A first Project Final Report on

CANTEEN MANAGEMENT SYSTEM

Submitted in Partial Fulfillment of the Requirements for

the Degree of **BACHELOR OF ENGINEERING IN INFORMATION TECHNOLOGY (BE IT)**

Under Pokhara University (PU)

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Date: 2nd January 2020

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ACKNOWLEDGEMENT

We are thankful to Nepal College of Information Technology for providing us the chance to build software for our first project and managing the resources and specialists to assist our project. We acknowledge the effort of those who have contributed significant suggestions and guidelines.

Supporter for this action they have managed everything a student need. Also we are thankful to the supervisor and college for providing laboratory and all technical support and also our dearest colleagues who directly and indirectly supported us in the completion of this project.

ABSTRACT

A **canteen management system** is essential for keeping track of food consumption. **Canteen Management** allows tracking menu items, speedy transactions and prevents accounting errors. It is an web application for managing in an efficient manner and no wasting of time. The main objective of Canteen Management is to efficiently evaluate the customers thoroughly through a fully automated system that not only saves lot of time but also gives fast service. For students of the respective institution they give code numbers to their convenience and time and there is no need of using extra thing like paper, pen etc. This can be used in educational institutions as well as in corporate world. Can be used anywhere any time as it is a web based application (user location doesn't matter)

Keywords: Canteen Management System, Efficient

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Zero level DFD – Canteen Management System

