

## CHAPTER 1

### INTRODUCTION

**In Introduction chapter, following contents should be there:**

- **What is the project about?**

Food ordering app is an application which help restaurants may be large or small to optimise and have complete control over their business and customers. Nowadays these applications are grabbing the market like anything. This application helps the restaurants to do all functionalities more accurately and faster way. It reduces the manual works and improves the efficiency of restaurants. This application is helping food orderings to maintain the stock and cash flows. The software helps food orders to maintain day to day records in the system. It's very useful in keeping a proper record of the database.

Online food ordering is a process of food delivery or takeout from a local restaurant or food cooperative through a web page or app. Much like ordering consumer goods online, many of these allow customers to keep accounts with them in order to make frequent ordering convenient.

· **Uniqueness of the project?**

- For those who are disabled and elderly, who cannot get out of the house, people who don't have anybody to physically support them, the food ordering app is very useful.
- No need to waste time standing in long queues.
- When we order food more regularly and get familiar with all the deals and discounts, we can avail the benefits during special occasions.

## **CHAPTER 2**

### **Hardware & software Requirements**

#### **Hardware requirements**

1. Android phone
2. laptop

#### **Software requirements**

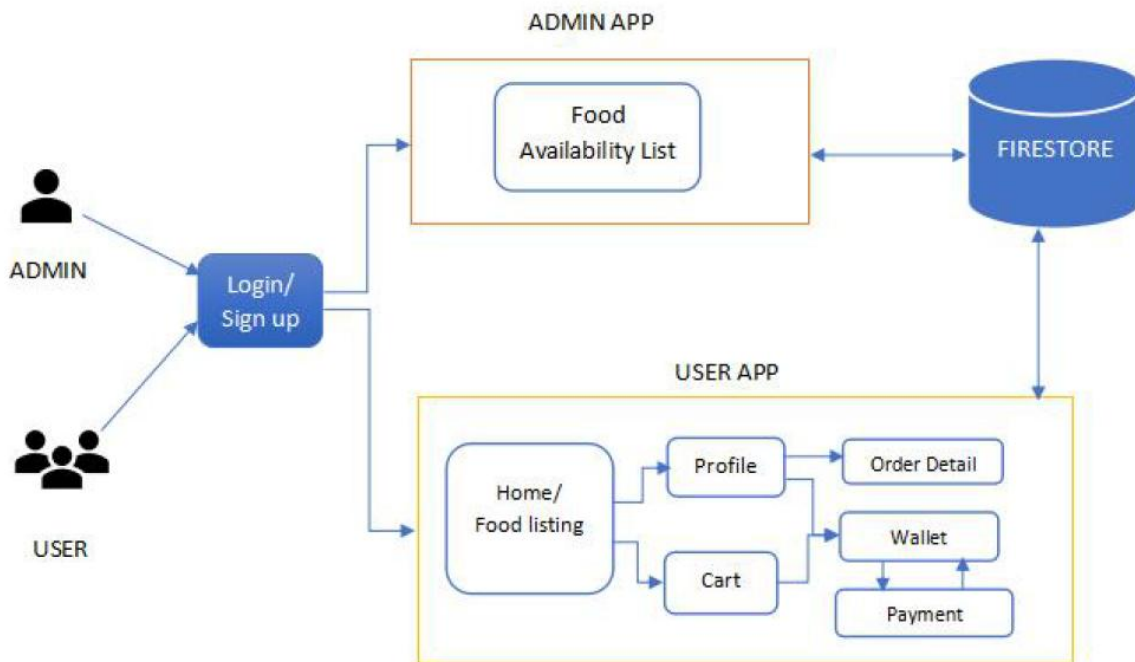
1. Framework - Flutter
2. Language - Dart
3. Database - Firebase Firestore
4. Payment Gateway - Razor Pay
5. IDE - Visual Studio Code
6. Version Control - Git

## CHAPTER 3

### DESIGN METHOD

In design method chapter, following contents should be there:

