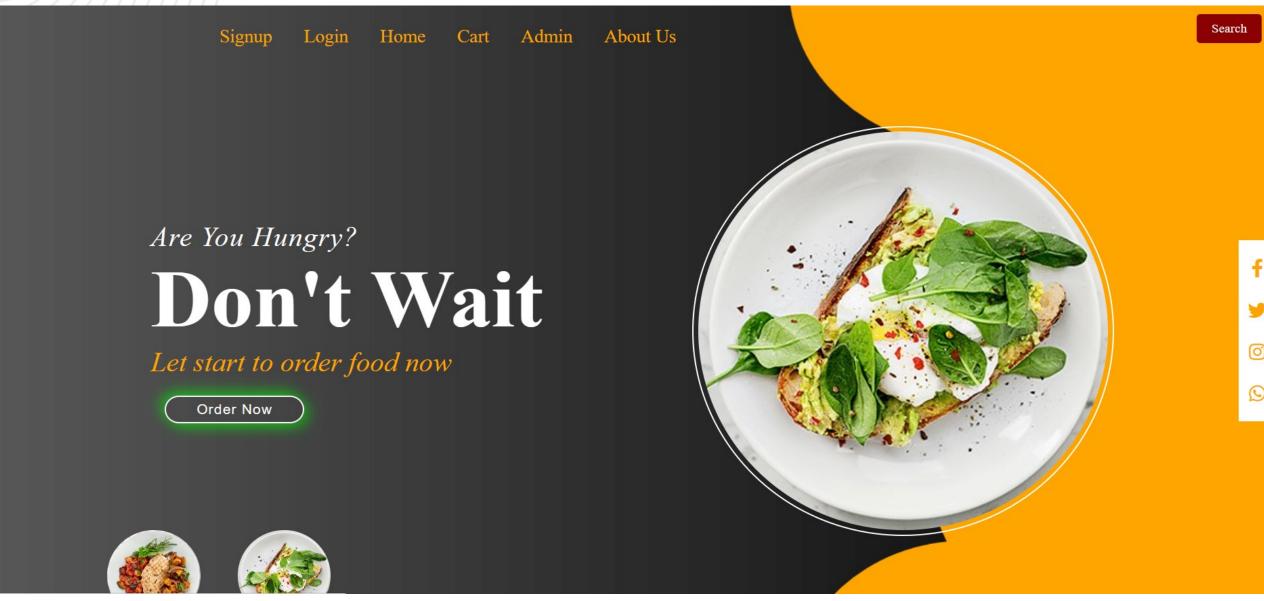
## ONLINE FOOD ORDERING SYSTEM



# NEPAL COLLEGE OF INFORMATION TECHNOLOGY



**Under Pokhara University** 

presented By:

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#### Introduction

 Our project aims to simplify the process of ordering food online. With our online food ordering system, customers can browse through a variety of menus, select their favorite dishes, and place orders Conveniently from the comfort of their homes. This system revolutionizes the way people access and enjoy their favorite meals, offering seamless and efficient solution for satisfying their cravings.

## PRIMARY GOALS

- 1.Streamline food ordering process.
- 2. Enhance convenience for customers.
- 3.Improve accessibility to a variety of food options.

### Project overview

 Our project focuses on developing an uncomplicated online platform for food Ordering. Users will have the convenience of browsing through menus and placing orders effortlessly from their preferred Restaurants. Our goal is simplify the process, ensuring a seamless experience for customers seeking to satisfy their hunger cravings.

