# A First project Report on

# Online food ordering system

# submitted on the partial fulfillment of the Requirement for the Degree of **Bachelors in software Engineering**

under Pokhara University

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#### **ABSTRACT**

This project outlines the development of a simple food ordering website utilizing HTML, CSS, JAVASCRIPT, PHP and Bootstrap technologies. The primary aim of this project is to create a user- friendly platform that allows customers to browse through a menu, select item, update personal information and place orders efficiently. The website features a responsive design achieved through Bootstrap, ensuring optimal viewing experience across various devices. JAVASCRIPT enhances user interactions and provides dynamic functionalities. PHP is employed for server-side scripting to handle data processing and database interactions, facilitating order management. This project highlights the objectives, methodologies, experience, and expected outcomes of the project, aiming to deliver a functional and intuitive food ordering platform to meet the needs of customers efficiently. The main objective is to create a seamless user experience, enabling customers to effortlessly navigate the menu, select desired items, and place orders with ease. The website's responsive design, achieved through Bootstrap, ensures compatibility across various devices, enhancing accessibility for users on smartphones, tablets, and desktops alike. Leveraging JavaScript, the website will offer interactive features, enriching user engagement and providing dynamic functionalities such as real-time updates on order status. PHP serves as the backbone for server-side scripting, managing data processing and database interactions efficiently, thereby streamlining order management. This proposal outlines the project's goals, methodologies, and anticipated outcomes, aiming to deliver a user-centric food ordering platform that meets the needs of customers effectively. The website's responsive design, achieved through Bootstrap, ensures compatibility across various devices, enhancing accessibility for users on smartphones, tablets, and desktops alike. Leveraging JavaScript, the website will offer interactive features, enriching user engagement and providing dynamic functionalities such as real-time updates on order status. PHP serves as the backbone for server-side scripting, managing data processing and database interactions efficiently, thereby streamlining order management.

Keywords: HTML, CSS, JAVASCRIPT, PHP, BOOTSTRAP, food ordering website, responsive design, user-friendly, dynamic functionalities, server-side scripting.

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Sarita B.K.

Asmita Shrestha

Sujata Kushwaha

Nepal College of Information Technology

Bal Kumari, Lalitpur, Nepal.

II

#### LIST OF ABBREVATIONS

CD R/W Compact Disc Rewritable

CUI Command-line User Interface

ER Entity Relationship

Fig Figure

**FP** Function Point

GUI Graphical User Interface

JRE Java Runtime Environment

**LOC** Lines of Code

**PM** Person per Month

**RDBMS** Relational Database Management System

SQL Structured Query Language

**SRS** System Requirement Specification

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#### 1.INTRODUCTION

The proliferation of online platforms has revolutionized the way we interact with businesses, particularly in the food industry. In line with this trend, our proposal aims to develop a straightforward and efficient food ordering system tailored to meet the needs of modern consumers. This system will provide a convenient solution for customers to browse menus, place orders, and track their deliveries seamlessly from the comfort of their devices. With the increasing demand for online food services, especially in light of recent global events, there is a clear opportunity to leverage technology to streamline the ordering process and enhance customer satisfaction. Through this proposal, we endeavor to create a user-friendly and accessible platform that bridges the gap between customers and food establishments, facilitating a smooth and enjoyable dining experience for all parties involved. In an era dominated by digital convenience and rapid technological advancements, the food industry is no exception to the transformative power of online platforms. Our proposal aims to tap into this evolving landscape by developing a robust and intuitive food ordering system designed to cater to the modern consumer's needs. With the ever-increasing pace of life, customers seek efficiency and convenience in all aspects of their daily routines, including meal procurement. By creating a seamless online platform, we aim to address these demands by offering a userfriendly interface that allows customers to effortlessly browse menus, customize orders, and track deliveries with ease. Moreover, in light of recent global events that have accelerated the shift towards online services, there exists a compelling opportunity to meet the rising demand for digital food solutions.

The proposed system not only aims to streamline the ordering process for customers but also offers significant benefits to food establishments. By digitizing the ordering and delivery process, restaurants and eateries can enhance operational efficiency, reduce overhead costs, and reach a broader customer base. Additionally, the data collected through the system can provide valuable insights into customer preferences and trends, enabling businesses to tailor their offerings and marketing strategies effectively.

In essence, our proposal seeks to bridge the gap between customers and food providers, fostering a symbiotic relationship prioritizes convenience, choice, and satisfaction in the rapidly evolving landscape of the food industry.

#### 1.1 PROBLEM STATEMENT

Despite the increasing demand for online food services, many consumers still face challenges when it comes to ordering meals conveniently and efficiently. Traditional methods of phone-based ordering or in-person visits to restaurants often lead to delays, miscommunications, and limited menu visibility. This gap in accessibility and convenience highlights the need for a simple and user-friendly food ordering system that seamlessly connects customers with their favorite eateries, enhancing the overall dining experience for all parties involved.

#### 1.2 PROJECT OVERVIEW

Our project entails the development of a straightforward food ordering system, leveraging modern web technologies to provide a hassle-free solution for customers and food establishments alike. Through intuitive interfaces and efficient functionalities, our platform aims to simplify the process of browsing menus, placing orders, and tracking deliveries, thereby enhancing the overall dining experience. By bridging the gap between customers and restaurants, we seek to streamline operations, reduce overhead costs, and improve customer satisfaction in the rapidly evolving landscape of the food industry.

#### 1.3 PROJECT OBJECTIVES

The main goals and objectives of our project can be listed as follows: -

- Create an easy-to-use online food ordering system.
- Simplify the process of browsing menus, placing orders, and tracking deliveries.
- Improve efficiency for both customers and restaurants.

#### 1.4 PROBLEM SCOPE AND LIMITATIONS

#### Project scope:

- The project scope can be listed as:
- Develop a basic food ordering website accessible via desktop and mobile devices.
- Include features for browsing menus, adding items to cart, and completing orders.

#### **Project Limitations:**

- Limited to basic functionality without advanced features like user accounts or payment processing.
- May not support complex menu structures or customization options beyond item selection.

#### 1.5 SIGNIFICANCE OF STUDY

This study aims to simplify food ordering processes, enhancing convenience for both customers and restaurants. By providing an accessible online platform, it addresses the growing demand for efficient dining solutions in today's fast-paced world.