- **Architecture design**



## CHAPTER 4

### MODULE DESCRIPTION

#### • Different modules

this project basically works on seven steps

- HOME - this is the first page that opens when user opens the app where the explore button is present so when the user press on the explore button it goes to the LOGIN page
- LOGIN - the next page which opens is the login page where the user can login if he or she has already registered if not he or she can SIGNUP where the SIGNUP page will appear
- SIGNUP - so when the user is registering for the first time he or she should provide the user name , email id, contact number ,and should create a password for the safety measures. Here if the user has forgotten his or her password the resetting of the password can also be done here by providing the registered email id
- MENU - here in this menu page it shows all the food items that are available in the canteen and it also displays the cost of it so the user can select the items he wanted to buy by clicking on it
- CART - the next page is where the items that the user has selected will be put into his cart with the total amount of the

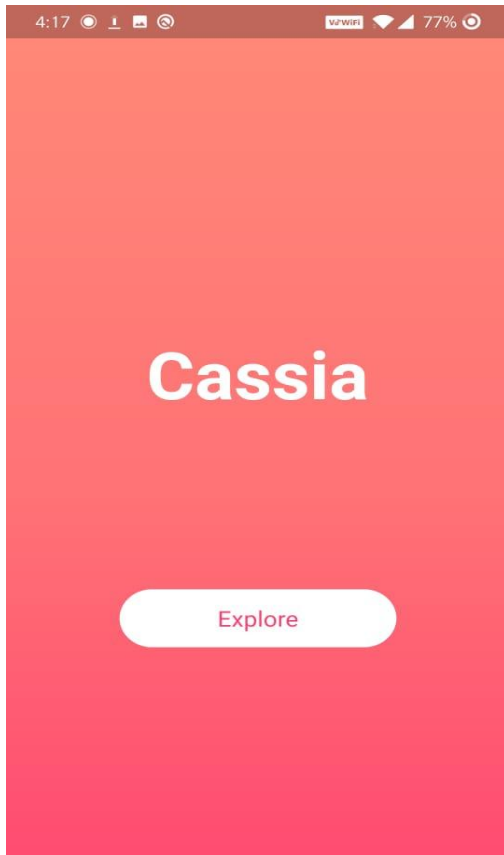
order displayed. If the user wants to add any more items he can add it to his cart and then he can proceed to pay the bill and after this the pheck out popup will appear to get confirmed again and then the user can proceed by selecting the place order button.

- PLACE AN ORDER -her when the user places an order the history of the order will also appear with receive and pending status of the order can be seen here .
- PAYMENT METHODS -the last step is the payment method where the user can select the mode of payment for placing the order .