# Scope

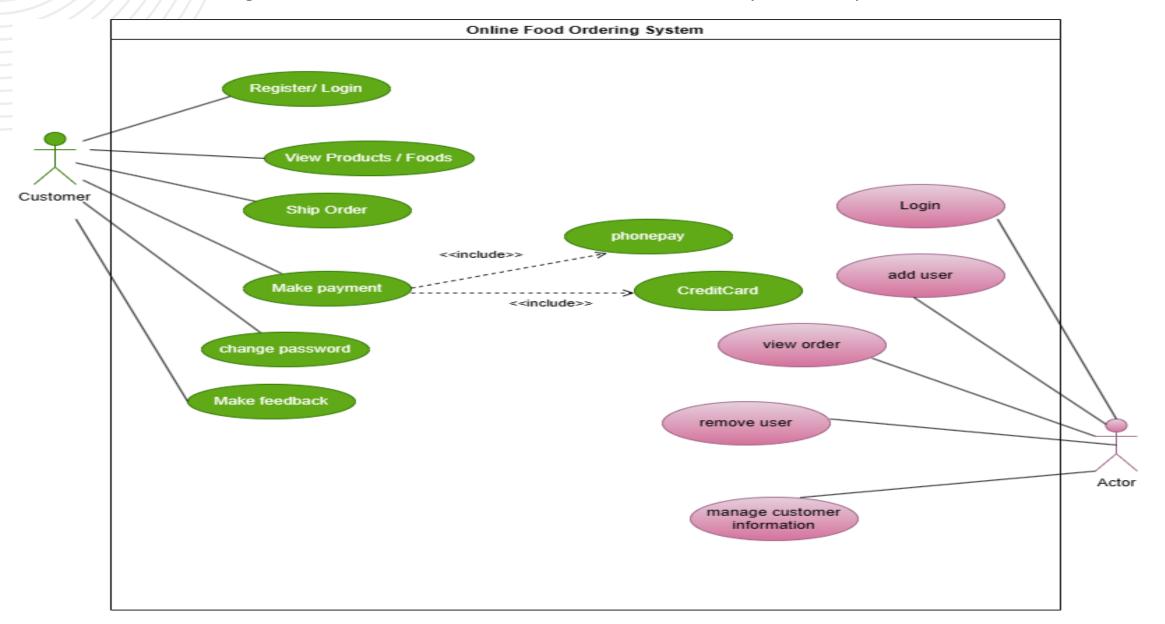
The project involves creating a basic online food ordering system where users ca browse menus, select dishes, place orders and make payments. It will include essential features such as user registration, menu display, order processing, and basic user account managements. The Scope is limited to a straight forward system aimed at simplifying the food ordering process for users.

# Objectives

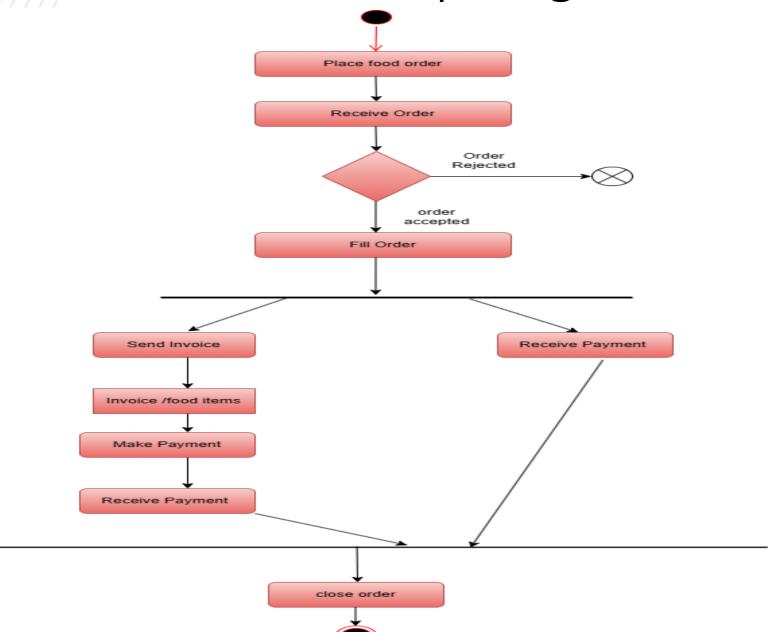
- 1. Sign up for an account.
- 2.Log in securely.
- 3. View restaurant menus.
- 4.Add items to your order.
- 5.Track your order status.
- 6. Browse menus easily.
- 7. Select favorite dishes.
- 8. Place orders quickly.

