

PROJECT REPORT
ON
ONLINE TIFFIN SERVICE

By

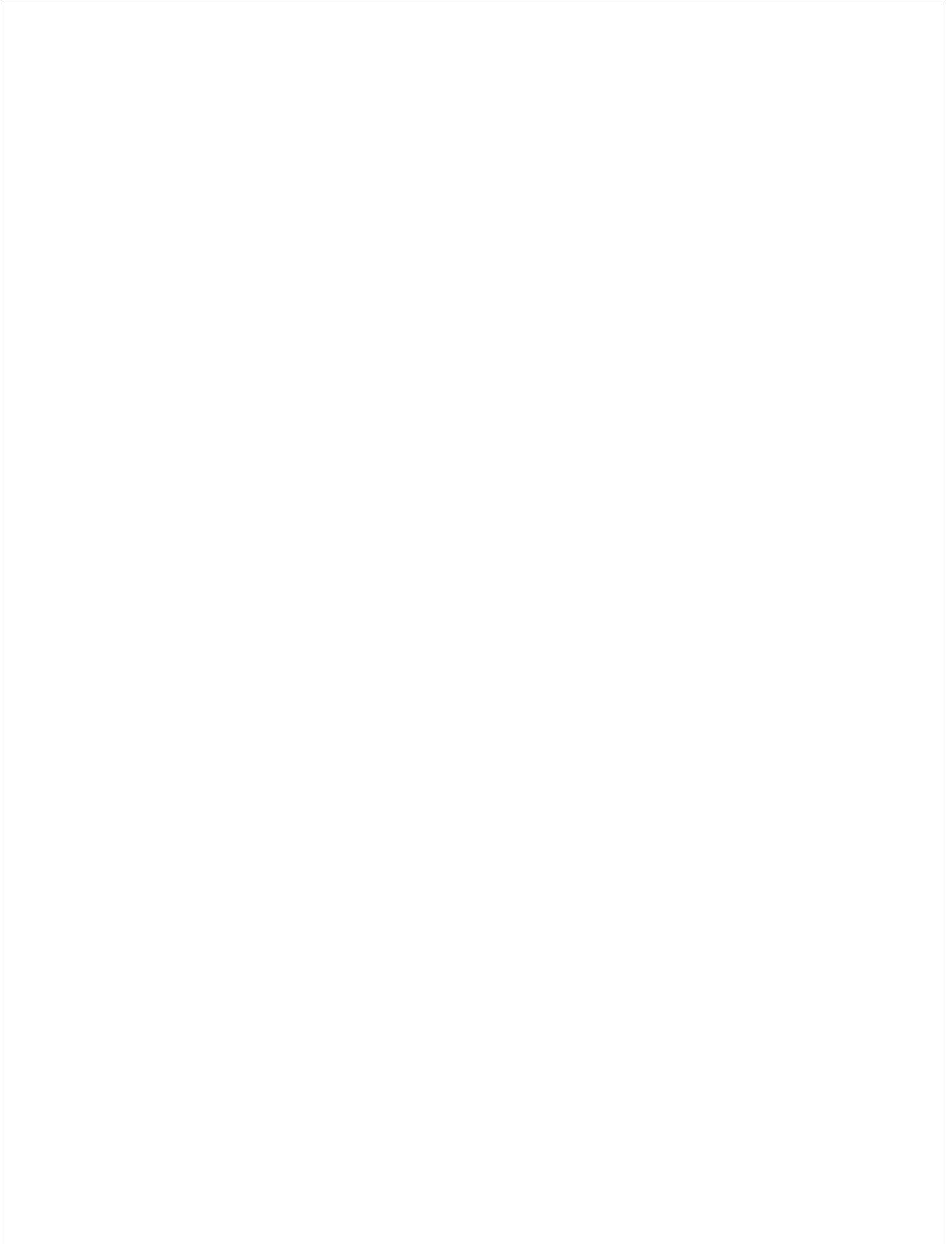
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DEPARTMENT OF COMPUTER ENGINEERING

L.J.POLYTECHNIC, AHMEDABAD

2017-2018



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CERTIFICATE

Date: ____/____/____

This is to certify that **Mr. Yash R. Soni, Mr. Sandip S. Mahato and Mr. Sandip R. Yadav** from LJ POLYTECHNIC having **156330307113, 156330307520 and 156330307558** have completed project documentation and partial development on the problem definition of semester V during the academic year 2017-18 having Title **Online Tiffin Service** in a group consisting of **3** persons.

Institute Guide

Head of the Department

ACKNOWLEDGEMENT

This website is the dedication and encouragement of many individuals. And we would like to thank guide and books and sites from where we got useful help In accomplishing the task of made this website.

We enjoyed made this website and hope you will enjoy function of this website and using it for your business and can take advice from our expertise. Please let me know if you have any suggestion or find any error and bugs to improve the website.

We are indebted our Faculties and those person who helped us, inspired us and given moral support to us and encouragement who helped us, inspired us various ways, in accomplishing the task.

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ABSTRACT

This website is based on online food delivery. This will provide user to get fresh food at doorstep. These services individually package pre-portioned meals to assist with eating a healthy diet. These services often operate on a subscription business model rather than by individual order as in or with the broader category of online food ordering.

Chapter 1

INTRODUCTION

1.1 Need of system

- For providing better food service to customer.
- To provide functionality capable to meet user's requirements.
- To meet specific needs of specific customer.
- To provide best user interface in which user can easily interact.

1.2 Detailed problem definition

This is based on online food ordering in which our service is same as the jakasfood.com and others online food ordering websites.

Problems in existing systems:

- There is no validations facility.
- User registration are not exist.
- User can not able to edit his profile.
- The security level is not accurate.
- There are many chances of mistake during tiffin delivery.

We include some features to overcome existing system:

- Here we set validations for customer.
- It uses various kinds of functionalities like add user, update user, delete user data and more etc.
- It provide easy access of data.

1.3 viability of system

This system having functionalities so the user can easily interact with our system. In future our system will be updated for user in which user can have more choice. This system will provide online payment system.

