

RESTAURANT MANAGEMENT SYSTEM

Submitted by

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Under the guidenace of **Dipali Pednekar**

Submitted in partial fulfillment of the requirements for
qualifying

B.Sc.-(I.T.), Semester – VI Examination

**Mahatma Phule Education Society's
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Project Certificate

This is to certify that the project entitled **Restaurant Management System**

Undertaken at the **University of Mumbai** by Mr./Ms. **Suyog Subhash Mahadik**
Seat No : _____ in partial fulfilment of B.Sc. IT degree (Semester- VI) Examination had not
been submitted for any other examination and does not form part of any other course undergone
by the candidate.

It is further certified that he/she has completed all required phases of the project.

Signature of Internal Guide

Signature
HOD / In-charge / Coordinator

Signature of External Examiner

College seal

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SYSTEM DOCUMENTATION

INTRODUCTION

Dhanve's restaurant in vashi naka. Dhanve restaurant had a humble beginning in 2002. They are serving people for a decade with delicious Food Service.

1. Restaurant's Profile

❖ **Restaurant Service Name :**
Dhanve's restaurant

❖ **Owner Name :**
Mr. Sunny Dhanve

❖ **Address :**
A003/B wing /swapnapurti CHS kukreja comp
Vashi naka chembur Mumbai 400074

❖ **Description :**
Mr. Sunny Dhanve runs a restaurant Service bussiness in vashi naka since the year 2003 and needs a Web site for the same.

The current Restaurant service is manual.

The website is meant for food Service ,Customers and for client use. The Web site will mostly be handling information about various Customers, their orders,feedbacks,enquiry's and Owner site etc.

This Website is way to reach till people. The project is made in latest and very simple technology which is user friendly. It is reliable as well. In case of any error occurs during working of project, then they can be solved without any much difficulty.

System keeps record of flowing entities.

What is the actual process of Dhanve's Restaurant Service is given below:

WHAT IS CURRENT SYSTEM?

- Customer needs to come to Restaurant to do the Order food.
- Order booking is on paper.
- Customer information and menu also taken on paper.
- So everything is Paper work.

DISADVANTAGES OF CURRENT SYSTEM:

- Since all work is done on paper the process is time consuming.
- More Error prone & more chances of redundant data due to human intervention.
- Order booking process is time consuming for both Owner & Customer.
- Maintaining records of booked orders, Customer details were done manually.

PROPOSED SYSTEM:

- The new System will include a Web-Site which can accessed by any customer & order can be placed from their home.
- Customer who registered can fill in the Details of themselves & their requirements then Web-Site will do the rest including-
 - Order Confirmation
 - Updation of Order's.
- Customer can do Enquiry about service.
- The web-Site will accept a Feedback from Customers.

BENEFITS FROM PROPOSED SYSTEM:

- Error in the information can be reduced.
- High Accuracy, Data security & smooth data flow.
- System is more users friendly & convenient to Customers & Owner as well.
- Order placing work is computerized so errors will be reduced.
Owner can respond to Customers Enquiry's.
- With the accepted feedbacks & Customers suggestions performance of the Catering service as well as Web-Site can be improved.
- Easy to keep records and maintain database.

PROPOSED SYSTEM:

- Orders can placed from Website.
- Restaurant will be having Veg,non-veg,break-fast menu and desserts menu available.
- Website includes
 - Enquiry
 - Updation
 - Cancellation
 - Feedback
 - Deletion/Approval
 - Send Mail

FEASIBILITY STUDY

Project feasibility study is an activity that verifies whether a project can be started and completed successfully. The objective is to determine whether the development project has a reasonable chance of success.

- **Time Feasibility:**

The corresponding things are taken into consideration before moving ahead in the project.

- Software to be used for front end
- Software to be used for back end
- Information Sources
- Deadline for completion of Project (prior to the submission)

Two-Three weeks for gathering information and some amount of designing work. Six-seven weeks for building a database in Ms-SQL server as well as designing forms. Remaining time is allocated for coding. The total time required for completion of project would be approximately 80-100 hours. This includes designing, coding, debugging and testing etc.

- **Financial Feasibility:**

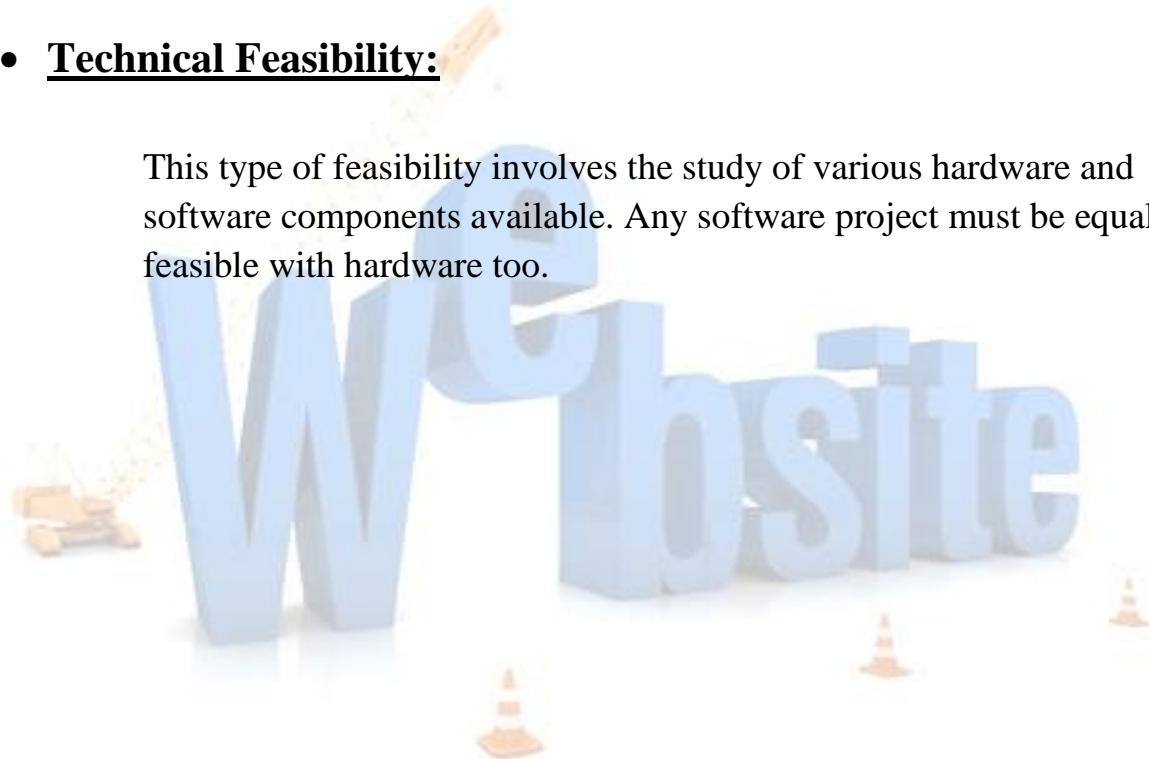
Financial feasibility should be distinguished from economic feasibility. Financial feasibility involves the capability of the project organization to raise the appropriate funds need to implement the proposed project. Project financing can be a major obstacle in large multi-party projects because of the level of capital required. Loan availability, credit worthiness, equality and loan schedule are important aspects of financial feasibility analysis.

- **Economic Feasibility:**

This involves the feasibility of the proposed project to generate economic benefits. A benefit cost analysis and a breakeven analysis are important aspects of evaluating the economic feasibility of new industrial projects. The tangible and intangible aspects of a project should be translated into economic terms to facilitate a consistent basis for evaluation.

- **Technical Feasibility:**

This type of feasibility involves the study of various hardware and software components available. Any software project must be equally feasible with hardware too.



STAKEHOLDERS

Stakeholder definition

Stakeholders are an integral part of a project. They are the end-users or clients, the people from whom requirements will be drawn, the people who will influence the design and, ultimately, the people who will reap the benefits of your completed project.

It is extremely important to involve stakeholders in all phases of your project for two reasons:

Firstly: experience shows that their involvement in the project significantly increases your chances of success by building in a self-correcting feedback loop;

Secondly: involving them in your project builds confidence in your product and will greatly ease its acceptance in your target audience.

There are different types of stakeholders and each type should be handled differently:

1. User:

A person who uses website .

Ex.Customer's,Owner

2. Client:

A person who make decisions about ordering and paying for website (in contrast to user); customers are those who have the problem that is being solved by the development of website.

Ex. Owner.

3. Project Manager:

The person responsible for performing project management tasks

4. Software Developer: A person involved in the development of software.

Software/Hardware Requirement Specification

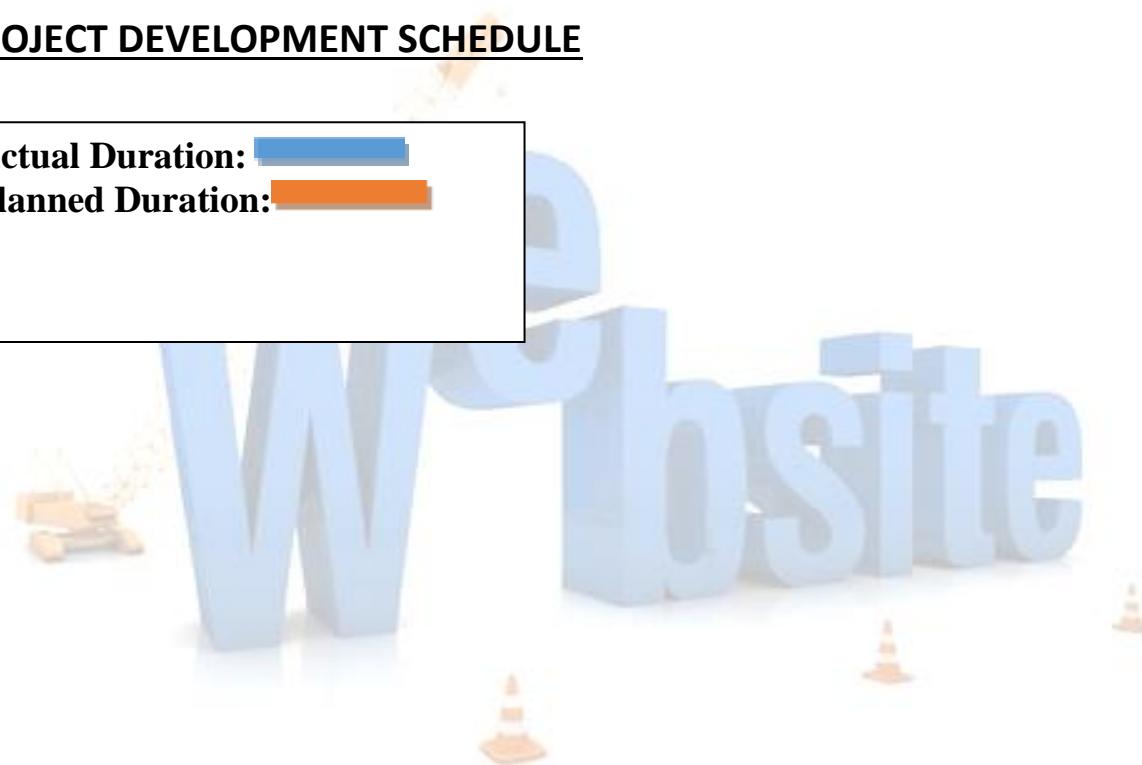
- **Server Side:**
 - Pentium4 (P4) or higher version.
 - 512MB RAM or more.
 - 500MB free space in Hard Disk.
 - Windows XP or higher version.
 - Internet Connection
- **Software:**
 - ASP.NET
- **Minimum Client Requirement:**
 - Pentium1(P1)
 - 64MB RAM
 - Windows XP or any other Operating System
 - Internet Connection
- **Development Tools:**
 - ASP.Net
 - ASP.net Inbulid Database

