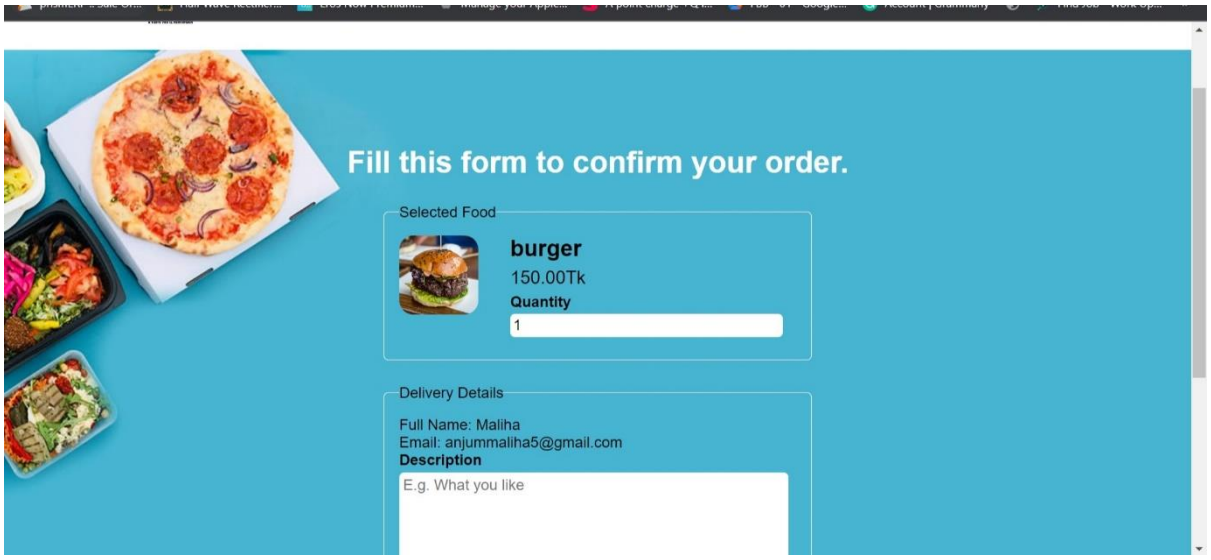


Admin_dashboard

Notification_page

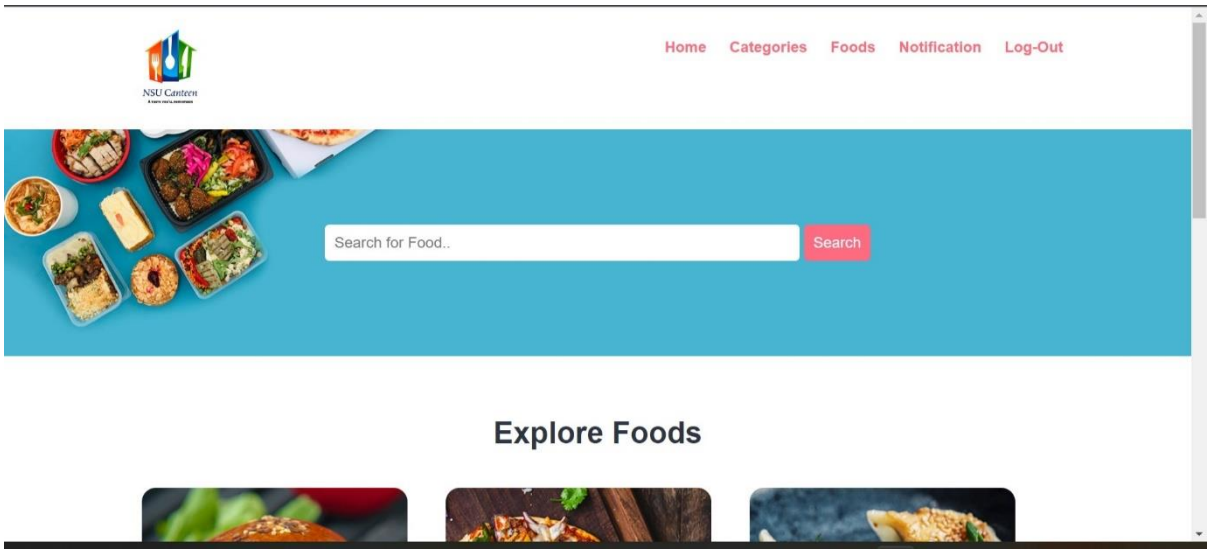


Food_Order_Page

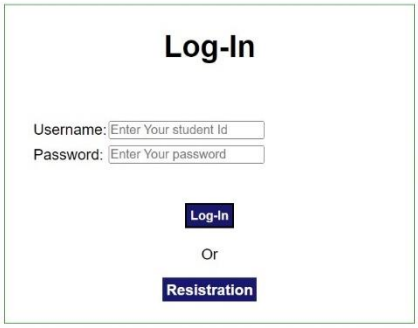


Admin_login_page

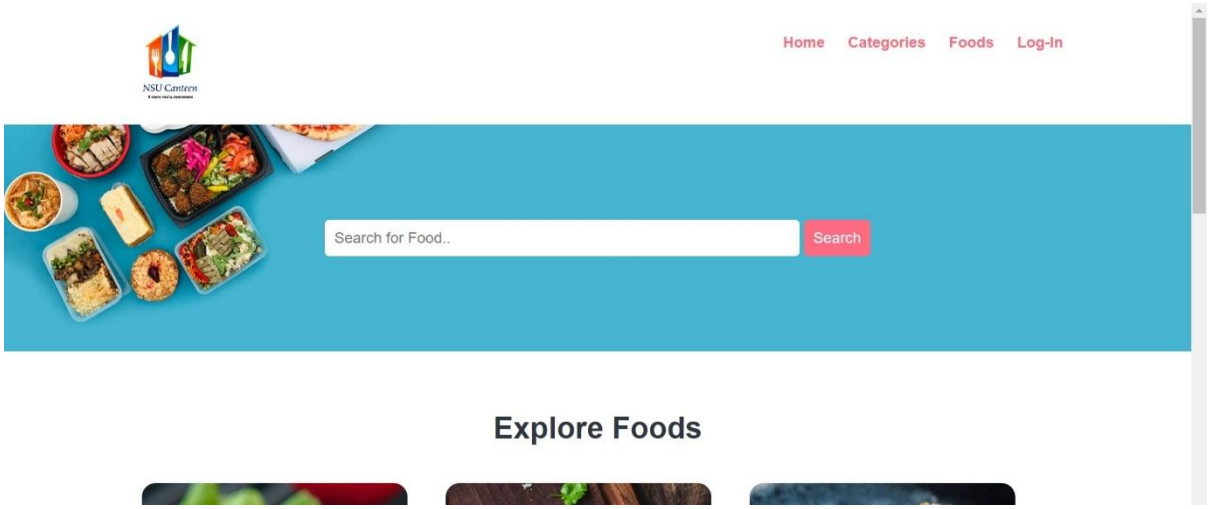
User_home_page



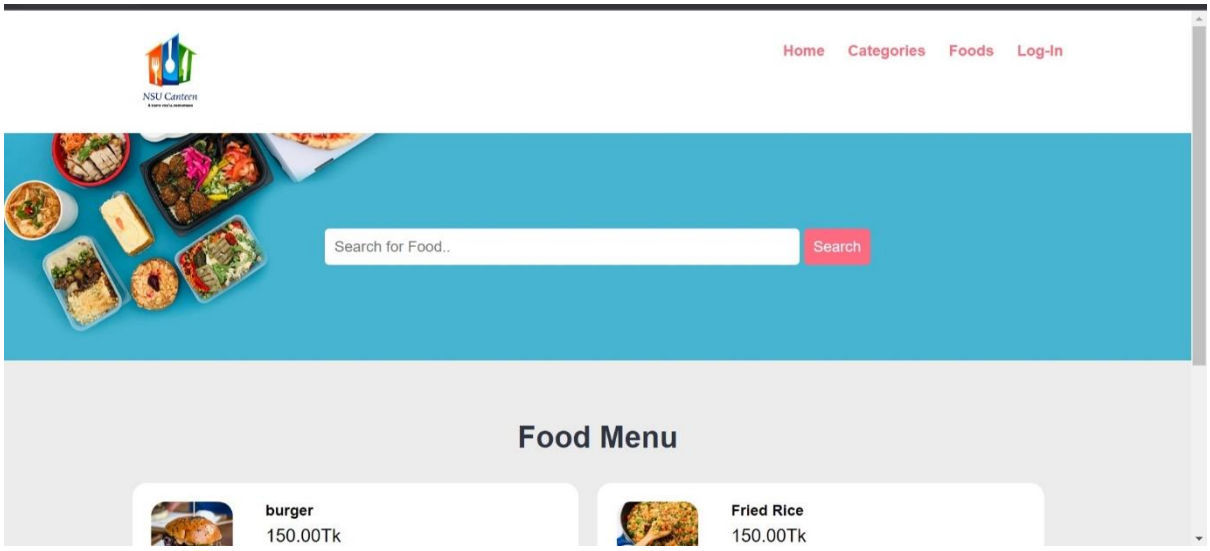
Login_page



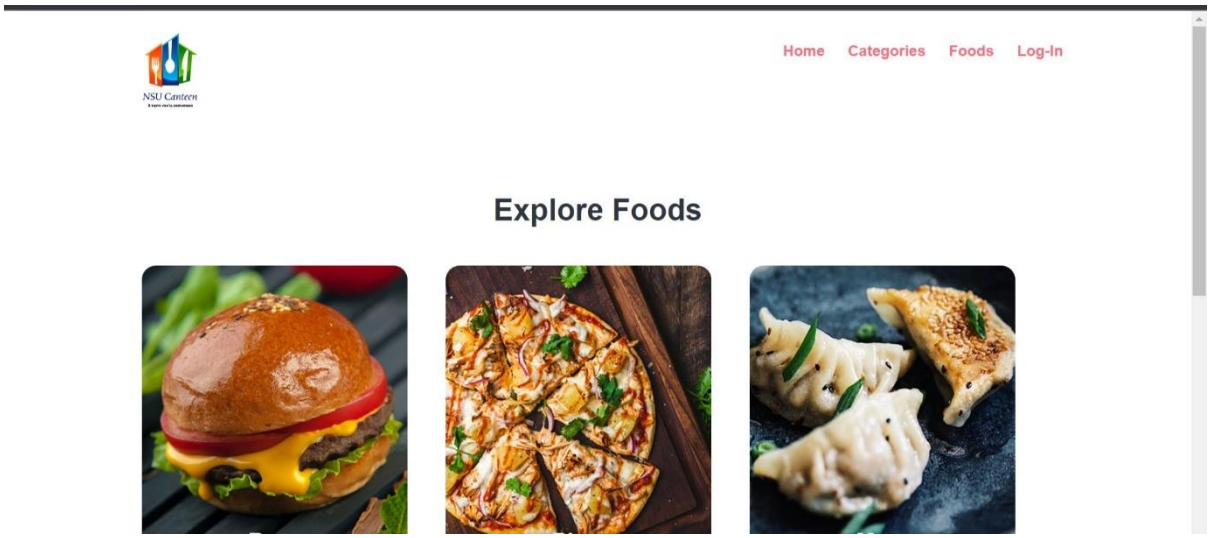
Visit_home_page



Visit_food_menu_page



Visit_Category_page:



Conclusion & future work:

Conclusion:

In this study, an attempt was made to identify the key success factors that lead to loyalty in an online ordering environment. Results suggest that online food ordering companies have to emphasize information quality, website design, and security/privacy towards their customers to increase the level of web trust and satisfaction. The service providers could also enjoy continuous recurring revenues from loyal customers if they provide efficient delivery, reliable customer service, and food quality. The results of the empirical study provide support for the positive relationships between website quality and web trust, service quality and satisfaction, we trust and loyalty, and satisfaction and loyalty.

In the end, it is concluded that we have made effort on the following points:

- Made a statement of the aims and objectives of the project.

- The description of Purpose, Scope, and applicability.
- We define the problem on which we are working in the project.
- We describe the requirement Specifications of the system and the actions that can be done on these things.
- We understand the problem domain and produce a model of the system, which describes operations that can be performed on the system.
- We included features and operations in detail, including screen layouts.
- We designed the user interface and security issues related to the system.
- Finally, the system is implemented and tested according to test cases

This project also has some advantages and limitations.