1.4 Presently available systems for the same

1. www.jakasfood.com
2. www.Foodella.com

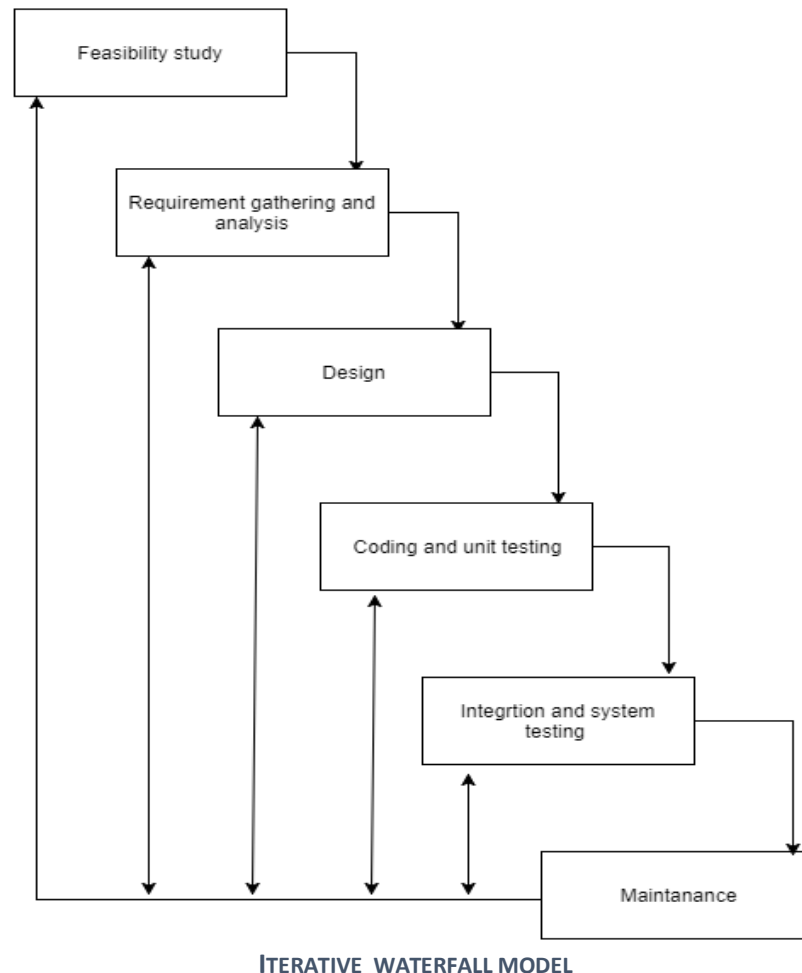
1.5 Future prospects

1. User gets online payment option.
2. User data will be more secure

2.1 Requirement analysis

- If user facing some problem it can easily leave the feedback in feedback section after that admin takes action on their feedback
- The interface is easy to understand because user can easily interact.
- User can take see order history.
- If user want to cancel the order it is possible.
- User can choose the his favourite food.
- User can edit his meal if he/she want to add some additional meal it will done easily.

2.2.1 Project model



Traditional water fall model which caused no turn back to the previous stages if any problem is found later on It is very simple to understand and use. In a The iterative water fall model was overcome the major drawback of the waterfall model, each phase must be completed fully before the next phase can begin, but it allows jumping back to a stage if any fault is found later on.

Advantages

- This model is simple and easy to understand and use.
- It is easy to manage due to the rigidity of the model – each phase has specific deliverables and a review process. In this model phases are processed and completed one at a time. Phases do not overlap.
- Waterfall model works well for smaller projects where requirements are very well understood. When to use waterfall model

- This model is used only when the requirements are very well known, clear and fixed.
- Product definition is stable.
- Technology is understood.
- There are no ambiguous requirements Ample resources with required expertise are available freely.
- The project is short. Very less customer enter action is involved during the development of the product. Once the product is ready then only it can be demoted to the end users. Once the product is developed and if any failure occurs then the cost of fixing such issues are very high, because we need to update everywhere from document till the logic

2.2.1 Feasibility study

Feasibility is a practical extent to which a project can be performed successfully. To evaluate feasibility, a feasibility study is performed, which determines whether the solution considered to accomplish the requirements practical and workable in the software or not. Such information as availability, cost estimate for software development, benefits of the software organization, and cost to be incurred on its maintenance are considered.

2.2.2 Requirement analysis and specification

Requirements analysis, also called requirements engineering, is the process of determining user expectations for a new or modified product. These features, called requirements, must be quantifiable, relevant and detailed. In software engineering, such requirements are often called functional specifications. Requirements analysis is an important aspect of project management.

Requirements analysis involves frequent communication with system users to determine specific feature expectations, resolution of conflict or ambiguity in requirements as demanded by the various users or groups of users, avoidance of feature creep and documentation of all aspects of the project development process from start to finish. Energy should be directed towards ensuring that the final system or product conforms to client needs rather than attempting to mold user expectations to fit the requirements.

Requirements analysis is a team effort that demands a combination of hardware, software and human factors engineering expertise as well as skills in dealing with people.

2.2.3 Design

Software design is a process to transform user requirements into some suitable form, which helps the programmer in software coding and implementation. For assessing user requirements, an SRS (Software Requirement Specification) document is created whereas for coding and implementation, there is a need of more specific and detailed requirements in software terms.

The output of this process can directly be used into implementation in programming languages. Software design is the first step in SDLC (Software Design Life Cycle), which moves the concentration from problem domain to solution domain. It tries to specify how to fulfill the requirements mentioned in SRS.

2.2.4 Coding and unit testing

Software design is a process to transform user requirements into some suitable form, which helps the programmer in software coding and implementation. For assessing user requirements, an SRS (Software Requirement Specification) document is created whereas for coding and implementation, there is a need of more specific and detailed requirements in software terms. The output of this process can directly be used into implementation in programming languages. Software design is the first step in SDLC (Software Design Life Cycle), which moves the concentration from problem domain to solution domain. It tries to specify how to fulfill the requirements mentioned in SRS.