Gantt Chart

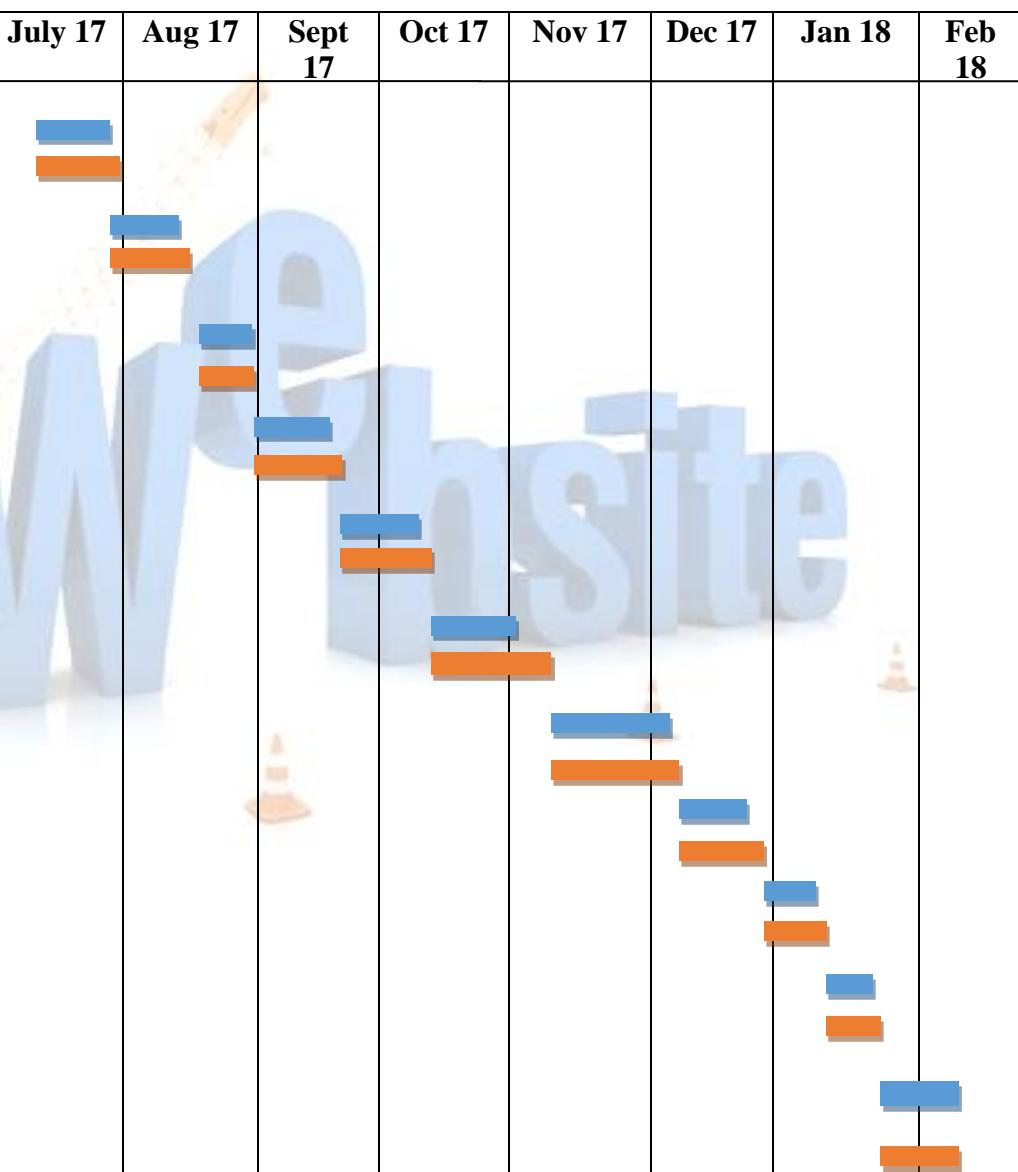
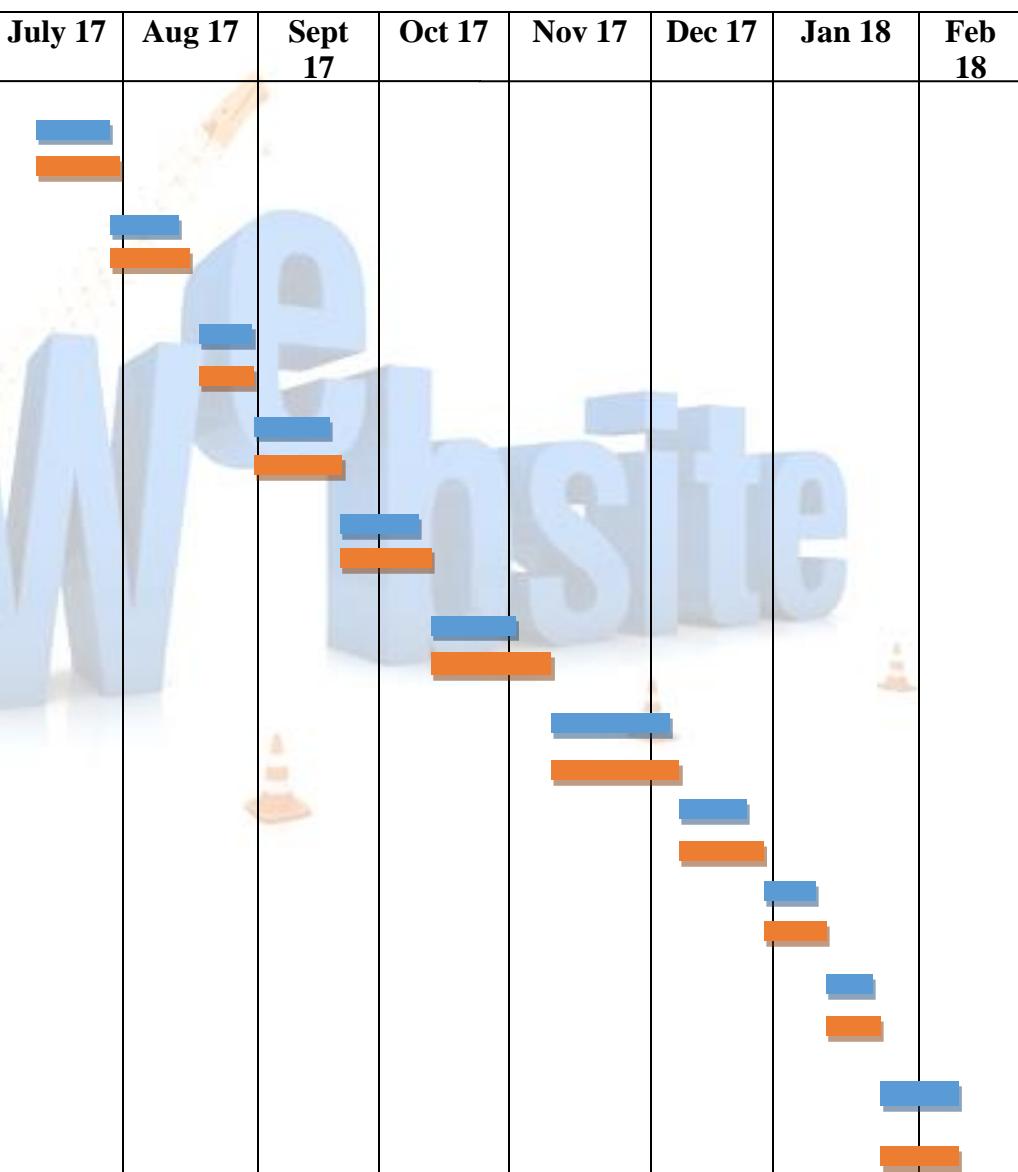
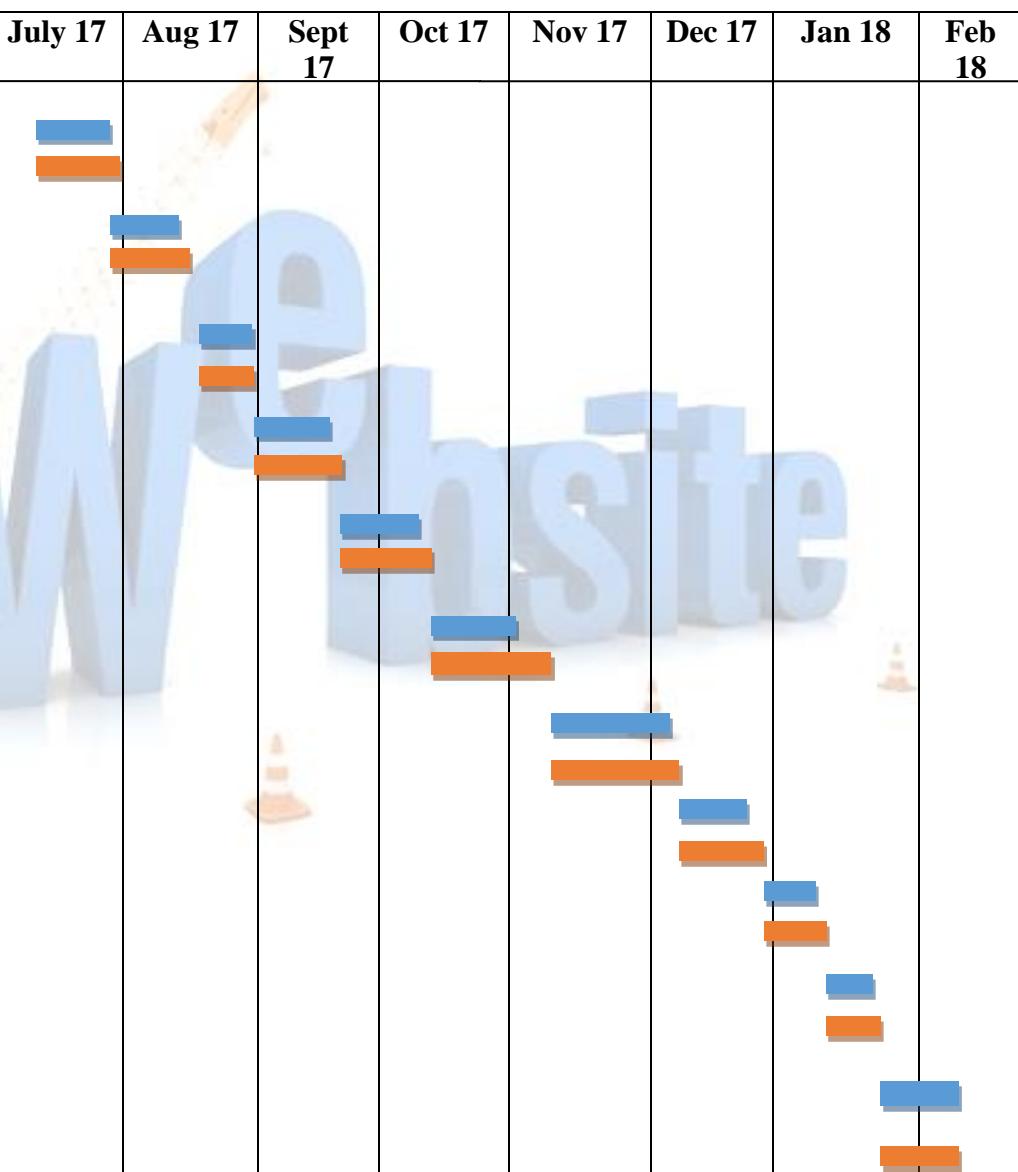
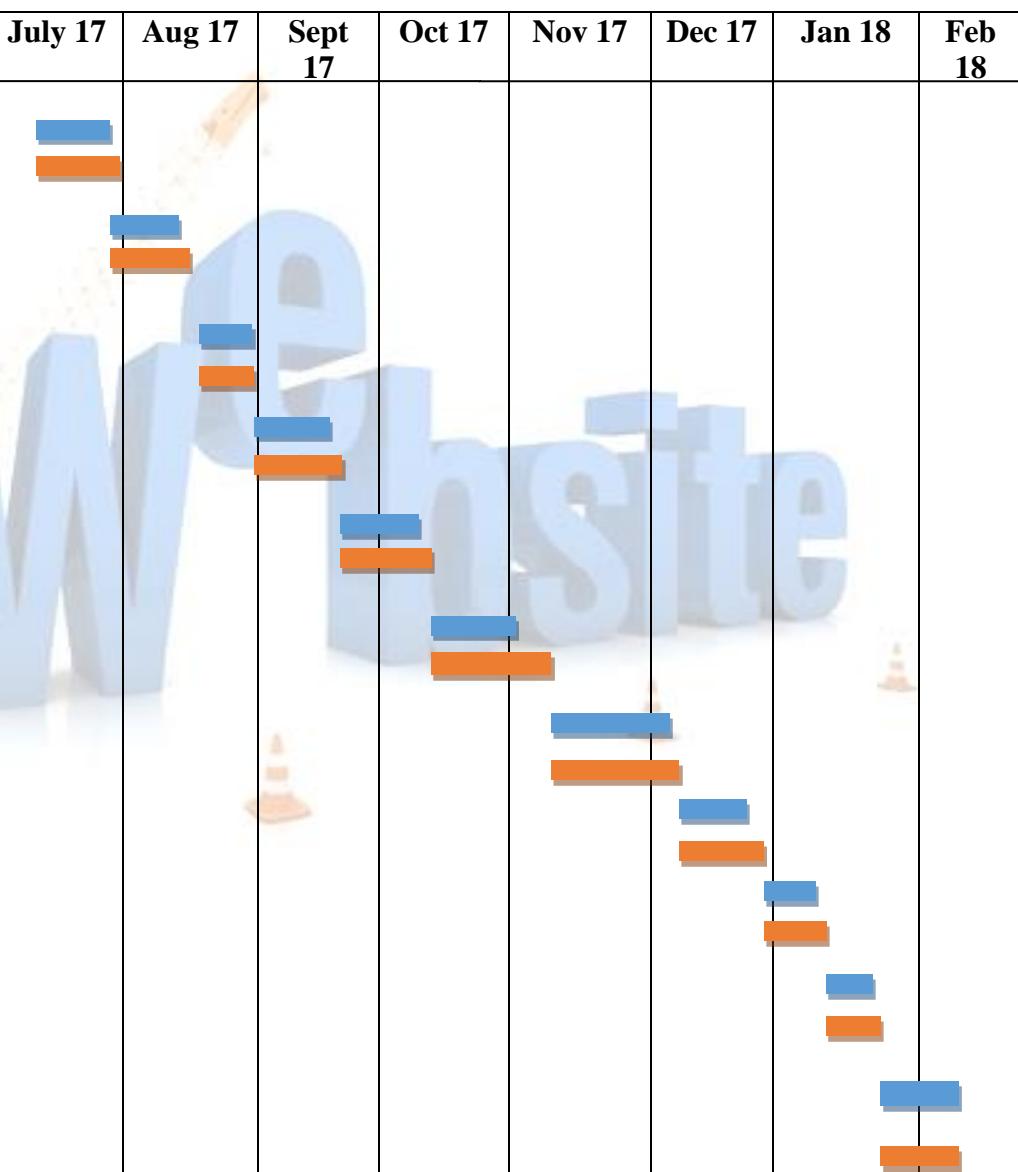
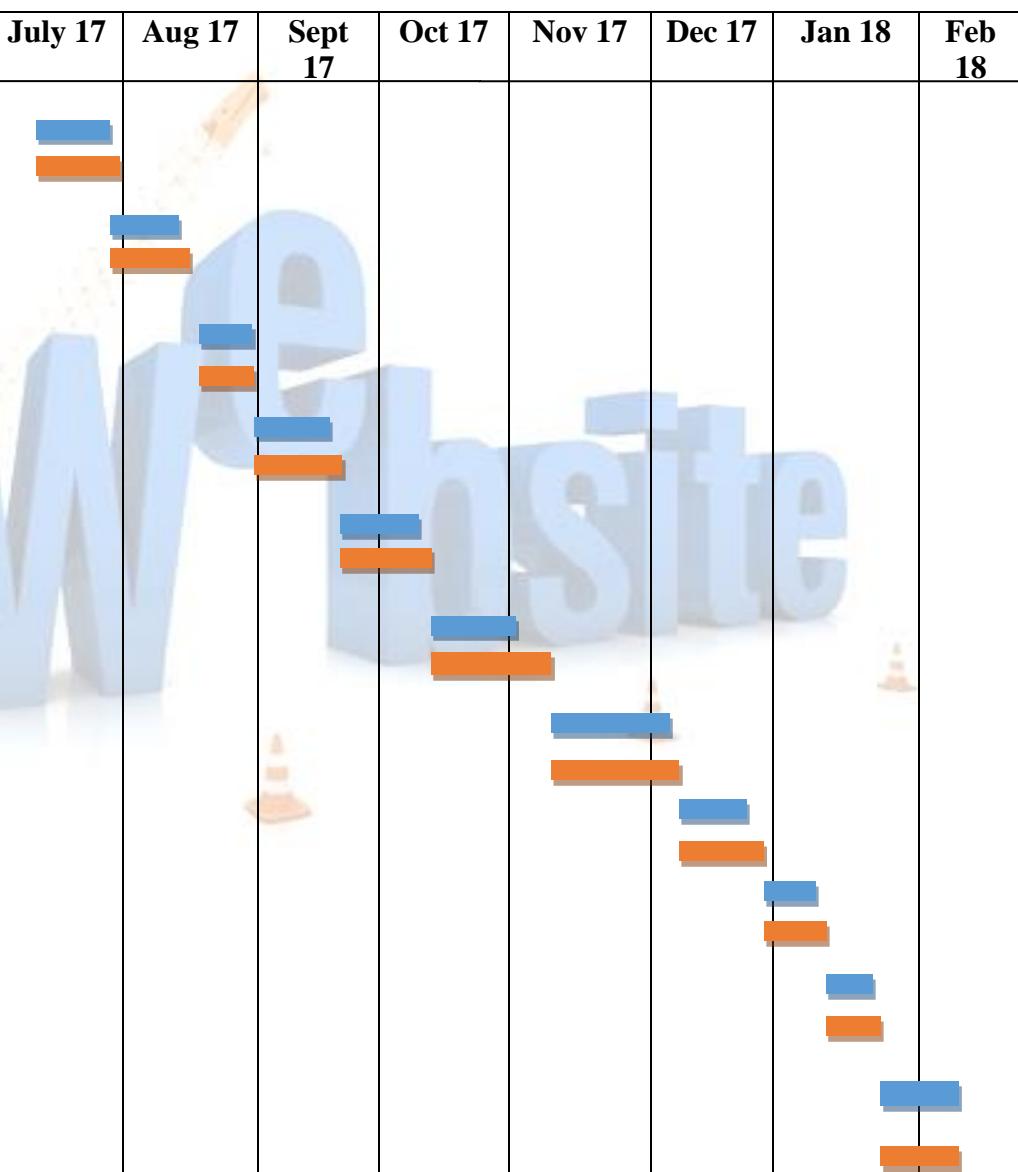
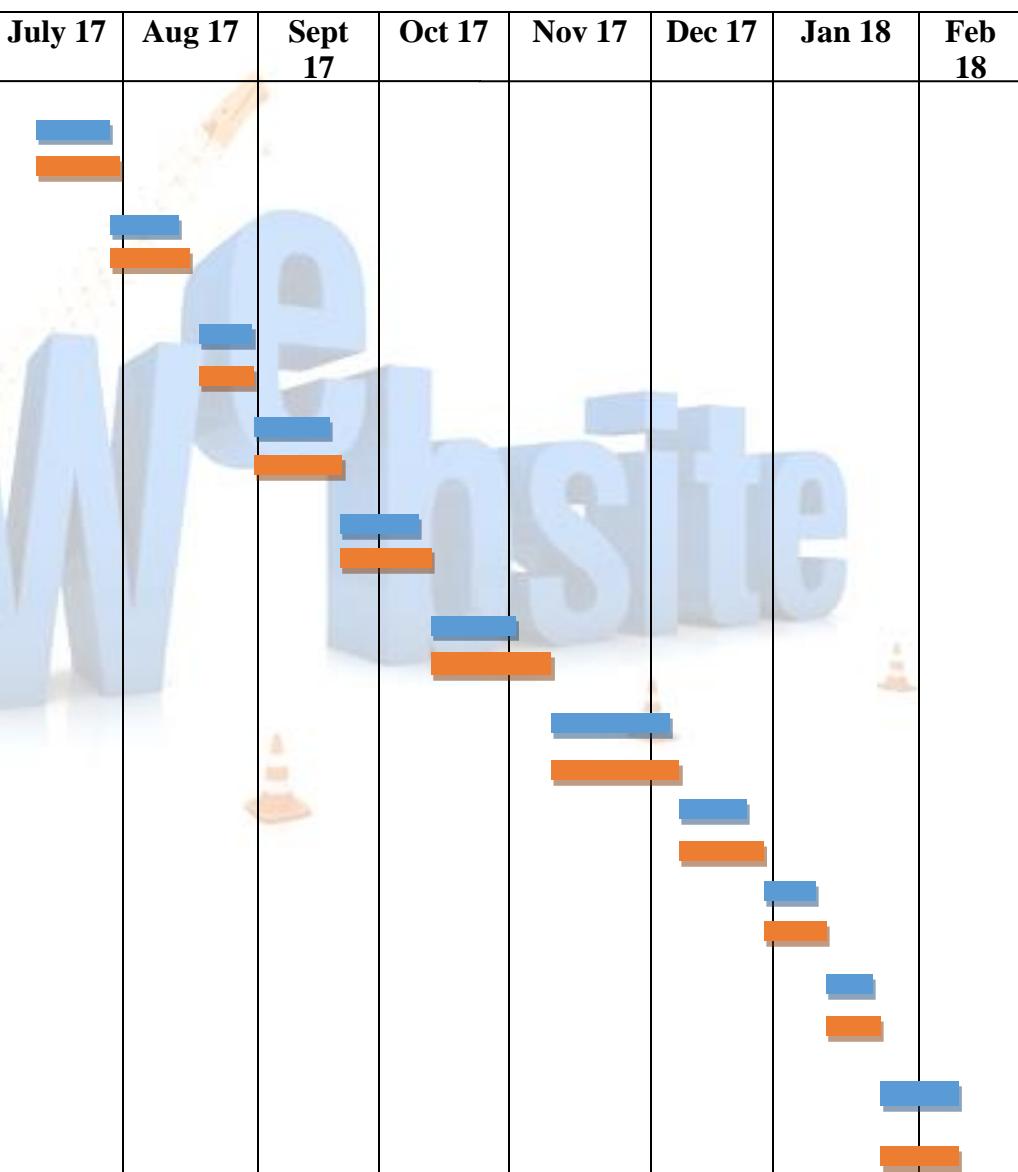
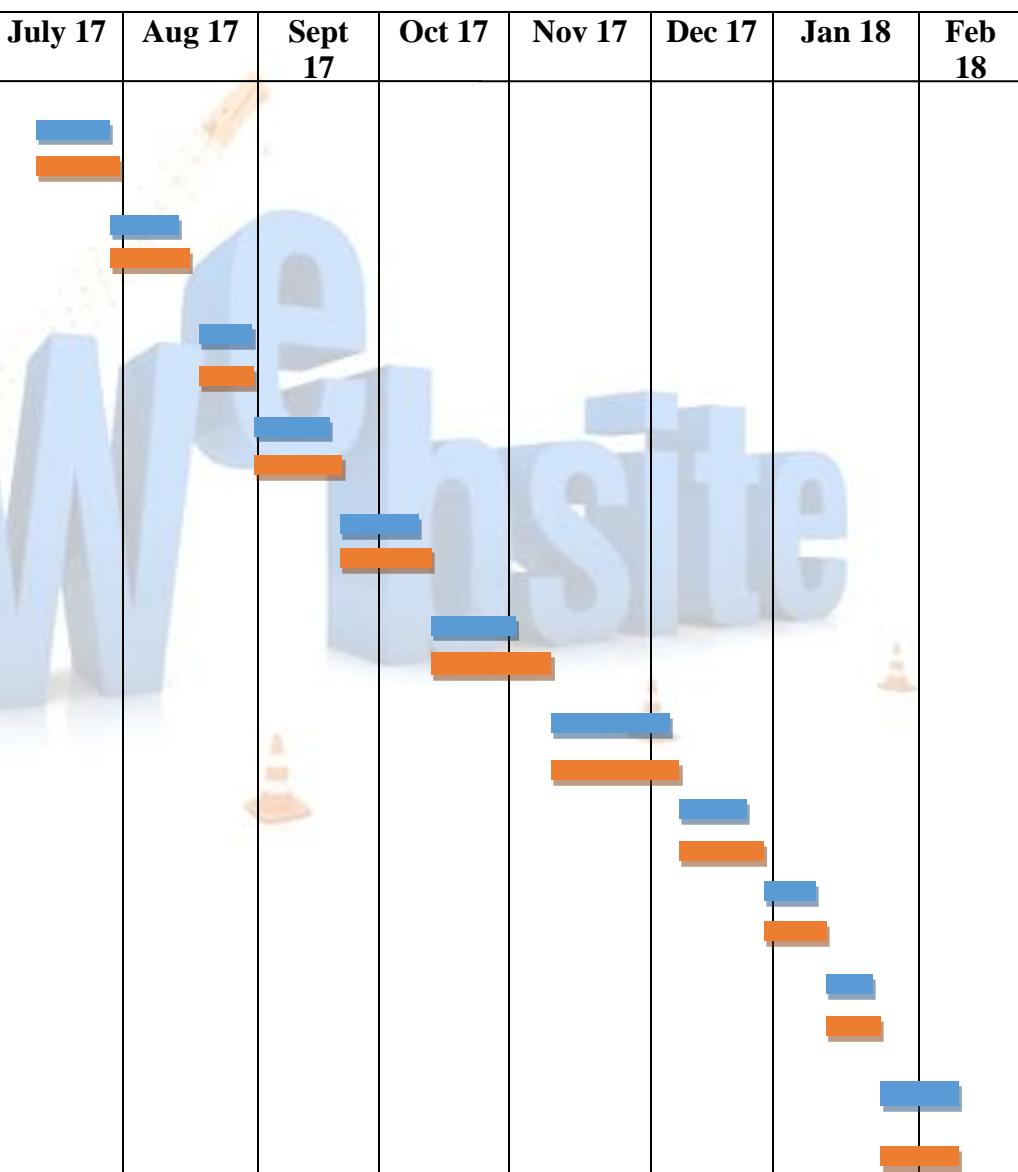
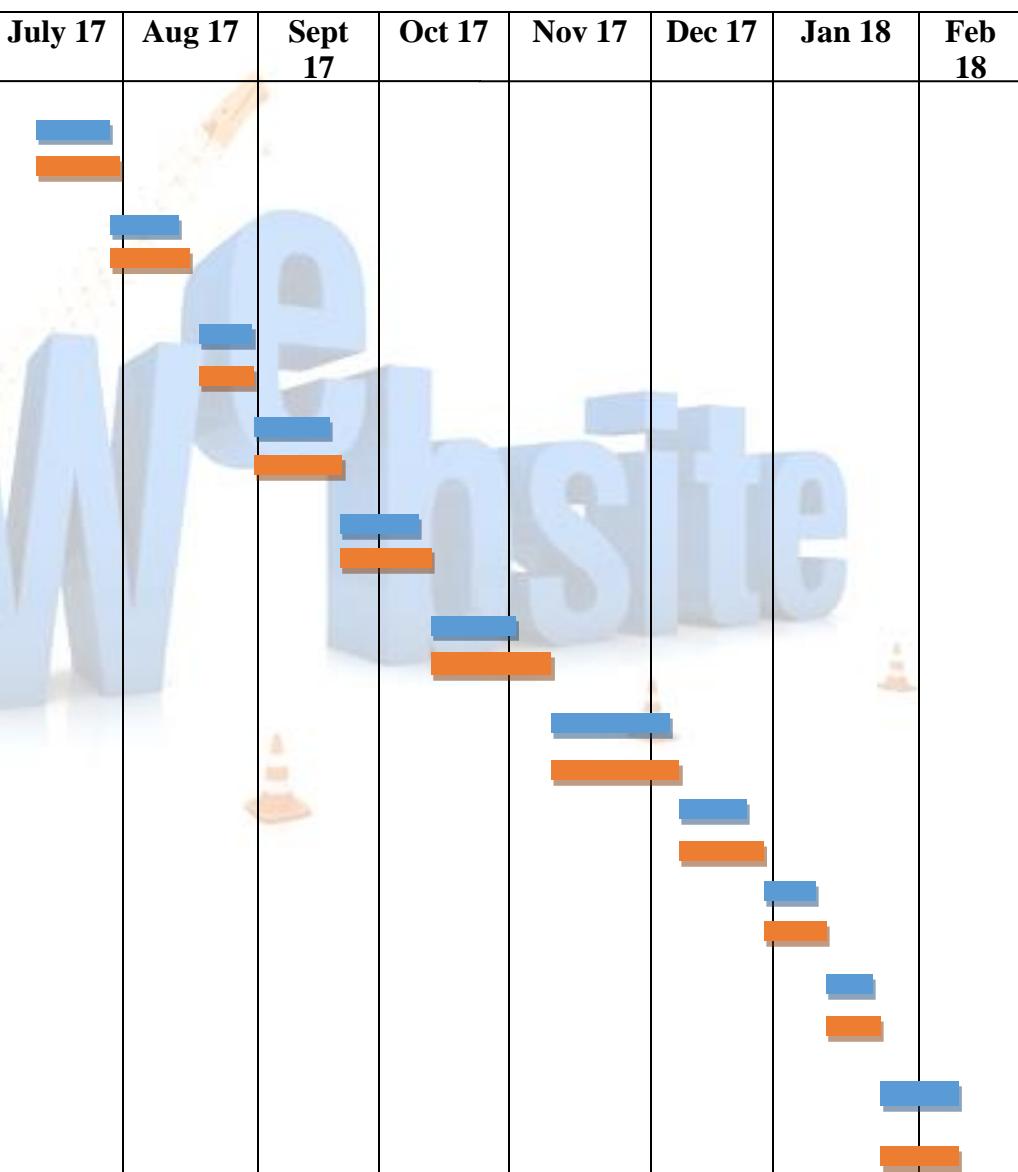
A **Gantt chart** is a type of bar chart that illustrates a project schedule. Gantt charts illustrate the start and finish dates of the terminal elements and summary elements of a project. Terminal elements and summary elements comprise the work breakdown structure of the project.