## CHAPTER 5

## RESULTS

- **HOME PAGE**



- **SIGNUP PAGE**

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# Cassia

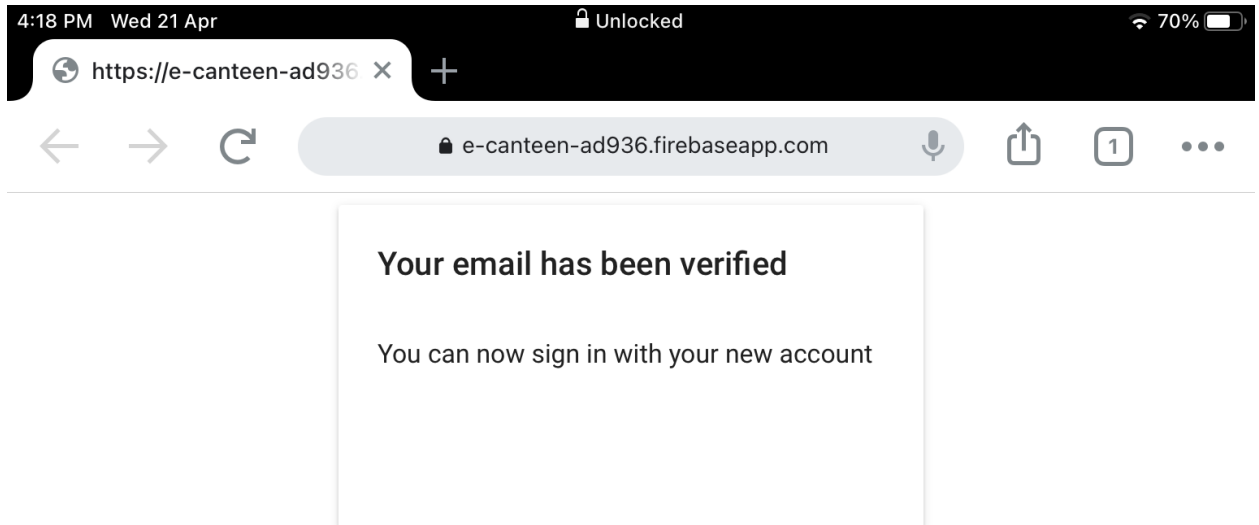
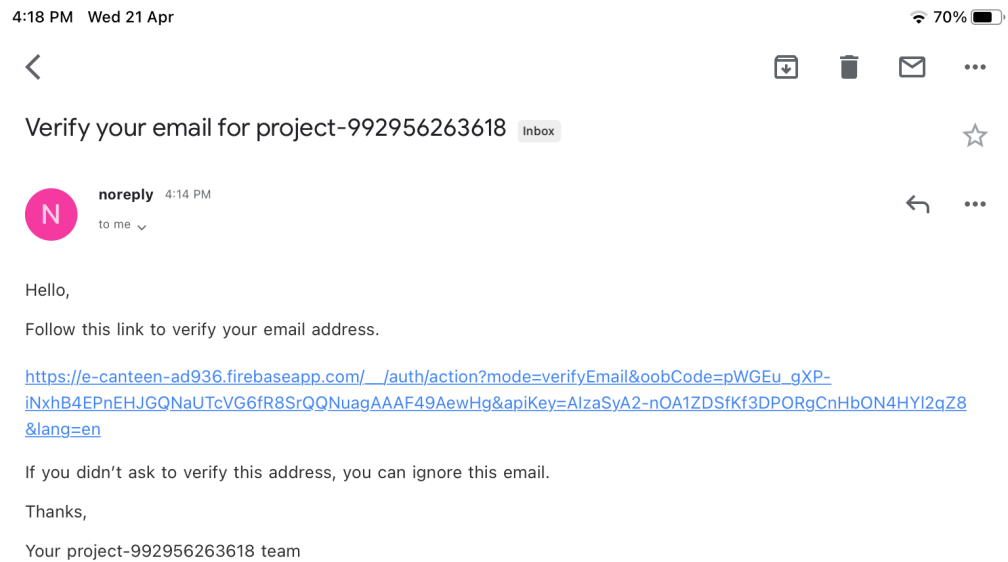
[Sign Up](#)

Already a registered user? [Log In here](#)