2.2.4.1 Unit Testing

While coding, the programmer performs some tests on that unit of program to If it is error free Testing is performed under white-box testing approach. testing helps developers decide that individual units of the program are as requirement and are error free.

2.2.5 Integration and system testing

Integration testing:

Even if the units of software are working fine individually, there is a need to find out if the units if integrated together would also work without errors. For example, argument passing and data updation etc.

System Testing:

The software is compiled as product and then it is tested as a whole. This can be accomplished using one or more of the following tests:

- **Functionality testing** - Tests all functionalities of the software against the requirement.
- **Performance testing** - This test proves how efficient the software is. It tests the effectiveness and average time taken by the software to do desired task. Performance testing is done by means of load testing and stress testing where the software is put under high user and data load under various environment conditions.
- **Security & Portability** - These tests are done when the software is meant to work on various platforms and accessed by number of persons.

2.2.6 Maintenance

Types of maintenance

In a software lifetime, type of maintenance may vary based on its nature_ It may be just a routine maintenance tasks as some bug discovered by some user or it may be a large event in itself based on maintenance size or nature. Following are some types of maintenance based on their characteristics:

- **Corrective Maintenance** - This includes modifications and updations done in order to correct or fix problems, which are either discovered by user or concluded by user error reports.
- **Adaptive Maintenance** - This includes modifications and updations applied to keep the software product up-to date and tuned to the ever changing world Of technology and business environment.

- **Perfective Maintenance** - This includes modifications and updates done in order to keep the software usable over long period of time. It includes new features, new user requirements for refining the and improve its reliability and performance.
- **Preventive Maintenance** - This includes modifications and prevent future problems of the software. It aims to attend problems, which are not significant at this moment but may cause serious issues future.

2.3 Scheduling

(TABLE: SCHEDULING)

Activity	Start-time	End-time
Feasibility study	1-7-2017	15-7-2017
Requirement analysis	16-7-2017	23-8-2017
System Design	24-8-2017	-
Coding and testing	-	-
Integration & system testing	-	-

- Critical path is the sequence of activities with the longest duration, A delay in any activity on this path will result in a delay for the whole project.
- It is used to calculate the project completion time.
- The project manager identifies the critical activities of the flexibilities.
- It is used to predict the project duration by finding out sequence of activities has the least amount of scheduling flexibilities.

2.4 Feasibility Study

Feasibility is a practical extent to which a project can be performed successfully. To evaluate feasibility, a feasibility study is performed, which determines whether the solution considered to accomplish the requirements is practical and workable in the software or not. Such information as resource availability, cost estimate for software development, benefits of the software to organization, and cost to be incurred on its maintenance are considered. The objective of the feasibility study is to establish the reasons for developing software that is acceptable to users and adaptable to change.

A feasibility study is a short, focused study, which aims to answer a number of questions:

- Does the system contribute to the overall objectives of the organization?
- Can the system be implemented using current technology and within given cost and schedule constraints?
- Can the system be integrated with systems which are already in place'?
- There are various types of feasibility studies:
 - Operational Feasibility
 - Technical Feasibility
 - Scheduling Feasibility
 - Economic Feasibility
- **Implementation Feasibility**

Now each of them is explained briefly, as below

2.4.1 Operational Feasibility Study

Using this intranet based application one can connect from anywhere at any time. The maps are available at any time.

- **Some operational features of the city on the road map:**
 1. Performance
 2. Information
 3. Economy

Performance: The application provides the connectivity to all the assests in a minimum time required

Information: This application will provide the detailed information about different assets available with the company.

Economy: This System will use some existence resource like Computers, Software, etc. Cost of this project is depending upon the man hour dedicated to the proposed system

- Our system provides adequate and its response time is very quick.
- You can easily fetch the data from database.
- The system provides administrator with timely, accurate and usefully formatted information.
- This system is efficient to view the pages and they are easy to access even there are more number of users visit the site at the same time.

This feasibility study is carried out by a small group of people who are familiar with information system technique and are skilled in system analysis and design process.

Proposed projects are beneficial only if they can be turned into information system that will meet the operating requirements of the organization. This test of feasibility asks if the system will work when it is developed and installed

2.4.1 Technical Feasibility

This is concerned with specifying equipment and software that will successfully satisfy the user requirement. The technical needs of the system may vary considerably, but might include:

- The facility to produce outputs in a given time.
- Response time under certain conditions.
- Ability to process a certain volume of transaction a particular speed
- Facility a communicate data to distant location.

In examining technical feasibility, configuration of the system is given more importance than the actual make of hardware. The configuration should give the complete picture about the system's requirements. How many workstations are required, how these units are interconnected so that they could operate and communicate smoothly? What speeds of input and output should be achieved at particular quality of printing.

2.4.2 Time Schedule Feasibility

A project will fail if it takes too long to be completed before it is useful. Typically this means estimating how long the system will take to develop, and if it can be completed in a given time period using some methods like payback period. Schedule feasibility is a measure of how reasonable the project timetable is. Given our technical expertise, are the project deadlines reasonable? Some projects are initiated with specific deadlines. You need to determine whether the deadlines are mandatory or desirable.

2.4.3 Economic Feasibility

Economic analysis could also be referred to as cost/benefit analysis. It is the most frequently used method for evaluating the effectiveness of a new system. In economic analysis the procedure is to determine the benefits and savings that are expected from a candidate system and compare them with costs. If benefits outweigh costs, then the decision is made to design and implement the system. An entrepreneur must accurately weigh the cost versus benefits before taking an action.

The concerned business must be able to see the value of the investment it is pondering before committing to an entire system study. If short-term costs are not overshadowed by long-term gains or produce no immediate reduction in operating costs, then the system is not economically feasible, and the project should not proceed any further. If the expected benefits equal or exceed costs, the system can be judged to be economically feasible. Economic analysis is used for evaluating the effectiveness of the proposed system.

