Pizza Ordering System

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ABSTRACT

Pizzas are one of the most popular food items in this modern world. With a massive increase in the internet users day by day, most of the pizzerias are including online services to order pizzas online.

The “pizza ordering system” project refers to a web application that is used to make pizza orderings online. Online services help both pizza servers and the customers to make orders effortlessly and efficiently. Also, there are several existing pizza ordering systems which involves users to order pizzas, but most of them does not allow users to order custom pizzas where users can customize their orders. So, an efficient system is required which provides the customers to order pizzas by customizing the toppings. This project allows the users to make their customized pizzas where they can pick up the topping ingredients according to their wish. The website allows users to login to their page, order pizzas, modify or delete the orders and view the details of their current orders. The administrator can add and edit customer accounts so that customers can login and process the orders. The website is created using spring MVC framework where front-end is written in HTML and CSS, and uses MySQL as the database manager.

INTRODUCTION

Online ordering websites are a rapidly growing system in this world. Online ordering system helps people in placing orders effortlessly and efficiently thereby saving time. The "pizza ordering system" project is a web app that helps to order pizza online.

1.1. Objectives of the project :

The need of online pizza ordering system is to enhance the overall ordering functionality, which reduces the workload of pizza store workers as well as increases customer satisfaction by providing efficient and timesaving ordering procedures, which can proportionally enhance the business profit for pizzerias.

This "pizza ordering system" helps the users to place pizza orders online and customize their pizzas by choosing suitable ingredients as pizza toppings. In this system, the customers are allowed to login, make orders, modify or delete the orders and view the details of their current orders.

1.2. Problem definition:

The customers are the end users of the system. Users can login using their username and password. Then the users are allowed to place orders by providing their name, current address, phone number and toppings. The toppings indicate the ingredients which the user can choose as the suitable toppings to their pizzas. Thus the system allows the users to make their customised pizzas by choosing the toppings according to their wish. The system stores each of the data entered by the user into a database. The user can modify the order where he/she can make changes in the topping ingredient which is already ordered. User has to provide their order id for the same. Users can also delete the existing orders, and can also view the current orders by providing their respective order id. The customer can logout once the process is completed.

In this system, the administrator can add or delete the users. The user details are stored in the database. The back-end of the system uses MySQL workbench. The system is implemented using spring MVC framework integrated with hibernate where the front-end is implemented using HTML and CSS.

REQUIREMNT SPECIFICATION

2.1.**Functionam Requirements**

- Any user with laptop or a pc with an internet connection can login to the system.
- Users with valid user name and password are allowed to login
- The application allows to place order, view, delete or modify their orders.
- The users can logout once the process is completed.

2.2. **Hardware And Software Requirements**

- Programming language: Java
- Front-End: Html5, CSS3, JavaScript, JSP, Junit
- Databases: MySQL
- OS: Windows 7 or higher.
- RAM: 4GB or higher.
- Browser: Internet Explorer or Chrome or Firefox.
- Web Server: Apache Tomcat 7 and higher.
- Tools: Eclipse, STS.
- Framework: Hibernate with spring MVC.

2.3**. System specification :**

The user is first redirected to the login page. The user is allowed to enter the username and password. If the same is valid, the user is directed to the Home page. Here the user can perform these four functionalities.

- Place order
- Modify order
- Delete Order
- View Order.

The database consists of three tables.

1. **Login** : consists of the customer id, Username and password.
2. **Customer** : consist of the customer id which is the primary key, customer name, address and phone number.
3. **PizzaOrder** : consist of the order id which is the primary key, customer id which is the foreign key , total price and ordered date.

The user can ***place*** the order by providing name, address and phone number upon which the same will be added to the customer table of the database. The user can also choose suitable topping. The toppings indicate the ingredients which the user can choose as the suitable

toppings to their pizzas. Users who do not need toppings can choose the same as well. The total price of the pizza may vary according to the chose topping. With successful ordering an order id will be generated. This order id is mapped to the customer id and saved in the pizzaOrder table along with the total price and ordered date.