## Use Case Diagram

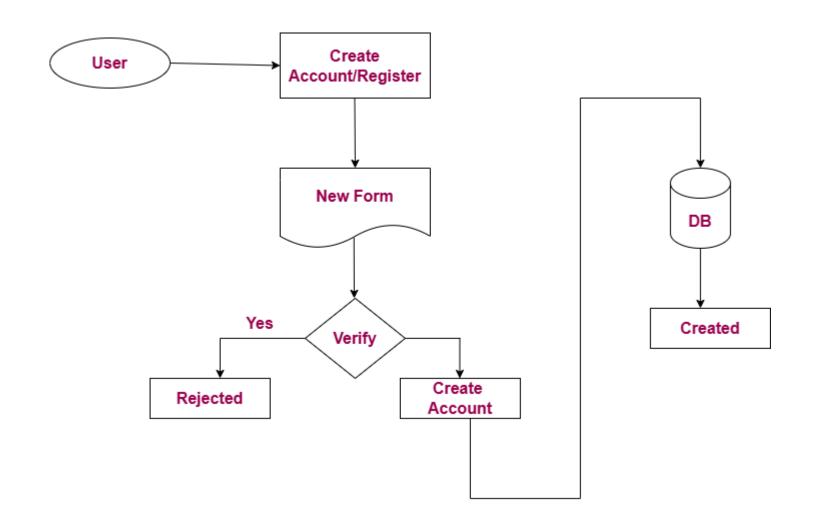
• The use case diagram illustrates interaction between the users and system components.