The economic feasibility will review the expected costs to see if they are in-line with the projected budget or if the project has an acceptable return on investment. At this point, the projected costs will only be a rough estimate. The exact costs are not required to determine economic feasibility. It is only required to determine if it is feasible that the project costs will fall within the target budget or return on investment. A rough estimate of the project schedule is required to determine if it would be feasible to complete the systems project within a required timeframe. The required timeframe would need to be set by the organization.

2.4.4 Implementation Feasibility

The main purpose of checking Operational Feasibility is to find out whether the system will be functional after its development and installation or not. The outcomes of the operational feasibility are as follows:




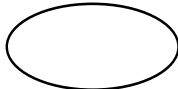
SERVICE PROVIDER website helps the user for getting information about new available Service product quickly by presenting the data in proper format online. Graphical representation of data helps the user in taking proper decision in time.

- So, it supposed to improve the working efficiency of user.
- So, this application is operationally feasible.

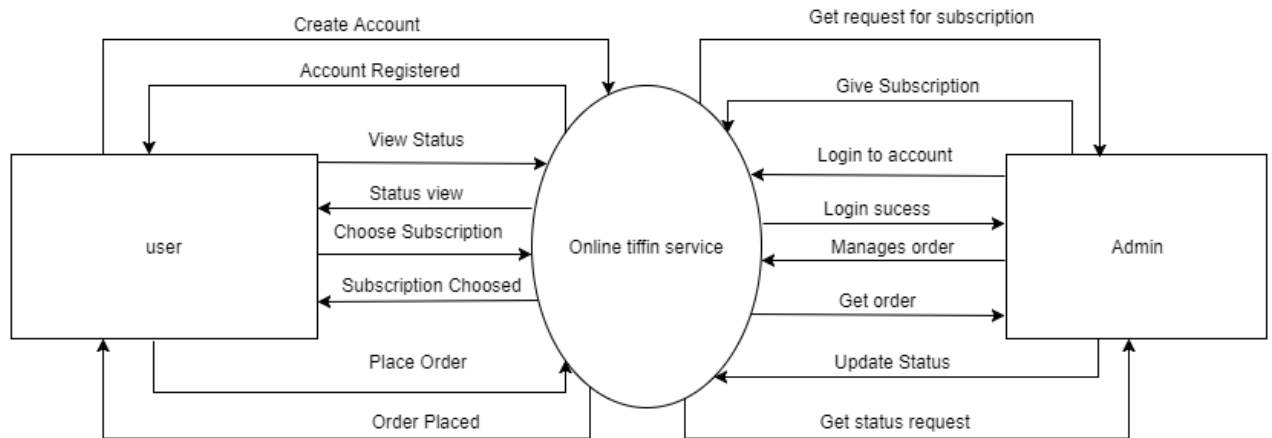
Data Flow Diagram

A data flow diagram (DFD) shows the functional relationship of values computed by a system, including input values, output values, and internal data stores. A data flow diagram is a graph showing flow of data values from their sources in objects through process that transform them to their destinations in other objects. A data flow doesn't show control information, such as the time at which the process is executed or decision among the alternative data paths.

(TABLE 1: DFD NOTATION)