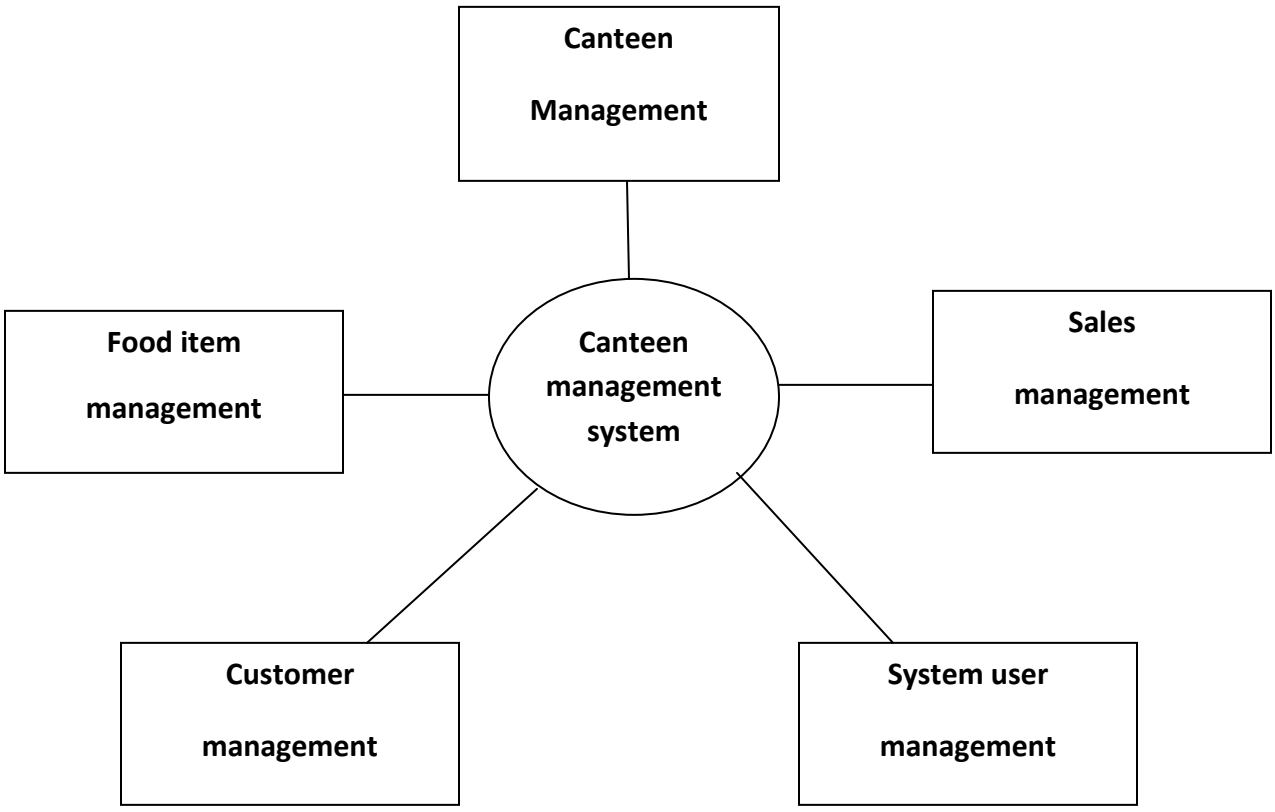


Fig: Zero level DFD – Canteen Management System

INTRODUCTION

- **PROBLEM STATEMENT**

    1. The Challenges encountered by the manual **system** in **canteens** is efficiency and customer satisfaction. The experience of ordering in most fast food **canteens** is not pleasant for customers, and is especially necessary for customers who are allergic to some ingredients
    2. Manual record keeping tends of the expenses and income generate computational errors.

- **Objectives**

    1. To manage crowd and provide sound environment so that customer could feel canteen as hygienic family like kitchen.
    2. User friendly interfaces.
    3. Increase processing speed.
    4. Easy to use.

- **Significance of the study**

1. **Food Consumption** - Nowadays, To manage the food consumption, canteen management system is utmost essential. Canteen management mainly used for the number of meals taken by the employees. So that we can easily define the food we need to prepare according to the quantity calculated. So we have to reduce the wastage of food.