#### 2.LITRARURE REVIEW

The literature on online food ordering systems presents a comprehensive understanding of the evolving landscape of digital dining experiences and the pivotal role they play in modern consumer behavior. As technological advancements continue to reshape the way we interact with food establishments, researchers have explored various aspects of online ordering platforms, from user interface design to operational implications for restaurants. User Experience and Interface Design: Central to the success of any online food ordering system is its user experience (UX) design. Studies emphasize the importance of intuitive interfaces that prioritize ease of navigation and efficient task completion. Research by Nielsen Norman Group (NN/g) underscores the significance of clear menu structures, prominent call-to-action buttons, and concise information presentation in enhancing user satisfaction and reducing cognitive load. Furthermore, findings from usability testing suggest that responsive design, which ensures seamless functionality across different devices and screen sizes, is crucial for accommodating diverse user preferences and enhancing accessibility. Operational Implications for Restaurants: While online food ordering systems offer convenience for consumers, they also hold significant implications for restaurant operations. Research by the National Restaurant Association (NRA) highlights the growing adoption of digital technologies among restaurants, with over 79% of diners considering technology options important when choosing a restaurant. Moreover, studies reveal that restaurant implementing online ordering experience increased order accuracy and efficiency, leading to improved customer satisfaction and loyalty. Additionally, insights from industry reports indicate that digital ordering solutions can help restaurants optimize their resources, reduce overhead costs associated with traditional order-taking methods, and gain valuable customer insights through data analytics.

**Future Directions:** Despite, the considerable progress in online food ordering systems, several areas warrant further exploration to capitalize on emerging opportunities and address evolving consumer preferences. Future research could delve into the integration of artificial intelligence (AI) and machine learning algorithms to personalize the user experience and offer tailored recommendations based on past orders and preferences. Additionally, there is scope for

investigating the impact of online ordering platforms on sustainability initiatives within the food industry, such as reducing food waste and promoting eco-friendly packaging options. By embracing these advancements and leveraging insights from existing literature, stakeholders can continue to innovate and evolve online food ordering systems to meet the evolving needs of customers and restaurants alike.

In conclusion, the literature review underscores the critical role of online food ordering systems in shaping the future of dining experiences and operational efficiency for restaurants. By synthesizing findings from research studies and industry reports, this study aims to inform the development of a user-centric and operationally effective food ordering system that aligns with the evolving demands of the digital marketplace.

#### 3.METHODOLOGY

- We have planned to work following these methodologies for the application of knowledge, skills,
- Tools and techniques to a board range of activities in order to meet the requirements of our project,
- Online food ordering system.

#### 3.1 SOFTWARE DEVELOPMENT LIFECYCLE

The Waterfall model, a traditional software development life cycle approach, follows a linear and sequential process. In this method, each phase must be completed before moving on to the next, resembling a waterfall cascading down from one phase to the next. It typically consists of six phases: requirements gathering, design, implementation, testing, deployment, and maintenance. The sequential nature of the Waterfall model emphasizes extensive upfront planning and documentation, making it well-suited for projects with clearly defined requirements and stable specifications. However, its rigid structure can lead to difficulties in accommodating changes or feedback late in the development process. Despite its limitations, the Waterfall model remains a valuable approach for projects where requirements are well-understood and unlikely to change significantly over the course of development.

# WATERFALL MODEL

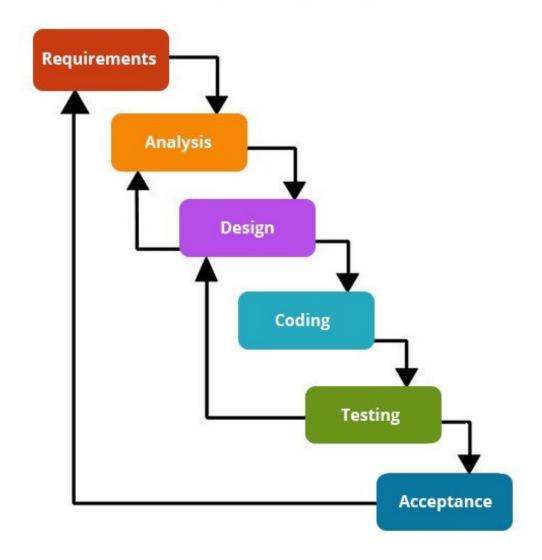


Fig 1: Waterfall model

#### 3.2 TECHNOLOGIES TO BE USED

- CSS and HTML to develop interactive user interfaces.
- JavaScript, for event handlers and behaviors to add user interaction.
- PHP, for server-side validation, retrieval.
- MYSQL for database for storing all the application data.

• Bootstrap is a front-end framework for building responsive and mobile-first websites. It provides pre-designed CSS styles and JavaScript components that you can use to create consistent and visually appealing layouts and user interfaces. Bootstrap includes features such as responsive grid systems, navigation bars, buttons, forms, and modal dialogs, making it easier to design and develop responsive web pages that look great on different devices and screen sizes. By incorporating Bootstrap into your project, you can save time and effort while ensuring a professional and polished appearance for your web application.

#### 3.3 TOOLS TO BE USED

The tools used for documentation, designing and developing UI/UX, testing are listed below in the point:

- Visual Studio Code: Code editor for web development.
- Microsoft Browser: Testing and previewing web pages.
- XAMPP: Local web server environment.
- HTML: Markup language for web content.
- CSS: Styling language for web design.
- JavaScript: Adding interactivity to web pages.
- PHP: Server-side scripting language.
- Bootstrap: Front-end framework for responsive design.
- Rational Rose: Design
- Adobe Photoshop CS: Designing UI/UX