Symbol name	Symbol
External Entity	
Data Flow	
Data Store	
Process	

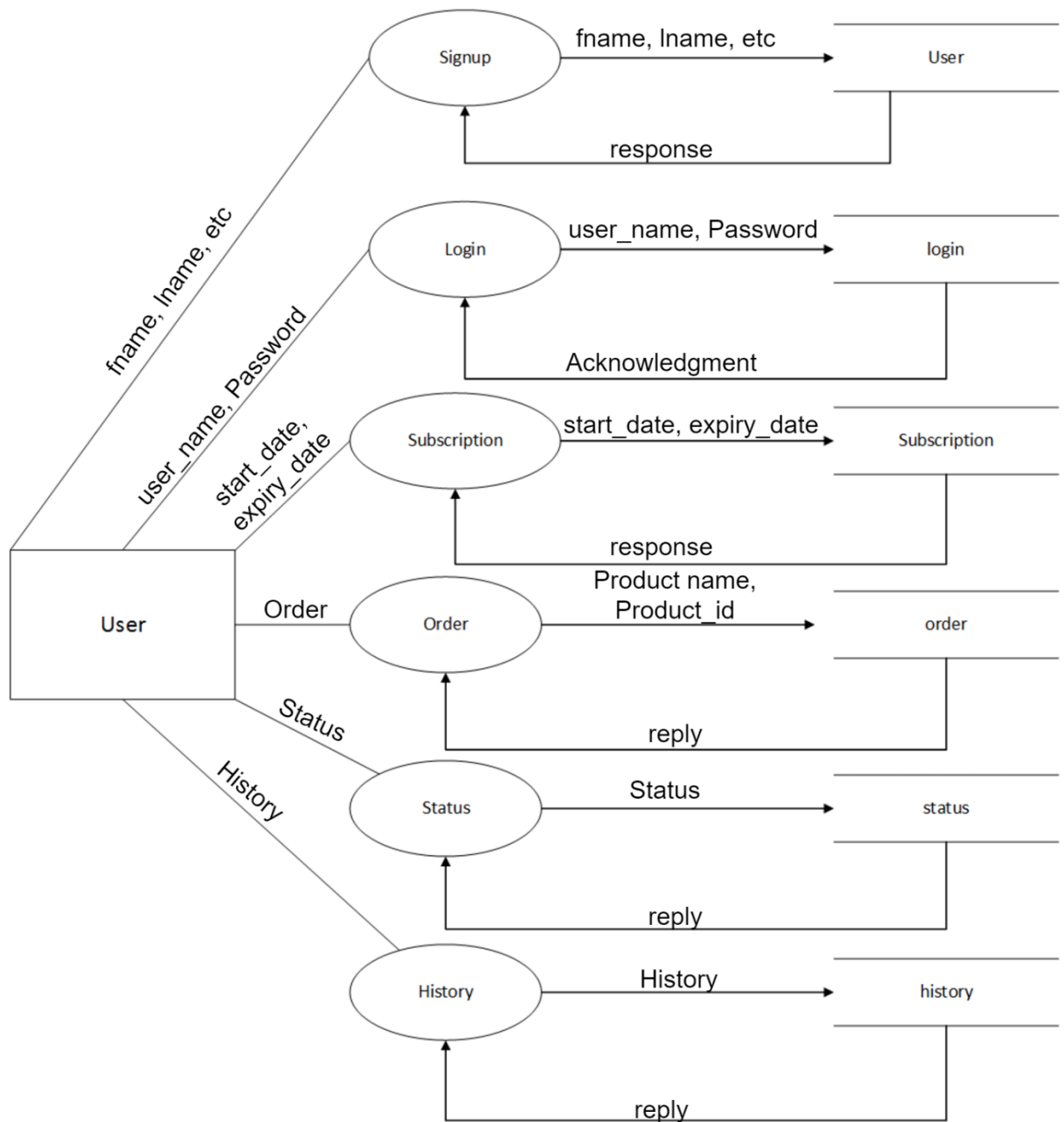
3.1.1 Level 0



(FIGURE: DFD LEVEL 0)

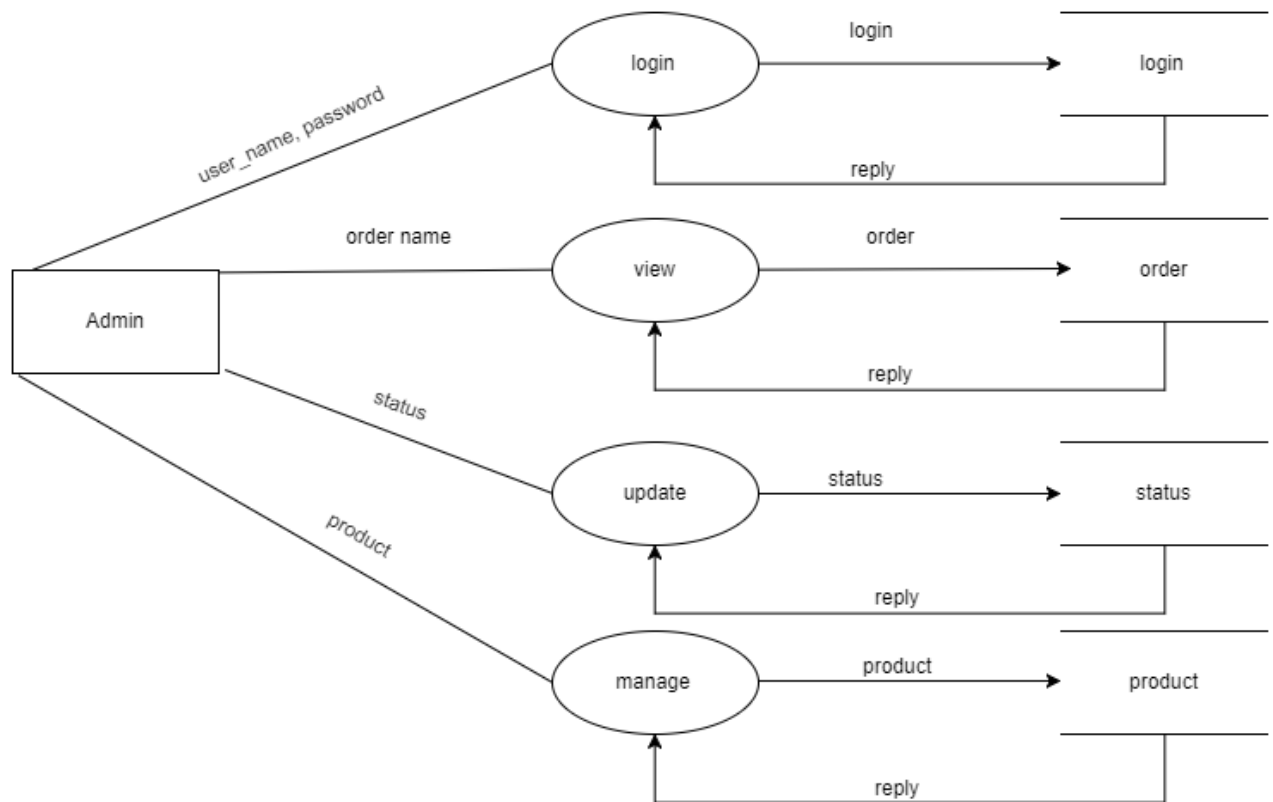
3.1.1 Level 1

1) User



(FIGURE: DFD LEVEL 1 OF USER)

2) Admin

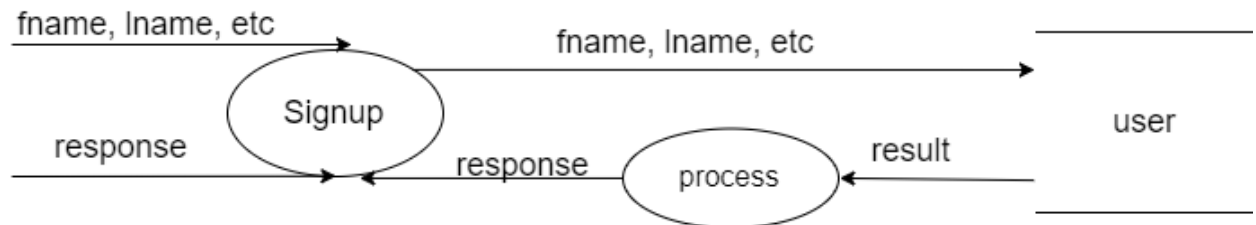


(FIGURE: DFD LEVEL 1 OF ADMIN)