2. **Reduce the manual work** - By using the canteen management software, you can save your precious time by reducing manual labor. It makes us away with the manual system of managing the coupons. Coupons can use for making transactions.

3. **Better accounting management** - Supports postpaid method of accounting. Will make it easier to deduce the amount and give back the changes.

4. **User-friendly advanced reports** - Filtering based on time frames, such as a specific week, specific month, or a financial year can generate for each of these reports.

Limitation of java project on Canteen Management System

- Excel export has not been developed for Orders, Products due to some criticality.
- The transactions are executed in off-line mode, hence on-line data for Food, Items capture and modification is not possible.

Objective of Canteen Management System

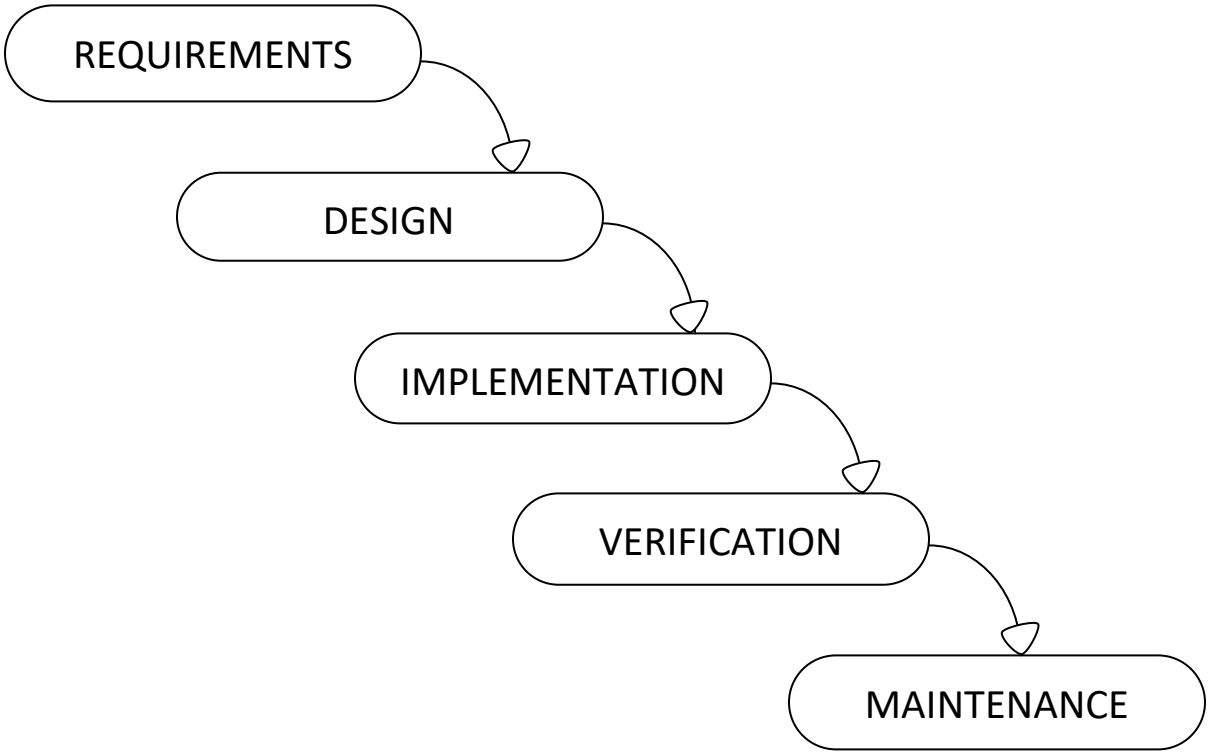
- The main **objective** of the **Canteen Management System** is to manage the details of **Canteen**,Employee,Customer,Sales,Item Category. It manages all the information about **Canteen**, Stock, Item Category, **Canteen**. The project is totally built at administrative end and thus only the administrator is guaranteed the access.