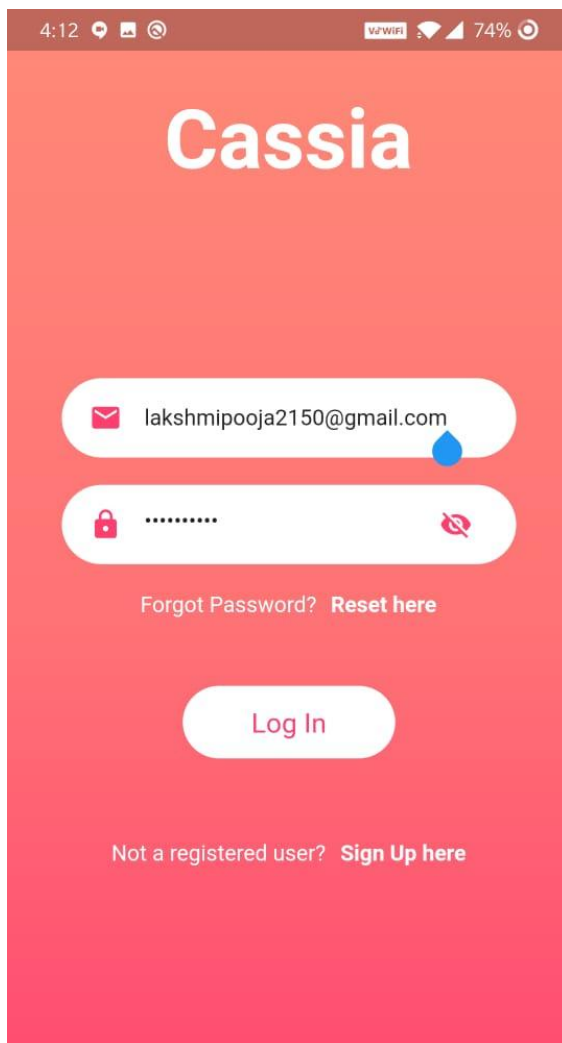
- **VERIFICATION MAIL**



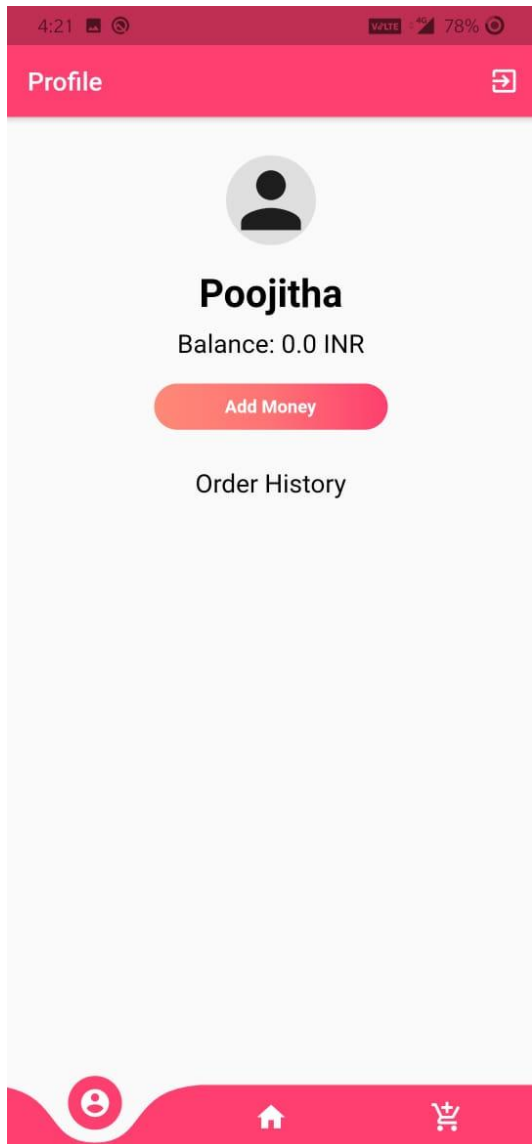
## Food Ordering App (cassia)



