CAPSTONE PROJECT

ON

Online Food Ordering System

AT

INFINITE COMPUTER SOLUTIONS

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ABSTRACT

The purpose of Online Food Ordering System is to automate the existing manual system by the help of computerized equipment's and full-fledged computer software, fulfilling their requirements, so that their valuable data/information can be stored for a longer period with easy accessing and manipulation of the same. The required software and hardware are easily available and easy to work with.

The Online Food Ordering System's main purpose is to maintain track of information such as Item Category, Food, Delivery Address, Order, and Shopping Cart. It keeps track of information about the Item Category, the Customer, the Shopping Cart, and the Item Category. Only the administrator gets access to the project because it is totally built at the administrative level. The project's purpose is to develop software that will cut down on the time spent manually managing Item Category, Food, Customer, and Delivery Address. It saves the Delivery Address, Order, and Shopping Cart information.

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CHAPTER 1

INTRODUCTION

1.1 Definition

Online food ordering is the process of ordering food from a website. The product can either be food that has been specially prepared for direct consumption (such as vegetables straight from a farm or garden, frozen meats, etc.) or food that has not been (such as direct from a certified home kitchen, restaurant). The effort to create an online food ordering system aims to replace the manual method of taking orders with a digital one. The ability to rapidly and correctly create order summary reports whenever necessary is a key factor in the development of this project.

The potential of an online food ordering system is enormous. Any restaurant or fast-food chain can use this project to keep track of customer orders. This project is simple, quick, and precise. There is less disk space needed. MYSQL Server is used as the backbone by the online food ordering system, eliminating the risk of data loss and ensuring data security. Customers have the option of either having the food delivered or picked up. A customer starts by selecting the restaurant of their choice, then scans the menu, picks an item, and then decides whether they want it delivered or picked up. Then, when picking up the food, you can pay with cash at the restaurant or with a credit card or debit card using the app or website. The customer is informed by the website and app about the food's quality, how long it takes to prepare, and when it will be ready for pick-up or delivery.

1.2 Objective

The management of the information regarding item category, food, delivery address, order, and shopping cart is the system's primary goal. It oversees the management of all customers, shopping cart, and item category information. Since the project was entirely developed on the administrative end, only the administrator is assured access. The goal is to develop an application program to simplify managing the food consumer item category. It keeps note of every delivery address requested.

1.3 Purpose

Helping customers in placing meal orders whenever they want. Customers will be able to order their preferred foods at any time, but as we've already mentioned, this is only a limited option. As a result, restaurants need to have a specific system in place that will allow them to serve a large number of customers while streamlining operations. One of the best platforms is ordering, which offers all these services in addition to a host of cutting-edge features that have helped countless small and large enterprises establish themselves as market leaders.

CHAPTER 2

DESCRIPTION OF THE PROJECT

This section contains different perspective of project with its available functions, user classes and characteristics, operating environment, assumption and dependencies, design and implementation constraints.

2.1 Project Features

In our project we have two types of roles:

- Administrator
- End User

2.1.1 General

Login

Every user logs in with their valid username and password. User having only admin access directly goes to admin panel and user having only End access goes to Welcome Page, Ie., User login by “login as user” whereas admin login as “login as admin”.

Register

Register/Sign Up is used to create an account. If the user doesn’t have an account, he can create an account by using the Register page.

2.1.2 Administrator

User Management

An administrator can perform CURD operations on the Menu, i.e., he can add new menus and inactive/delete the existing menu.

Product Management

Administrators can perform CURD operations and view the list of customers in the users and menu respectively.

Feedback Management

Administrators can view the feedback from the customer.

Admin Team

The team of people who can handle the User Management, Order Management and Feedback Management are seen on the Administrator page.

2.1.3 END User

Dashboard

User can observe user friendly components on the dashboard, which helps him to explore/navigate between the pages of the website. Dashboard consists of Home Page, Order History Page, About Page, Contact Us and Account Settings.

CHAPTER 3

SYSTEM REQUIREMENTS

3.1 SOFTWARE REQUIREMENTS

A software development tool is an application or program that software designers and developers can use to create, maintain, debug, or support other applications or programs. To develop an CRM application, the following tools are used:

- Java (1.8)
- MYSQL
- Spring Boot
- React JS
- CSS
- Bootstrap
- Ajax
- JavaScript
- IDE (Eclipse, Spring STS, Visual Studio)
- Server (Tomcat)
- Browser (Chrome).