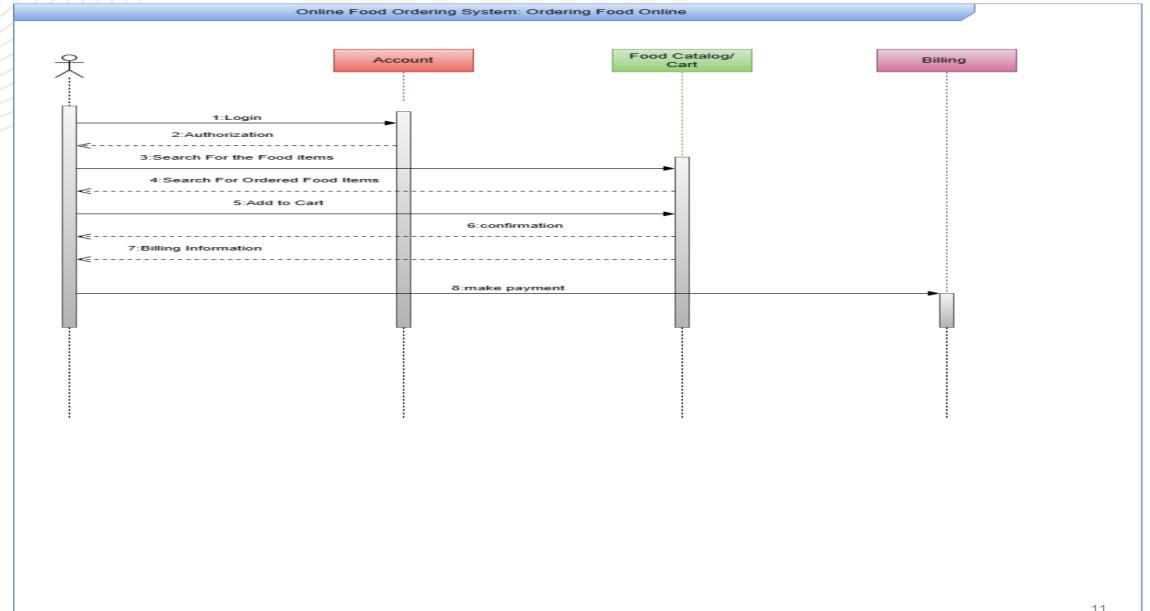
# Activity Diagram



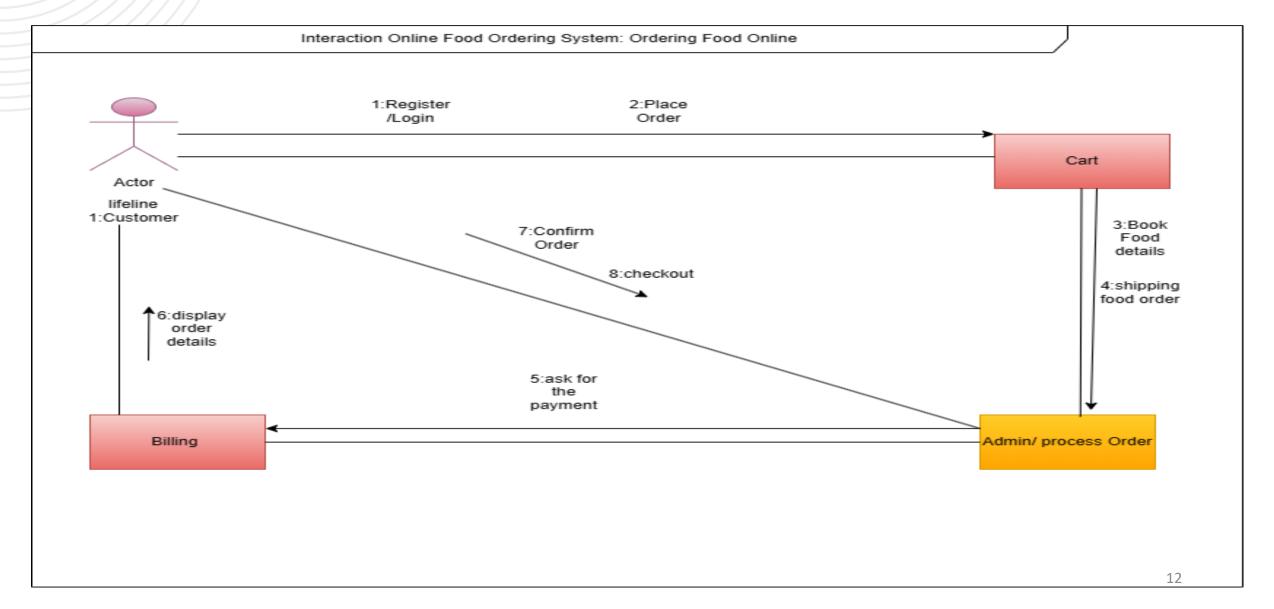
### DFD DIAGRAM



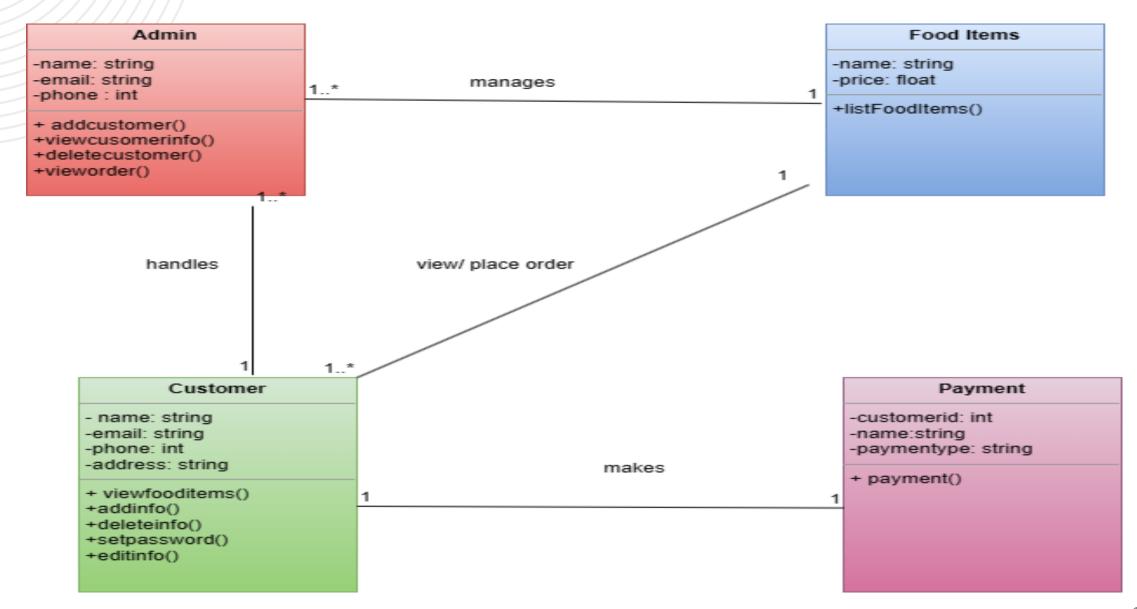
## SEQUENCE DIAGRAM



## Collaboration Diagram



#### CLASS DIAGRAM



# USER INTERFACE DESIGN

We make it easy for Customers to find what you want with buttons and pictures. Everything is arranged neatly, so they can click on menus, choose their favorite foods