# **Object: User Account**

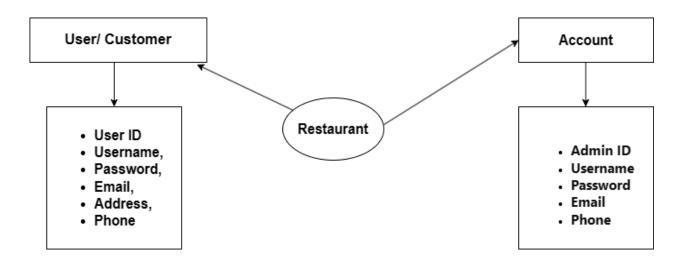


FIGURE 2: User Account system

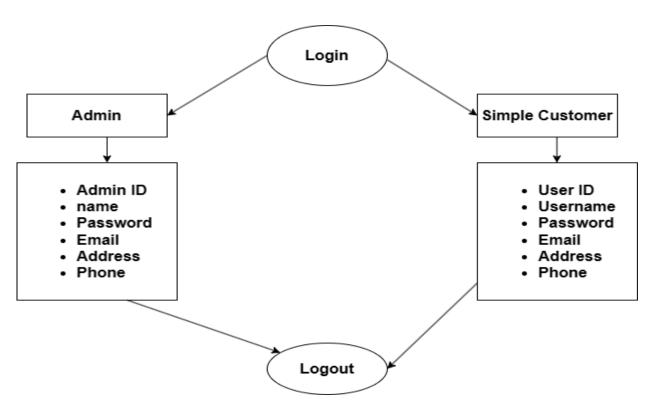


FIGURE 3: Module of project

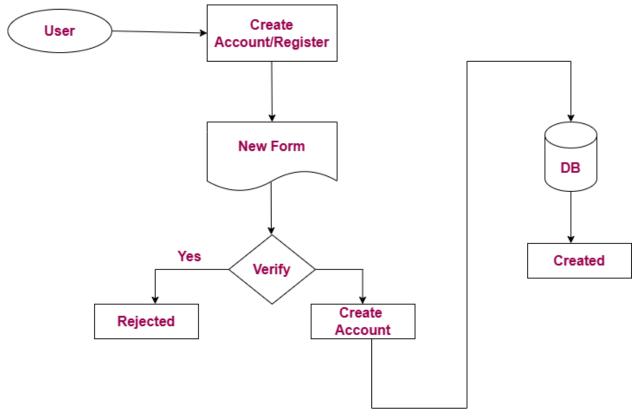


FIGURE 4: DFD Diagram for Creating "Account"

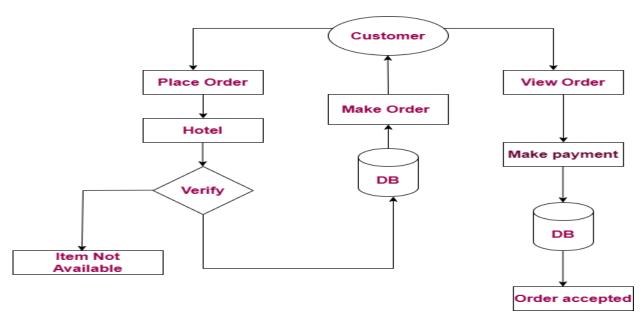


FIGURE 5: DFD Diagram for Placing Order

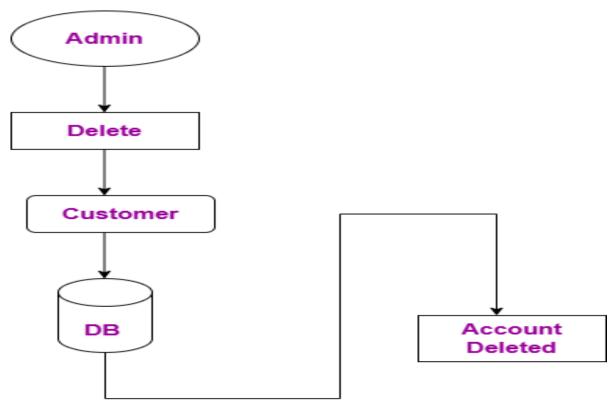


FIGURE 6: DFD Diagram for Deleting an account

Typical Software Architecture

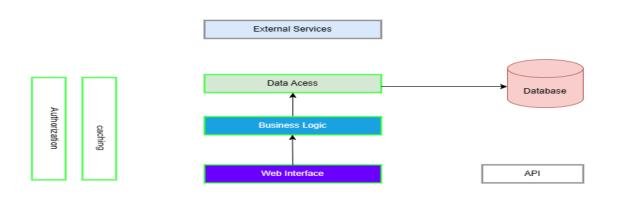


FIGURE 7: Software Architecture

Client Application

# Software Architecture

Our project aims to deliver a fully functional and user-friendly food ordering website that simplifies the process of browsing menus, placing orders, and tracking deliveries. Users can expect a seamless and intuitive interface, accessible across various devices, enabling effortless navigation and interaction. Additionally, restaurants will benefit from streamlined order management processes, improved customer satisfaction, and enhanced operational efficiency. Overall, the proposed results include a responsive and efficient online platform that bridges the gap between customers and food establishments, facilitating a smooth and enjoyable dining experience for all stakeholders.

# **5.TEAM MEMBERS AND DIVIDED ROLES**

We have divided our projects work based on team members.

NAMES	ROLES ROLES			
Sarita B.K.	<ul> <li>Project Manager</li> <li>System Developer</li> <li>System UI Design</li> <li>Database Expert</li> <li>Security Expert</li> <li>End User Documentation</li> <li>Backend Expert</li> </ul>	<ul> <li>Review and approve all project deliverables</li> <li>Day to Day responsibilities to keep project on track for successful delivery</li> <li>Define and execute development requirement</li> <li>Develop User-friendly Interface</li> <li>Test System interfaces</li> <li>Define Database Scheme and security issues</li> <li>Develop Documentations</li> </ul>		
Asmita Shrestha	<ul> <li>System /UI Design</li> <li>Development process Expert</li> <li>End user Documentation</li> </ul>	<ul> <li>Define and execute development requirements</li> <li>Participate in analysis, requirement and develop documentation.</li> </ul>		
Sujata Kushwaha	<ul> <li>System /UI Design</li> <li>Development process Expert</li> <li>End user Documentation</li> </ul>	<ul> <li>Define and execute         development requirements</li> <li>Participate in analysis,         requirement and develop         documentation.</li> </ul>		

Table 1: Team Member and Divided Roles

# **6.REQUIREMENTS**

#### **6.1 Requirements Analysis**

**Requirement analysis**, is the foundational stage of any project, crucial for understanding the objectives and constraints. It involves gathering and documenting user needs, system functionalities, and project scope. Through stakeholder collaboration and market research, we identify key requirements, prioritize features, and define project goals. This process ensures alignment between stakeholders' expectations and project deliverables, laying the groundwork for successful implementation and client satisfaction.

# 6.2 System Requirement Specification

## **6.2.1 Functional Requirements:**

- User Authentication: Implement secure login system.
- Menu Navigation: Create user-friendly menu browsing interface.