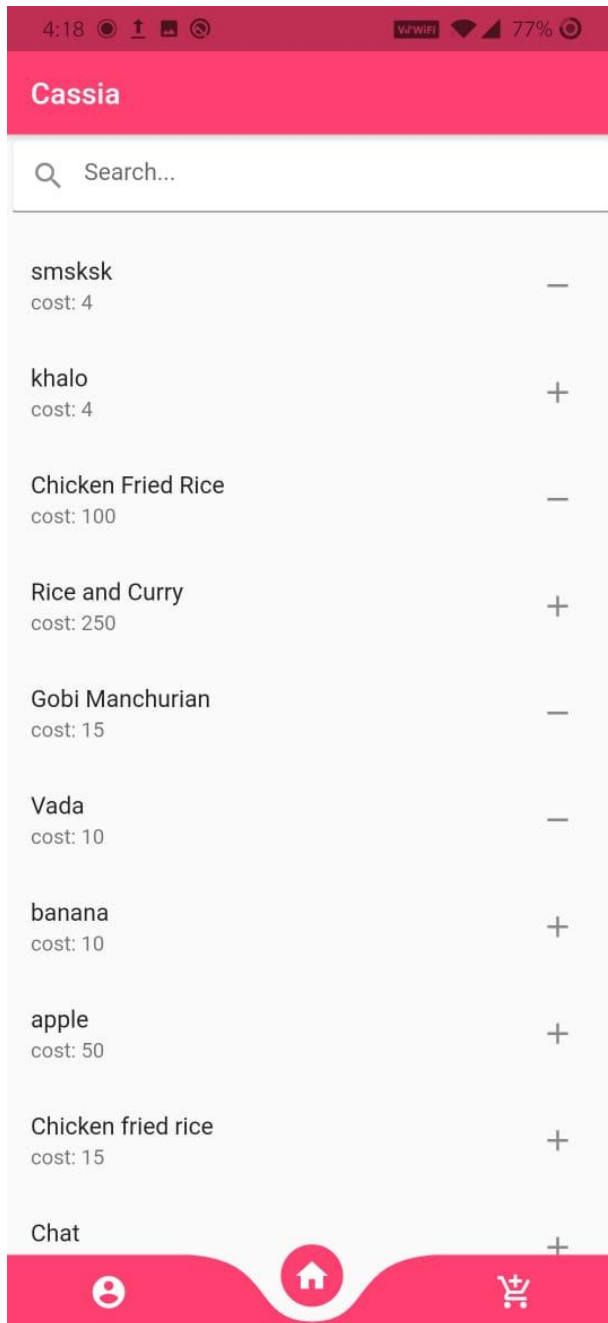
- **LOGIN PAGE**



- **PROFILE**



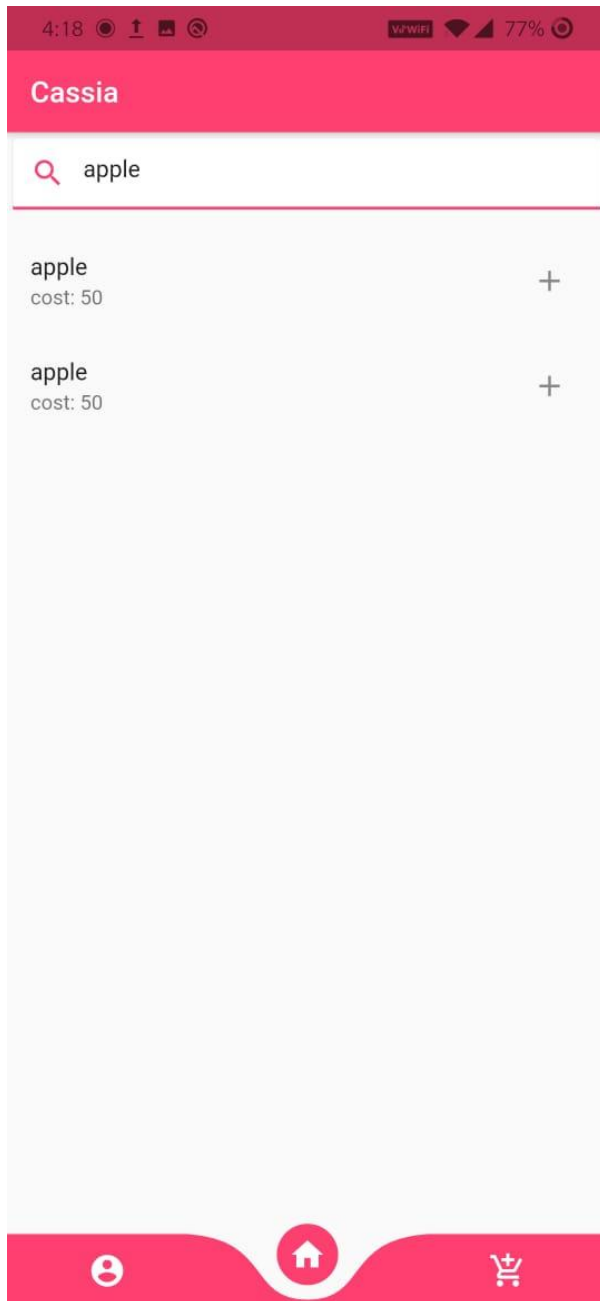
- **LIST OF ITEMS**



