

Foodie!
MINI PROECT
SYNOPSIS



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Acknowledgement

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ABSTRACT

The Foodie! application provides a pre-order feature which is one of the latest features which saves the customer's time, increases the sales and maximize customer satisfaction. The role of technology in the restaurant industry is rapidly increasing. This application will help busy corporate customers stepping out for short lunches, customers placing large group orders which causes overcrowding in kitchens or customers who simply don't like waiting. This new feature will help you to order food online in advance which will help you save your time. In this customers can set a particular time according to them and can order the food and can receive it at that particular time. This application focuses on providing customer login and enabling them to order food in advance & skip the line . Front end of the system is developed with the help of flutter which uses dart language. Back end and Database management of this system will be done with the help of Firebase database.

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INTRODUCTION

The restaurant industry has changed a lot over the past decade and at a rapid pace, largely due to new technology and evolving customer preferences. Customers have changed what they eat, how they eat, and where they eat it. They want their food fast and don't want to wait long. They want the options for pre-order, takeout, or dining in the restaurant, and they want their food to meet all of their dietary restrictions while living up to expectations and taste preferences.

Foodie is an android application which enables a user to pre-order food. It is easy to use and is very helpful. This application is basically used to save your time in an easy way. This application is based on Flutter (Google) which uses Dart programming language. You can order your meal online and get it at the time that you choose. For example if you only have 1 hour for your lunch and want the meal at the beginning of the break time then you can easily order your meal online before the time of break and pick it at the break time.

Enjoy your meals without any delay by using Foodie! app.

SOFTWARE AND HARDWARE REQUIREMENTS

- Flutter
- Dart
- Android Studio
- Vs Code
- 512 MB Ram
- Window 10

PROJECT DESCRIPTION

The purpose of this project is to develop an android application for ordering the food in advance in order to save time. This application is based on flutter which uses dart as the programming language. You can pre-order your meal online and can pick up your order at the scheduled time.

For example - if you have only 1 hour for your lunch and you also want the meal at the beginning of the break time then you can easily order your meal online before time and pick it from the restaurant at the break time.

WORKING

Firstly, open Foodie! App. Register yourself and complete the profile by providing the asked information. Search for the dish that you want to order. Select the dish, choose the quantity and then select the pick-up time. Once selected, you can proceed with the Payment to confirm your order. Go to the restaurant at the scheduled time to pick-up your order. Enjoy your tasty meal without any delay.

IMPLEMENTATION

Flutter is a UI toolkit for building fast, beautiful, natively compiled applications for mobile, web, and desktop with one programming language and single codebase. Initially, it was developed from Google and now manages by an ECMA standard. Flutter apps use Dart programming language for creating an app. The cross-platform development framework has the ability to write one code and can deploy on the various platform (Android, iOS, and Desktop). It saves a lot of time and development efforts of developers.

This project has mainly three modules

- In the first module user can login through their login credentials
- In the second module users will select the food item and pick up time.
- Third module is a payment module which will promote digital payment.

Apart from these three modules users can explore the new dishes or offers that the restaurant provides.

REFERENCES

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- www.dart.dev
- www.tutorialspoint.com
- www.geeksforgeeks.org

Faculty Guidelines:

Mr. Bhanu Kapoor (Technical Trainer in GLA University)

GitHub Repository link:

https://github.com/deepakparihar10/Mini_project_1