Literature Study/Review

This study investigates the link between the different service characteristics that have an influence on customer satisfaction in university canteen management. A conceptual model comprising of different variables like food and beverage quality, service quality, food choice, price and value equality, and ambience were studied for customer satisfaction to explore the relationship among them. This study examined how dining experiences influence the satisfaction and loyalty of both non-mature (students) and mature (staff) customers, in order to find their similarities and differences within the context of university canteen management. The study was conducted at Taylor's University in Malaysia by using a quantitative research approach , and 231 students and 63 staff members of the university participated in the study. The findings reveal that the various quality factors considered in the study are positively correlated with customer satisfaction and have a significant impact on the satisfaction level of both students and staff who dined at the canteeen. It could be concluded from the results that the influence of price offered at the canteen had a significant effect on respondents' loyalty. The result of this study offers a direction towards better the services and facilities, which lead to an increase of the competitive influence of the restaurant business in the marketplace.

Methodology

Waterfall model among many other model of Sequential Model in Software development life cycle is suited for this system .



CONCLUSION

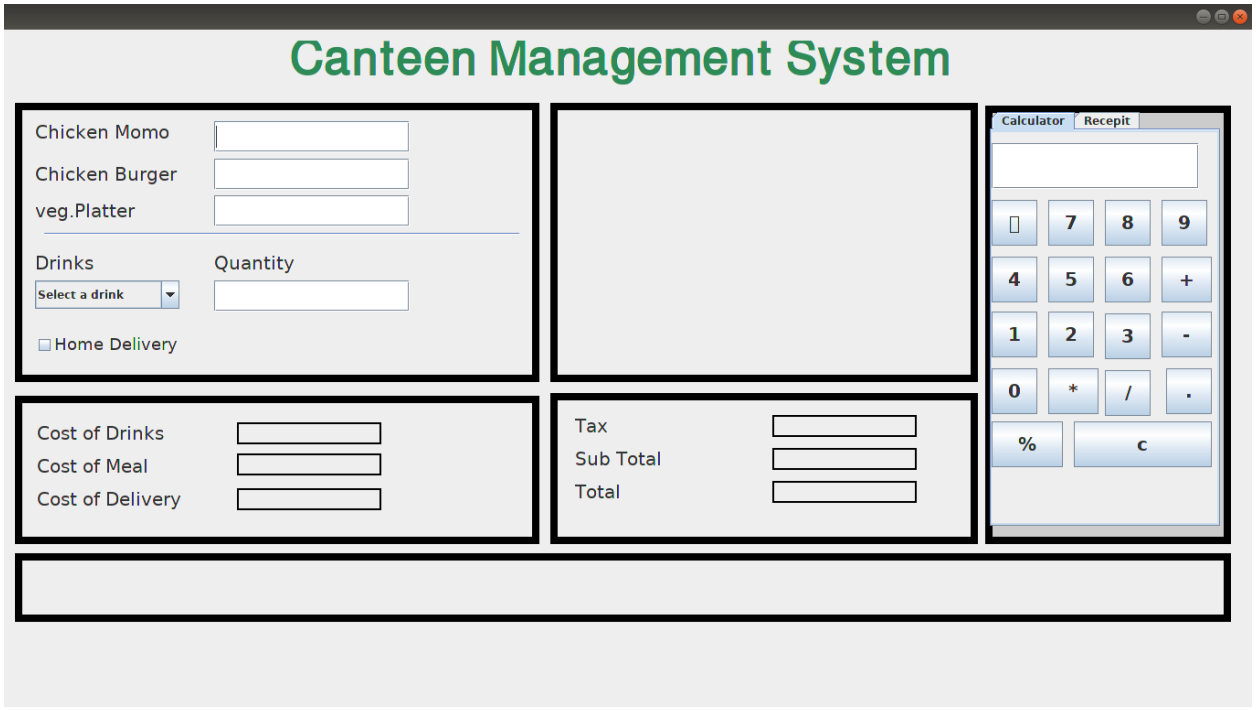
- Well planned and proper utilization of resources.
- Efficient system of waste management.
- Employee satisfaction.
- Fine leadership.
- Proper ethics being followed.
- Well organized structure.
- Rigid boundaries.