HARDWARE REQUIREMENTS:

3.2 General System Requirements

General system requirement deals with both least requirements of hardware and software that is required to run the optimal functioning of an application. To run "OFO" application on a website following things should be required:

- Operating System
- Browser (Firefox, Chrome etc.)
- Internet Connection
- PC or Mobile devices

Using the above software and hardware specification one should be able to work with "OFO".

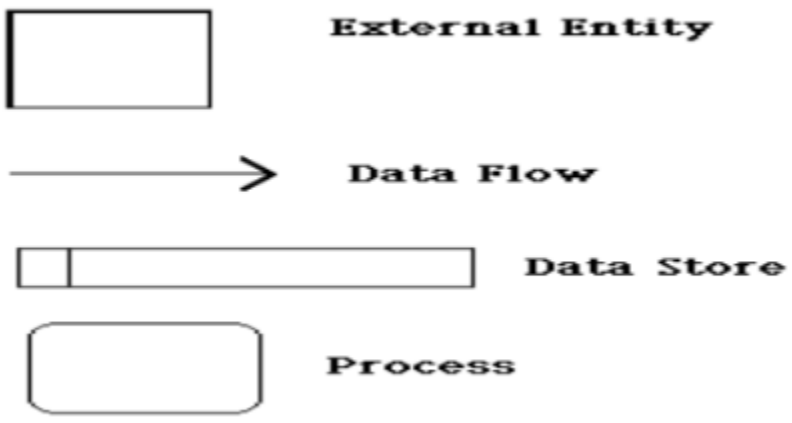
CHAPTER 4

SYSTEM DESIGN SPECIFICATION

4.1 Data Flow Diagrams

A data flow diagram (DFD) maps out the flow of information for any process or system. It uses defined symbols like rectangles, circles and arrows, plus short text labels, to show data inputs, outputs, storage points and the routes between each destination. A DFD describes what data flow (logical) rather than how they are processed, so it does not depend on hardware, software, data structure or file organization.

Data flow diagrams are one of the three essential perspectives of the structured-systems analysis and design method. The sponsor of a project and the end users will need to be briefed and consulted throughout all stages of a system's evolution. With a data flow diagram, users can visualize how the system will operate, what the system will accomplish, and how the system will be implemented. The symbols used to prepare DFD do not imply a physical implementation. The four basic symbols used to construct data flow diagrams are shown below:



These are symbols that represent data flows, data sources, data transformations and data storage. The points at which data are transformed are represented by enclosed figures, usually circles, which are called nodes.

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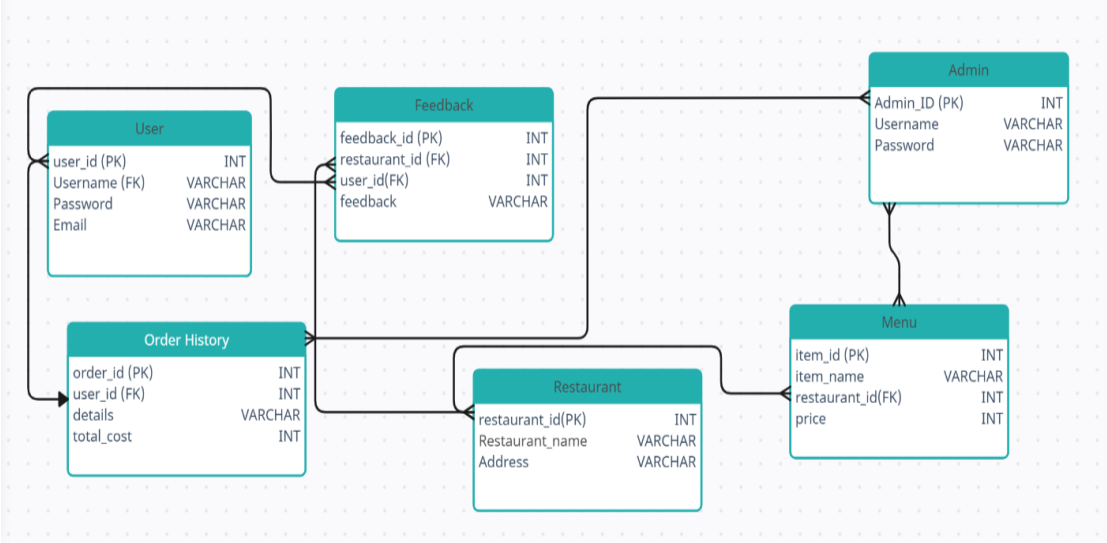