3.1.1 Level 2

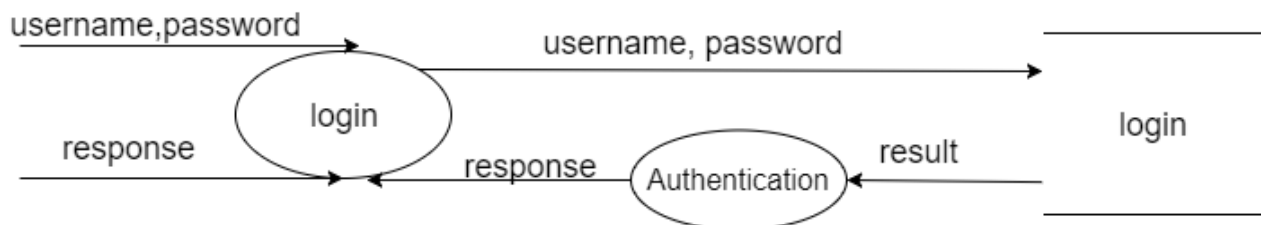
1) User

User Signup



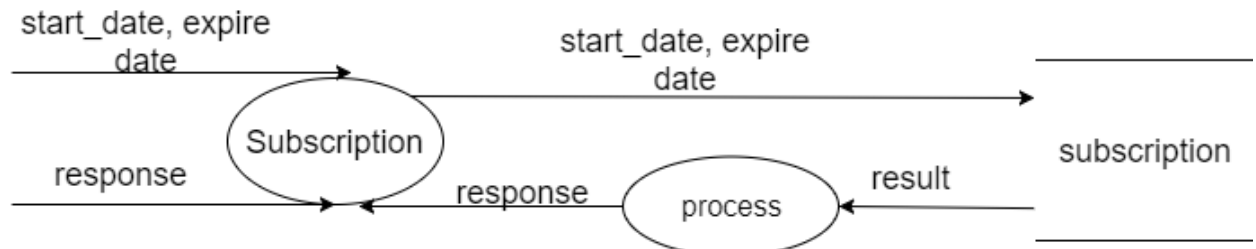
(FIGURE: LEVEL 2 USER SIGNUP)

User login



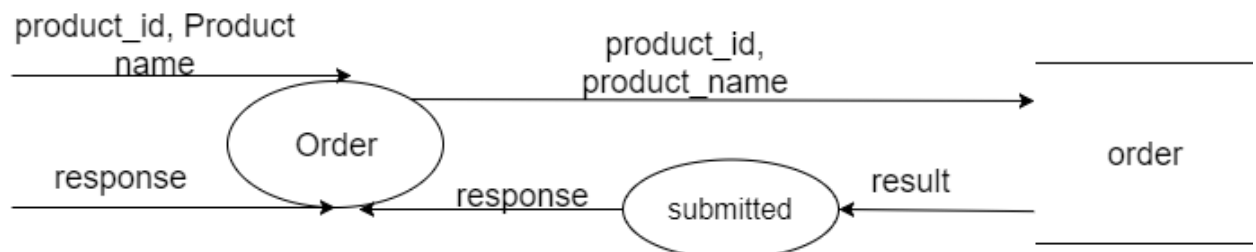
(FIGURE: LEVEL 2 USER LOGIN)

User Choose Subscription



(FIGURE: LEVEL 2 USER SUBSCRIPTION)

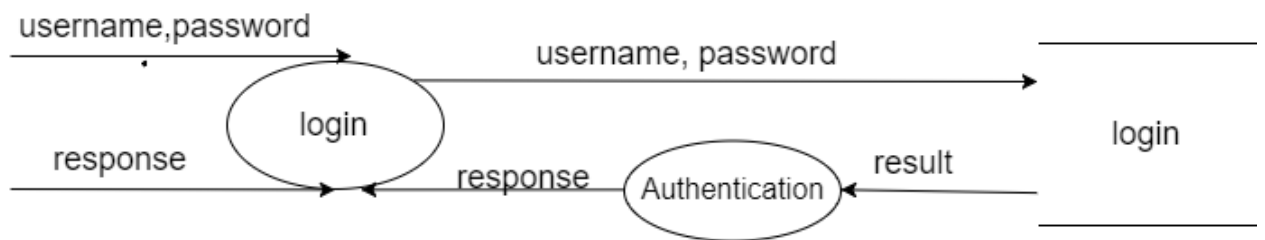
User Place Order



(FIGURE: LEVEL 2 USER ORDER)

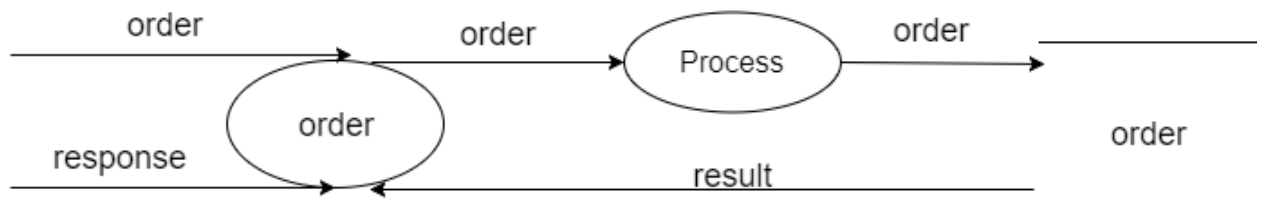
2) Admin

Admin login



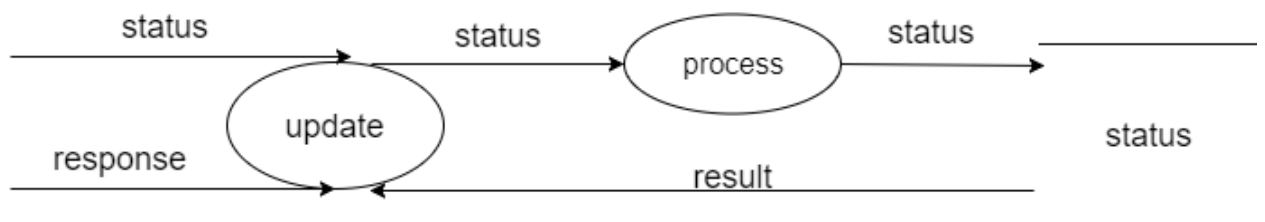
(FIGURE: LEVEL 2 ADMIN LOGIN)