BIBLIOGRAPHY/REFERENCES

Book Reference : Programming with JAVA A Primer , E Balagurusamy

Website Reference : www.google.com

Work Detail


Canteen Management System
Chicken Momo
Chicken Burger
veg.Platter
Drinks
Quantity
Select a drink
Home Delivery
Cost of Drinks
Cost of Meal
Cost of Delivery
Tax
Sub Total
Total
Calculator
Recepit
7
8
9
4
5
6
+
1
2
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-
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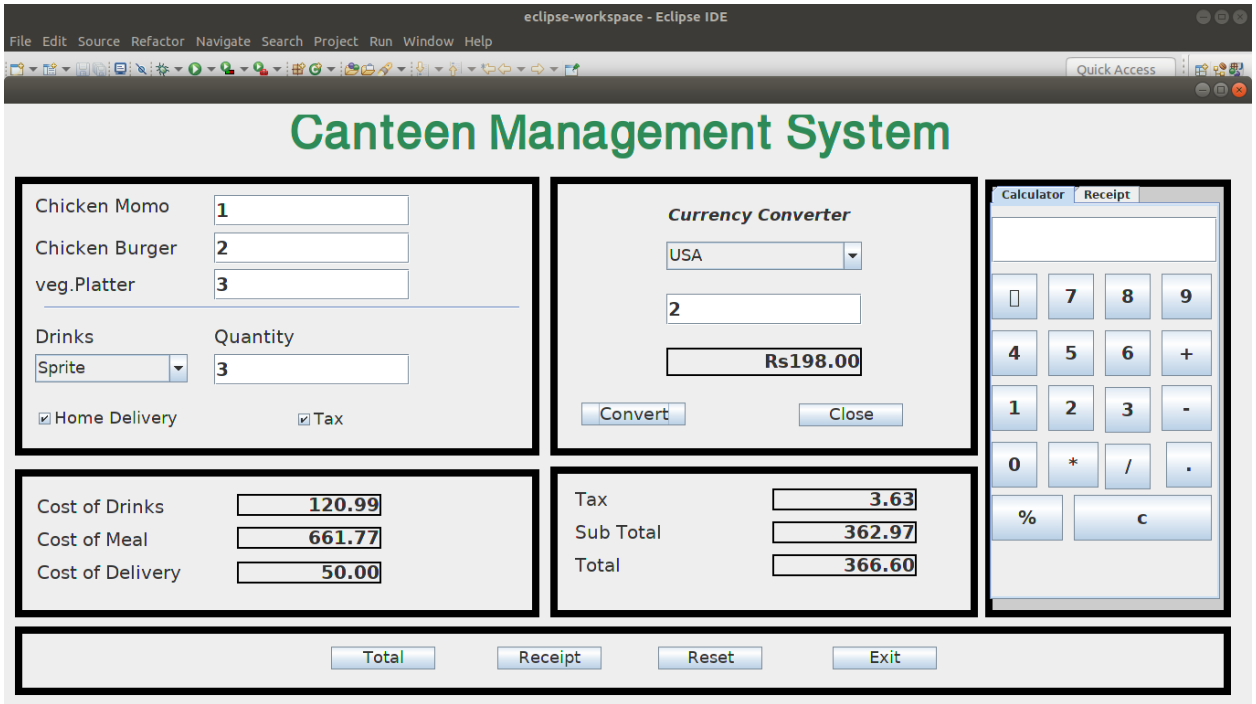
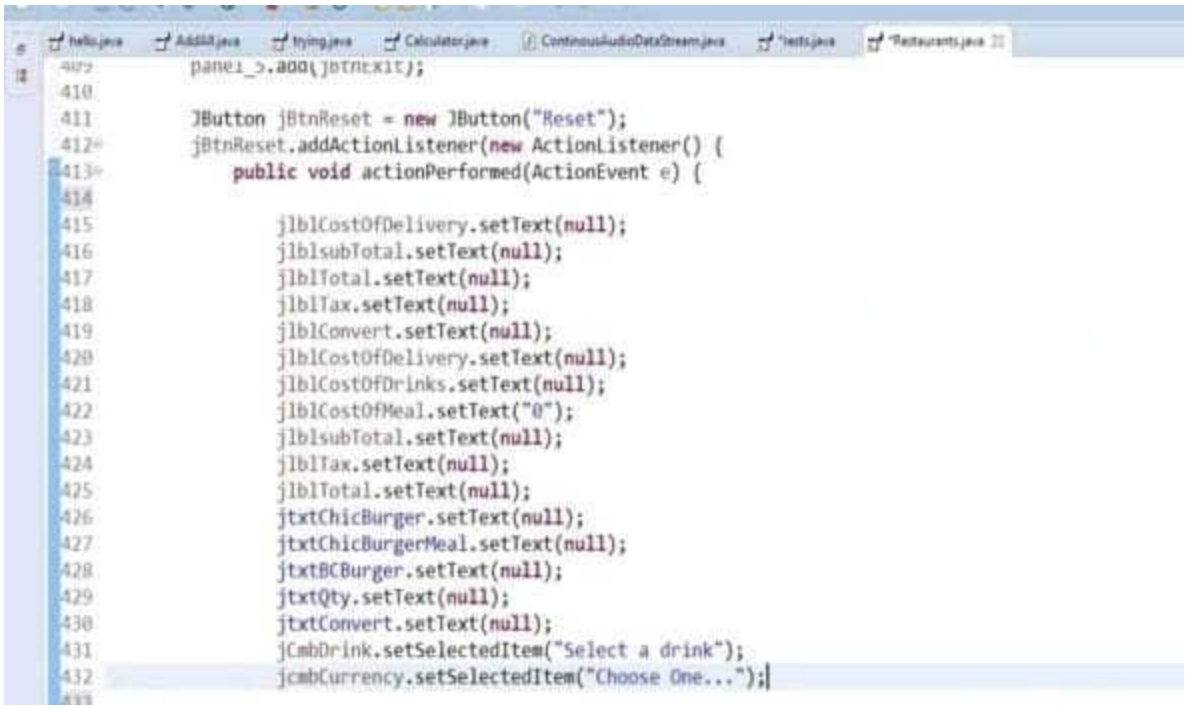