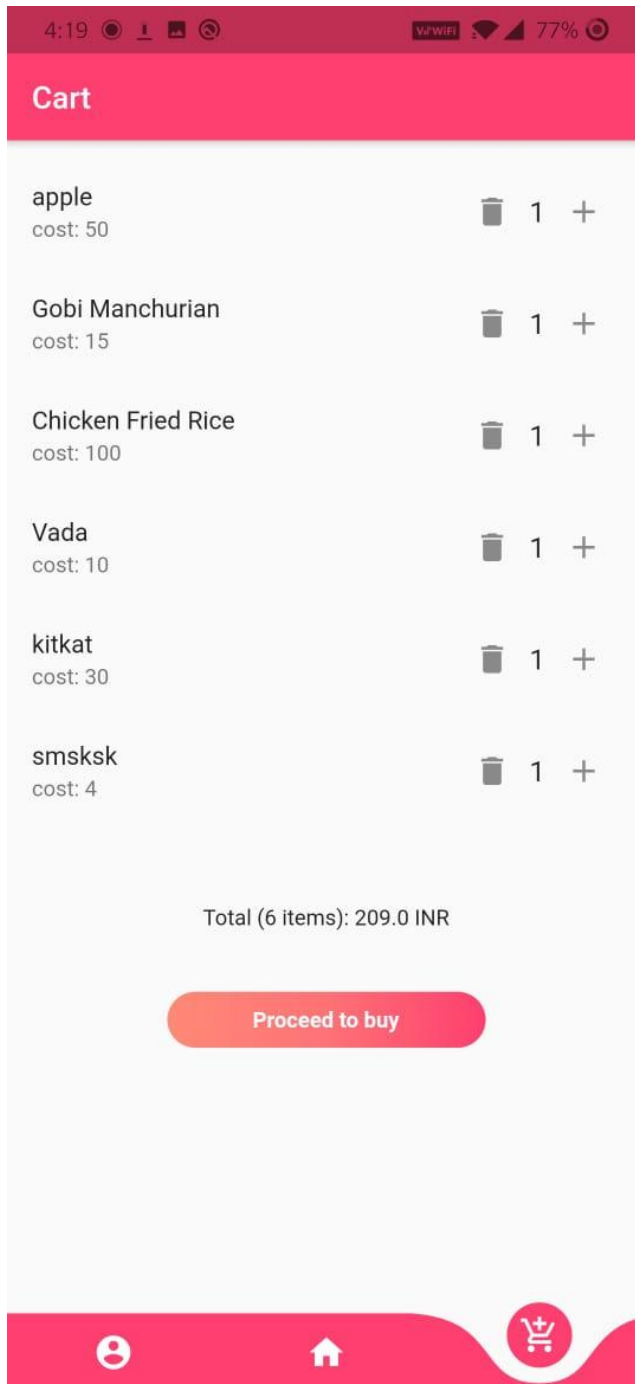
- **SEARCH FOR PARTICULAR ITEM**

## Food Ordering App (cassia)