PROJECT DEVELOPMENT SCHEDULE

Actual Duration: 
Planned Duration: 



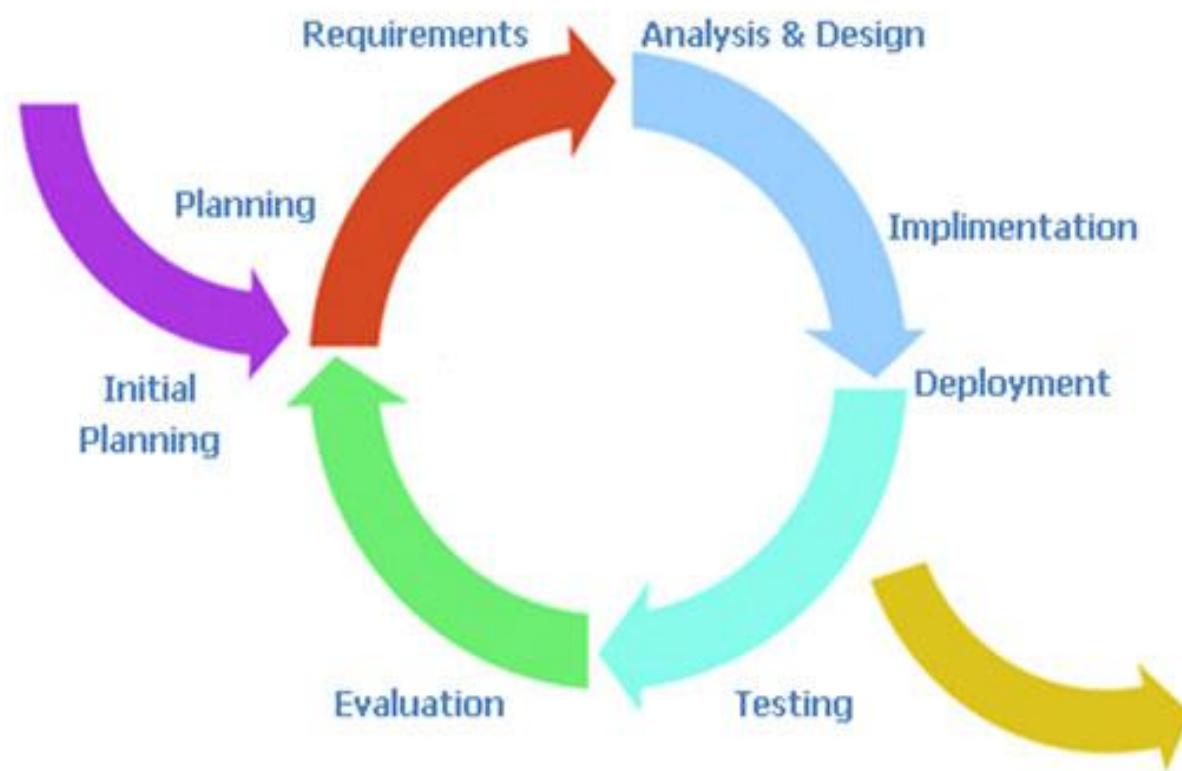
Restaurant Management System

Project Steps	July 17	Aug 17	Sept 17	Oct 17	Nov 17	Dec 17	Jan 18	Feb 18
System study and analysis								
Problem Definition								
requirements Gathering								
Design								
Coding								
Implementation1.1								
Testing1.1								
Review 1.1								
Implementation2.1								
Testing2.1								
Deployment								

SOFTWARE PROCESS MODEL ITERATIVE MODEL:

In Iterative model, iterative process starts with a simple implementation of a small set of the software requirements and iteratively enhances the evolving versions until the complete system is implemented and ready to be deployed.

An iterative life cycle model does not attempt to start with a full specification of requirements. Instead, development begins by specifying and implementing just part of the software, which is then reviewed in order to identify further requirements. This process is then repeated, producing a new version of the software at the end of each iteration of the model.





SYSTEM ANALYSIS

FACT FINDING TECHNIQUES

Definition:

Fact Finding is the formal process of using research, interviews, questionnaires, and other techniques to collect information about systems, requirements, and preferences.

It is also called information gathering or data collection.

- The System Analyst does it.
- The Analyst especially needs to develop a detective mentality to be able to discern relevant facts.
- It is done in the following phases:
 - System development
 - Design
 - Post Implementation Review
- The facts that are to be collected are as follows:
 - Data: The raw material used to create useful info.
 - Processes: The activities that carry out the mission.
 - Interfaces: How the system interacts with people.
 - Geography: Where data is stored, processes & Interfaces happen.

There are several fact finding techniques:

1. Study & Sampling of existing documentation, forms and databases.
2. Research and Site visits.
3. Observation of the work environment.
4. Questionnaires
5. Interviews
6. Joint Application Development (JAD)
7. Rapid Application Development (RAD)

- Questionnaires:

There are different questions asked by me to know the Catering Service.

Q. How Your Restaurant Service Works?

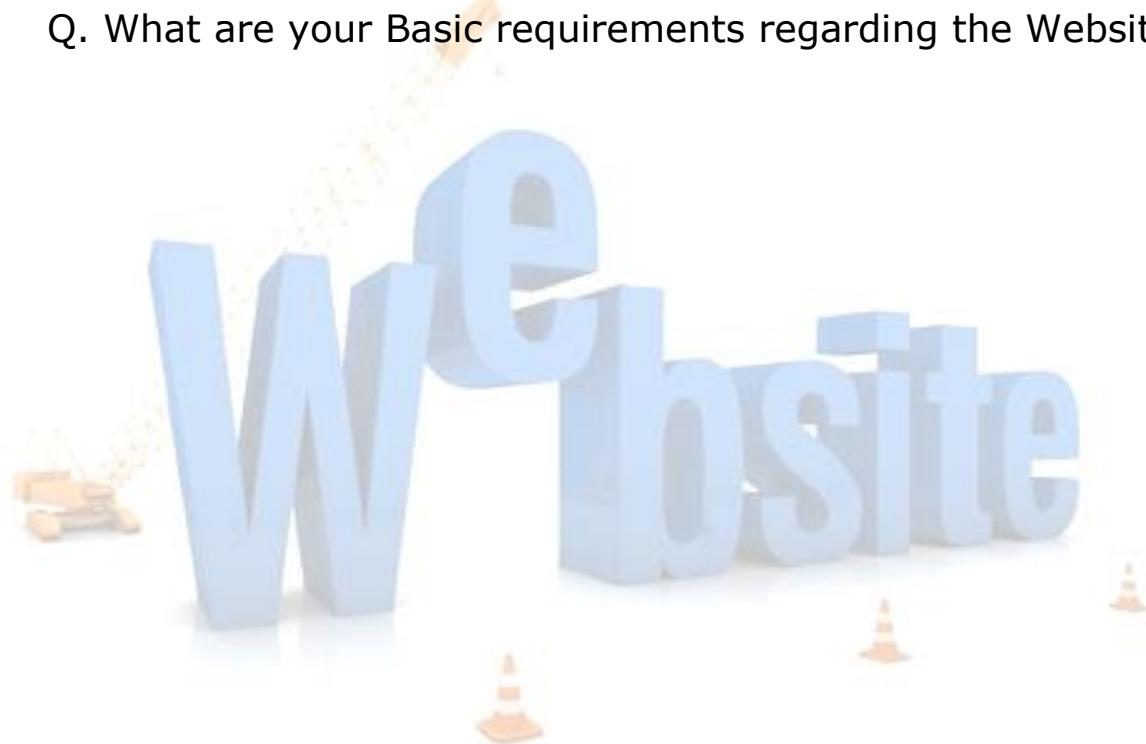
Q. Is your Restaurant Service restricted about Local Area's?

Q. What are the events you provide in your Restaurant?

Q. What Varity of Menu your restaurant Service Provides?

Q. What Infprmation you need from Customer While Booking Order?

Q. What are your Basic requirements regarding the Website?



EVENT TABLE

EVENT

Definition of Event:

An occurrence at a specific time and place, that can be described and is worth remembering. It is used in system analysis and design.

Focusing on events will give you a way to divide the system requirements so you can study separately.

Need:

The complex system needs to be broken into manageable units to be understood and decomposing the events based on events.

Types of Events:

1. External : Outside System
2. Temporal : Based on system deadlines
3. State : Something inside system triggers processing needs

Event table:

A table that list events in tabular format that is in rows and key pieces of information about each event in columns.

Designing of event table:

- While developing the list of events, the analyst should note additional information about each event for later use
- This information is entered in an event table.
- An event table comprises of rows and columns.
- Each row in the event table records information about one event.
- And each column about its key piece of information about that event

Event table should consist of the following attributes:

- Event
- Trigger
- Source
- Activity
- Response
- Destination

Trigger:

An occurrence that tells the system that has occurred, either the arrival of data needing or of a point in time.

Source:

An external agent or actor that supplies data to the system .

Activity:

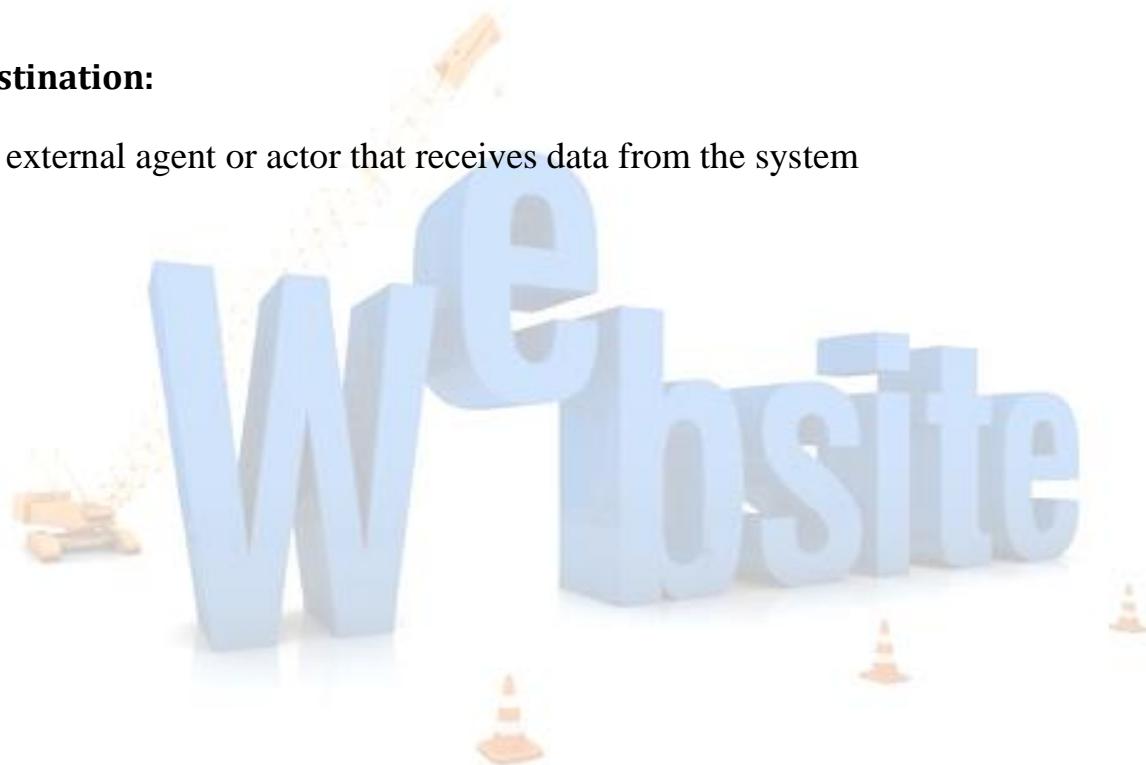
Behavior that the system performs when an event occurs

Response:

An output produced by the system, that goes to a destination.

Destination:

An external agent or actor that receives data from the system



EVENT TABLE

Client side:

Sr. No.	Event	Trigger	Source	Activity	Response	Destination
1.	Customer visit	Request for Details	Customer	Display homepage	Restaurant Details	Customer
2.	Customer submits feedback form	Submission of feedback Form	Customer	1.Create Customer feedback 2.send response	feedback Replay Email	Customer
3.	Customer log in	Request for Login Form	Customer	1.Verify username and Password 2.Display Order Page	Order Page	Customer
4.	Customer changes Password	Request to Change Password	Customer	Change Password	confirmation	Customer
5.	Customer submits Registration form	Submission of Registration form	Customer	Create Customer	Registration confirmation	Customer
6.	Customer Updates its details	Updation Request	Customer	Update customer derails	Confirmation	Customer
7.	Customer Places Order	Order Submission	Customer	Create order details	Order confirmation	Customer
8.	Customer Updates Order Details	Updation Request	Customer	Update Order Details	Confirmation	Customer
9.	Customer Gives Feedback	Feedback Submission	Customer	Create Feedback	confirmation	Customer

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Admin side:

Sr. No.	Event	Trigger	Source	Activity	Response	Destination
10.	Owner logs into admin site	Request to Login	Owner	Verify Owner User Name and Password	confirmation	Owner
11.	Owner respond to enquiry	Enquiry Details form	Owner	1.Send Email Response to Enquiry 2.Mark Response to Enquiry form	Email	Customer
12.	Owner Deletes enquiry	Enquiry form	Owner	Delete enquiry form	confirmation	Owner
13.	Owner added New Service	New service details	Owner	Create New service	confirmation	Owner & Customer
14.	Owner delete registered Customer	Request for Reg. form	Owner	Delete Customer Record	confirmation	Owner
16.	Owner changes Password	Change Password form	Owner	Change Password	confirmation	Owner
17.	Owner Deletes order	Delete Order form	Owner	Delete Order	confirmation	Owner
18.	Owner Approves feedback	Feedback form	Owner	Approve feedback	confirmation	Owner
19.	Owner deletes feedback	Feedback form	Owner	Delete feedback	confirmation	Owner

USE CASE DIAGRAM

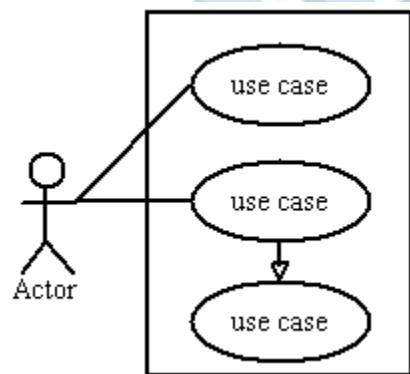
Defination

Use case diagrams model the functionality of a system using actors and use cases. Use cases are services or functions provided by the system to its users.

Basic Use Case Diagram Symbols and Notations

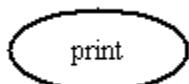
System

Draw your system's boundaries using a rectangle that contains use cases. Place actors outside the system's boundaries.



Use Case

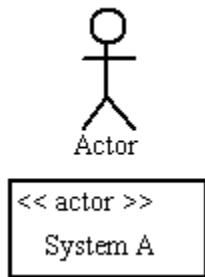
Draw use cases using ovals. Label with ovals with verbs that represent the system's functions.



Actors

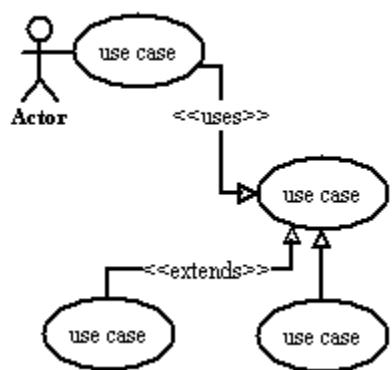
Actors are the users of a system. When one system is the actor of another system, label the actor system with the actor stereotype.

Restaurant Management System



Relationships

Illustrate relationships between an actor and a use case with a simple line. For relationships among use cases, use arrows labeled either "uses" or "extends." A "uses" relationship indicates that one use case is needed by another in order to perform a task. An "extends" relationship indicates alternative options under a certain use case.



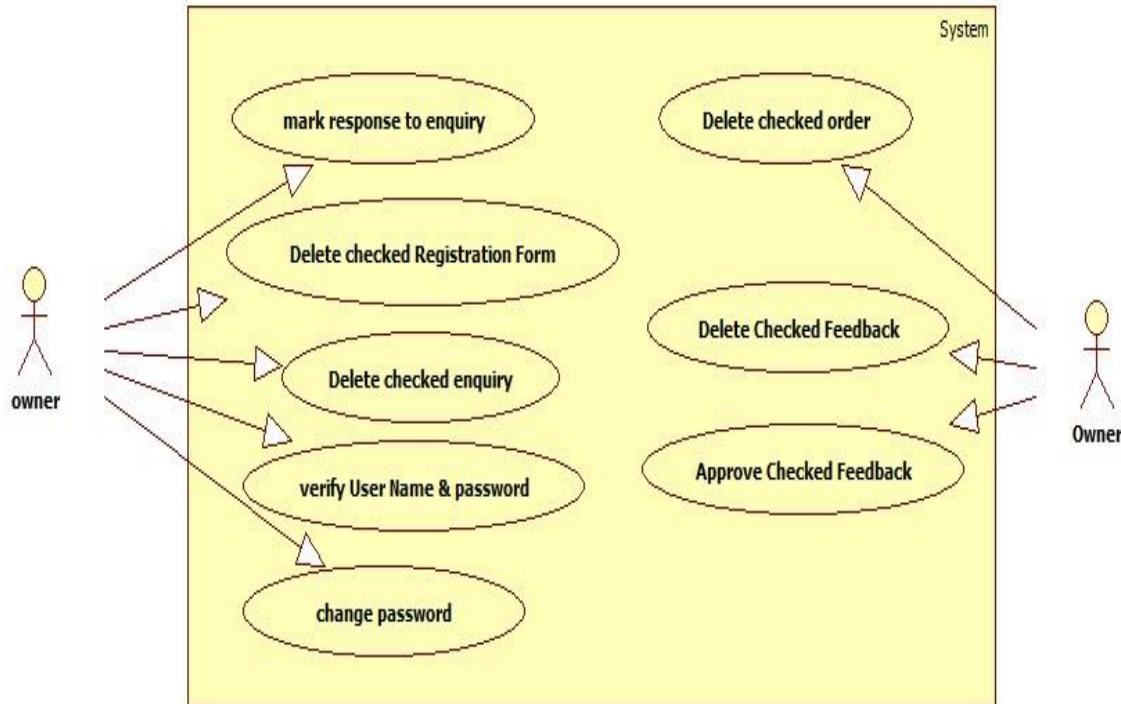
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Use case with Particular Actor : CUSTOMER



Restaurant Management System

Use case with Particular Actor : OWNER



SCENARIO

CUSTOMER SIDE:

Event: Customer visit

Actor: Customer

Description:

- Customer Visits Web site.

Event: Customer submits enquiry form

Actor: Customer

Description:

- Customer Visits Enquiry link.
- Customer filled his Enquiry.
- Customer Submitted enquiry form.

Event: Customer log in

Actor: Customer

Description:

- Customer Enter his/her User Name & password.
- If Customer is NEW, She/he creates his/her own User Name & password.
- Customer Log In.

Event: Customer changes Password

Actor: Customer

Description:

- Customer Log In.
- Customer Changes Password.

Event: Customer submits Registration form.

Actor: Customer

Description:

- Customer wants to register.
- Customer filled all the details in registration form.
- Customer submitted registration form.

Event: Customer Updates its Details

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Actor: Customer

Description:

- Customer wants to Update his details.
- Customer Logs In.
- Customer updates details and submits the form.

Event: Customer submits order from.

Actor: Customer

Description:

- Customer wants to place an order.
- Customer Logs In.
- Customer filled all details in order form.
- Customer placed order.

Event: Customer Updates Order Details.

Actor: Customer

Description:

- Customer Logs In.
- Customer sends updation request of order.
- Update order details of that respective request.
- Order details are updated.

Event: Customer gives Feedback.

Actor: Customer

Description:

- Customer filled Feedback form.
- Customer submits Feedback form.
- Feedback form Accepted.

OWNER SIDE:

Event: Owner log into Admin site.

Actor: Owner

Description:

- Owner entered his/her Admin name & password.
- Owner Log In.

Event: Owner Deleted Enquiry.

Actor: Owner

Description:

- Owner wants to delete Enquiry.

Restaurant Management System

- Owner deleted Enquiry.

Event: Owner Updates service.

Actor: Owner

Description:

- Owner wants to update one of his existing services.
- Owner updated that service.

Event: Owner deleted Registration form.

Actor: Owner

Description:

- Owner wants to delete Registration form of customer.
- Owner deleted Registration form.

Event: Owner Changes Password.

Actor: Owner

Description:

- Owner wants to change his/her password.
- Owner Logs In
- Owner changed the password.

Event: Owner deleted Order.

Actor: Owner

Description:

- Owner wants to delete Order.
- Owner deleted Order.

Event: Owner Approves feedback

Actor: Owner

Description:

- Owner read the Feedback.
- Owner wants to Approve Feedback.
- Owner Approved the Feedback.

Event: Owner deleted Feedback.

Actor: Owner

Description:

- Owner read the Feedback.
- Owner wants to delete Feedback.
- Owner deleted the Feedback.

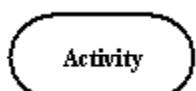
ACTIVITY DIAGRAM

An activity diagram illustrates the dynamic nature of a system by modeling the flow of control from activity to activity. An activity represents an operation on some class in the system that results in a change in the state of the system. Typically, activity diagrams are used to model workflow or business processes and internal operation. Because an activity diagram is a special kind of statechart diagram, it uses some of the same modeling conventions.

BASIC ACTIVITY DIAGRAM SYMBOLS AND NOTATIONS

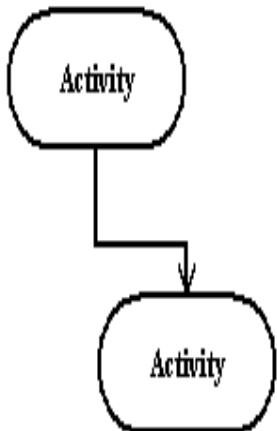
ACTION STATES

Action states represent the noninterruptible actions of objects. You can draw an action state in SmartDraw using a rectangle with rounded corners.