And see their order easily. Its like how a store arranges its shelves so people can find what they need without any trouble. Signup Login Home Cart Admin About Us

Are You Hungry?

# Don't Wait

Let start to order food now

Order Now







# USER Signup/Login interface

We have design simple and cozy signup & Login interface for user registration so that they can easily visit our website and Authorize themselves securely.

#### Register

Name

**Mobile Number** 

**Email** 

**Address** 

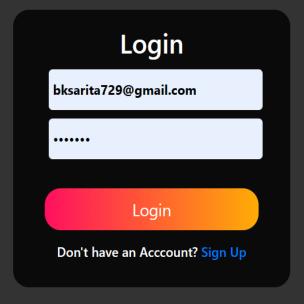
**Password** 

**Confirm Password** 

Register

Aleready Have an Acccount? Login

ADMIN



Login/Sign up

# Online Foods

**MENU** 

#### WELCOME TO ADMIN DASHBOARD

LOGOUT

ADD ITEM

**UPDATE ITEM** 

DELETE ITEM

**MENU DETAIL** 

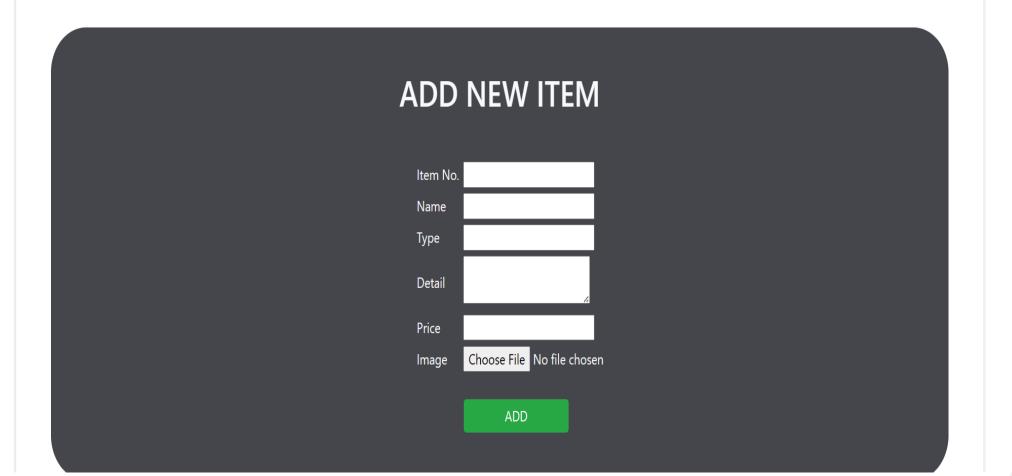
ORDER DETAIL

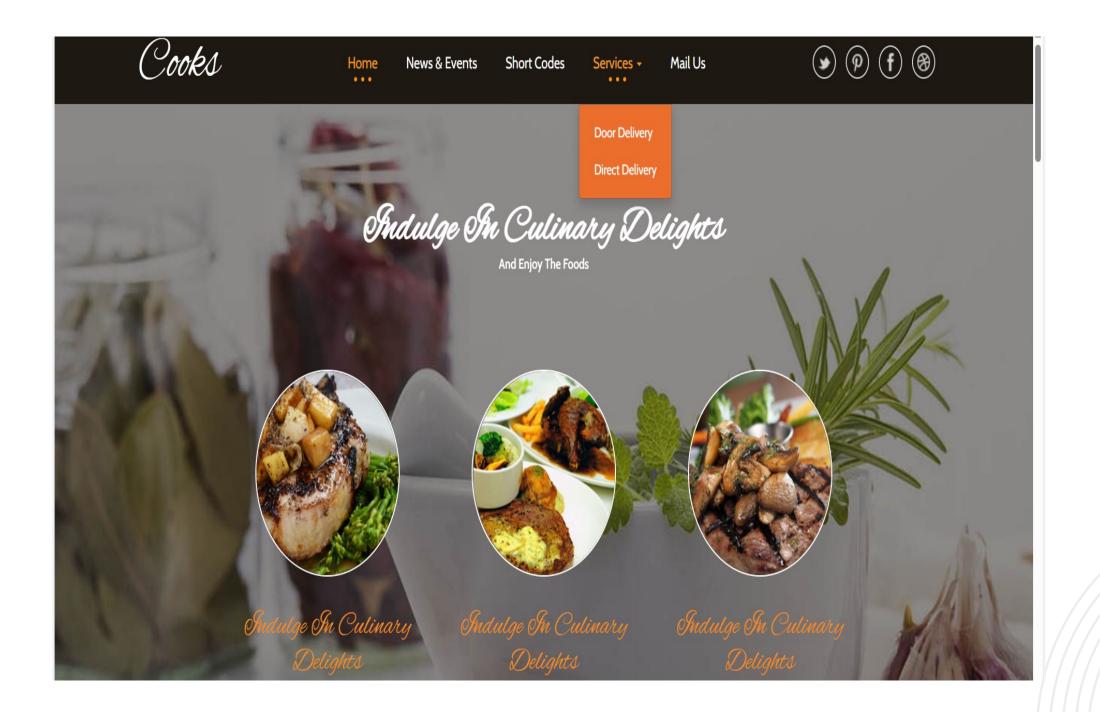
**CUSTOMER DETAIL** 



#### WELCOME TO ADMIN DASHBOARD

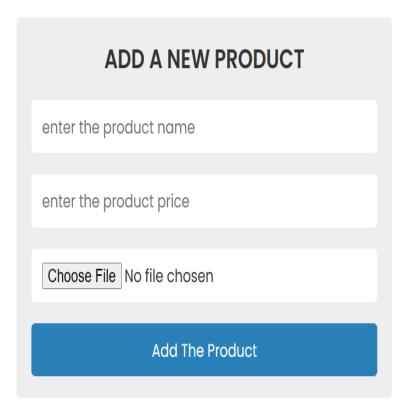