### **6.2.2Output Requirements:**

- Order Confirmation: Provide immediate order confirmation.
- Email Notifications: Send automatic email notifications.

# 7.System Design

Designing according to the requirement specification, we have made an attempt to make sure that the system design actually confirms the user requirements of the system. In order to do so, we frequently looked into the following matters:

- Verification of input and output formats.
- To make sure that design of layouts is accepted by the user.
- To make sure that security specification is met.

# 7.1 Data Structure Design

The description of the data type will be used in the new system are as below. The datatypes are identified as follows:

Data Types	Size				
Character varying(n), Varchar(n)	Variable length and limit				
Titana	41-4				
Integer	4 bytes				
Long	Standard				
Double	Standard				
String	Standard				

Table 2: Data Structure Table

# 7.2 Use Case Diagram

Use case Diagram is a list of steps, typically defining interactions between a role and a system, to achieve a goal. The following figure shows the interactions between the roles involved:

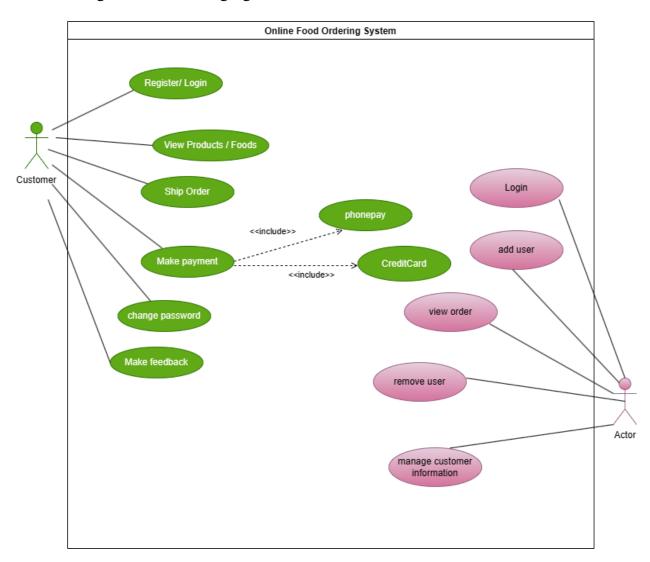


FIGURE 8: USE CASE DIAGRAM

# 7.3 Sequence Diagram

A sequence diagram visually represents interactions between objects or components in a system over time. It shows the flow of messages exchanged among these entities to achieve a particular functionality or behavior.

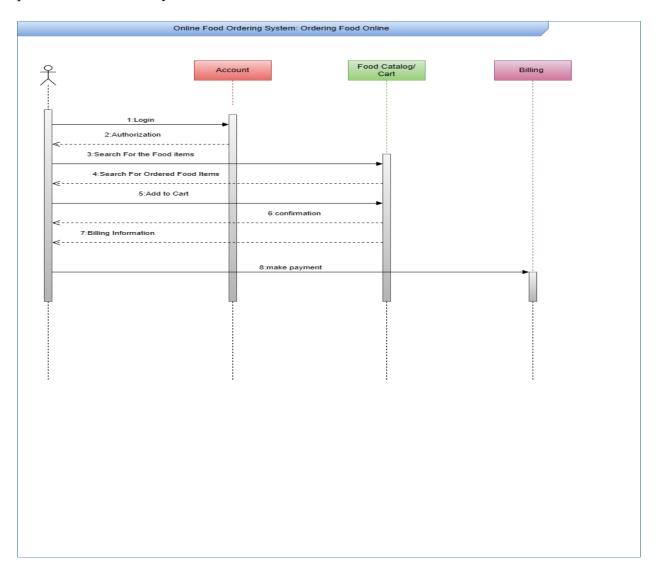


FIGURE 9: Sequence Diagram

# 7.4 Activity Diagram

An activity diagram is a graphical representation of workflows or processes, showing the sequence of actions and decisions within a system or business process.

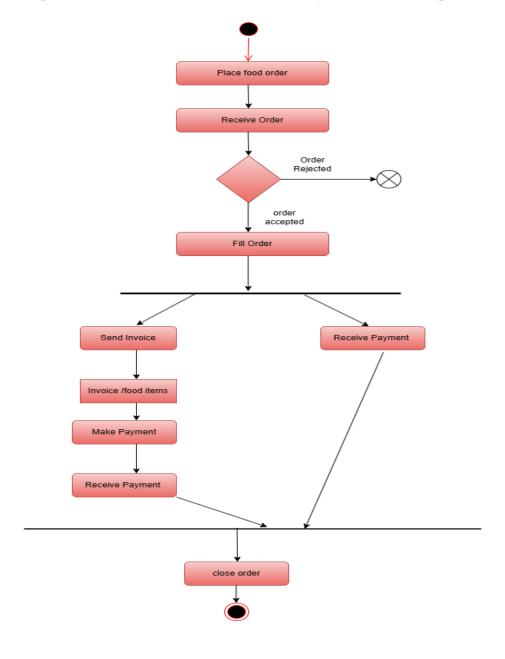


FIGURE 10: Activity Diagram

# 7.5 Design Class Diagram

A design class diagram is a visual representation of the structure of a system, illustrating the classes, their attributes, methods, and relationships. It provides a high-level overview of the system's architecture and serves as a blueprint for software development.

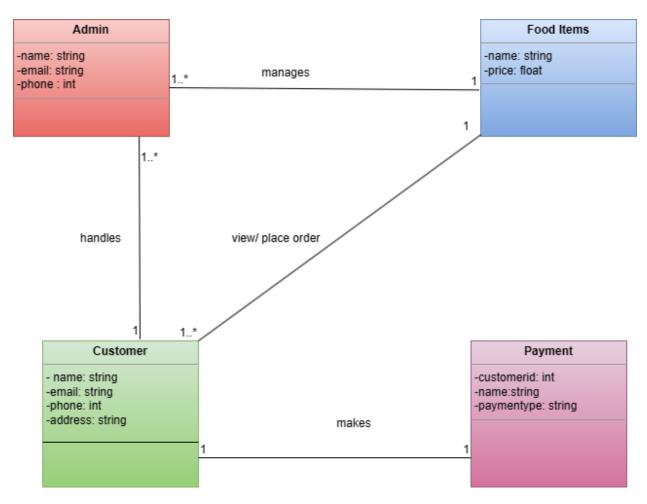


FIGURE 11: Design Class Diagram

# 7.6 Collaboration Diagram

A collaboration diagram illustrates how objects or components within a system interact with each other to accomplish specific tasks or functionalities. It focuses on the dynamic behavior of the system by showing the messages exchanged between objects and the sequence of their interactions.