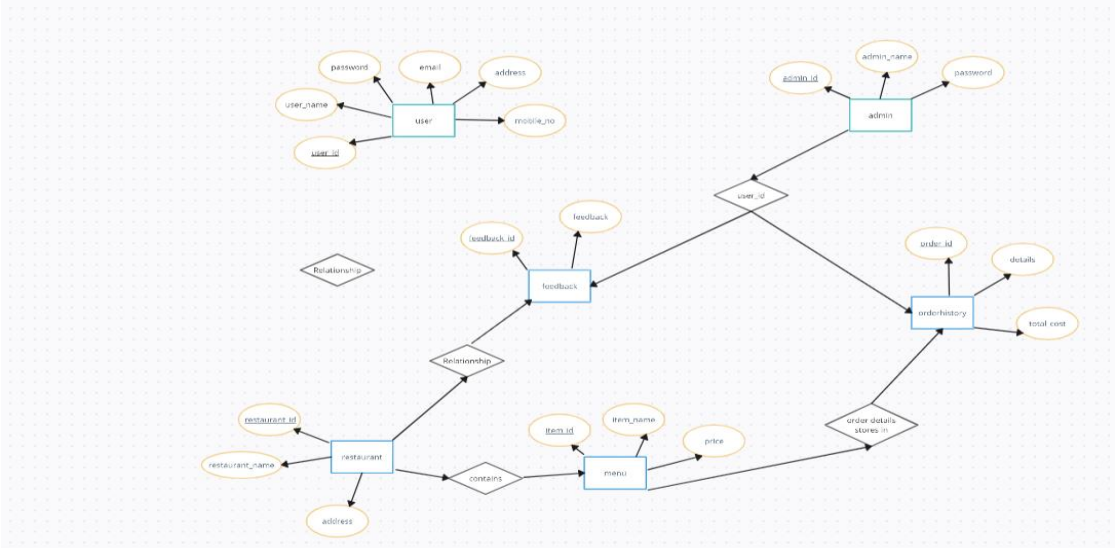

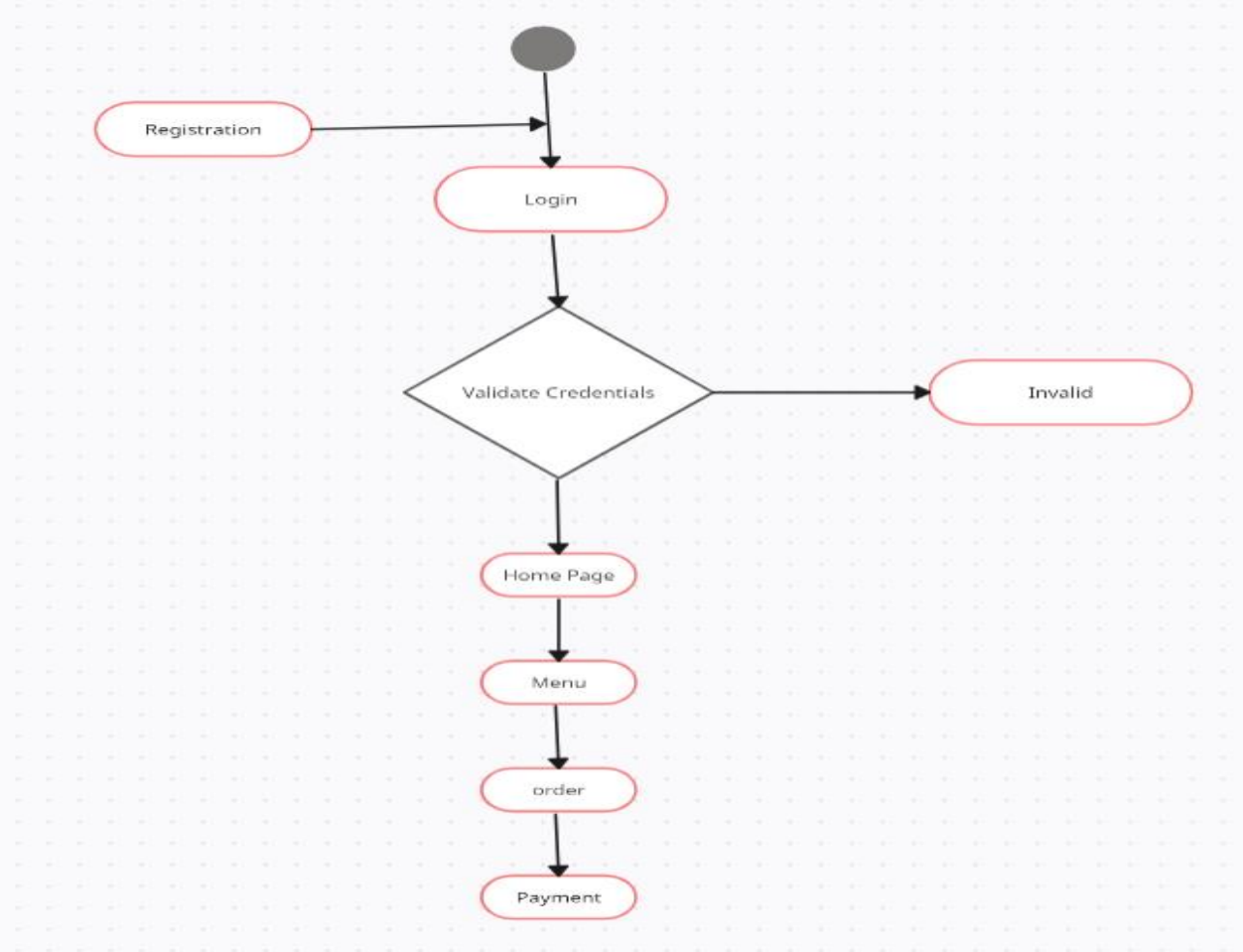

CHAPTER 5

