User Category:
There are two types of Users here. They are:

- Admin
- User (Customer)

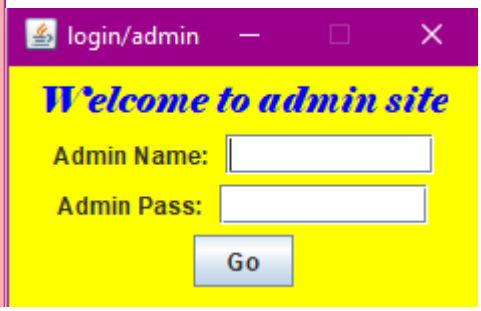
Feature List:
In this project the "Admin" has the following features:

- Record Customer information.
- Manage different types of order.
- Calculate the total price of order.
- Record different types of order and their price.

In this project the "Customer" has the following features:

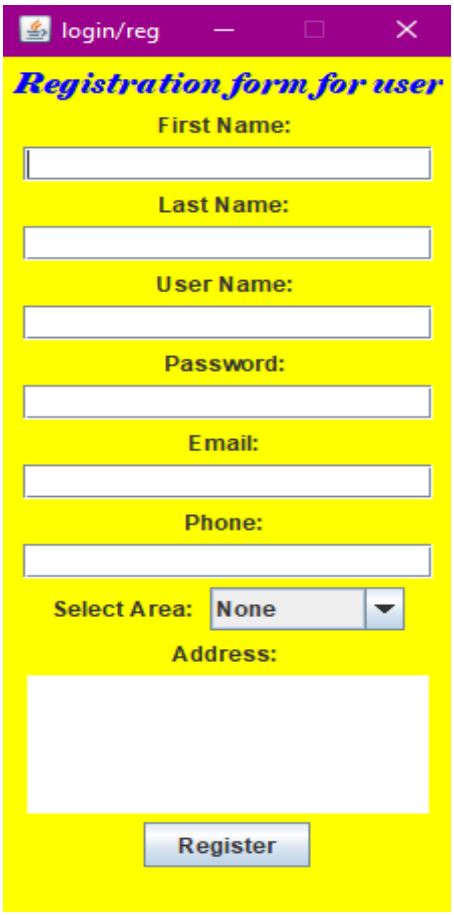
- Any visitor can visit this system.
- User have to register their information once in the system for ordering.
- After successful registration, Customer can order various types of food.
- Customer can order multiple types of different foods.
- Before ordering, Customer can check the pricelist of various types of food.
- After selecting various types of food, Customer can check the total price of order.
- Customer can pay through some mobile banking systems.

GUI Description:



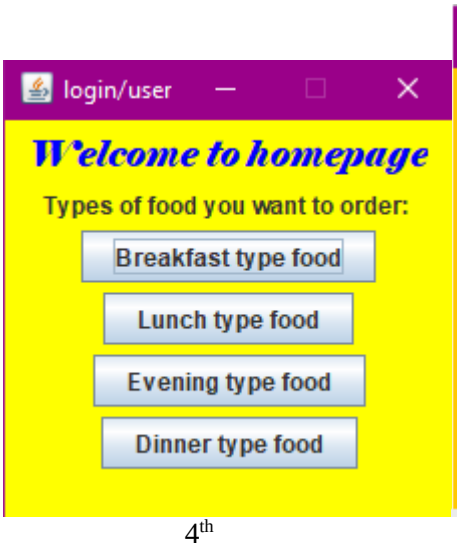
1st 2nd

The first GUI viewed by the user which contains one text fields (username) , one password field (password) and three buttons (login, sign up now, go to admin) for log in.
The second GUI viewed by the admin which contains also one text fields (admin name) , one password field (admin password) and one button (go) for log in.