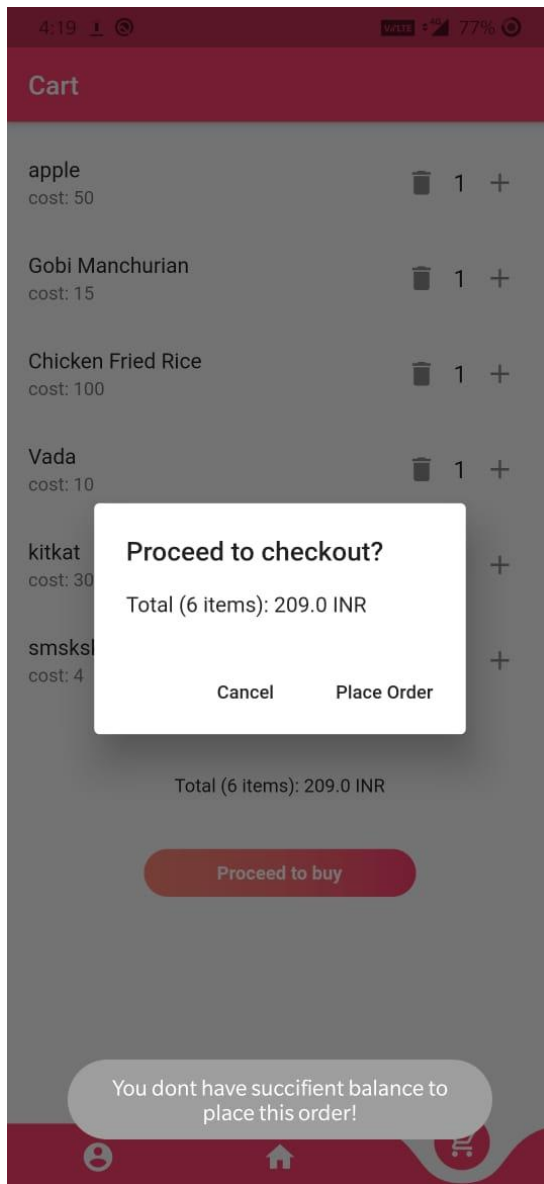
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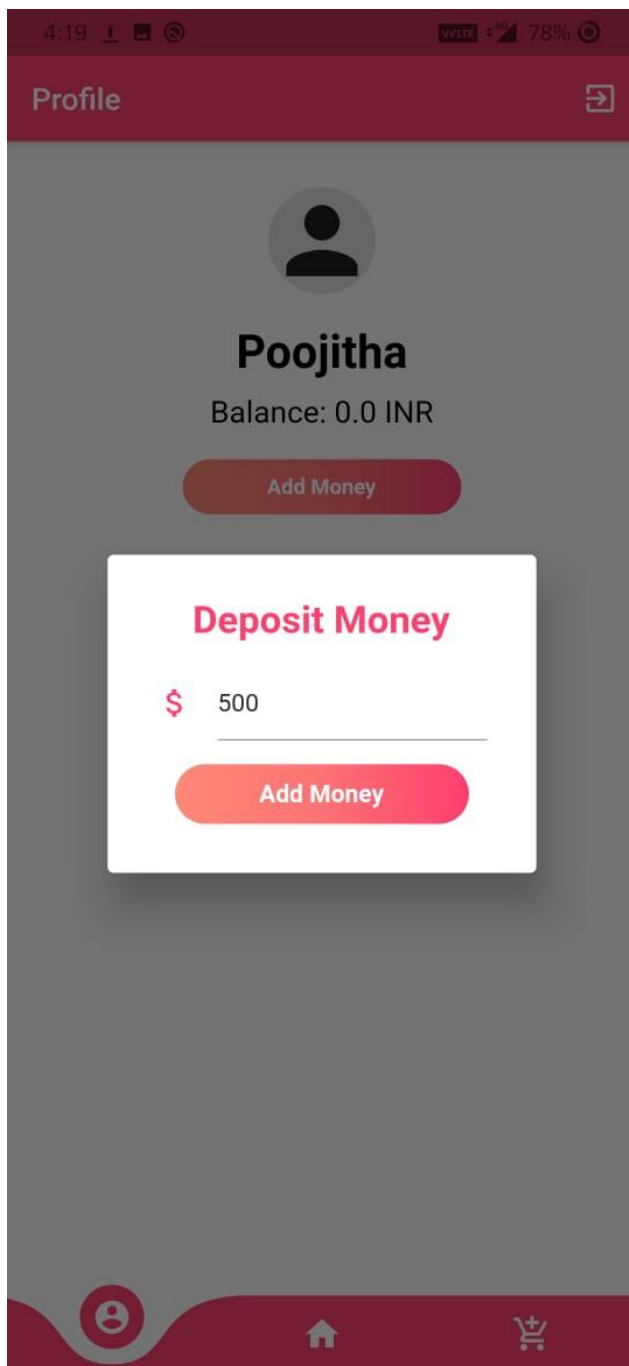
- **CART**