Admin Manage Order



(FIGURE: LEVEL 2 ADMIN MANAGE ORDER)

Admin Update Status


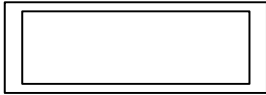
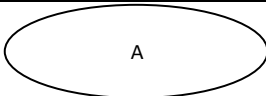
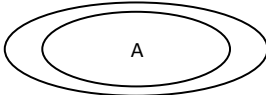
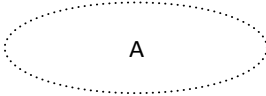
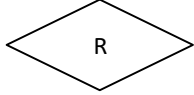
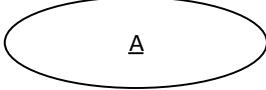


(FIGURE: LEVEL 2 ADMIN UPDATE STATUS)

3.2 E-R Diagram

The object relationship pair can be graphically represented by a diagram called Entity Relationship Diagram (ERD). The ERD is mainly used in database applications but now it is more commonly used in data design. The ERD was originally proposed by Peter Chen for design of relational database systems. The primary purpose of ERD is to represent the relationship between data objects.

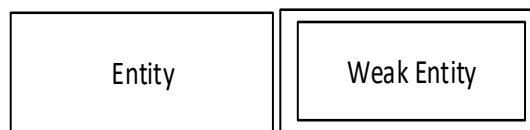
(TABLE: ER NOTATION)

Symbol Name	Symbol
	Entity set
	Weak Entity Set
	Attribute
	Multi-valued Attribute
	Derived
	Relationship set
	Primary key

➤ Entities

Entities are objects or concepts that represent important data. They are typically nouns, e.g. customer, supervisor, location, or promotion.

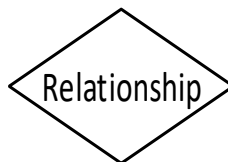
- **Strong entities** exist independently from other entity types. They always possess one or more attributes that uniquely distinguish each occurrence of the entity.
- **Weak entities** depend on some other entity type. They don't possess unique attributes (also known as a primary key) and have no meaning in the diagram without depending on another entity. This other entity is known as the owner.



(FIGURE: ENTITIES)

➤ Relationships

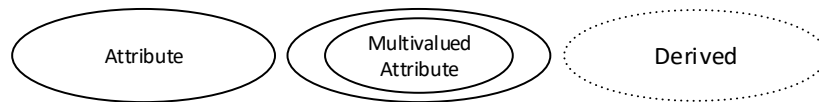
- **Relationships** are meaningful associations between or among entities. They are usually verbs, e.g. assign, associate, or track. A relationship provides useful information that could not be discerned with just the entity types.
- **Weak relationships**, or identifying relationships, are connections that exist between a weak entity type and its owner.



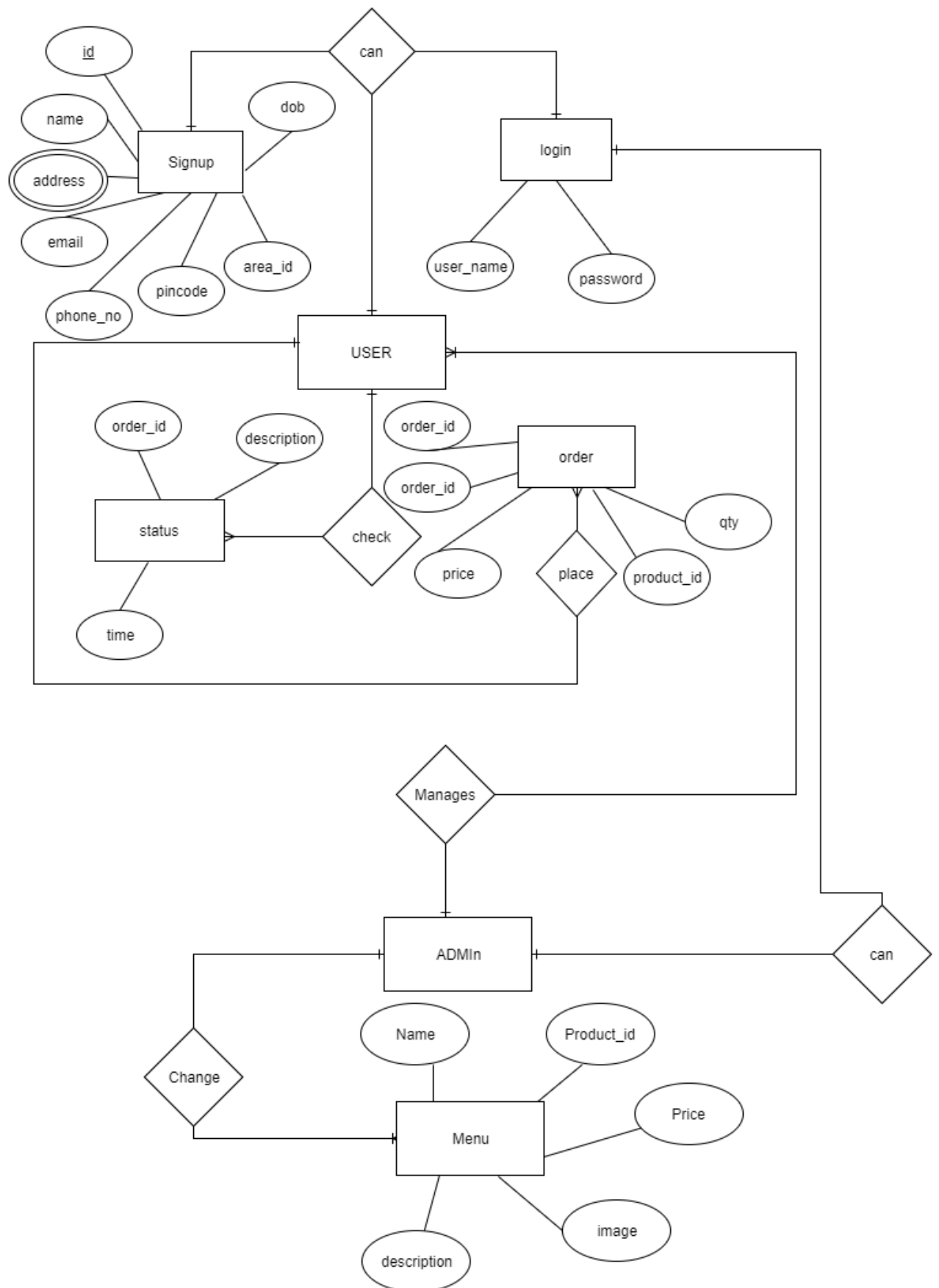
(FIGURE: RELATIONSHIP)

➤ Attributes

- **Attributes** are characteristics of either an entity, a many-to-many relationship, or a one-to-one relationship.
- **Multi valued** attributes are those that are capable of taking on more than one value.
- **Derived attributes** are attributes whose value can be calculated from related attribute values.