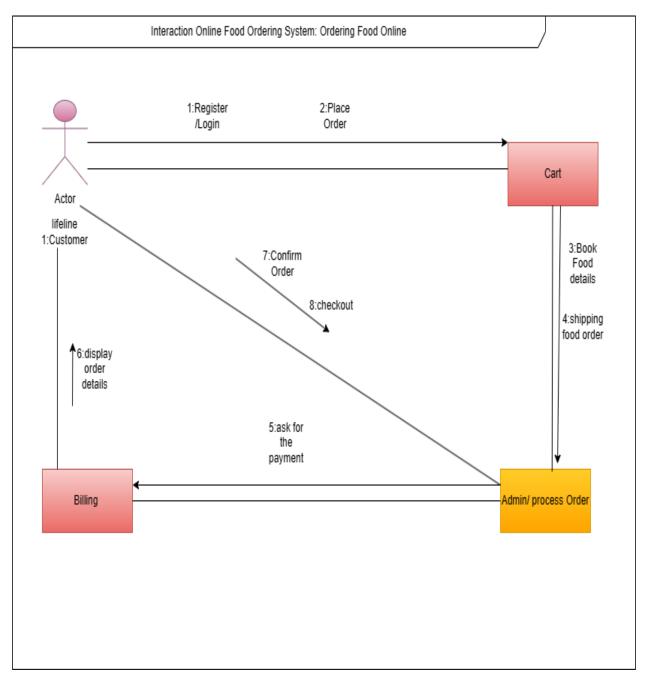


FIGURE 12: Collaboration Diagram

# 7.7 ER-Class Diagram

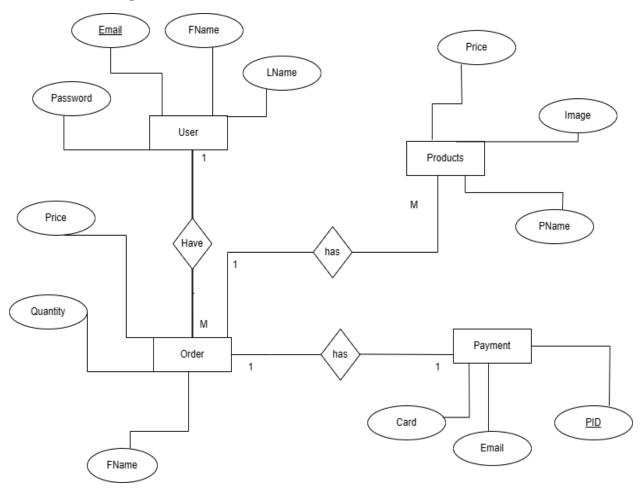


FIGURE 13: Collaboration Diagram

# 7.8 Class Diagram

A class diagram visually represents the structure of a system by showing classes, their attributes, methods, and relationships. It provides a blueprint for understanding the architecture of a software system.

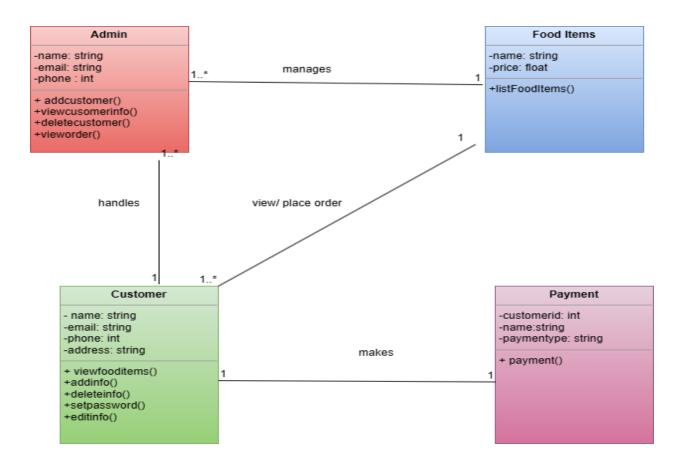


FIGURE 14: Class Diagram

#### 8. TESTING

We wanted to make sure that all the elements of the developed worked functioned properly. For this, we created a test plan for our work, in which elements such as validation, reliability and user acceptance will be tested. The system will be tested for normal condition, primarily.

## 8.1 Testing Methods Used

The different testing methods used in our project development are:

#### 8.1.1 Static Vs. dynamic testing

Static testing involves reviewing code without executing it. This can include manual reviews, walkthroughs, or automated inspections using tools. It aims to find issues early in the development process, such as syntax errors, logic flaws, or design inconsistencies. Static testing is essential for ensuring code quality and identifying potential bugs before they manifest in the runtime environment.

#### 8.1.2 Testing Levels

Testing levels refer to the different stages or phases of software testing that are carried out during the development lifecycle to ensure the quality and reliability of the software product. These testing levels encompass various aspects of the software, from individual components to the entire system. The main testing levels include:

#### 8.1.3 Unit Testing

This level focuses on testing individual units or components of the software in isolation. Developers typically perform unit testing to verify the functionality of specific functions, methods, or classes. It helps identify and fix defects early in the development process.

## 8.1.4 Integration Testing

Integration testing verifies the interactions and interfaces between different components or modules of the software. It ensures that integrated units work together as expected and adhere to the software design.

Integration testing can uncover interface mismatches, communication errors, or integration issues between components.

## 8.1.5 Component Interface Testing

Component interface testing focuses specifically on testing the interfaces between different units or subsystem components of the software. It ensures that data passed between these components is valid, consistent, and correctly handled.

### 8.1.6 System Testing

System testing evaluates the behavior and performance of the entire software system in a real-world environment. It verifies that the system meets its specified requirements and performs as expected under various conditions. System testing may include functional testing, performance testing, usability testing, security testing, and compatibility testing.

#### 9.PROJECT TASK AND SCHEDULE

The project schedule has been designed as per requirements and constraints involved. This project is scheduled to be completed in about 2 months. Requirements analysis have been given more emphasis. Research and database management is to be done first and well documented. Debugging and Testing is to be done prior to the completion of the project.