- **PLACE A ORDER**

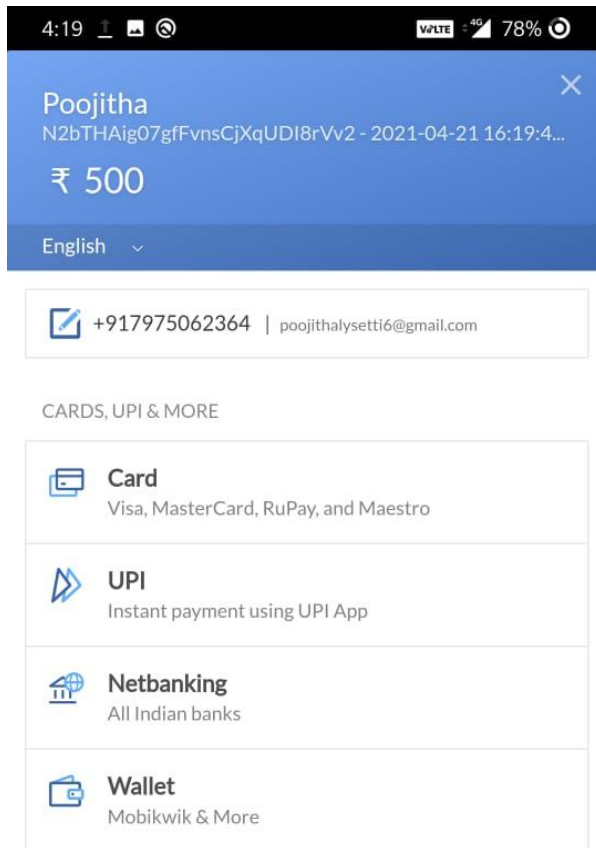


- **MONEY DEPOSIT**





- **PAYMENT METHODS**



## CHAPTER 6

### CONCLUSION

[Food ordering app provides](#) a wide range of advantages like whether on a break, stuck in traffic or riding the bus, virtually anyone can place an order quickly and painlessly. In fact, this is better and highly desirable alternative to waiting until getting home and placing the order over the phone. It's just one click away. Its fast, easy and comfortable to access. All is just at your fingertip. This online food ordering app is having a vast visual appeal and a strong stimulating effect on all the hungry customers. With online food ordering app, all preferences are specified directly by the customer, so there is no room for confusions or misunderstandings. It's a service which is open to its customer [24\\*7](#). By using an online food ordering system, you can give your clients the flexibility to place the orders whenever it's most convenient for them. Even if that happens outside the business hours. Online food ordering app is much easier and considerably cheaper to create and maintain a great looking menu that will impel your customers to order from you every time they see it. No longer an issue for the customers. Switching the focus from offline ordering to online ordering means less hassle of handling undecided calling clients and the staff time lost in the process and that means significant money savings for the customers.

## **CHAPTER 7**

### **FUTURE WORK**

The mobile application for food ordering was built to reduce the waiting time in the queue as well as to encourage e-payment to reduce the usage of cash. The future enhancements include QR code generation, for now the application has a “Received” button which is pressed by the waiter after they deliver the food which can be reduced by generation of a QR code for every order placed which can be scanned in the Admin Application that is provided with a QR code scanner. Once the code is scanned the order status is marked as delivered.

## REFERENCES