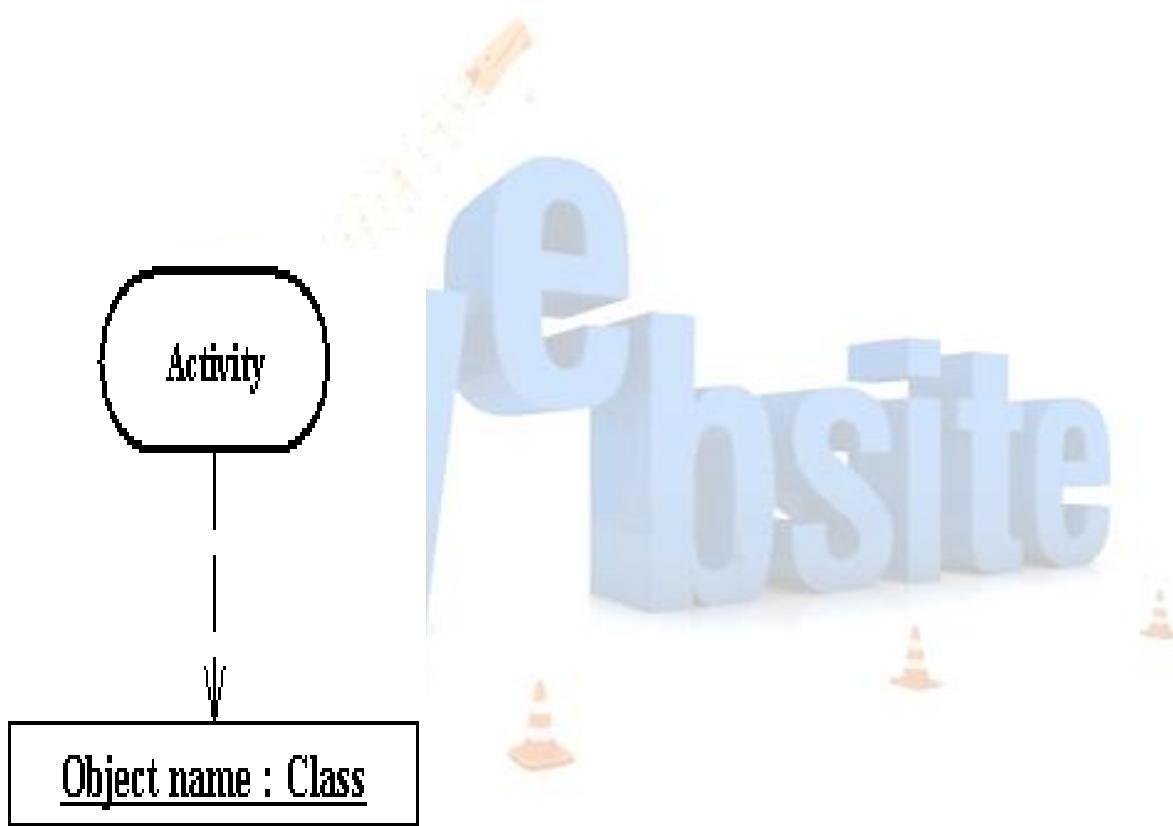
ACTION FLOW

Action flow arrows illustrate the relationships among action states.



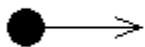
OBJECT FLOW

Object flow refers to the creation and modification of objects by activities. An object flow arrow from an action to an object means that the action creates or influences the object. An object flow arrow from an object to an action indicates that the action state uses the object



INITIAL STATE

A Filled Circle Followed By An Arrow Represents The Initial Action State.



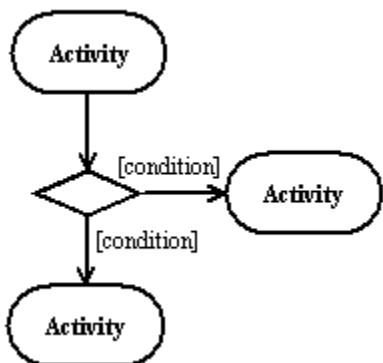
FINAL STATE

An arrow pointing to a filled circle nested inside another circle represents the final action state.



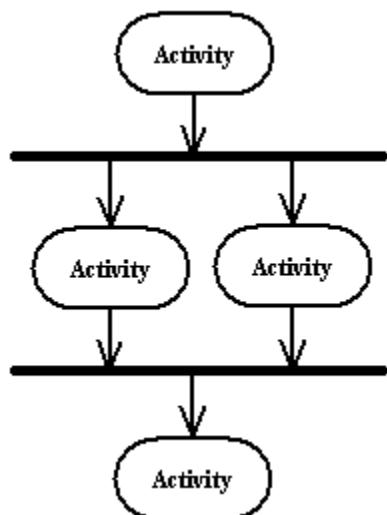
BRANCHING

A diamond represents a decision with alternate paths. The outgoing alternates should be labeled with a condition or guard expression. You can also label one of the paths "else."



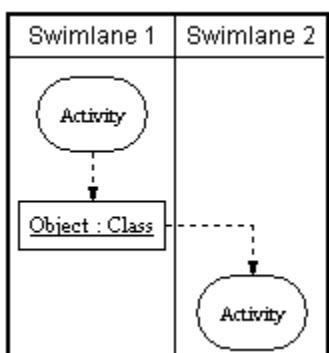
SYNCHRONIZATION

A synchronization bar helps illustrate parallel transitions. Synchronization is also called forking and joining.



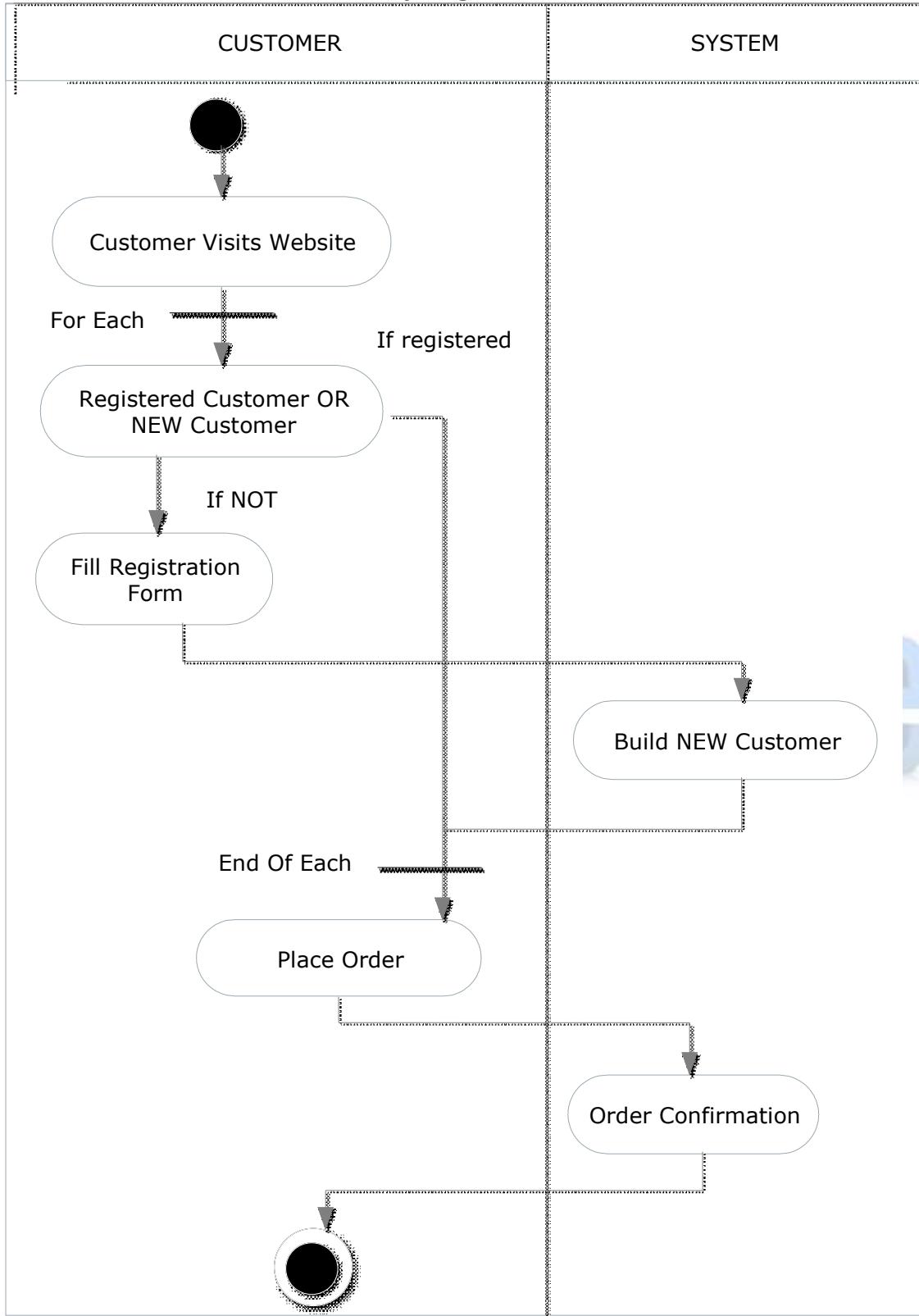
SWIMLANES

Swimlanes group related activities into one column.



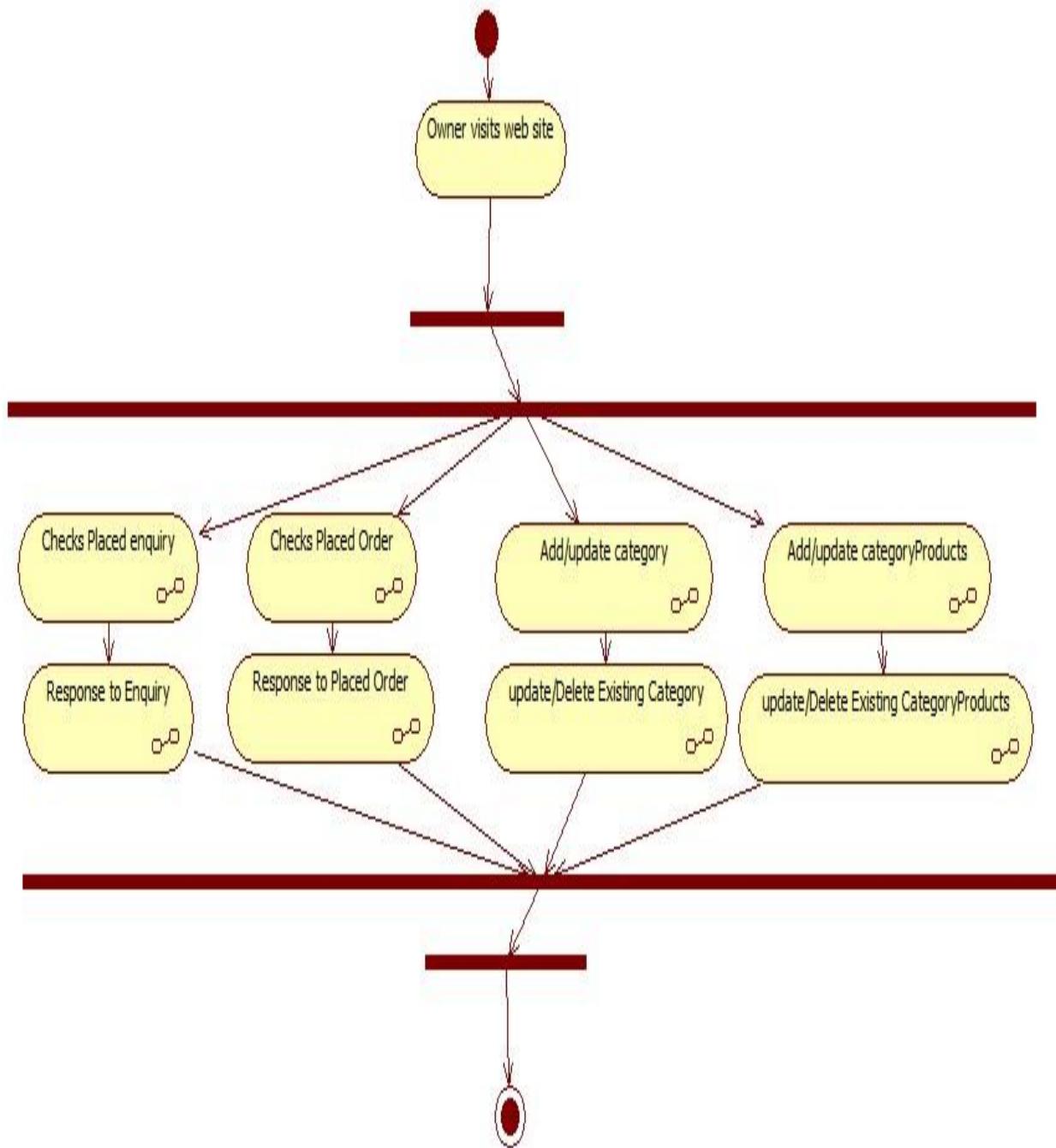
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Activity Diagram Customer Side:



Restaurant Management System

Activity diagram of owner Site:



Class Diagram

Class diagrams are the backbone of almost every object-oriented method including UML. They describe the static structure of a system.

BASIC CLASS DIAGRAM SYMBOLS AND NOTATIONS

Classes represent an abstraction of entities with common characteristics.

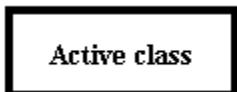
Associations represent the relationships between classes.

Illustrate classes with rectangles divided into compartments. Place the name of the class in the first partition (centered, bolded, and capitalized), list the attributes in the second partition, and write operations into the third.

Class Name
attribute:type = initialValue
operation(arg list):return type

ACTIVE CLASS

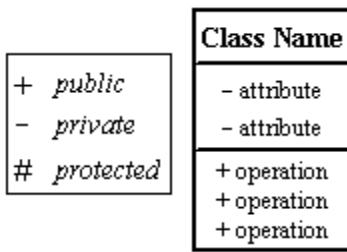
Active classes initiate and control the flow of activity, while passive classes store data and serve other classes. Illustrate active classes with a thicker border.



VISIBILITY

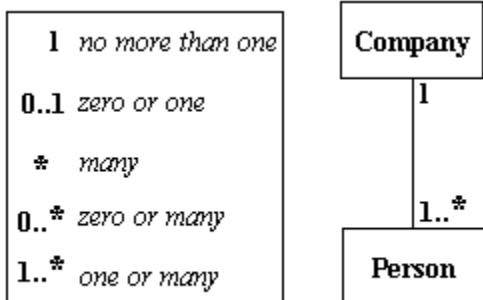
Use visibility markers to signify who can access the information contained within a class. Private visibility hides information from anything outside the class partition. Public visibility allows all other classes to view the marked information. Protected visibility allows child classes to access information they inherited from a parent class.

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MULTIPLICITY (CARDINALITY)

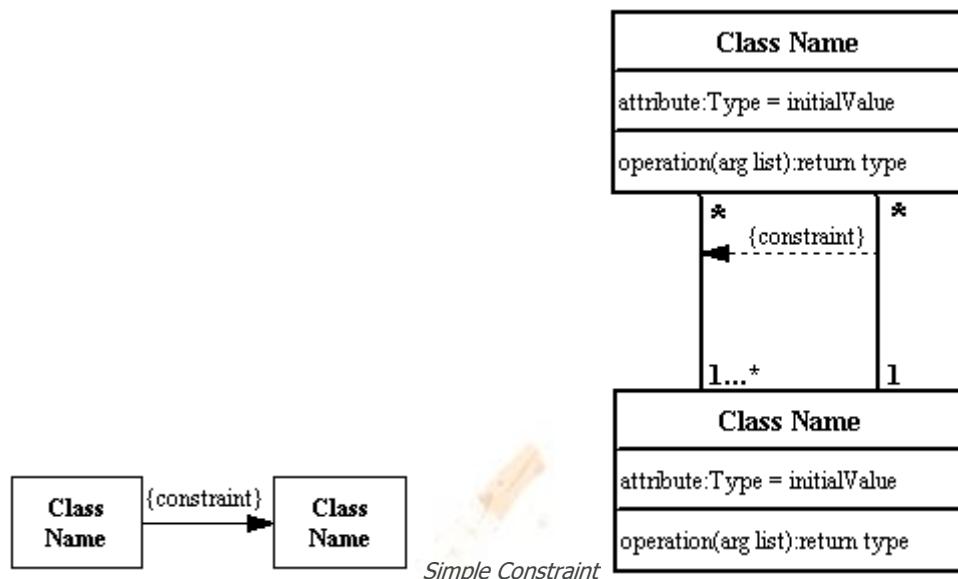
Place multiplicity notations near the ends of an association. These symbols indicate the number of instances of one class linked to one instance of the other class. For example, one company will have one or more employees, but each employee works for one company only.



CONSTRAINT

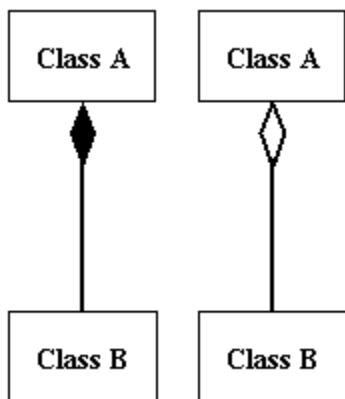
Place constraints inside curly braces {}.

Restaurant Management System



COMPOSITION AND AGGREGATION

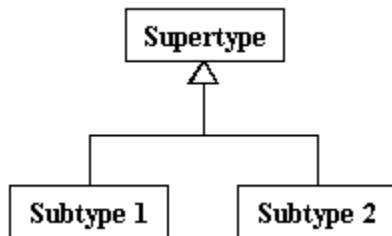
Composition is a special type of aggregation that denotes a strong ownership between Class A, the whole, and Class B, its part. Illustrate composition with a filled diamond. Use a hollow diamond to represent a simple aggregation relationship, in which the "whole" class plays a more important role than the "part" class, but the two classes are not dependent on each other. The diamond end in both a composition and aggregation relationship points toward the "whole" class or the aggregate.



Restaurant Management System

GENERALIZATION

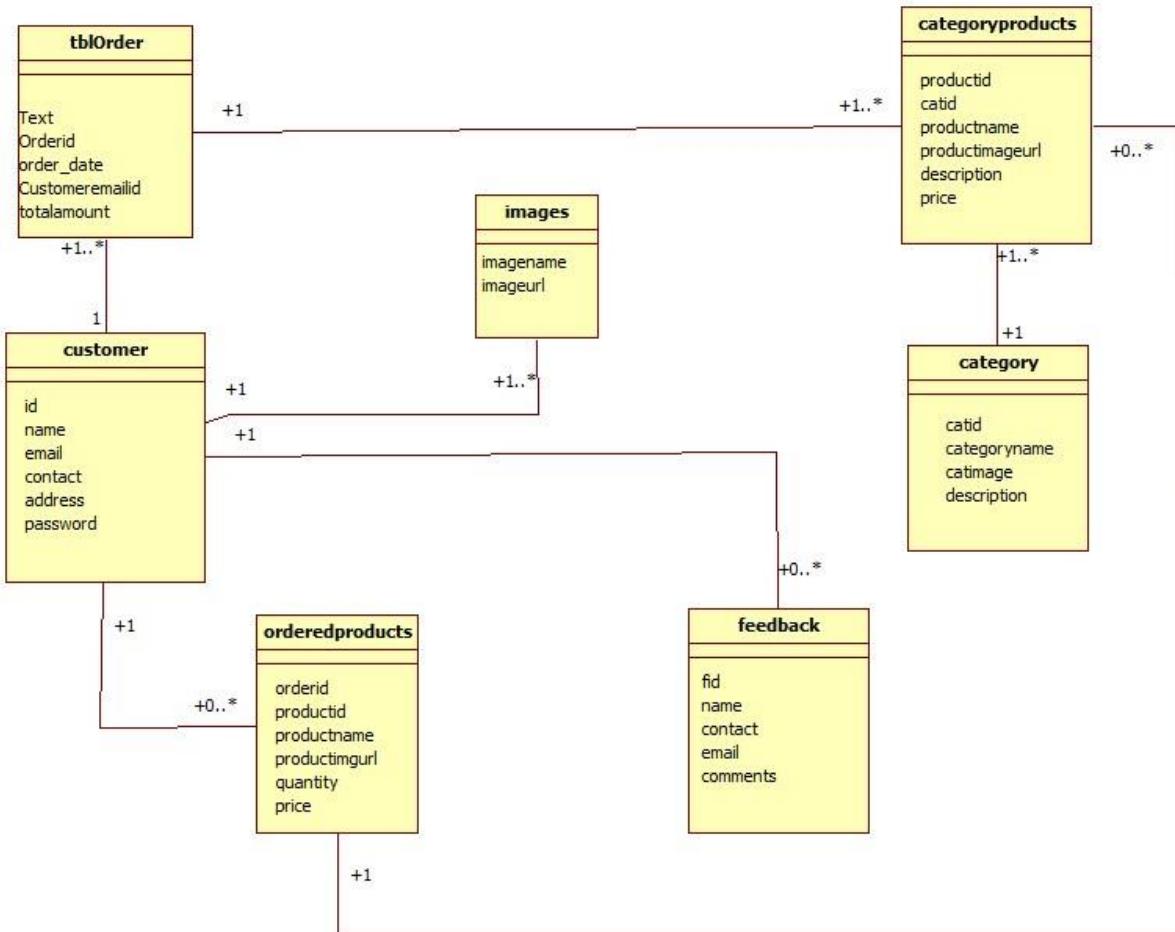
Generalization is another name for inheritance or an "is a" relationship. It refers to a relationship between two classes where one class is a specialized version of another. For example, Honda is a type of car. So the class Honda would have a generalization relationship with the class car.



In real life coding examples, the difference between inheritance and aggregation can be confusing. If you have an aggregation relationship, the aggregate (the whole) can access only the PUBLIC functions of the part class. On the other hand, inheritance allows the inheriting class to access both the PUBLIC and PROTECTED functions of the superclass.

Restaurant Management System

Class diagram:



SEQUENCE DIAGRAM

SEQUENCE DIAGRAM

- A Sequence diagram describes interactions among classes in terms of an “exchange of messages over time”.

➤ **Notations Of A Sequence Diagram Include:**

- **LifeLine:** It is a vertical dashed line that represents the “lifetime” of an object.
- **Arrows:** They indicate flow of messages between objects.
- **Activation:** It is a thin rectangle showing period of time, during which an object is performing an action.

➤ **Direction Of Arrows:**

- Direction indicates which object’s method is being called by whom.
- A circulating arrow on the Object Lifeline is for a self method - called within the object by itself.