Advantages:

- This system makes work easy and faster than current applications
- All the data will be saved in the database. so, the administrator can view all the data on time.
- This system reduces manual work
- All the expenses per day will be updated in the database daily.

Limitations:

- Excel export has not been developed for Food Item; Category due to some criticality.
- The transactions are executed in off-line mode, hence on-line data for Customers, Order capture and modification are not possible.
- Off-line reports of Food Item, Confirm Order, and Customer cannot be generated due to batch mode execution.

Future Work:

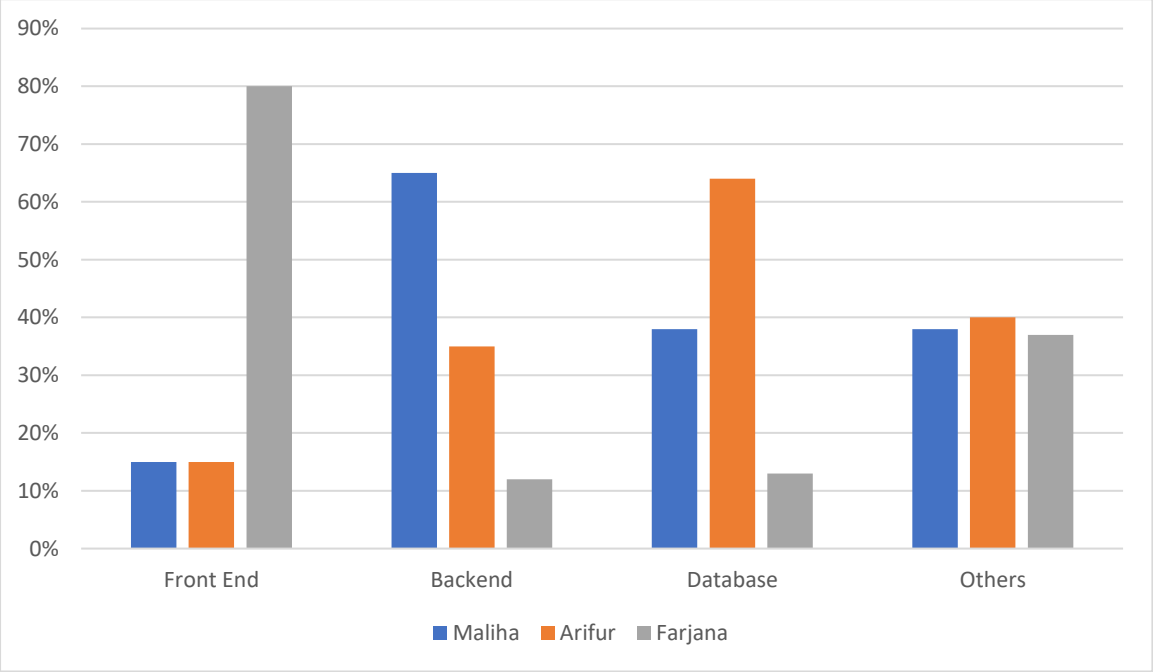
The following section describes the work that will be implemented with future releases of the software.

- Customize orders: Allow customers to customize food orders.

- Enhance User Interface by adding more user interactive features. Provide Deals and promotional Offer details to the home page. Provide Recipes of the Week/Day to Home Page.
- Payment Options: Add different payment options such as PayPal, Cash, Gift Cards, etc. Allow saving payment details for future use.
- We can add a printer in the future.
- Create the master and slave database structure to reduce the overload of the database queries
- Implement the backup mechanism for taking codebase and database on regular basis on different servers

The above-mentioned points are the enhancements that can be done to increase the applicability and usage of this project. Here we can maintain the records of Food items and categories. Also, it can be seen that nowadays the players are versatile, i.e., so, there is a scope for introducing a method to maintain the Online Food Ordering System. Enhancements can be done to maintain all the Food Items, Categories, Customers, orders, and Confirm orders.

Contributions:



Source code repository link:

GitHub:

https://github.com/nndmcbjds/NSU-Canteen-Food-Order-System

Appendix

Contact information

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