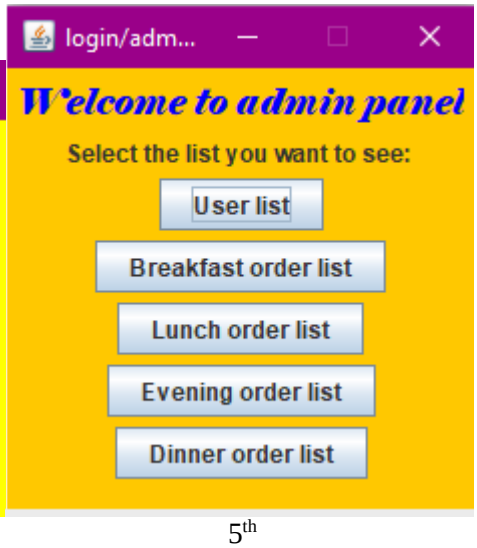


3rd

The third GUI viewed by the user who is going to registration. This contains five text fields (first name, last name, user name, email, phone) , one password field (password) , one combo box (select area) , one text area (address) and one button (register) for registration.



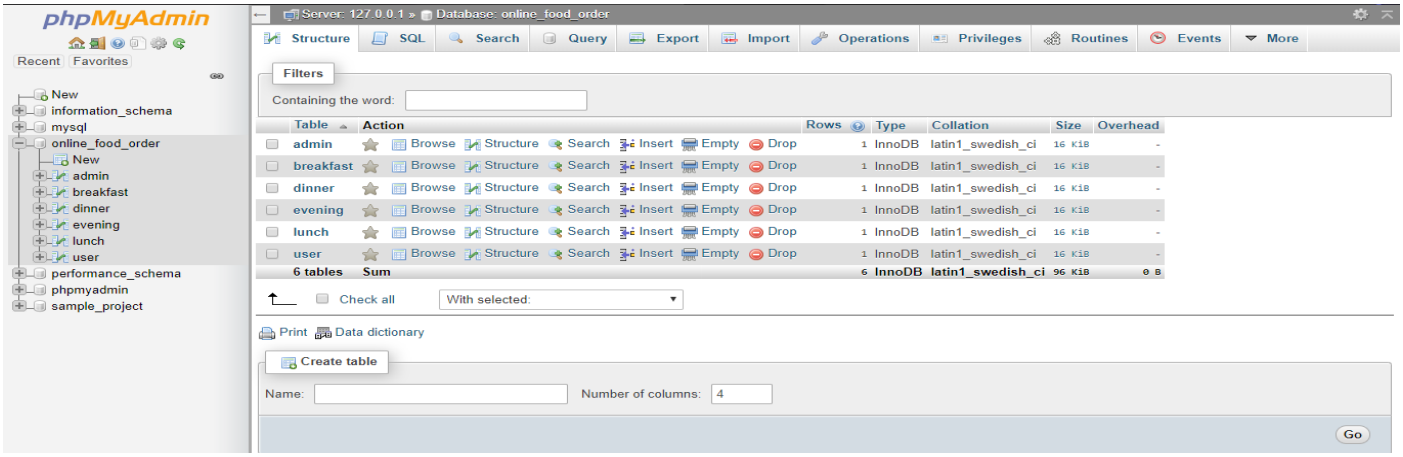
4th



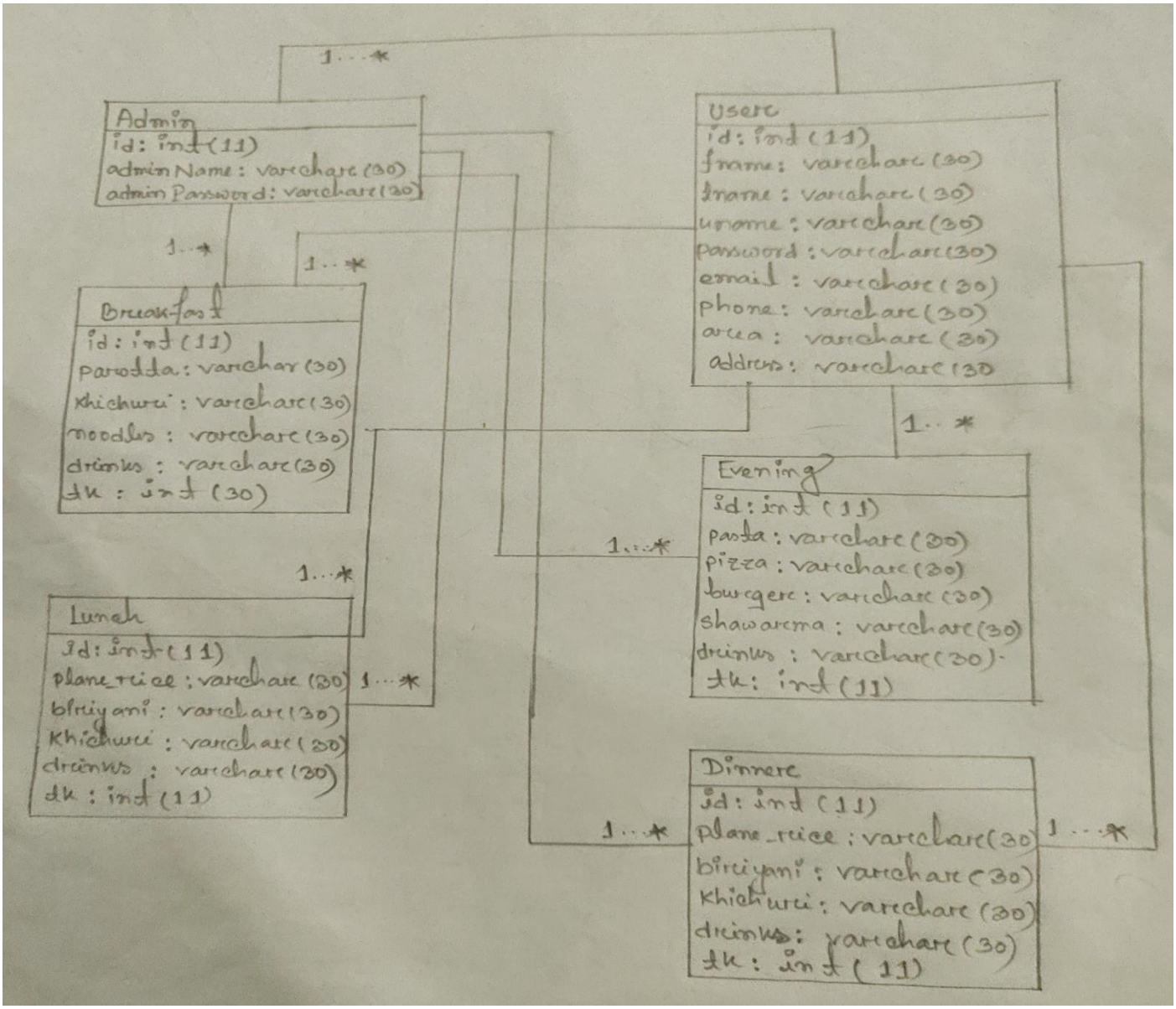
5th

The fourth GUI is viewed by the user after login successfully by the user. This contains 4 buttons (breakfast type food, lunch type food, evening type food, dinner type food) for ordering foods.
The fifth GUI is viewed by the admin after login successfully by the admin. This contains 5 buttons (user list, breakfast order list, lunch order list, evening order list, dinner order list) for checking the records.

Database Table Description:



Class Diagram:



Tools Used:

To develop this project we have used the following:

- Sublime Text 3
- Command Prompt
- XAMPP Control Panel

OOP and Java Concepts Used:

- **Inheritance:** Inheritance is a feature of object-oriented programming that allows code reusability when a class includes property of another class. It represents the IS-A relationship which is also known as a parent-child relationship.
- **Object:** An entity that has state and behavior is known as an object.
- **Class:** A class is a collection of method and variables. It is a blueprint that defines the data and behavior of a type.
- **Polymorphism:** Polymorphism is a concept, which allows us to redefine the way something works, by either changing how it is done or by changing the parts used to get it done. This can be done in two ways, overloading and overriding.
- **Abstraction:** Abstraction is selecting data from a larger pool to show only the relevant details to the object. It helps to reduce programming complexity and effort.
- **Encapsulation:** Encapsulation means that we want to hide unnecessary details from the user. The variables of the class will be hidden from other classes and can be accessed only through the methods of their current class, so it is also known as data hiding.

Limitations:

- The price of foods are fixed.
- We have only few types of food in our system.
- The ordering food availability is not checked.
- The maximum quantity for food is for 1 person.
- Can't select same type food more than once.
- Once the order is confirmed, it can't be cancelled.
- For payment, entering amount and ordering amount may not be same.
- Customers may not pay delivery charge.
- Taka transfer can't be verified.