Restaurant Management System

Sequence:

1. Customer Visit

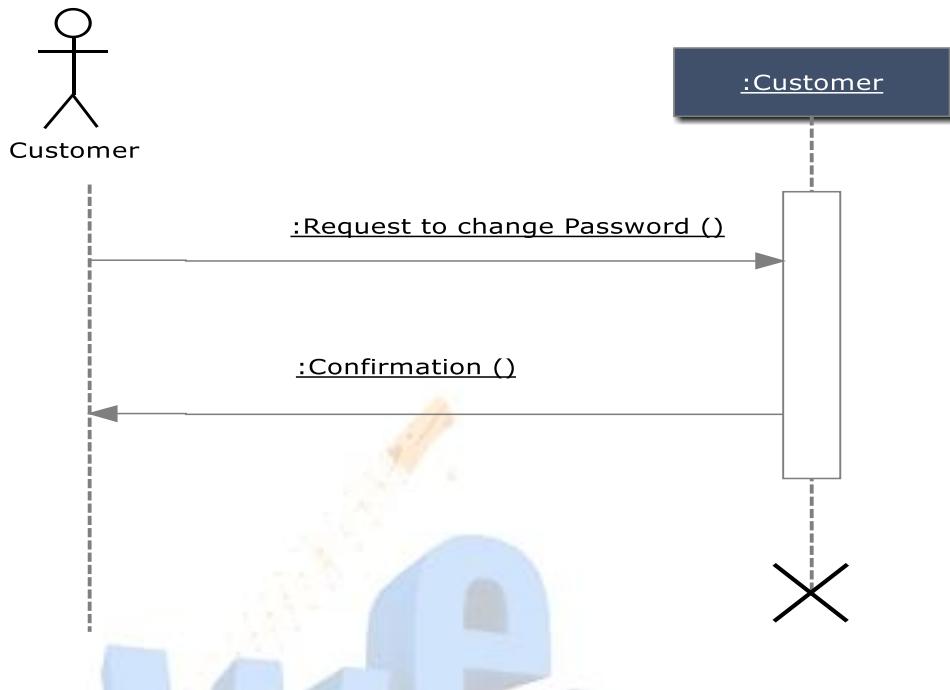


2. Customer Log In

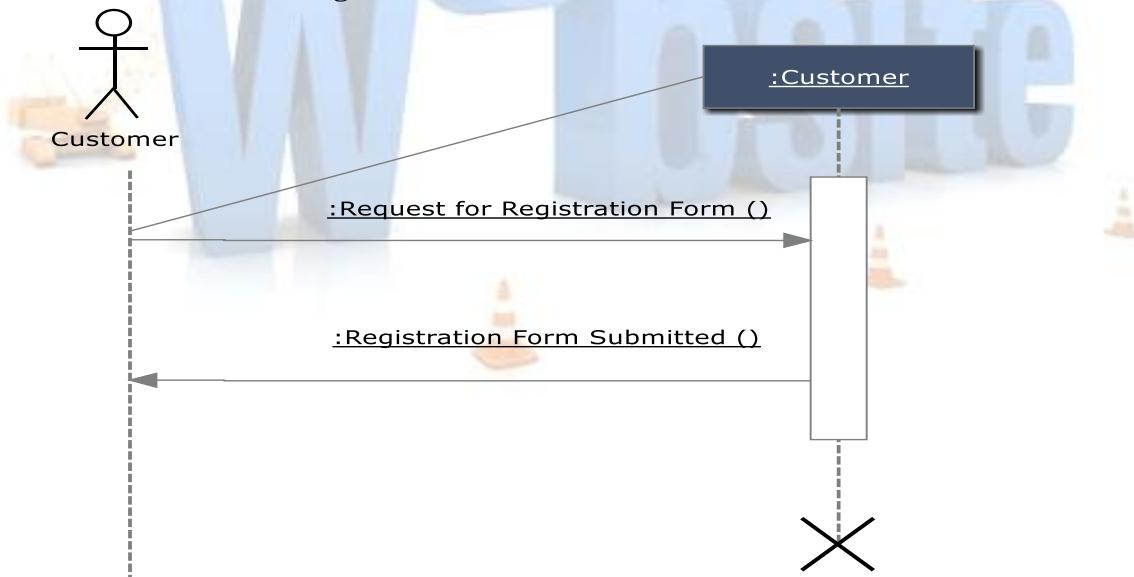


Restaurant Management System

3. Customer Changes Password



4. Customer Submits registration Form.

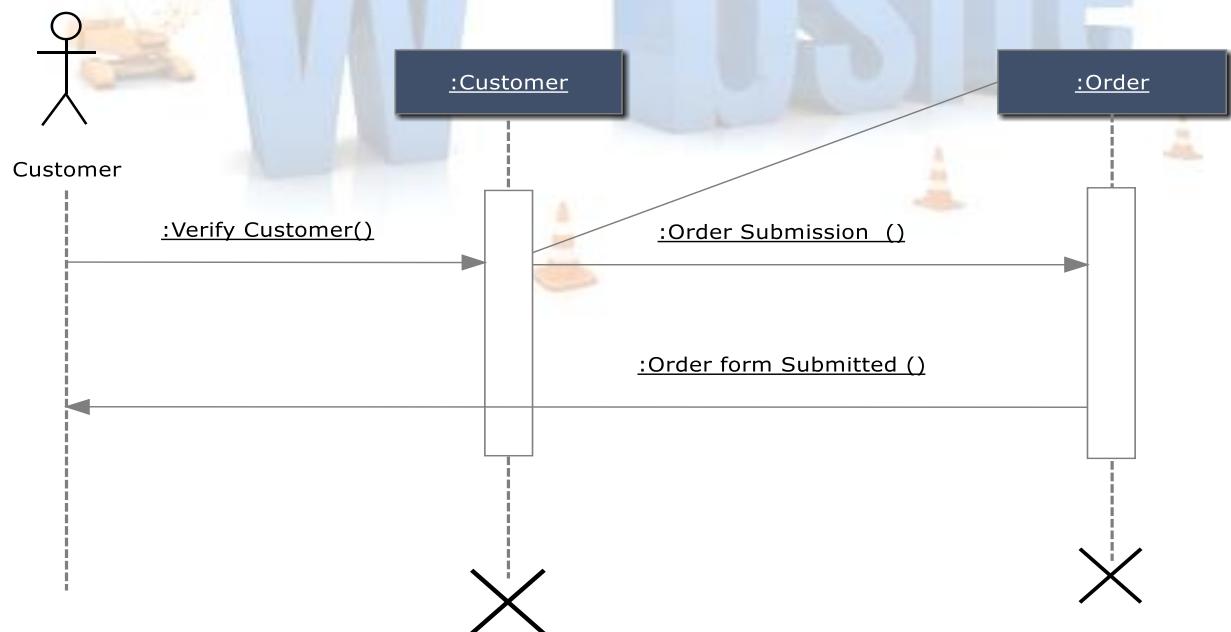


6. Customer Updates its Details

Restaurant Management System

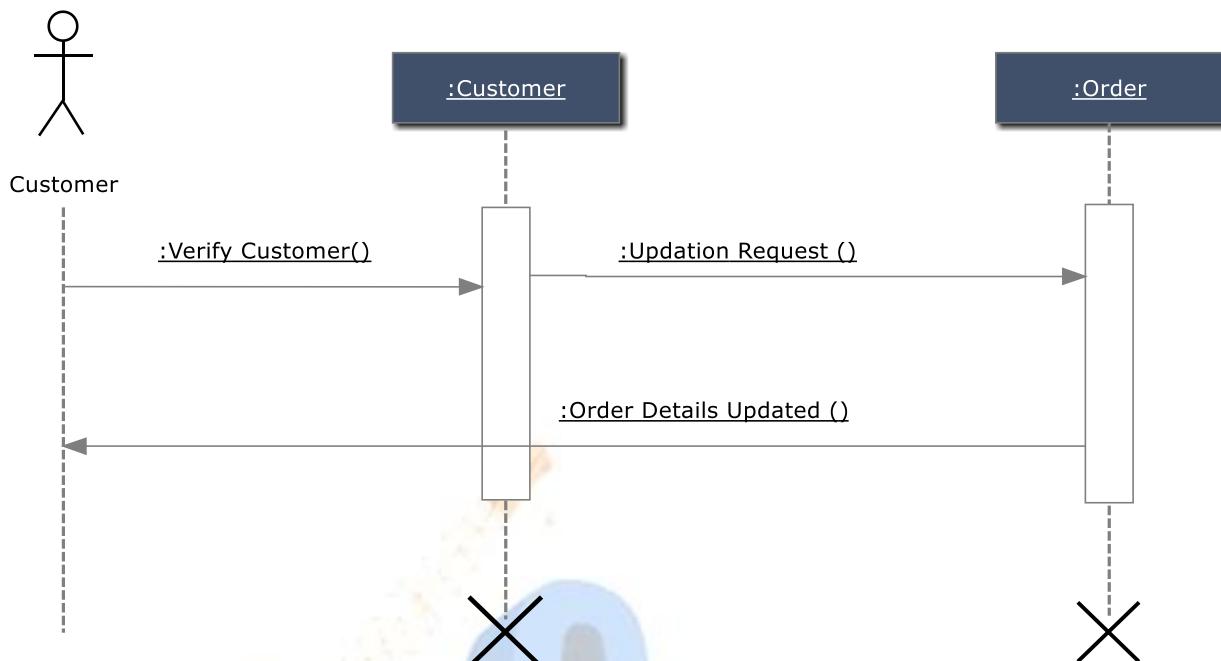


7. Customer Submit order Form

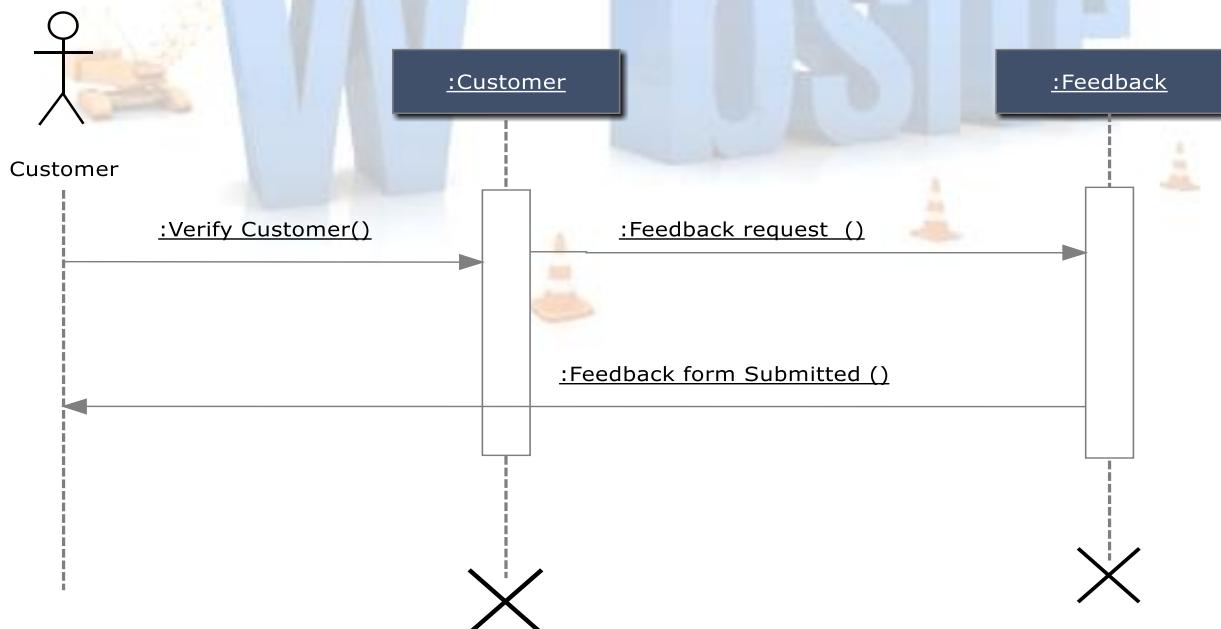


8. Customer Updates Order Details

Restaurant Management System

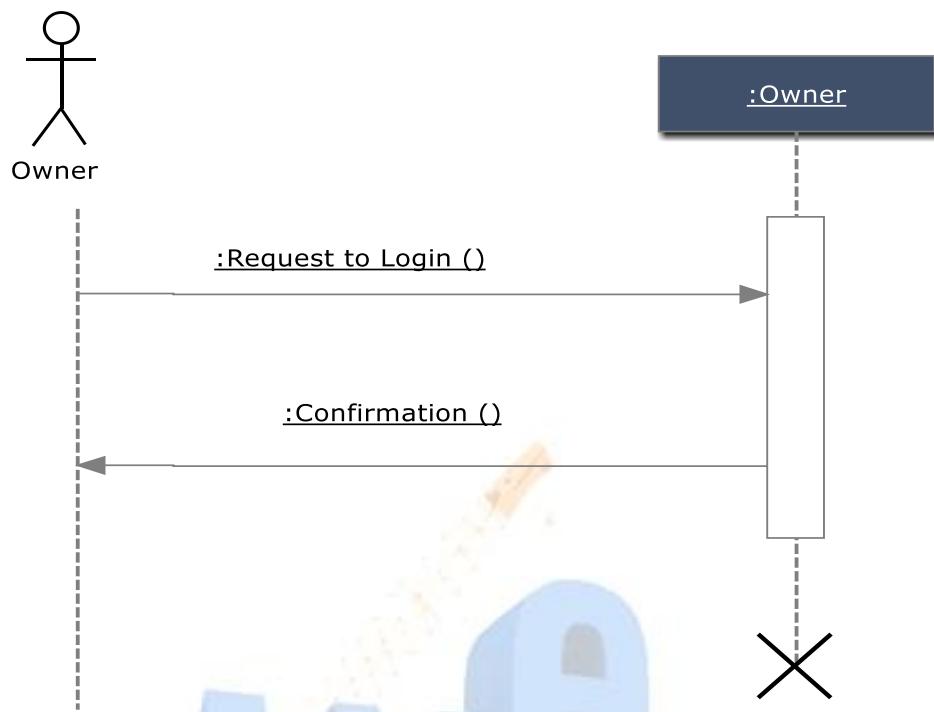


9. Customer Gives Feedback

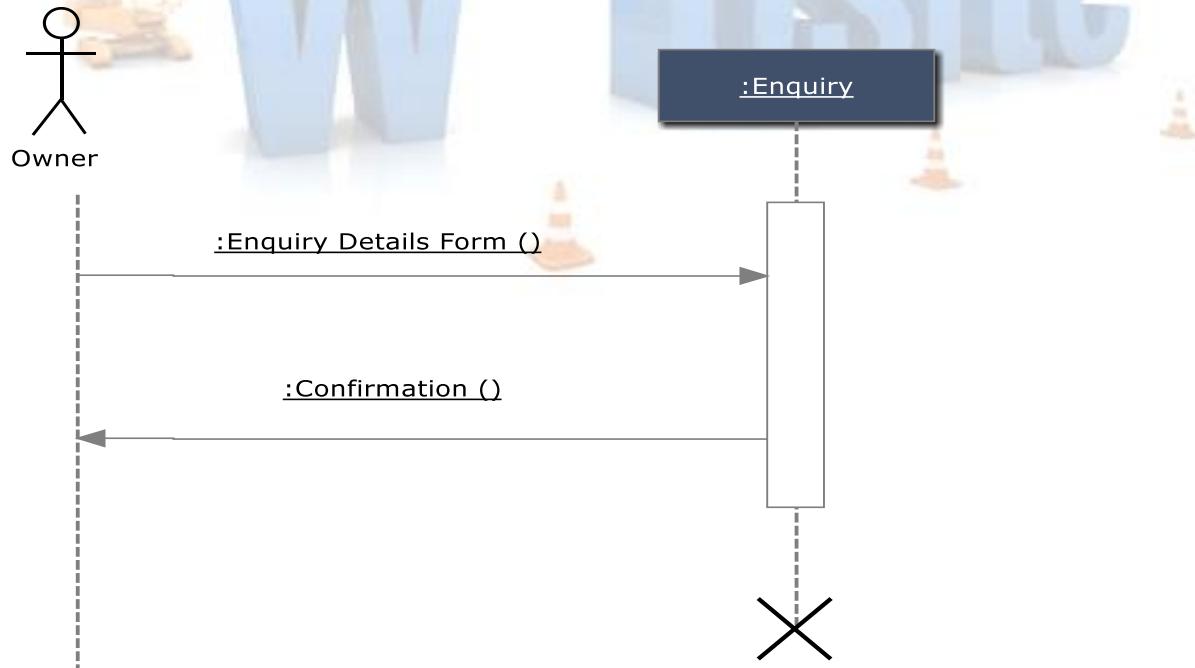


10. Owner Log In to Admin site

Restaurant Management System

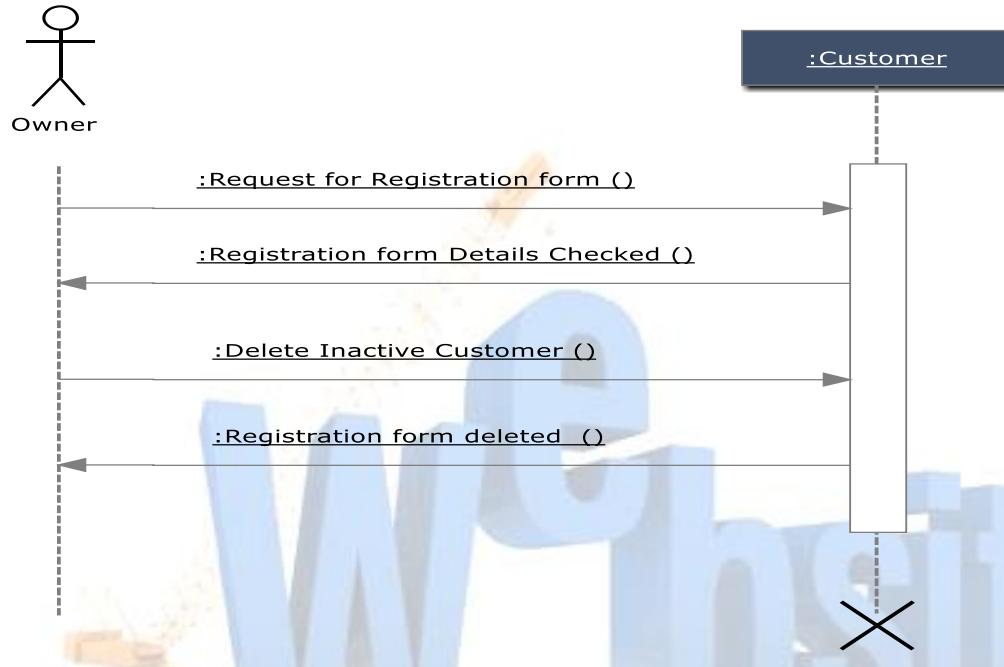


11. Owner responds to Enquiry



Restaurant Management System

12.Owner Delete registered Customer

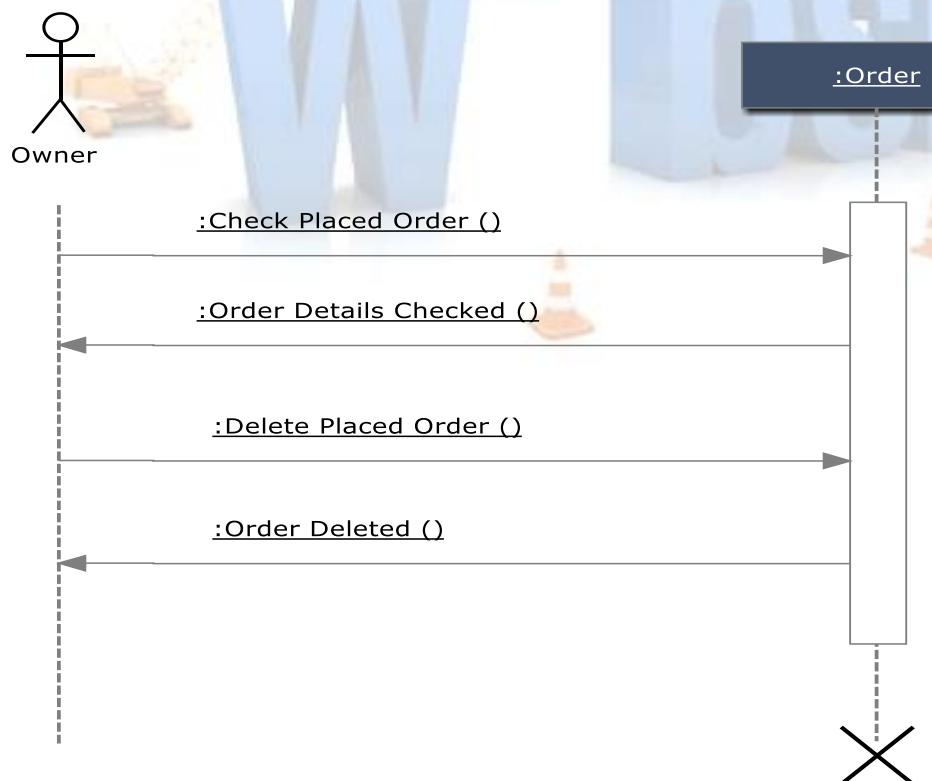


Restaurant Management System

13. Owner changes Password.

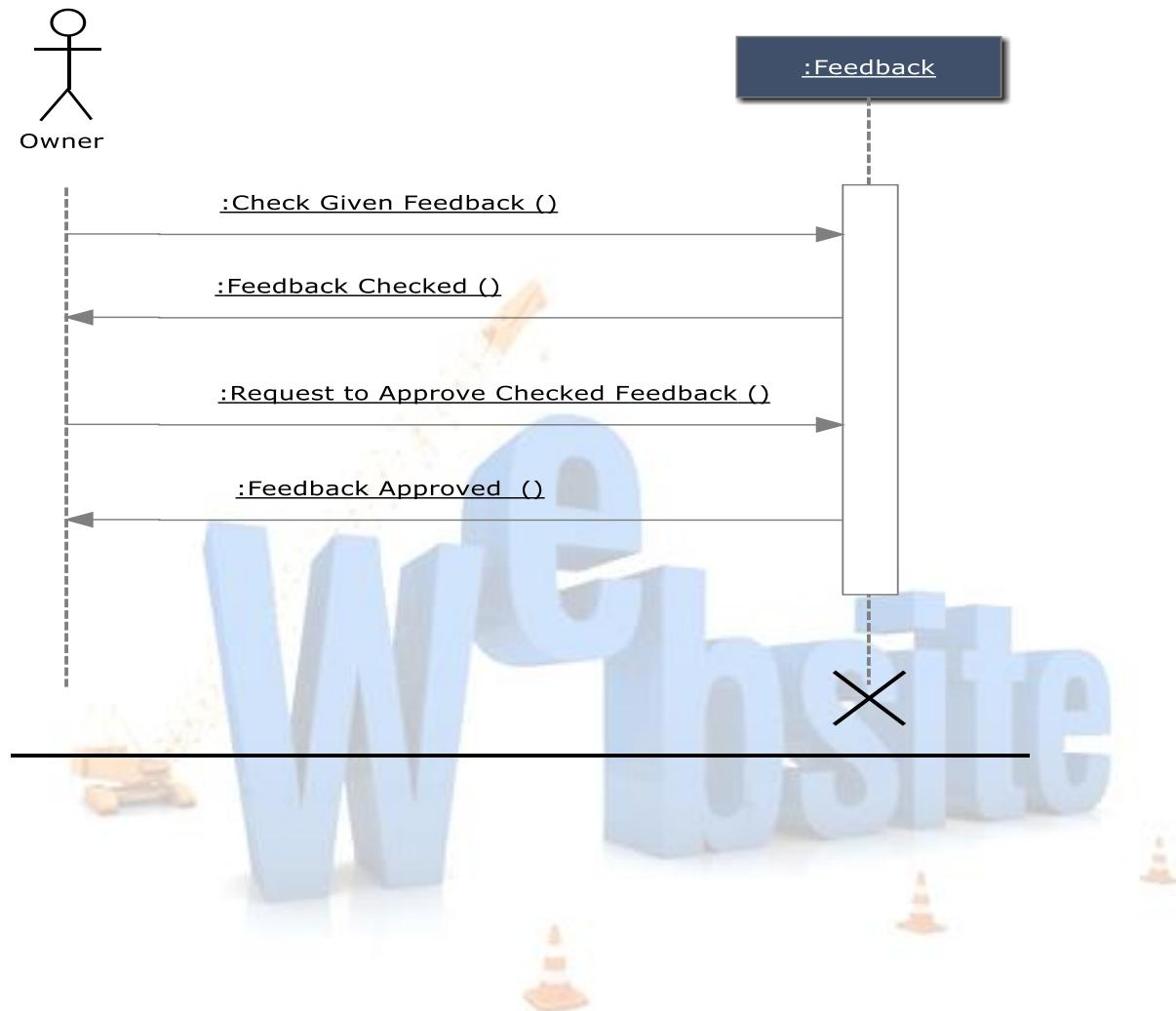


1. Owner Deletes Order.



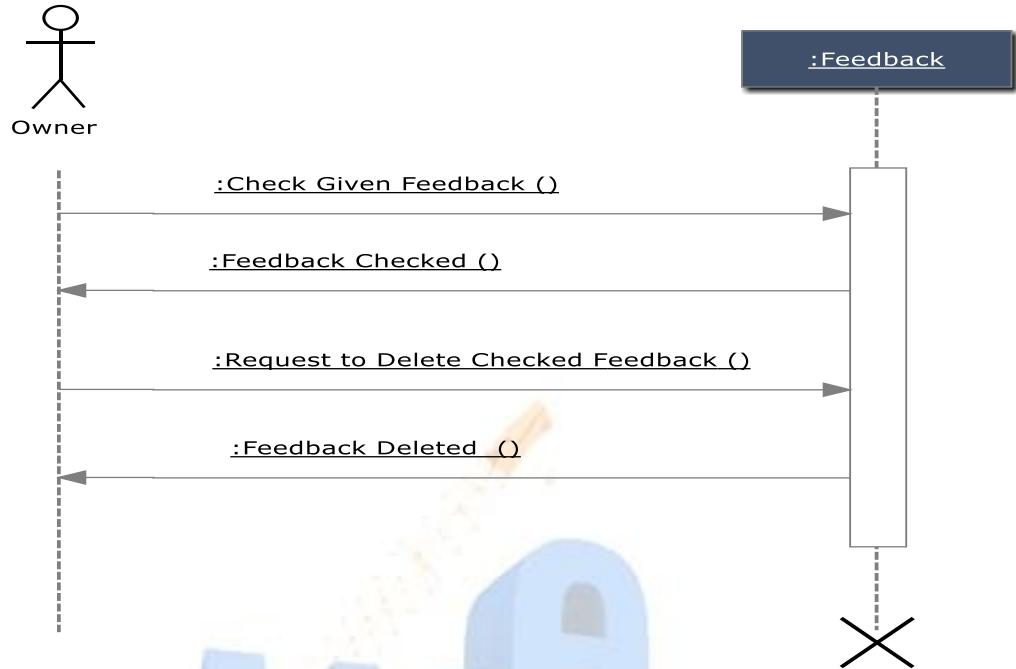
Restaurant Management System

14. Owner Approves Feedback.



Restaurant Management System

15. Owner Deleted Feedback.



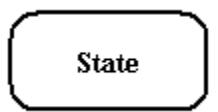
STATECHART DIAGRAM

A statechart diagram shows the behavior of classes in response to external stimuli. This diagram models the dynamic flow of control from state to state within a system.

BASIC STATECHART DIAGRAM SYMBOLS AND NOTATIONS

STATES

States represent situations during the life of an object. You can easily illustrate a state in SmartDraw by using a rectangle with rounded corners.