OUTPUT SCREENS

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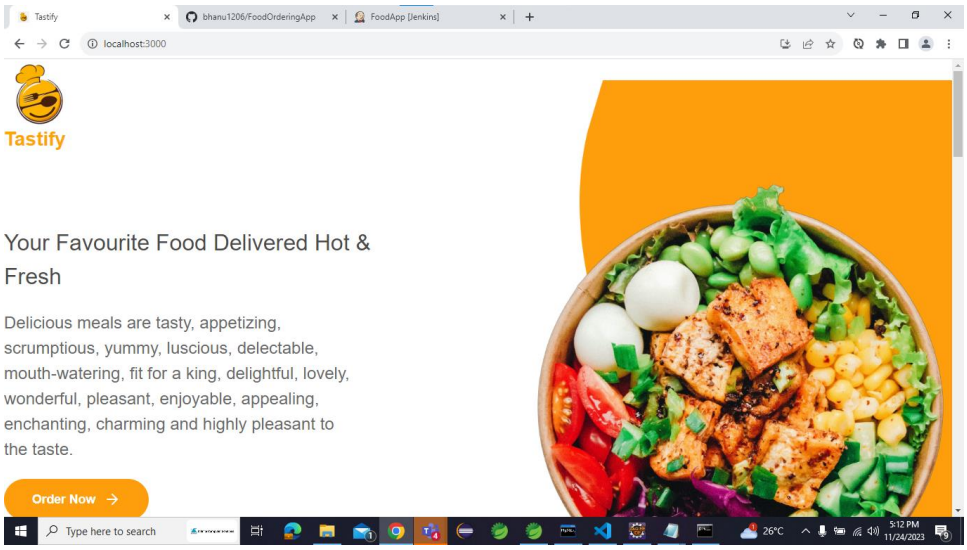