eclipse-workspace - Eclipse IDE
File Edit Source Refactor Navigate Search Project Run Window Help
Quick Access
Canteen Management System
Chicken Momo
1
Chicken Burger
2
veg.Platter
3
Drinks
Quantity
Sprite
3
Home Delivery
Tax
Currency Converter
USA
2
Rs198.00
Convert
Close
Cost of Drinks
120.99
Cost of Meal
661.77
Cost of Delivery
50.00
Tax
3.63
Sub Total
362.97
Total
366.60
Calculator
Receipt
Total
Receipt
Reset
Exit

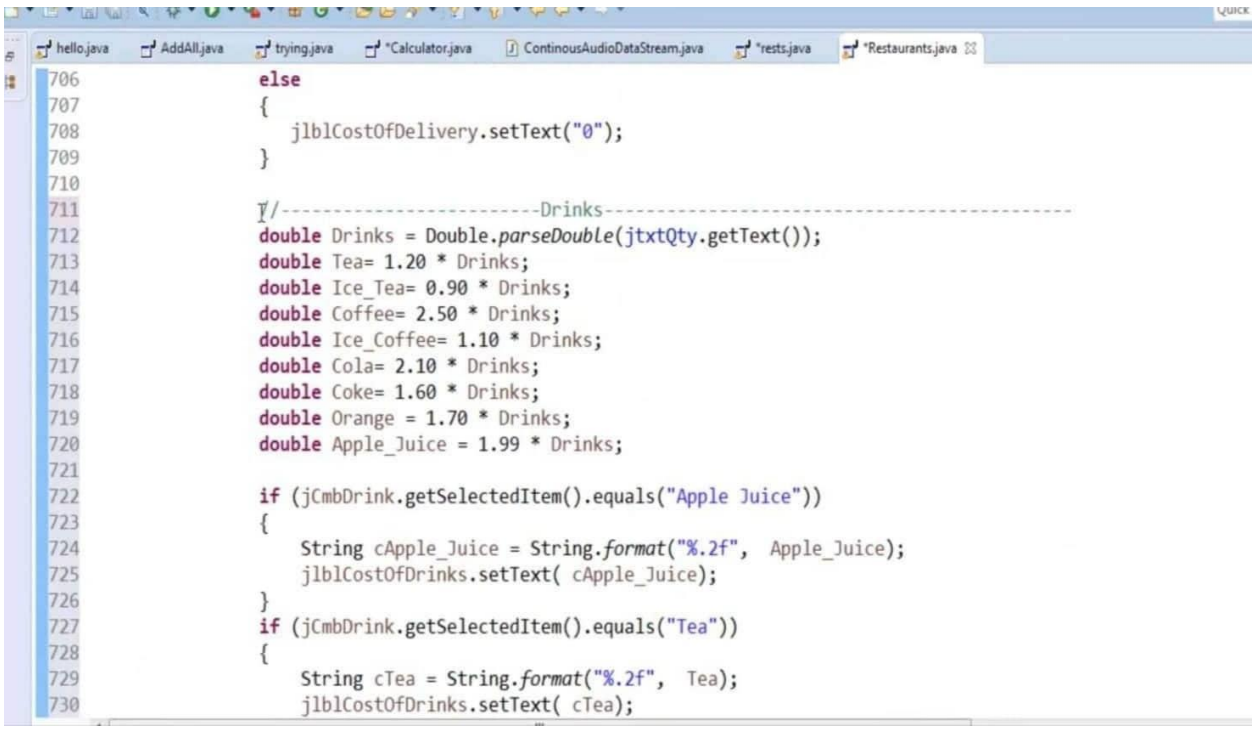


```
hello.java  AddAll.java  trying.java  Calculator.java  ContinousAudioDataStream.java  *tests.java  *Restaurants.java

        panel_5.add(jBtnExit);

        JButton jBtnReset = new JButton("Reset");
        jBtnReset.addActionListener(new ActionListener() {
            public void actionPerformed(ActionEvent e) {

                jlblCostOfDelivery.setText(null);
                jlblsubTotal.setText(null);
                jlblTotal.setText(null);
                jlblTax.setText(null);
                jlblConvert.setText(null);
                jlblCostOfDelivery.setText(null);
                jlblCostOfDrinks.setText(null);
                jlblCostOfMeal.setText("0");
                jlblsubTotal.setText(null);
                jlblTax.setText(null);
                jlblTotal.setText(null);
                jtxtChicBurger.setText(null);
                jtxtChicBurgerMeal.setText(null);
                jtxtBCBurger.setText(null);
                jtxtQty.setText(null);
                jtxtConvert.setText(null);
                jCmbDrink.setSelectedItem("Select a drink");
                jcmbCurrency.setSelectedItem("Choose One...");
```



```
hello.java  AddAll.java  trying.java  *Calculator.java  ContinousAudioDataStream.java  *rests.java  *Restaurants.java

                else
                {
                   jlblCostOfDelivery.setText("0");
                }

                //------------------------Drinks-----------------------------------------------
                double Drinks = Double.parseDouble(jtxtQty.getText());
                double Tea= 1.20 * Drinks;
                double Ice_Tea= 0.90 * Drinks;
                double Coffee= 2.50 * Drinks;
                double Ice_Coffee= 1.10 * Drinks;
                double Cola= 2.10 * Drinks;
                double Coke= 1.60 * Drinks;
                double Orange = 1.70 * Drinks;
                double Apple_Juice = 1.99 * Drinks;

                if (jCmbDrink.getSelectedItem().equals("Apple Juice"))
                {
                    String cApple_Juice = String.format("%.2f",  Apple_Juice);
                    jlblCostOfDrinks.setText( cApple_Juice);
                }
                if (jCmbDrink.getSelectedItem().equals("Tea"))
                {
                    String cTea = String.format("%.2f",  Tea);
                    jlblCostOfDrinks.setText( cTea);
```