TRANSITION

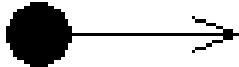
A solid arrow represents the path between different states of an object. Label the transition with the event that triggered it and the action that results from it.



Restaurant Management System

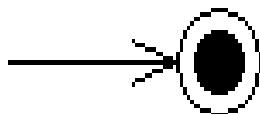
INITIAL STATE

A filled circle followed by an arrow represents the object's initial state.



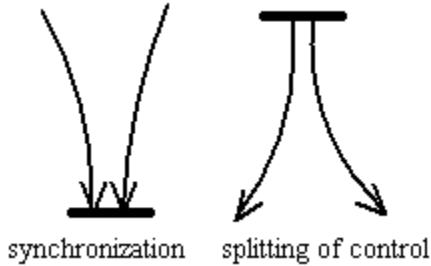
FINAL STATE

An arrow pointing to a filled circle nested inside another circle represents the object's final state.



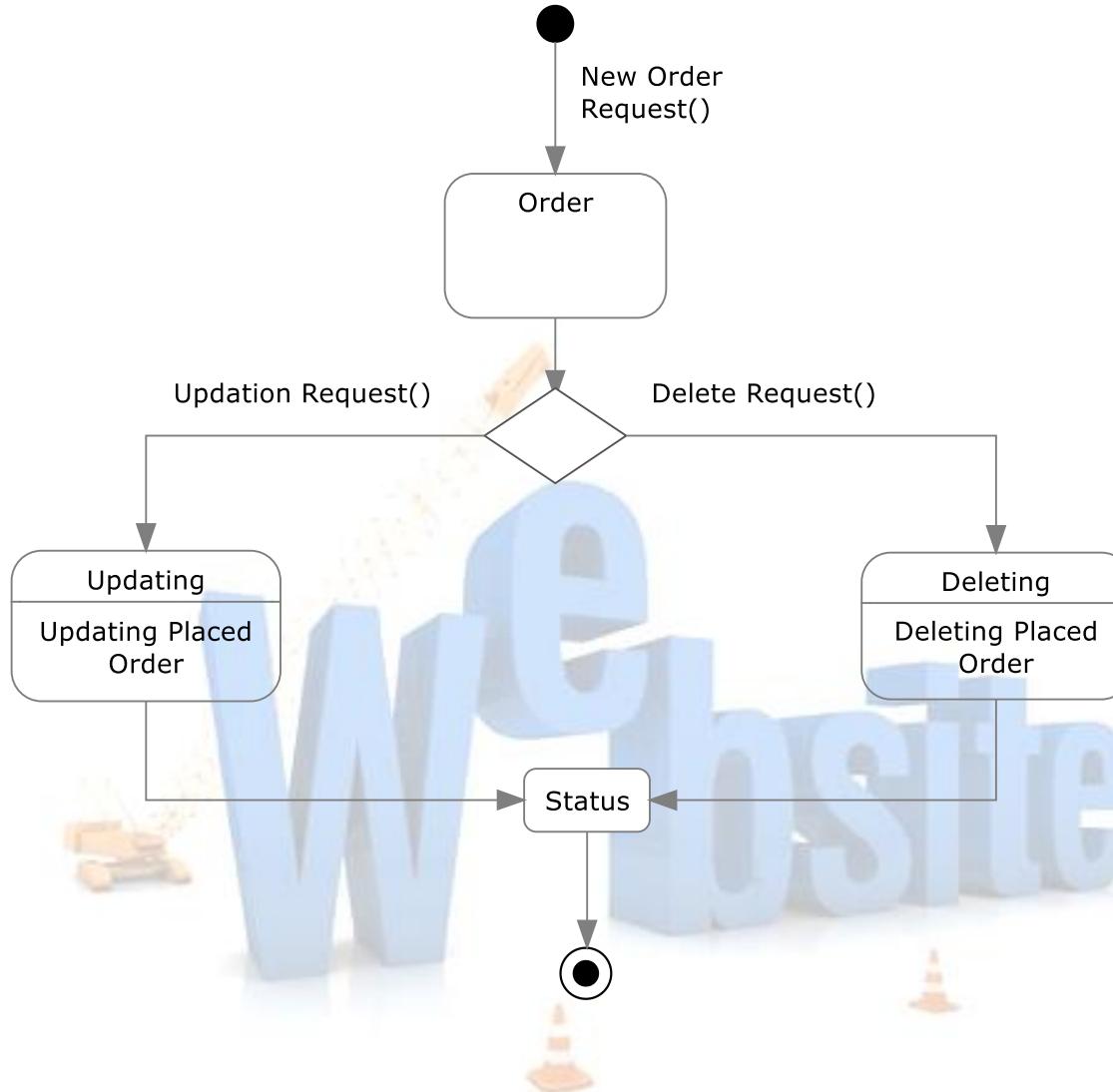
SYNCHRONIZATION AND SPLITTING OF CONTROL

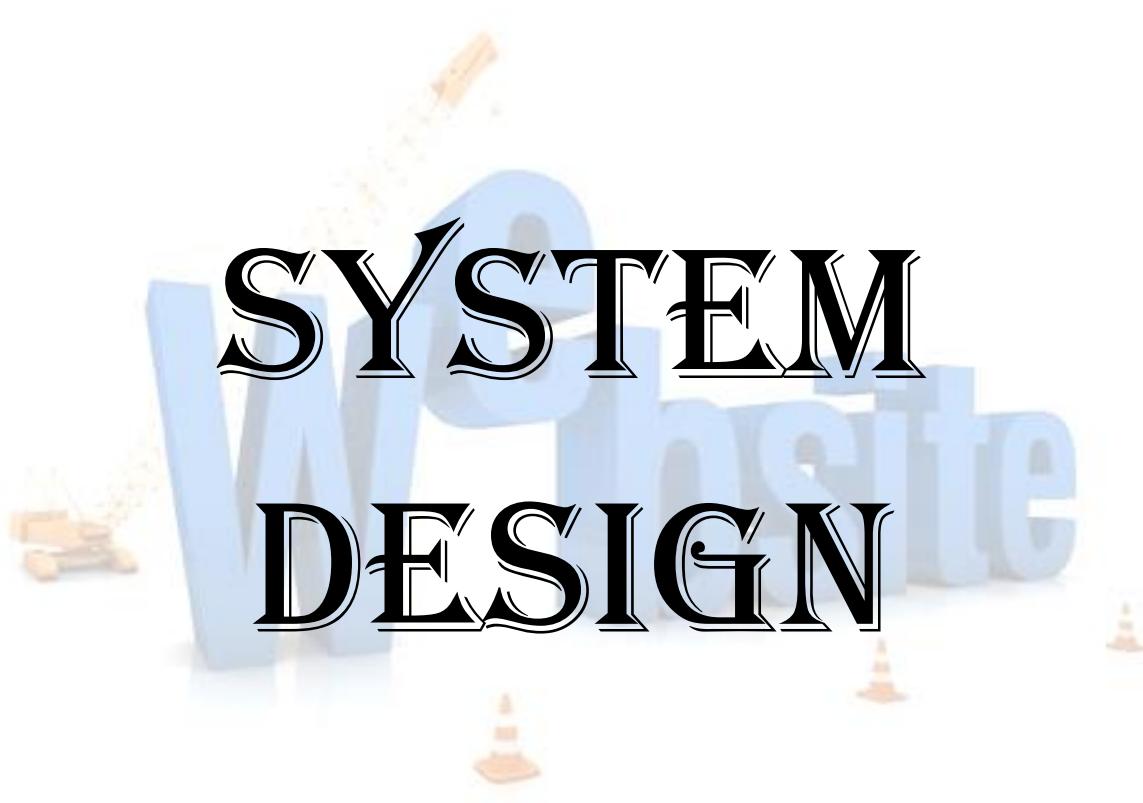
A short heavy bar with two transitions entering it represents a synchronization of control. A short heavy bar with two transitions leaving it represents a splitting of control that creates multiple states.



Restaurant Management System

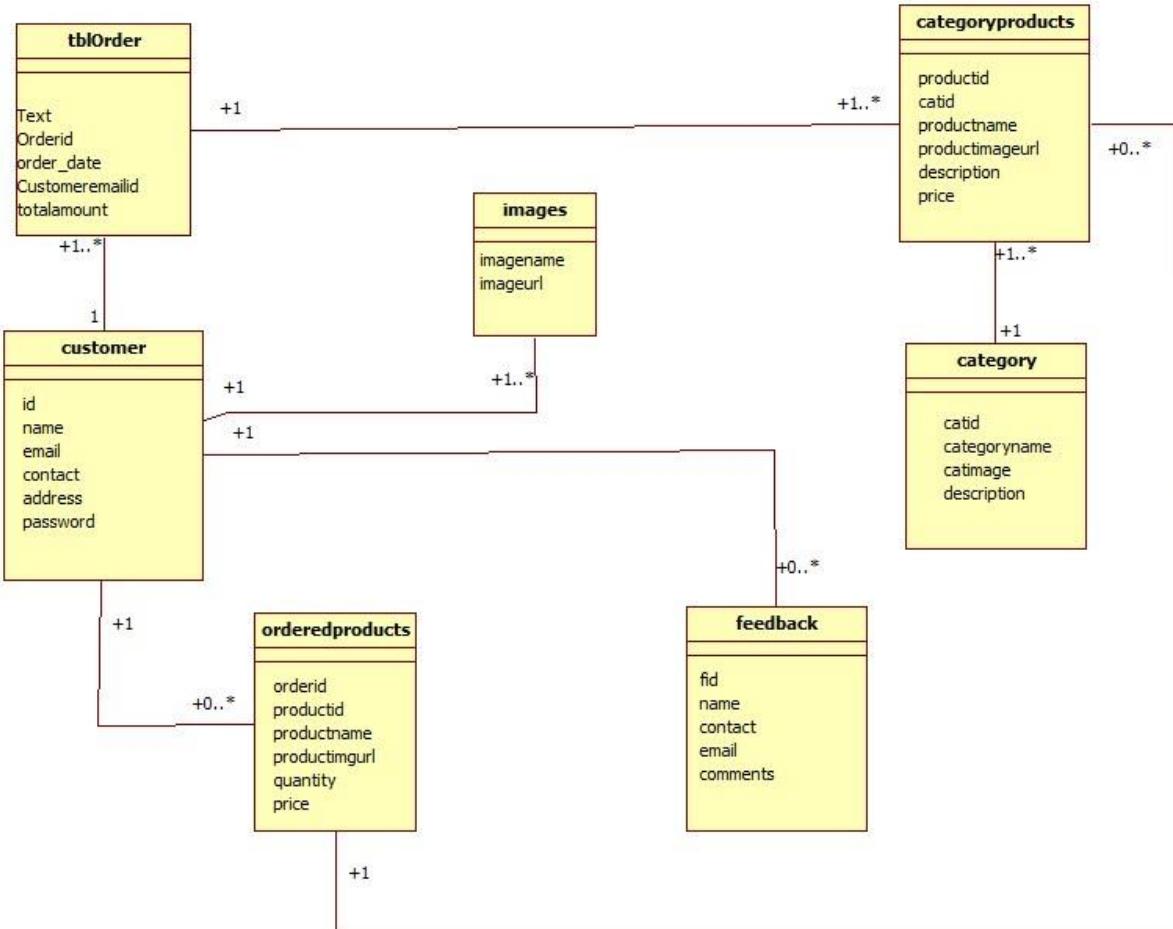
For Order :





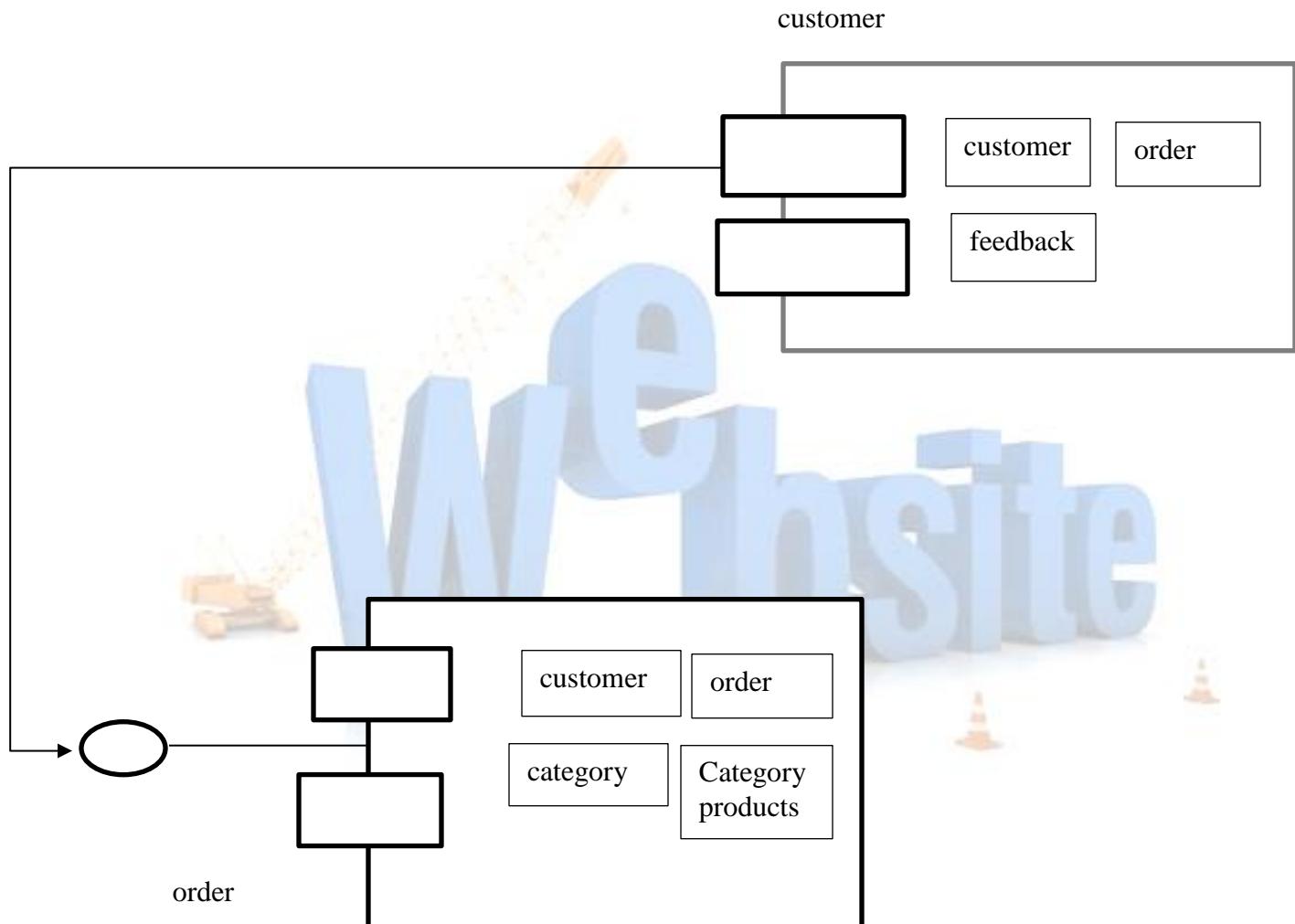
SYSTEM DESIGN

Design Class diagram



Component Diagram

Component Diagram :



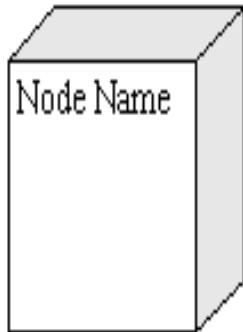
Deployment Diagram

Deployment diagrams depict the physical resources in a system including nodes, components, and connections.

BASIC DEPLOYMENT DIAGRAM SYMBOLS AND NOTATIONS

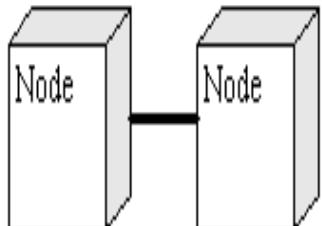
COMPONENT

A node is a physical resource that executes code components.



ASSOCIATION

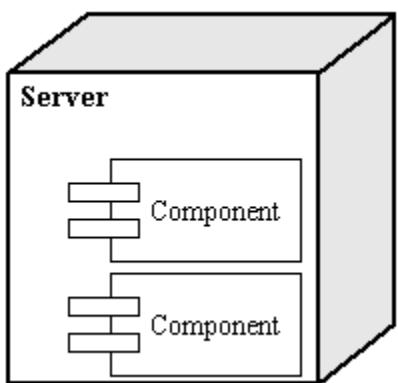
Association refers to a physical connection between nodes, such as Ethernet.