# How To Find Us





Product Image	Product Name	Product Price	Action
	Burger	\$400/-	Delete All
	24.901	Ψ 100/	Ol Lindaka All



#### WELCOME TO ADMIN DASHBOARD



Item No.	Name	Туре	Detail	Price	Image	Edit	Delete
3	momo	buff	momo 2	320		Edit	Delete
2	sandwitch	chicken	sand	230		Edit	Delete



#### WELCOME TO ADMIN DASHBOARD



No.	Name	Mobile	Address	Email	Password	Confirm Password
1	Sarita B.k.	9826643495	Aanbu-khaireni-2,Tanahun amarawatimarga	bksarita729@gmail.com	Saritazehen 123	Saritazehen123
2	Laxmi Bhattarai	9824450682	koteshwor	laxmibhattarai 123@gmail.com	laxmi123	laxmi123
3	Apsara Rai	9823345678	koteshwor	apsara 123@gmail.com	apsara123	apsara123

# SDLC: WATERFALL MODEL

We used the waterfall model .The waterfall model is a traditional project management methodology that follows sequential, linear approach to software development.

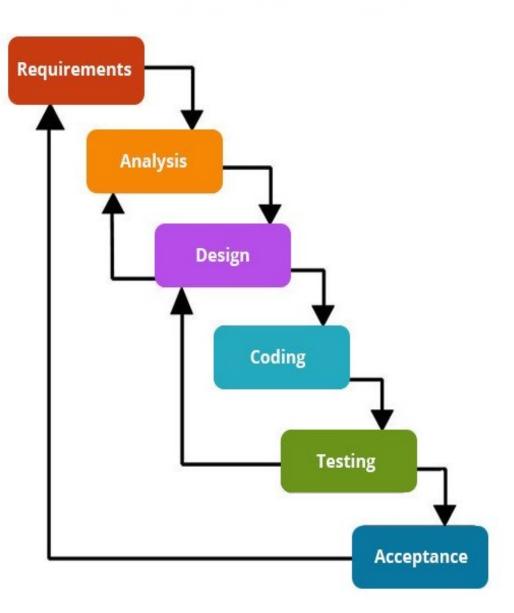
#### 1. Requirements Gathering:

In this phase we gather requirements from stakeholders system(menu browsing, payment options).