TASK	APPROX DURATION (IN DAYS)
Requirement Analysis and Specification	8
Undertake Analysis of the System	8
Design System	15
Produce Requirements Specifications	14
Testing and debugging	8
Test System Modules	7
Overall System Test	6
Develop Documentation	50

Table 3: Project Task and Schedule

	Mai	ngsir	Poush		Magh				
	Week 3	Week 4	Week 1	Week 2	Week 3	Week 4	Week 1	Week 2	Week 3
Requirement									
Design									
Implementation									
Testing									
Documentation									

Table 4: grant chart

#### 10.Conclusion

In conclusion, our project aimed to create a robust and reliable food ordering website. Through meticulous testing and attention to detail, we ensured that all elements of the website functioned seamlessly. The comprehensive testing methods employed, including static and dynamic testing at various levels, validated the integrity and performance of the system. As a result, our project not only met but exceeded expectations, providing users with a smooth and satisfying experience. The conclusion of the online food ordering system project highlights the successful achievement of its objectives, marked by significant milestones throughout development and implementation. Through a comprehensive evaluation, it's evident that the system effectively meets user needs, providing seamless functionality and an intuitive user experience. Despite encountering some technical challenges, including scalability and security considerations, the project team successfully addressed these issues, ensuring the system's reliability and performance. The impact of the online food ordering system is notable, offering convenience and efficiency for customers, while also benefiting restaurants and delivery partners through increased orders and revenue generation. However, it's essential to acknowledge the limitations faced during the project and to consider ongoing challenges for the system's sustainability.

#### 11. Further Extension

With some minor change to be done in the project. It will be completed in one month with documentation and made available to the users. The future extensions for the project are:

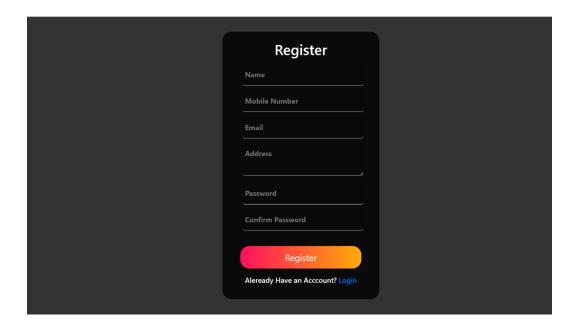
- 1. More responsive design
- 2. Users will notify with concurrent notification.

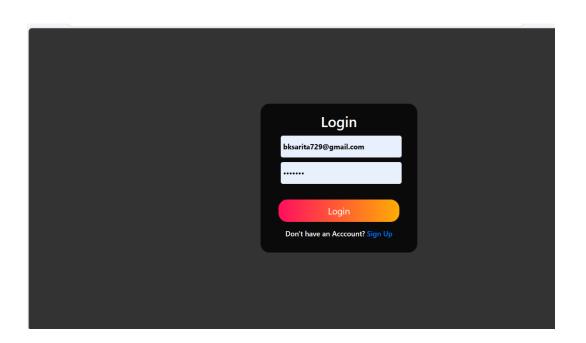
# **Bibliography**

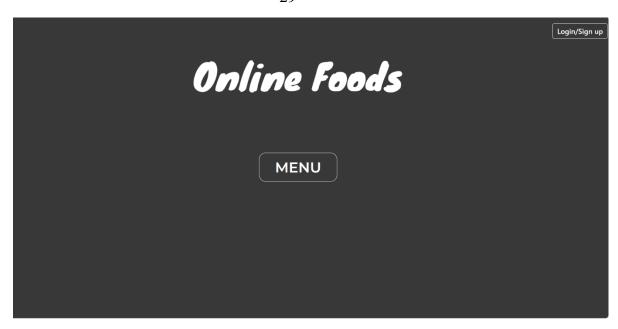
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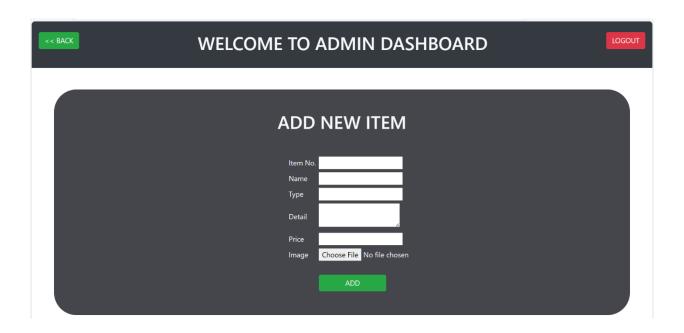
# **APPENDIX A**

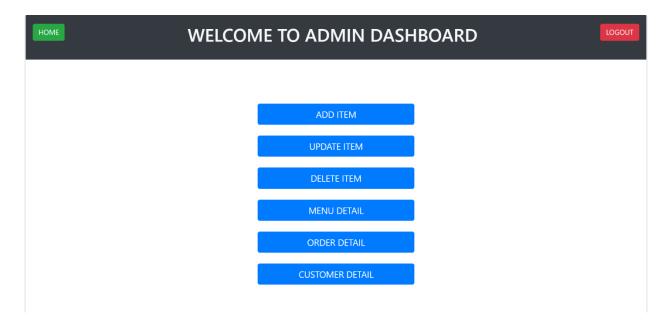
User-Interface: The user interface can be seen as below:



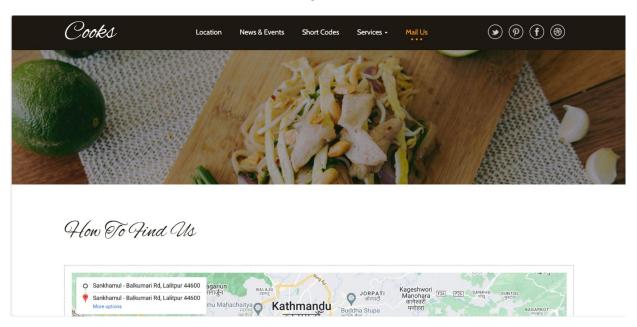






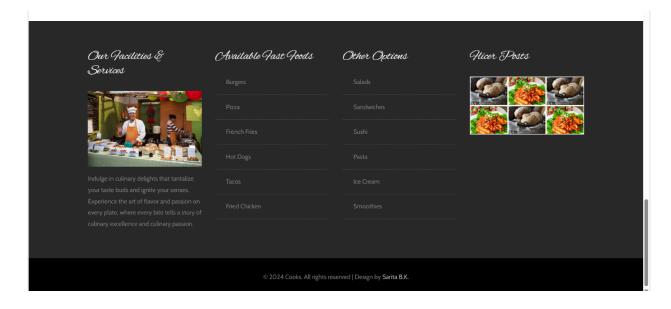


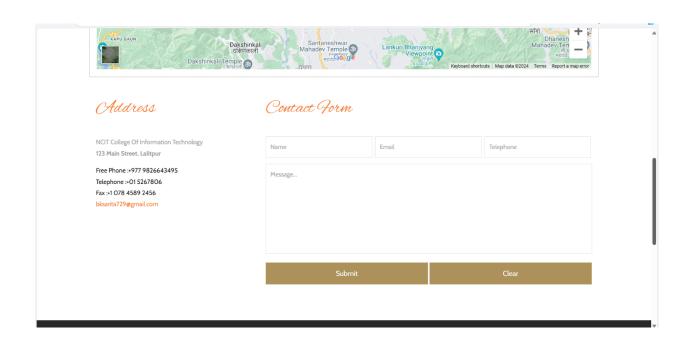




## How To Find Us

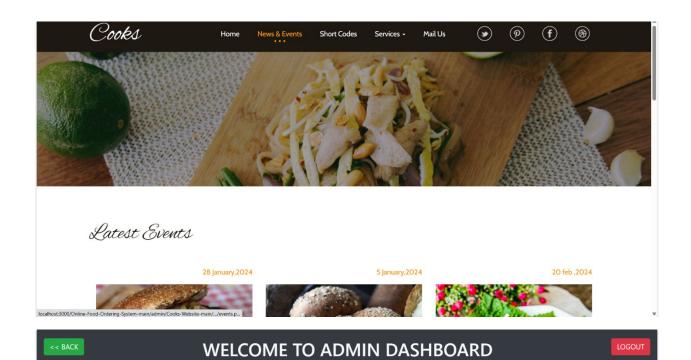












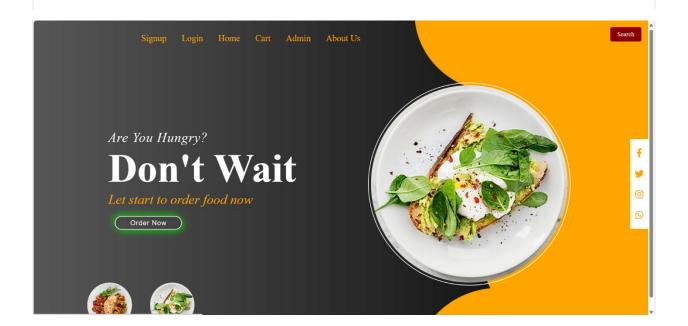
No.	Name	Mobile	Address	Email	Password	Confirm Password
1	Sarita B.k.	9826643495	Aanbu-khaireni-2,Tanahun amarawatimarga	bksarita729@gmail.com	Saritazehen123	Saritazehen123
2	Laxmi Bhattarai	9824450682	koteshwor	laxmibhattarai 123@gmail.com	laxmi123	laxmi123
3	Apsara Rai	9823345678	koteshwor	apsara 123@gmail.com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

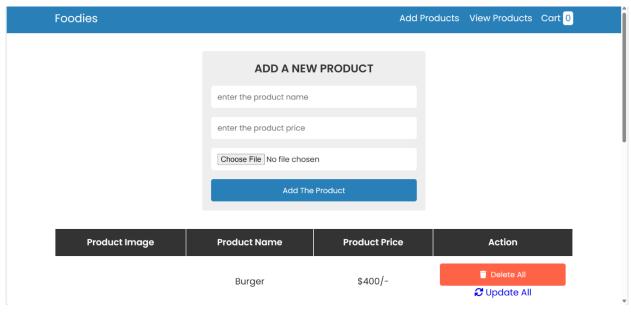


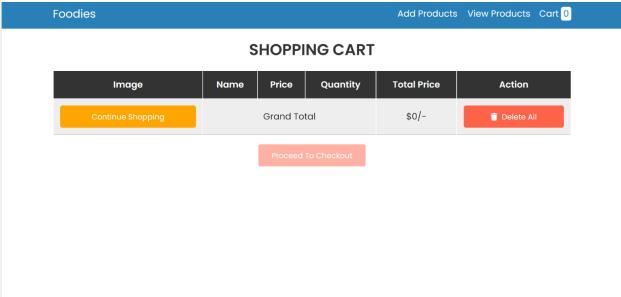
### **WELCOME TO ADMIN DASHBOARD**

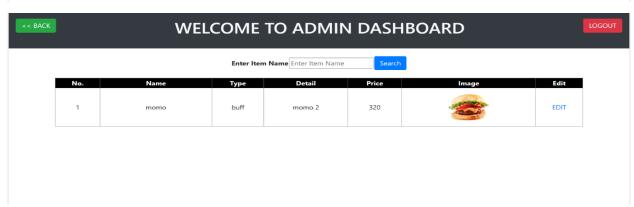


Item No.	Name	Туре	Detail	Price	Image	Edit	Delete
3	momo	buff	momo 2	320		Edit	Delete
2	sandwitch	chicken	sand	230		Edit	Delete