(FIGURE: ATTRIBUTES)



(FIGURE: ER DIAGRAM)

Chapter 4

System Modeling

Database Design

4.1.1 user

Primary key: id

(TABLE: USER)

Field	Data type	Size	Constraint	Description
uid	Number	10	Primary key	It will store id of User_master table
name	Varchar2	50	Not null	It will store name of user
Address1	Varchar2	500	Not null	It will store address line 1 of user
Email	Varchar2	80	Not null	It will store email of user
Phoneno	Varchar2	25	Not null	It will store phone number of user
Pincode	Number	6	Not null	It will store pincode of user
Area_id	Number	10	ForeignkeyReference to area_master table	It will store id of area_master

4.1.2 Login

Primary key: id

(TABLE: LOGIN)

Field	Data type	Size	Constraint	Description
Id	Number	10	Primarykey	It will store id of login_master table
User_id	Number	10	Foreign key Reference to user table	It will store user id of user
Password	Varchar2	32	Not null	It will store password for login
User_name	Varchar2	50	Not null	It will store user name for login

4.1.3 Product

Primarykey: id

(TABLE: PRODUCT)

Field	Data type	Size	Constraint	Description
Id	Number	10	Primarykey	It will store id of product_master table
name	Varchar2	50	Notnull	It will store name of product
price	Number	10,2	Notnull	It will store price of product
description	Varchar2	2000	Notnull	It will store description of product

4.1.4 Subscription

Primary key: id

(TABLE: SUBSCRIPTION)

Field	Datatype	Size	Constrain	Description
Id	Number	10	Primarykey	It will store id of product_master table
subs_start	Date		Notnull	It will store subscription start date
subs_expire	date		Notnull	It will store subscription end date
subs_price	Number	5	Notnull	It will store price of subscription

4.1.4 Order

Primary key: id

(TABLE: ORDER)

Field	Data type	Size	Constraint	Description
id	Number	10	Primarykey	It will store id of order_master table
Customer_id	Number	10	Foreignkey Reference to user table	It will store customer id
Delivery_addr	Varchar2	500	Not null	It will store delivery address
Phone_no	Varchar2	25	not null	It will store phone no of customer
Order_date	Date		Notnull	It will store date of order
Status_id	Varchar2	50	Foreign key Reference to status_master table	It will store details of order status
Area_id	Number	10	Foreign key Reference to area_master table	It will store id of area_master

4.1.5 Order_detail

Primary key: id

(TABLE: ORDER_DETAIL)

Field	Data type	Size	Constrain	Description
id	Number	10	Primarykey	It will store id of order_details table
Order_id	Number	10	Foreignkey Reference to order_master table	It will store id of current order
Product_id	Number	10	foreign key reference to product_master table	It will store product id
qty	Number	10	Not null	It will store quantity of product
price	Number	10,2	Not null	It will store price of product

4.1.6 status

Primary key: id

(TABLE: STATUS)

Field	datatype	Size	Constrain	Description
id	Number	10	Primerykey	It will store id of order_status table
Order_id	Number	10	Foreignkey Reference to order_master table	It will store order id
date	Date		Notnull	It will store order date
Status_id	Number	10	Foreignkey Reference to status_master table	It will store status id

4.1.7 Order_master

Primary key: id

(TABLE: ORDER_MASTER)

Field	Data type	Size	Constraint	Description
Id	Number	10	Primarykey	It will store id of status_master table
Name	Varchar2	50	Notnull	It will store name of status

4.1.8 Admin Panel

Primary key: id

(TABLE: ADMIN_PANEL)

Field	Data type	Size	Constraint	Description
id	number	10	Primarykey	It will store id of admin panel table
username	Varchar2	30	Notnull	It will store username
password	Varchar2	32	Notnull	It will store password
Email_id	Varchar2	80	not null	It will store email id

4.1.9 Area_master

Primary key: id

(TABLE: AREA_MASTER)

Field	Data type	size	constraint	Description
id	Number	10	Primarykey	It will store id of area
name	varchar2	30	Notnull	It will store name of area
City_id	Number	10	Foreignkey Reference to city_master table	It will store id of city
pincode	number	6	notnull	It will store pincode of area

5.1 Hardware Specification

Processor: Intel Pentium 4 or AMD 64processor or above

5.1.1 RAM: 1GB or above

5.1.2 Hard Disk: 4 GB or above

5.1.3 Other Hardware requirement

Additional Hardware

Tools: Printer

5.2 Platform

OS: Microsoft Windows XP, 7, 8, 8. 1, 10, 10.1, Linux, MAC OS

5.3 Programming Language Used:

PHP

5.4 Technical Specification

5.4.1 Front end: HTML5, PHP 5.5.12, CSS3

5.4.2 Back end: MySQL 5.6.17

5.4.3 IDE: Adobe Dreamweaver cc 2015

5.4.4 UML Tools: VISIO 2013

5.4.5 SRS Tools: Microsoft office word 2016

CONCLUSION

During development of this project we learn many things how to analyze the requirement and prepare the system. We also learn how to design the database and create it on database. We also learn to use PHP and develop applications on it. Thus in complete of life cycle of this project we learn how to create a complete project from scratch to end.

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