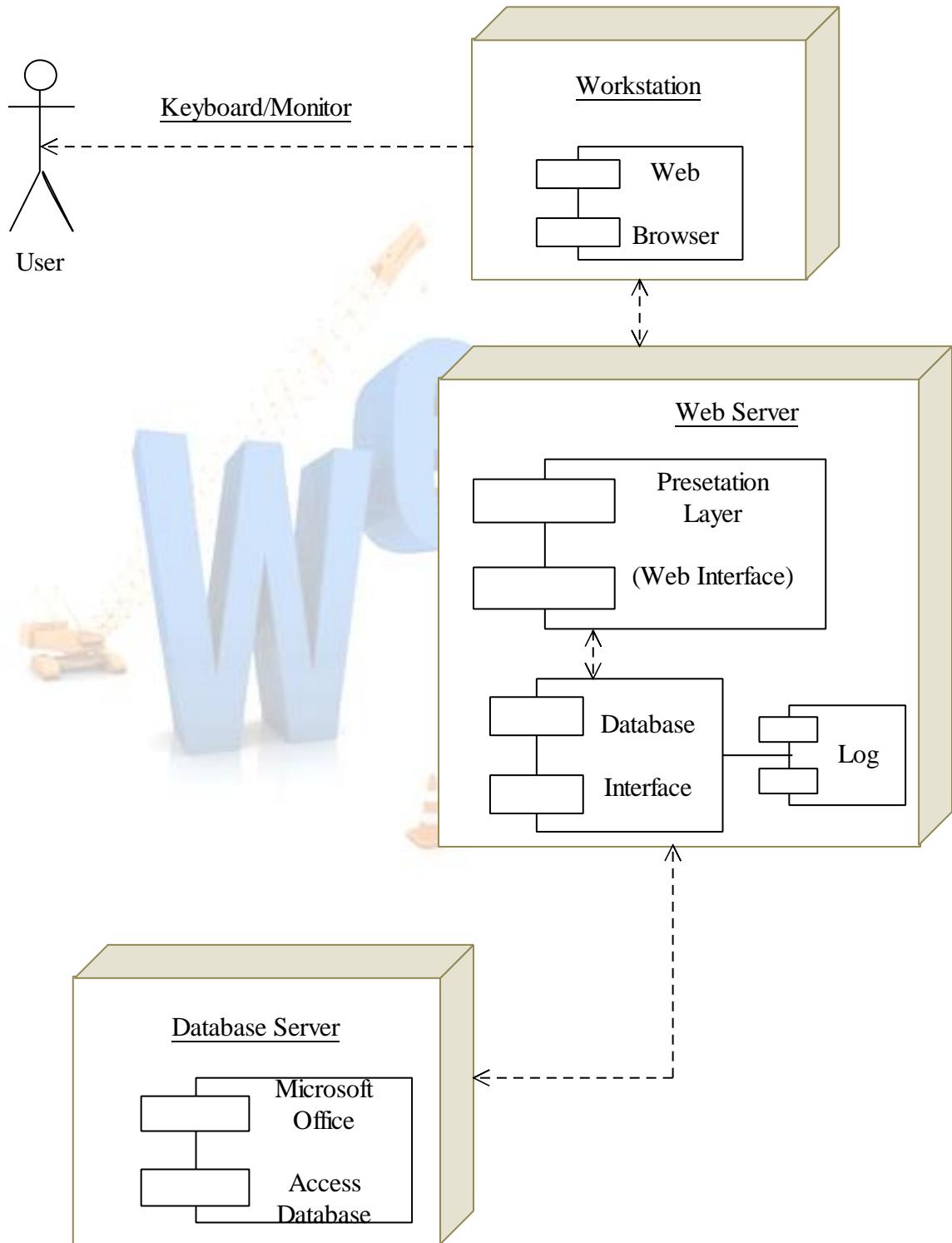
COMPONENTS AND NODES

Place components inside the node that deploys them.

Restaurant Management System



DEPLOYMENT DIAGRAM :



Sitemap

Main Menu

- Home
- About Us
- Todays special
- Menu
- Menu items
- Order

Customer

- Home
- Forgot Password
- Registration Form Login
- Login
- Customer Page
- Give Feedback

Admin

- Admin Login
- Admin Page
- viewOrder
- Add Dish's to menu
- Add dish's to menu items
- View Registered user
- Delete Customer
- update customer
- edit customer
- view feedback
- delete feedback
- edit feedback

- Feedback
- Contact Us



SYSTEM CODING

PROGRAM DESCRIPTION

Registration Form:

Registration Form is on RegistrationFrom.aspx page of the website. By filling this form people visiting this website can be officially part of this website. Once they register to rasraj catering website they can Place order.

Order Form:

Order Form is on OrderFrom.aspx page of the website. Only registered users of website can fill this Form. By filling this form users can place orders of their various functions for catering service.

Feedback Form:

Users as well as Non-members of this website can fill the Feedback form. By accepting feedbacks from people Admin can improve his Service.

.

Login Form:

Only registered users can fill this Login Form. Every member will be having unique user ID.

Forgot Password:

If user forgot his/her password, he /she can change that by visiting forgot password form.

SYSTEM CODING AND NAMING CONVENTIONS

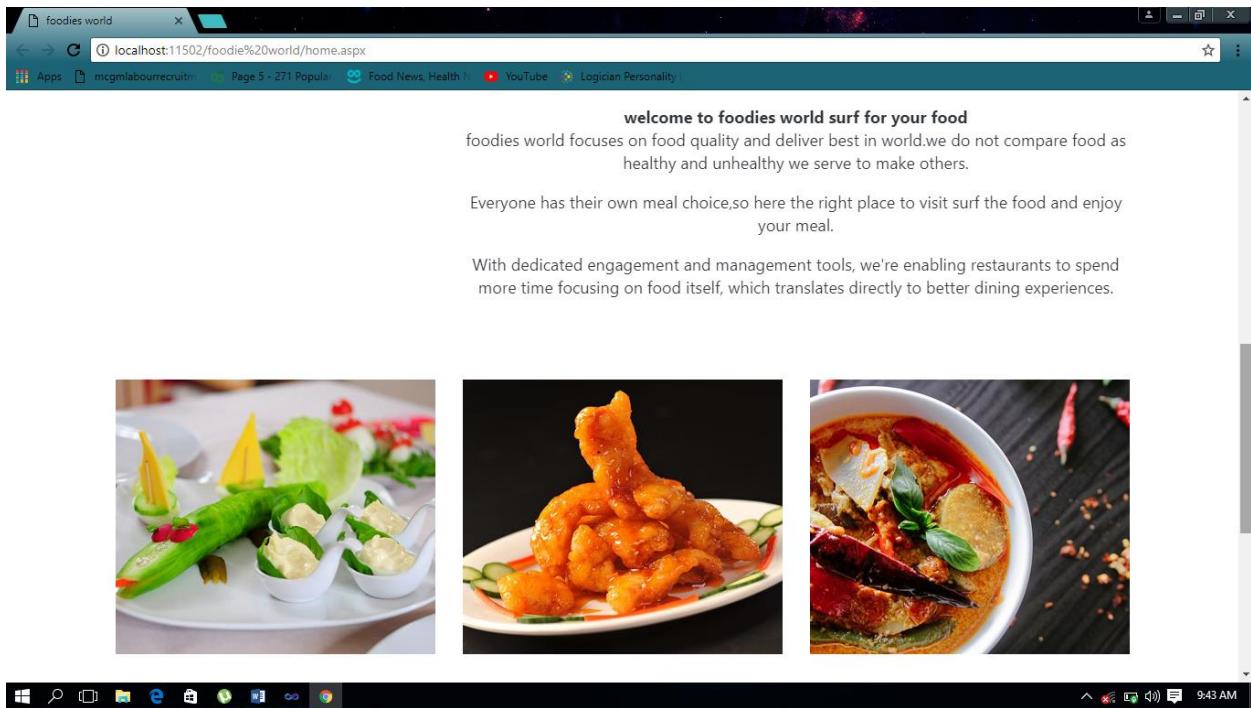
<u>Classes and Objects</u>	<u>Conventions</u>
Label	Begins with prefix "lbl"
Textbox	Begins with prefix "txt"
Button	Begins with prefix "btn"
Combo Box	Begins with prefix "cbo"
Table	Begins with prefix "tbl"
Drop Down List	Begins with prefix "ddl"



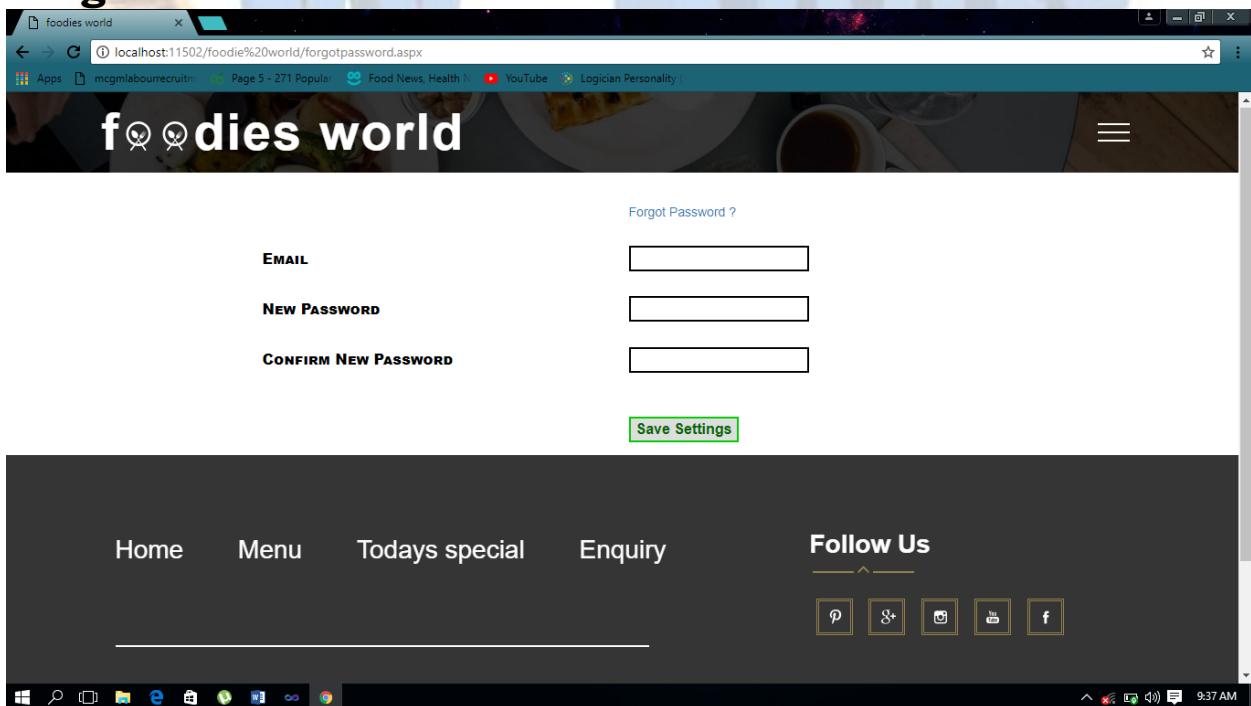
Restaurant Management System

SCREENSHOTS

Home Page

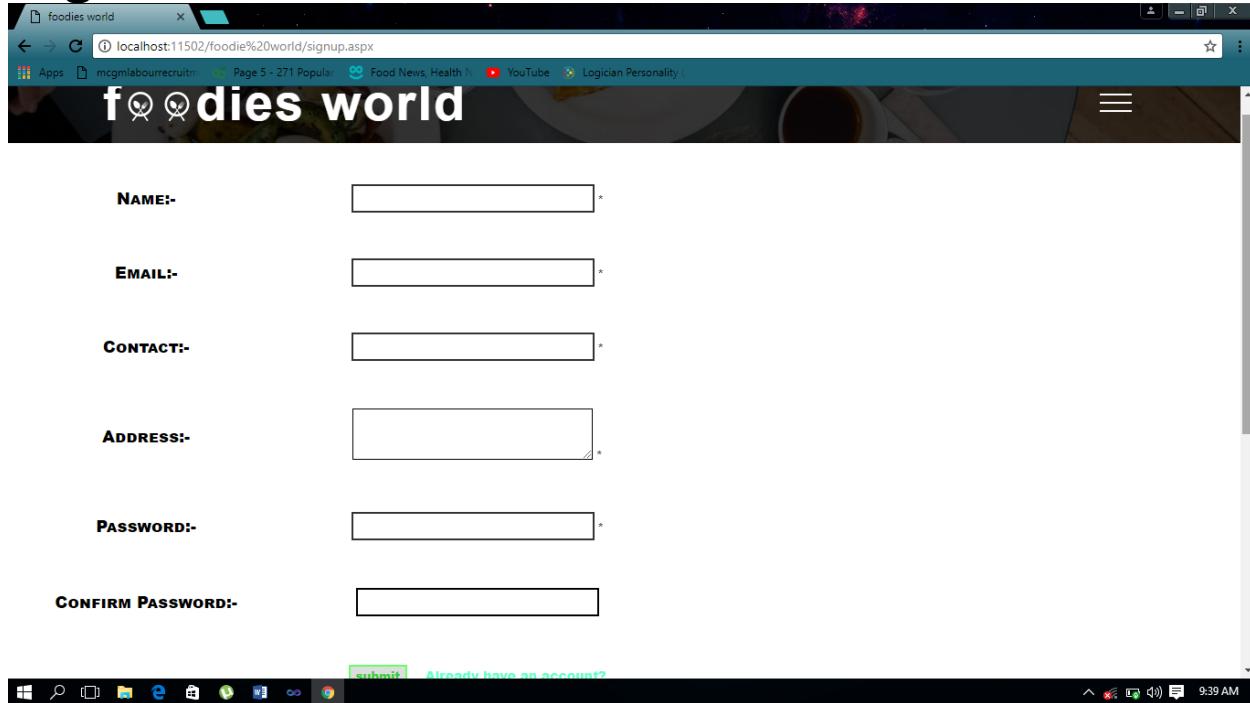


Forgot Password



Restaurant Management System

Registration Form



A screenshot of a web browser showing a registration form for "foodies world". The form fields include NAME:, EMAIL:, CONTACT:, ADDRESS:, PASSWORD:, and CONFIRM PASSWORD:. There is a "submit" button and a link for "Already have an account?". The background features a blurred image of a restaurant interior.

NAME:-

EMAIL:-

CONTACT:-

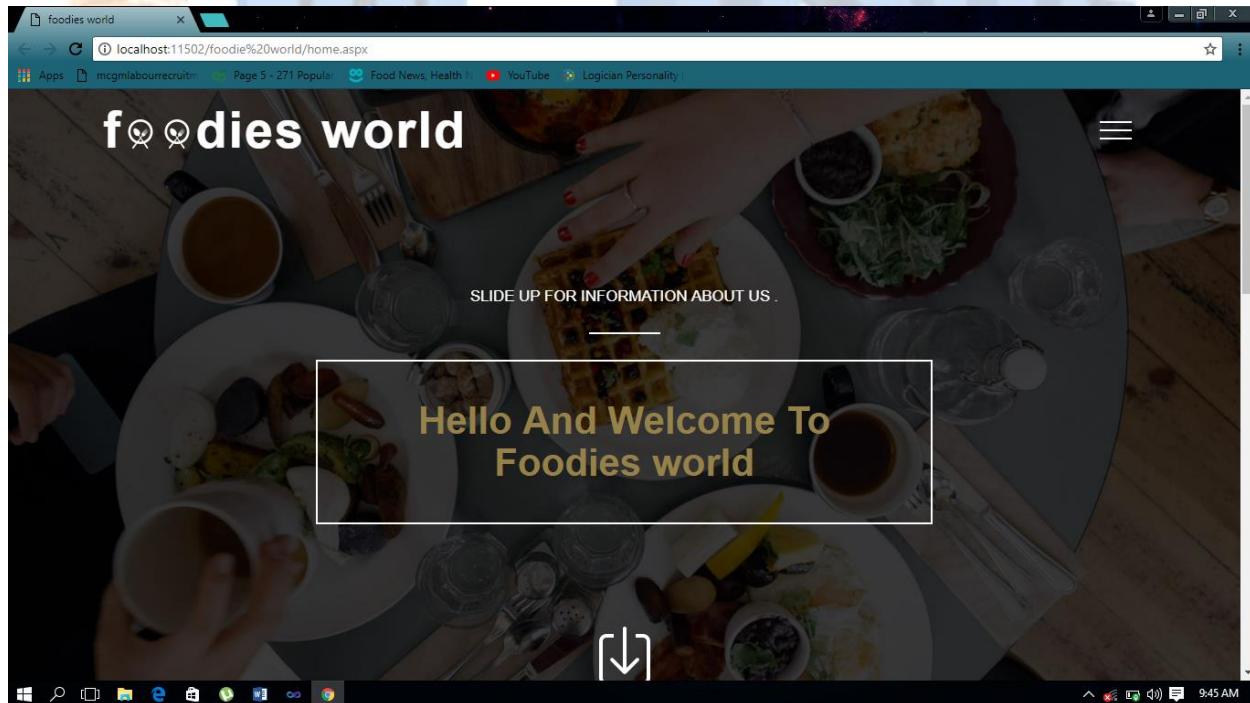
ADDRESS:-

PASSWORD:-

CONFIRM PASSWORD:-

submit Already have an account?

Customer Welcome Page



Restaurant Management System

Customer Place Order

foodies world

localhost:11502/foodie%20world/viewcart.aspx

Dear

Your order is as follows :

	Product	Quantity	Price	Total	
	aalooparatha	1	₹ 80.00	₹ 80.00	Edit Delete
	Apple punch	1	₹ 90.00	₹ 90.00	Edit Delete

Total: ₹ 170.00 [Place Order](#)

Home Menu Todays special Enquiry Follow Us

About Us

welcome to foodies world surf for your food

foodies world focuses on food quality and deliver best in world.we do not compare food as healthy and unhealthy we serve to make others.

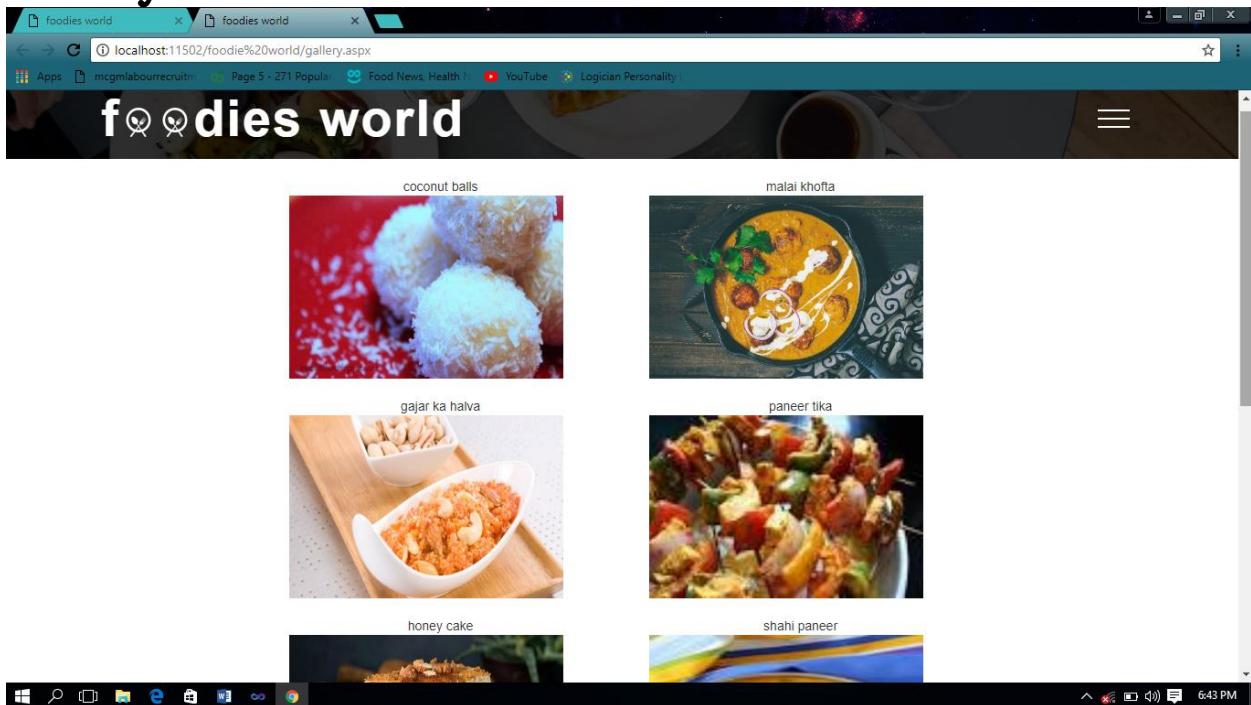
Everyone has their own meal choice,so here the right place to visit surf the food and enjoy your meal.

With dedicated engagement and management tools, we're enabling restaurants to spend more time focusing on food itself, which translates directly to better dining experiences.