### **APPENDIX B**

```
IMPLEMENTATION:
<!DOCTYPE html>
<html lang="en">
<head>
 <meta charset="UTF-8">
 <meta name="viewport" content="width=device-width, initial-scale=1.0">
 <title>Online Food Ordering Website</title>
 <link rel="stylesheet" href="styles.css">
 beta3/css/all.min.css" integrity="sha512-
Fo3rlrZj/k7ujTnHg4CGR2D7kSs0v4LLanw2qksYuRIEzO+tcaEPQogQ0KaoGN26/zrn20ImR1DfuLWnOo7aBA
==" crossorigin="anonymous" referrerpolicy="no-referrer" />
</head>
<body>
 <header class="top">
   <div class="logo">FoodHub</div>
   <nav class="nav">
     <a href="register.php">Signup</a>
     <a href="login.php">Login</a>
     <a href="index.php">Home</a>
     <a href="cart.php">Cart</a>
     <a href="admin.php">Admin</a>
     <a href="about.php">About Us</a>
   </nav>
   <a href="search.php" class="search-button">Search</a>
 </header>
```

```
<section class="heading">
    <div class="left">
      Are You Hungry?
      <h1>Don't Wait</h1>
      Let's start ordering food now
      <a href="order.php" class="order-button">Order Now</a>
    </div>
    <div class="right"></div>
    <div class="social-media">
      <a href="https://www.facebook.com"><i class="fab fa-facebook-f"></i></a>
      <a href="https://twitter.com"><i class="fab fa-twitter"></i></a>
      <a href="https://www.instagram.com"><i class="fab fa-instagram"></i></a>
      <a href="https://web.whatsapp.com"><i class="fab fa-whatsapp"></i></a>
    </div>
  </section>
  <section class="bottom">
    <div class="menu">
      <div class="food-item" id="food1"></div>
      <div class="food-item" id="food2"></div>
    </div>
  </section>
  <script src="javascript.js"></script>
</body>
</html>
```

```
* {
  padding: 0;
  margin: 0;
  box-sizing: border-box;
}
body {
  width: 100%;
  height: 100%;
  background-image: url('Background2.png');
  background-size: cover;
  font-family: Arial, sans-serif;
}
.top {
  display: flex;
  justify-content: space-between;
  align-items: center;
  padding: 20px 40px;
}
.logo {
  font-size: 30px;
  color: orange;
}
  color: orange;
  font-size: 20px;
```

```
text-decoration: none;
}
.nav a:hover {
  color: white;
  text-decoration: underline;
}
.search-button {
  padding: 8px 16px;
  background-color: darkred;
  color: white;
  border-radius: 4px;
  text-decoration: none;
}
.search-button:hover {
  background-color: limegreen;
}
.heading {
  display: flex;
justify-content: space-evenly;
  align-items: center;
  padding-top: 65px;
```

```
}
.left {
  text-align: center;
  color: white;
}
.left p:nth-child(1) {
  font-size: 30px;
  font-style: italic;
}
.left h1 {
  font-size: 90px;
}
.left p:nth-child(3) {
  font-size: 30px;
  font-style: italic;
  color: orange;
}
.order-button {
  display: inline-block;
  padding: 10px 20px;
  font-size: 18px;
```

```
color: white;
  background-color: green;
  border: none;
  border-radius: 25px;
  margin-top: 20px;
  text-decoration: none;
}
.order-button:hover {
  box-shadow: -5px -5px 15px rgba(0, 255, 0, 0.5),
    5px 5px 15px rgba(0, 255, 0, 0.5);
}
.social-media {
  display: flex;
  justify-content: space-between;
  align-items: center;
  width: 120px;
  font-size: 25px;
  color: white;
  margin-top: 20px;
}
.social-media a {
  color: white;
}
```

```
.food-item {
  background-size: cover;
  width: 100px;
  height: 100px;
  border-radius: 50%;
  margin: 0px 20px;
}
.menu {
  display: flex;
  justify-content: center;
  margin: 20px 0;
}
<?php
session_start();
if (isset($_POST['login'])) {
  include('dbcon.php');
  $uname = $_POST['uname'];
  $password = $_POST['pass'];
  $query = "SELECT * FROM `user` WHERE `email` = '$uname' AND `password` = '$password'";
  $run = mysqli_query($conn, $query);
  $row = mysqli_num_rows($run);
```

```
if ($row < 1) {
    echo "<script>alert('Username & Password not match!');</script>";
  } else {
    $data = mysqli_fetch_assoc($run);
    $id = $data['id'];
    $_SESSION['uid'] = $id;
    header("Location: index.php?uid=$id");
    exit();
  }
}
?>
<!DOCTYPE html>
<html lang="en">
<head>
  <meta charset="UTF-8">
  <meta name="viewport" content="width=device-width, initial-scale=1">
  <title>Login</title>
  <link rel="stylesheet" href="styles.css">
  <link rel="stylesheet" href="https://cdnjs.cloudflare.com/ajax/libs/font-awesome/4.7.0/css/font-</pre>
awesome.min.css">
  <link rel="stylesheet" type="text/css" href="bootstrap/css/bootstrap.min.css">
</head>
<body>
<div style="float: right;" class="mt-3 mr-3">
```

```
<a href="admin/adminlogin.php"><button class="btn btn-primary">ADMIN</button></a>
</div>
<div class="wrap">
  <h2>Login</h2>
  <form action="login.php" method="post">
    <input class="" type="email" name="uname" placeholder="Email" value="" required>
    <input class="" type="password" name="pass" placeholder="Password" value="" required>
    <input type="submit" name="login" value="Login" class="">
    <h6 class="pt-3">Don't have an Account? <a href="register.php">Sign Up</a></h6>
  </form>
</div>
<script src="bootstrap/jss/jquery.min.js"></script>
<script src="bootstrap/jss/popper.min.js"></script>
<script src="bootstrap/jss/bootstrap.min.js"></script>
</body>
</html>
<?php
session_start();
if (isset($ POST['submit'])) {
  include('dbcon.php');
  $name = mysqli_real_escape_string($conn, $_POST['name']);
  $mobile = mysqli_real_escape_string($conn, $_POST['mobile']);
  $address = mysqli_real_escape_string($conn, $_POST['address']);
  $email = mysqli_real_escape_string($conn, $_POST['email']);
  $password = mysqli_real_escape_string($conn, $_POST['password']);
```

```
$cpassword = mysqli_real_escape_string($conn, $_POST['cpassword']);
  if ($password != $cpassword) {
    echo "<script>alert('Password and Confirm Password do not match!');</script>";
    exit();
  }
  $check_email_query = "SELECT 1 FROM `user` WHERE `email` = '$email'";
  $check_email_result = mysqli_query($conn, $check_email_query);
  if (mysqli_num_rows($check_email_result) > 0) {
    echo "<script>alert('Email already exists!');</script>";
    exit();
  }
  $hashed_password = password_hash($password, PASSWORD_DEFAULT);
  $insert_query = "INSERT INTO `user`(`name`, `mobile`, `address`, `email`, `password`) VALUES
('$name', '$mobile', '$address', '$email', '$hashed_password')";
  $insert_result = mysqli_query($conn, $insert_query);
  if ($insert_result) {
    echo "<script>alert('User Registration Successful!');</script>";
    echo "<script>window.open('login.php','_self')</script>";
    exit();
  } else {
    echo "ERROR: $insert_query. " . mysqli_error($conn);
  }
}
```