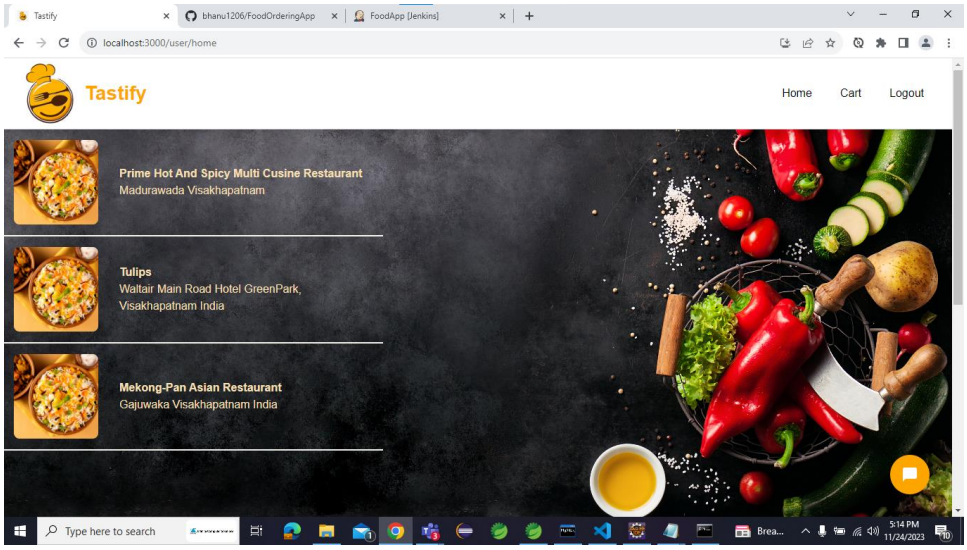

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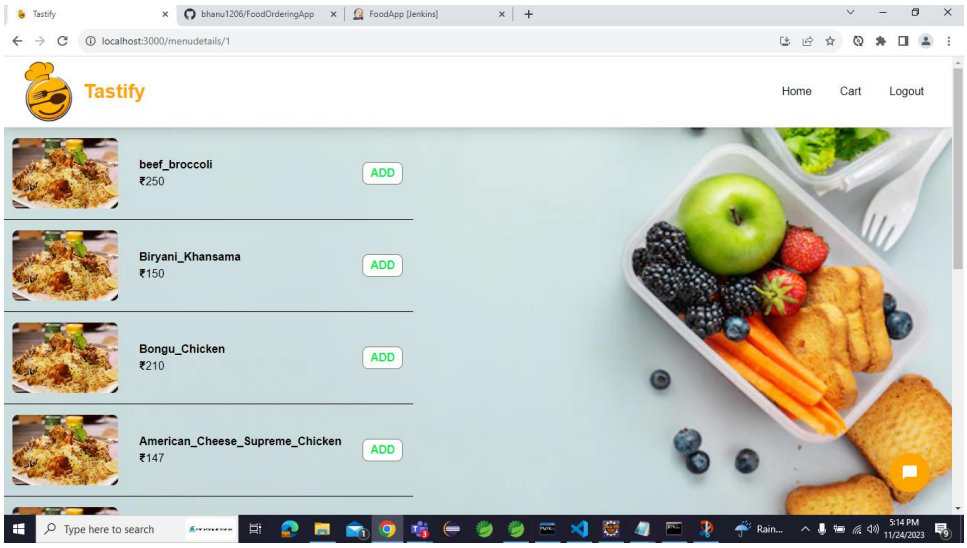

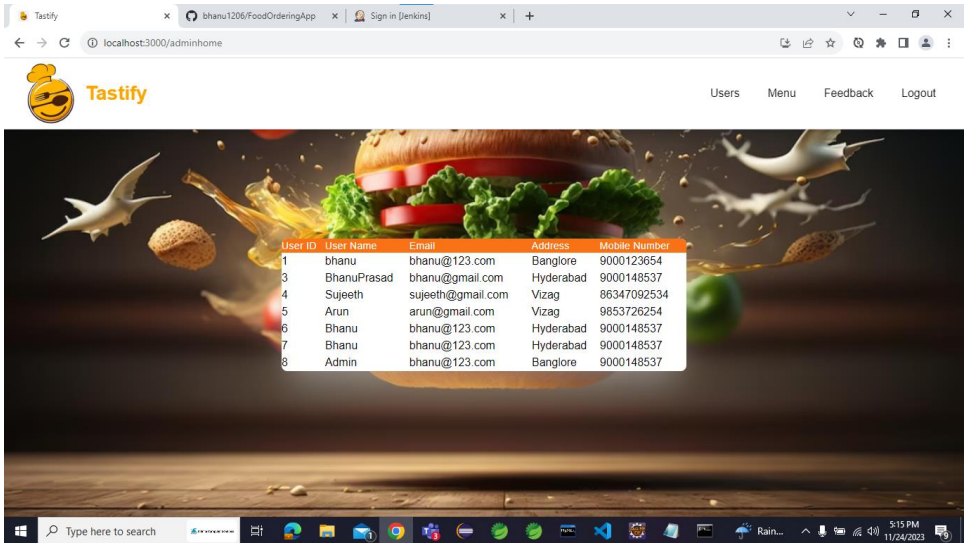

CHAPTER 6

CONCLUSION AND FUTURE SCOPE

CONCLUSION:

An online food ordering system is developed where the customers can make an order for the food and avoid the hassles of waiting for the order to be taken by the waiter. Using the application, the end users register online, see the menu and select the food from the menu to order food online. Once the customer selects the required food item the chef will be able to see the results on the screen and start processing the food. This application nullifies the need for a waiter or reduces the workload of the waiter. The advantage is that in a crowded restaurant there will be chances that the waiters are overloaded with orders, and they are unable to meet the requirements of the customer in a satisfactory manner. Therefore, by using this application, the users can directly place the order for food to the chef online.

Future Work:

Each project should pay close attention to future development because it contains the system's most recent features. It lessens software issues and defects. It develops a close relationship with customers based on their comments or preferences. Developers will incorporate certain dynamic elements that are briefly described below into my restaurant management system.