If the user wants to ***modify*** the order, upon providing the order id, the user will be able to change the toppings which they already ordered. The total price will be calculated again and will be updated into the pizzaOrder table. If the order id does not exist, the system returns an invalid status.

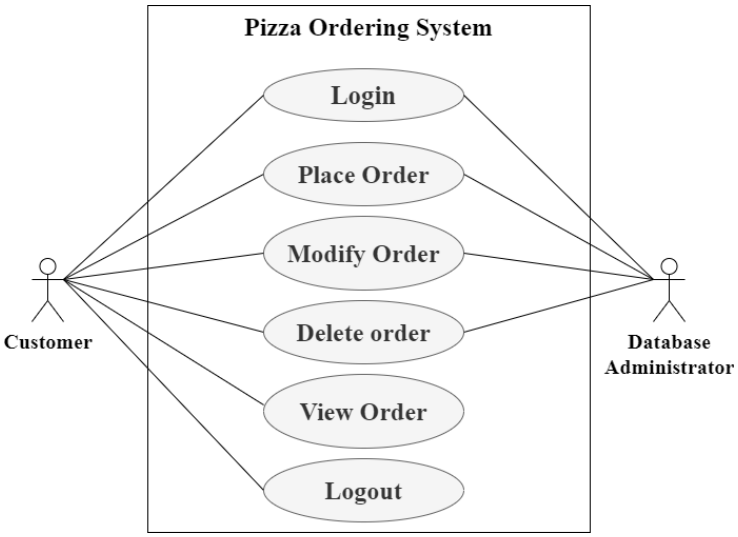
If the user wants to ***delete*** an order, he has to provide the order id. If the id is valid, the order will be deleted from the pizzaOrder table where as the customer table remains the same in case of future reference. If the order id does not exist, the system returns an invalid status.

For the customer to ***view*** the order details, by providing the order id, the order details is fetched from the pizzaOrder table joined with the customer table, displaying the order details along with the customers name and id. After completion of the ordering process, the user can logout of the system.

The administrator of the system can insert or delete into the customer table, login table or pizzaOrder table and can place or delete any orders if necessary.

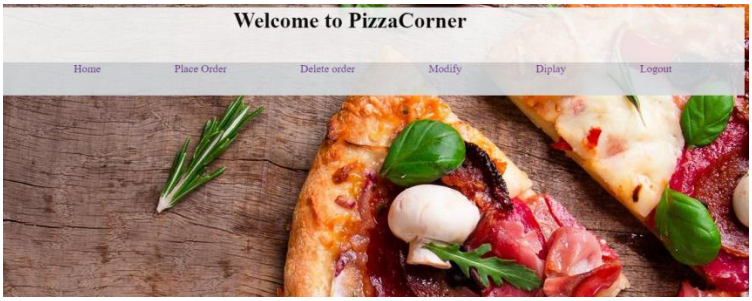
ARCHITECTURE DESIGN

4.1. Use Case Diagram

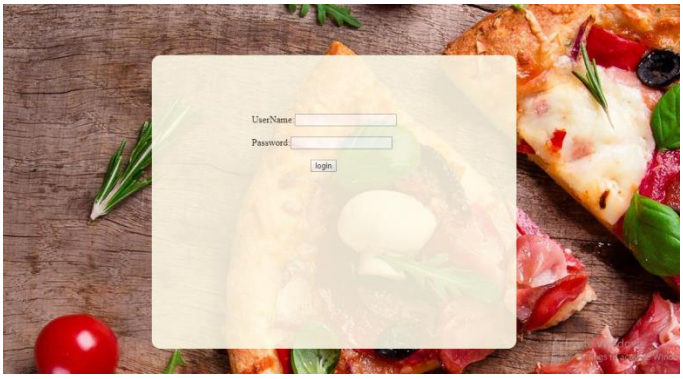


The “pizza ordering system” consists of the following modules:

- Login
- Place order
- View order
- Modify Order
- Delete Order

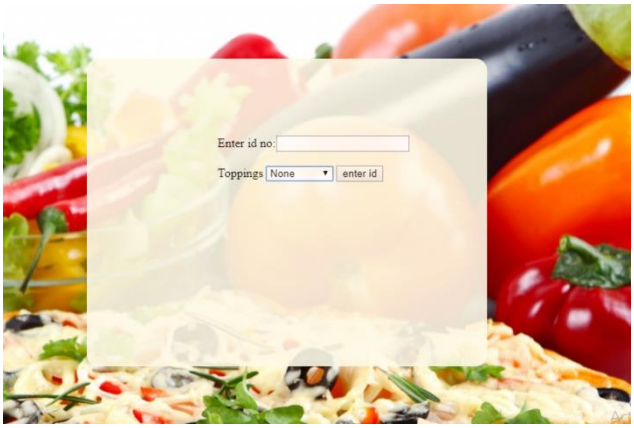


Login: The users can login to the system by providing the username and password.

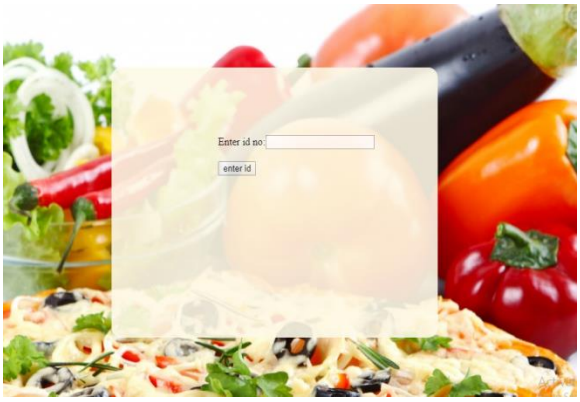


Place order: The users after login can place the orders. To place orders the users have to provide their name, current address, phone number and choose the toppings they need. Upon successful ordering, the user will be provided with an order id.

Modify Order: The users can modify their placed order. Modifying requires the user to enter their order id. The user is allowed to modify the toppings which they have selected under a valid order id.



Delete Order: The user can delete an existing order, where the user have to enter the order id, upon which a screen appears displaying the details of the entered order id. The user can view and delete the order if required. Upon entering an invalid id, the system returns order invalid status.



View Order: User can view an existing order providing the order id. If the order id exists the system returns the order details. Else the system shows order invalid status.

The database tables are as follows :

Customer table:

	Field	Type	Null	Key	Default	Extra
▶	custid	int	NO	PRI	NULL	auto_increment
	custname	varchar(25)	NO		NULL	
	address	varchar(25)	NO		NULL	
	phone	varchar(25)	NO		NULL	

Login table :

	Field	Type	Null	Key	Default	Extra
▶	custid	int	NO	MUL	NULL	
	username	varchar(25)	NO		NULL	
	password	varchar(25)	NO		NULL	

PizzaOrder table:

	Field	Type	Null	Key	Default	Extra
▶	orderid	int	NO	PRI	NULL	auto_increment
	custid	int	NO	MUL	NULL	
	totalprice	double(6,2)	NO		NULL	
	orderdate	varchar(30)	NO		NULL	

CONCLUSION

We have implemented an online “pizza ordering system” which helps to efficiently make orders by reducing time and effort for customers. The system is implemented as a base project which consists of several limitations due to the lack of user registration module. Currently the administrator adds or deletes the users in the database. The future scope is to include user registration module to ensure efficient program flow. Also the current system provides the user to place, delete, modify and view orders where delete, modify and view is done upon providing order id. The system can be modified as to perform the same by automatically fetching the user details from the database which will ease the procedures for customers.

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