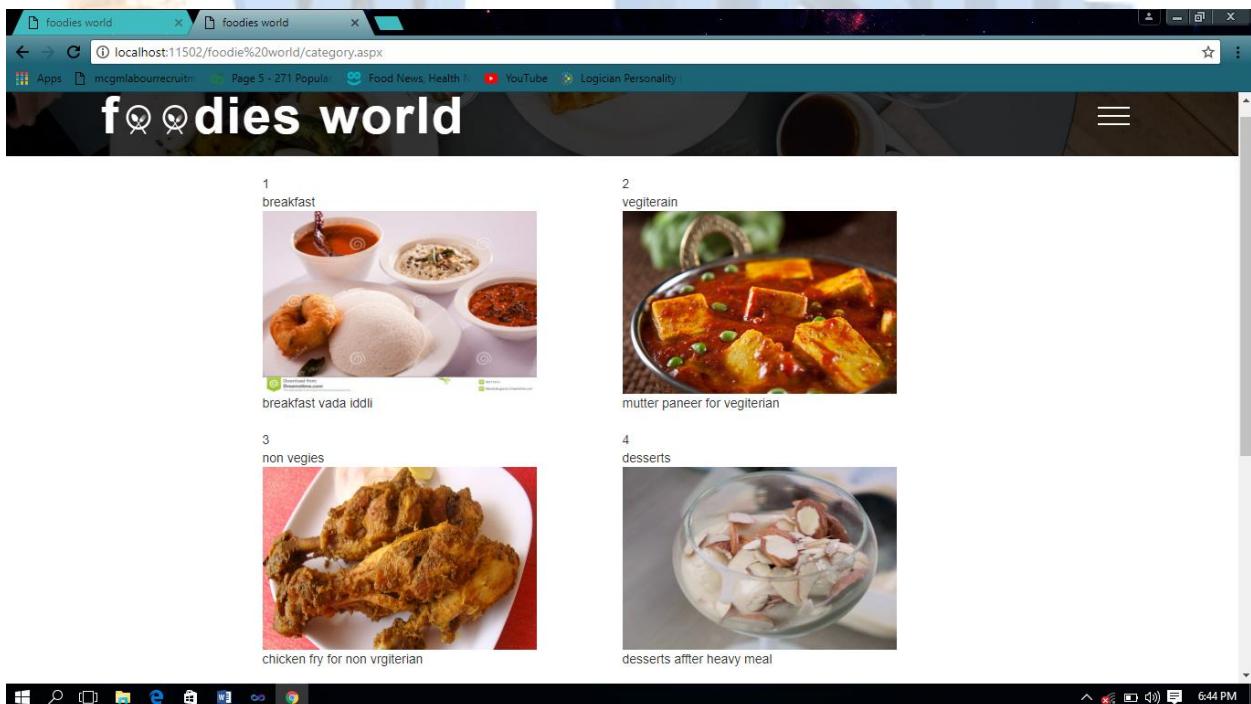


Restaurant Management System

Gallery

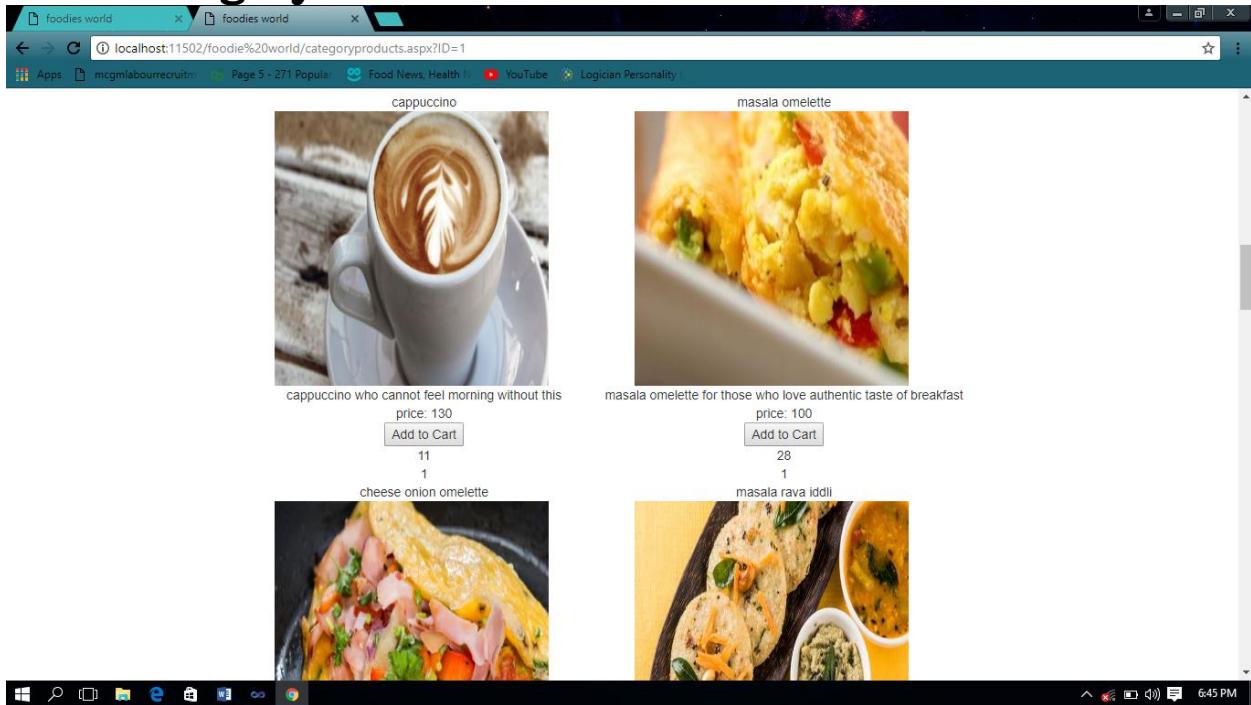


Menu

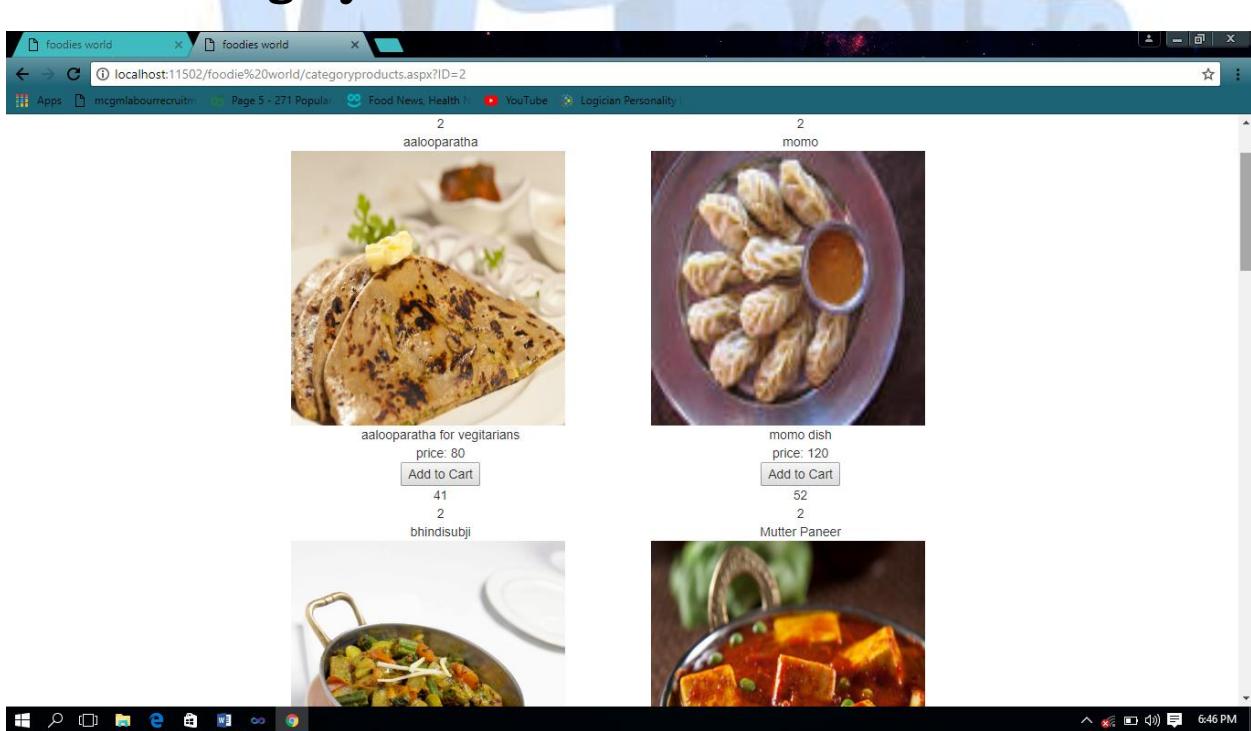


Restaurant Management System

First category:

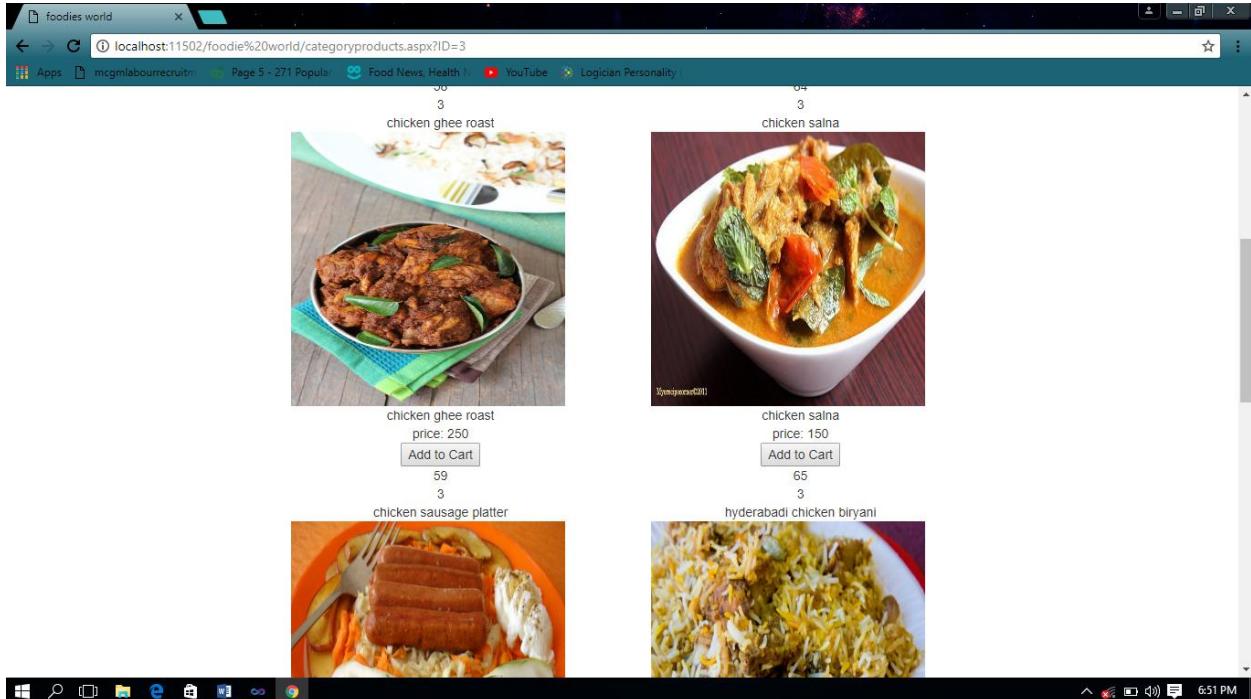


second category:

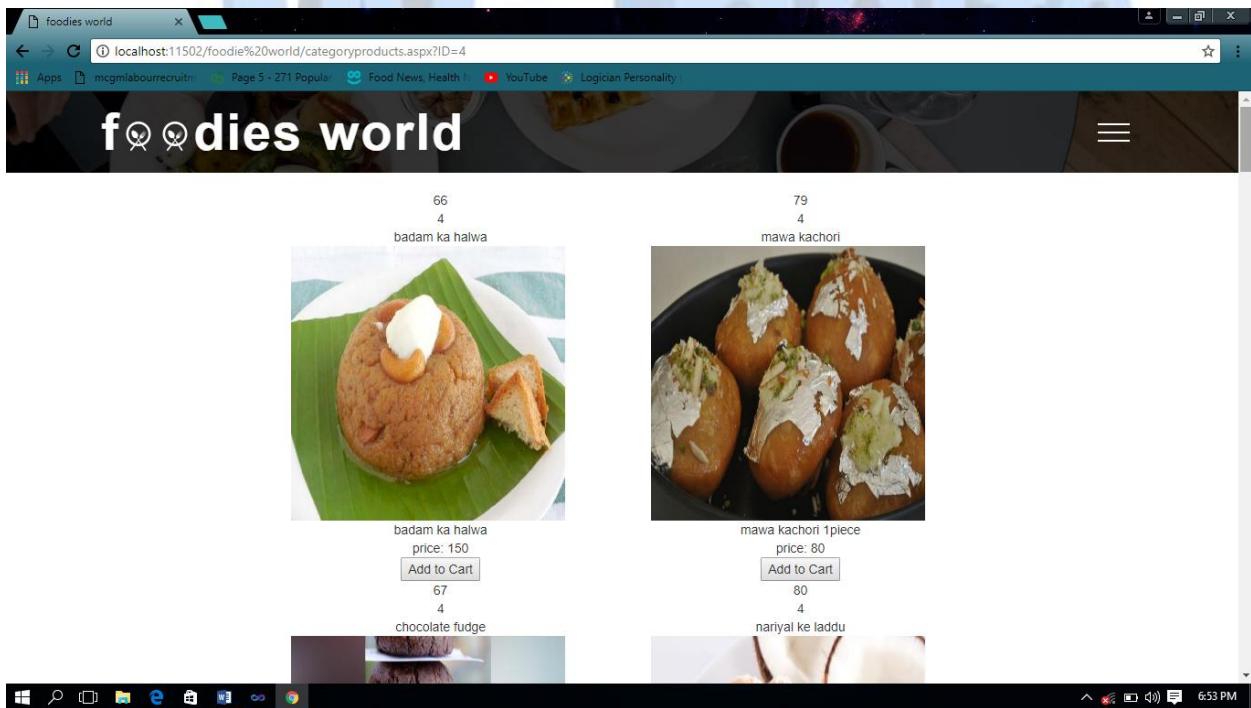


Restaurant Management System

Third category:



Fourth category:



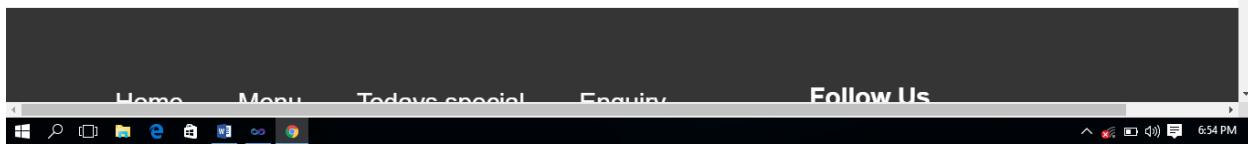
Restaurant Management System

Feedback:

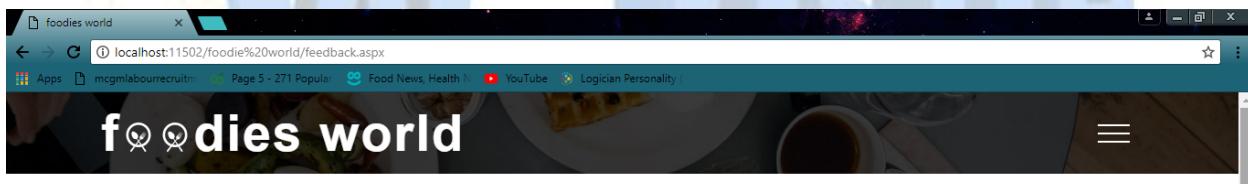
The screenshot shows a web browser window with the title 'foodies world'. The URL in the address bar is 'localhost:11502/foodie%20world/feedback.aspx'. The page contains a form with fields for Name, contact, Email, and comments. Below the form, there is a section labeled 'Address' with the following details:
Richard McClintock
Letraset sheets
ph : +123 859 6050
Email : example@gmail.com

Address
Richard McClintock
Letraset sheets
ph : +123 859 6050
Email : example@gmail.com

Send



Contact us:



Contact

There are many variations

There are many variations of passages of Lorem Ipsum available, but the majority have suffered alteration in some form, by injected humour , or randomised words which don't look even slightly believable. There are many variations by injected humour. There are many variations of passages of Lorem Ipsum available. There are many variations of passages of Lorem Ipsum available, but the majority have suffered alteration in some form by injected humour , or randomised words

Google Map

Contact Form

Name contact

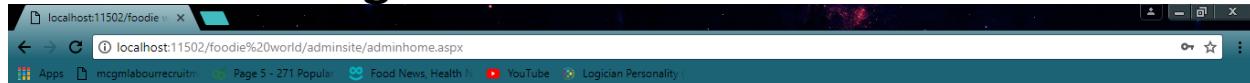
Email



Restaurant Management System

ADMIN SIDE PAGES

Admin Home Page

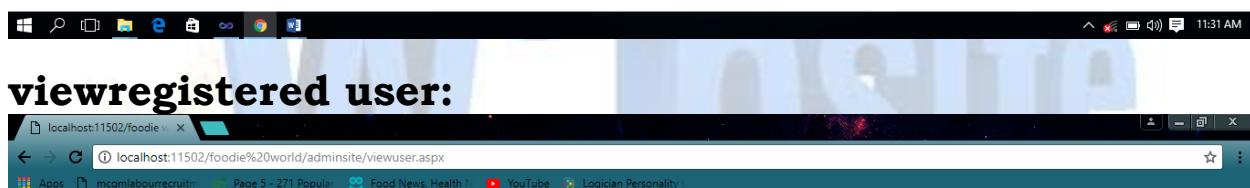


f dies world

- [adminHome](#)
- [Viewregisteredusers](#)
- [View/Delete Feedback](#)
- [View order](#)
- [viewproduct](#)
- [addcategory](#)
- [addnewproduct](#)
- [viewupdatedeletecategory](#)
- [viewupdatedeletecategoryproducts](#)
- [addphoto](#)
- [logout](#)
- [Home](#)
- [Menu](#)
- [login](#)

Follow Us

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-



f dies world

- [adminHome](#)
- [Viewregisteredusers](#)
- [View/Delete Feedback](#)
- [View order](#)
- [viewproduct](#)
- [addcategory](#)
- [addnewproduct](#)
- [viewupdatedeletecategory](#)
- [viewupdatedeletecategoryproducts](#)
- [addphoto](#)
- [logout](#)
- [Home](#)
- [Menu](#)
- [login](#)

Follow Us

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-
-



Restaurant Management System

view product:



Product id	Categpry id	Product name	Product image	Description	Price	
3	1	Apple punch		apple punch is good for blood	90	Edit Delete
7	1	baked mushroom		baked mushrooms is good in protein	150	Edit Delete
9	1	bread poha		bread poha is morning healthy food	80	Edit Delete
10	1	cappuccino		cappuccino who cannot feel morning without this	130	Edit Delete
11	1	cheese onion omelette		cheese onion omelette for non vegies people	100	Edit Delete
12		chocolate hazelnut		milkshake always does best job	120	Edit Delete

Restaurant Management System

Admin view feedback:

Screenshot of a web browser showing the 'View Feedback' page for an admin. The URL is localhost:11502/foodie/adminsite/viewfeedback.aspx. The page displays a table of feedback entries and a navigation menu.

Navigation Menu:

- [adminHome](#)
- [Viewregisteredusers](#)
- [View_Delete Feedback](#)
- [View order](#)
- [viewproduct](#)
- [addcategory](#)
- [addnewproduct](#)
- [viewupdatedeletecategoryproducts](#)
- [addphoto](#)
- [logout](#)

Feedback Table:

	fid	contact	name	comments	email
Edit	1	8898554757	suyog	nice food	suyogmahadik12@gmail.com

[Delete](#)

Bottom Links:

- [Home](#)
- [Menu](#)
- [login](#)

Follow Us

-
-
-
-



Restaurant Management System

Add category to menu:

The screenshot shows a web browser window with the URL localhost:11502/foodie%20world/adminsite/addcategory.aspx. The page title is "dies world". A sidebar on the left contains a navigation menu with the following items:

- adminHome
- Viewregisteredusers
- View_Delete Feedback
- View_order
- viewproduct
- addcategory
- addnewproduct
- viewupdatedeletecategory
- viewupdatedeletecategoryproducts
- addphoto
- logout

The main content area is titled "Add New Category". It includes four input fields: "Category Id", "Category name", "Category description", and "Upload Image". Below the "Upload Image" field is a "Choose File" button with the placeholder "No file chosen" and an "upload" button.

At the bottom of the page, there is a footer menu with three items:

- Home
- Menu
- login



DATABASE DESIGN

DBMS USED:

ASP.NET SQL SERVER DATABASE

TYPES AND TABLES

Registration Table

Registration Table captures the data of Newly registered Customers on the website.

Table RegistrationForm [Customer details]

Sr. No	Field name	Data Type	Size	Constraints	Description
1	id	Varchar50	50	Primary key	Holds Customer ID
2	name	Varchar50	50	Not null	Holds Customer Name
3	email	Nvarchar50	50	Not null	Holds Customer email id
4	contact	Numeric	18	Not null	Holds Customer contact
5	address	Nvarcharmax	max	Not null	Holds address of Customer
6	password	Nvarcharmax	max	Not null	Holds Customer password

Restaurant Management System

Order Table

Order Table contains all the information about Customers Order.

Table tbl_Order [Order details]

Sr. No	Field name	Data Type	Size	Constraints	Description
1	Ordered	int	20	Not null	Holds Order ID
2	Order_date	nvarchar2max	max	Not null	Holds Order date
3	Customeremailid	Nvarcharmax	max	Not null	Holds Events customer email id
4	Totalamount	Real	60	Not null	Holds total price



Restaurant Management System

Feedback Table

Feedback Table contains all the information about Feedbacks given by Customers.

Table tbl_Feedback1 [Feedback Details]

Sr. No	Field name	Data Type	Size	Constraints	Description
1	f_id	int	20	Primary key	Holds Feedback ID
2	name	Nvarchar50	50	Not null	Holds Customers name
3	contact	Nvarchar50	50	Not null	Holds Customers contact
4	email	Nvarchar50	50	Not null	Holds Customers email
5	comments	Nvarcharmax	max	Not null	Stores customers feedback

Menu Table

Menu Table contains information about Menu Card.

Table MenuDetails [Details of Dish's]

Sr. No	Field name	Data Type	Size	Constraints	Description
1	Cat_id	Int	20	Not null	Holds order id
2	categoryname	Nvarchar50	50	Not null	Holds Dish name
3	catimage	Nvarchar50	50	Not null	Holds dish image
4	description	Nvarchar50	50	Not null	Holds description of dish

REFERENCES AND BIBLIOGRAPHY

- Murach's Asp.net 3.5 web programming with VB2008.
- www.wikipedia.com
- www.google.co.in
- www.foodtv.co.in