#### 2.Design:

Once we gathered requirements we proceed to design phase .This involved creating detailed specifications for how the system will look and function

#### WATERFALL MODEL





#### 3.Implementation

With the design finalized we begin implementing the system according to the specification This involved writing code for the website, integrating various components and ensuring that everything works together smoothly

#### 4.Testing

Once the implementation completed we started rigorous testing to identify the errors and bugs and fix issues. This included functional testing to ensure that all features work as expected.

# Time and schedule of project

t Date	End Date	Duration
3-11-20	2023-11-27	1 week
3-11-29	2023-12-16	2 weeks
3-12-17	2023-12-28	2 weeks
4-01-10	2024-02-10	4 weeks
4-01-14	2024-01-20	1 week
		27
3 3 4	-11-20 -11-29 -12-17 -01-10	-11-20 2023-11-27 -11-29 2023-12-16 -12-17 2023-12-28 -01-10 2024-02-10

## Technologies & Tools used

#### **TECHNOLOGIES USED**

- HTML (Hypertext Markup Language)
- CSS (Cascading Style Sheets)
- JavaScript (JS)
- PHP (Hypertext Preprocessor)
- Bootstrap

#### **TECHNOLOGIES USED**

TOOLS	PURPOSES
Visual Studio Code (VS Code) Editor	Source code editing.
Browser	Testing and previewing web pages.
XAMPP	Local web server for testing PHP applications.
Adobe Photoshop	UI editing and optimization.

# IMPLEMENTATION CHALLENGES

- 1.USER AUTHENTICATION: implementing robust user authentication mechanisms to protect user data and ensure privacy
- 2.Database Management: Efficiently consistent performance and appearance across different web browsers and devices
- 3.Scalability: Designing the system architecture to accommodate potential growth In user traffic.
- 4.User Experience(UX):Designing intuitive and user-friendly interfaces to enhance the overall user experience.

# TESTING AND QUALITY ASSURANCE

#### 1.Testing approach:

- Unit testing: Testing individual components or modules of the system to ensure they function correctly in isolation.
  - Integration testing: Testing the interaction between different modules or components to ensure they work together as expected.
- User Acceptance Testing: Involving end-users to test the system's functionality and usability in a real-world scenario, ensuring it meets their requirements.

### 1. Testing and Quality Assurance:

**Testing:** Ensuring the online food ordering system works correctly through various testing phases like unit testing and user acceptance testing.

**Quality Assurance:** Implementing measures to maintain system reliability, security, and performance.

**Identifying Issues:** Identifying and addressing any bugs or issues to ensure a smooth user experience.

**User Satisfaction:** Ultimately, ensuring that the system meets user expectations and provides a positive experience.

#### FUTURE ENHANCEMENT

- MOBILE APP INTEGRATION: Adding mobile app functionality for convenient food ordering on smartphones
- PERSONALIZATION RECOMMANDATION: Implementing algorithms to provide personalized food recommended based on user preferences and order history.
- SOCIAL MEDIA INTEGRATION: Allowing users to share their food orders and experiences on social media platforms.
- LOYALTY PROGRAMS: Implementing loyalty programs or rewards systems to incentivize repeat orders and customer retention.

## COLCLUSION

Our presentation highlights the development of an online food ordering system aimed at simplifying the food ordering process. By providing a user-friendly platform for browsing menus, placing orders, and tracking deliveries, our project addresses the inconvenience often associated with traditional food ordering Methods. The significance of our project in its ability to streamline the food ordering experience, making it more accessible and enjoyable for users, ultimately enhancing convenience and satisfaction.

# THANK YOU!