

NITK NIGHT CANTEEN MANAGER

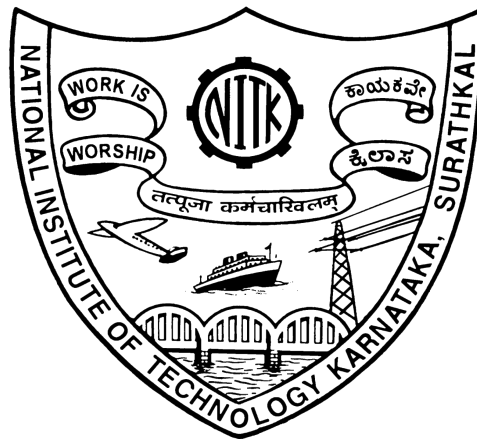
A Course Project Report on
NITK NIGHT CANTEEN MANAGER

Undergone at
National Institute of Technology Karnataka

Under the guidance of
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Bachelor of Technology
In
Computer Science & Engineering



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National Institute of Technology Karnataka
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DECLARATION

We certify that the report on 'NITK NIGHT CANTEEN MANAGER' which is being submitted as record of my course project is a bonafide report of the work carried out by our team. The material contained in this report has not been submitted to any university or Institution for the award of any degree.

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Abstract

Nitk Night Canteen Manager : It is a kind of online food ordering process system . Online food ordering is a process of food delivery or takeout from our night canteens through a website. Much like ordering consumer goods online , this service allows students to keep accounts with them in order to make frequent ordering convenient . It is a type of choose from available items and canteens that the admin posted.

This website is used by NITK students to order food from night canteens . Using this website student gets a clear picture of what all night canteens are available and the food items that are provided by the respective canteens .

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Introduction

1.1 Purpose :

Nitk Night Canteen Manager fulfills the requirements of our canteens to digitize our current food ordering system. We need not have to depend on any other website for food ordering in future too. The users just need to register by entering the necessary details online. It provides quick description of transactions and orders placed , accurate billing , time saving and many more.

Thus the purpose of this site is to provide a system that saves time and digitize food ordering for both students and night canteens.

1.2 Objectives

1.2.1 General objectives

- To increase efficiency and improve services provided to the customers through better application of technology in daily operations.
- To digitize our current food ordering system.

1.2.2 Specific objectives

- To enable customers to have a visual confirmation that the order was placed correctly.
- To ensure correct placement of orders through visual confirmation.
- Eliminate paperwork and increase level of accuracy.

1.3 Justification

- To increase efficiency by shortening the ordering time and eliminating paper work like receipts through online transaction.
- To reduce time wastage by eliminating long queues

Required Analysis and specifications

The aim of the system is to develop “ONLINE FOOD ORDERING SYSTEM ” software, which should automate the process to create and storing details of user , canteens and other necessary details . The system is supposed to use as a automatic way of food ordering and check out process. The proposed system is mixture of tasks which are done manually as well as automatically.

2.1 Software Requirements

· **Web server :**

· **Database :**

Other Development Software:

§ Windows 10 and Ubuntu 18.04

§ Google docs for preparing various reports and submissions

§ Online tools like Erdplus, lucidchart for creating Er diagram,Relational Schema etc

§ Text Editor like Sublime Text for writing the code

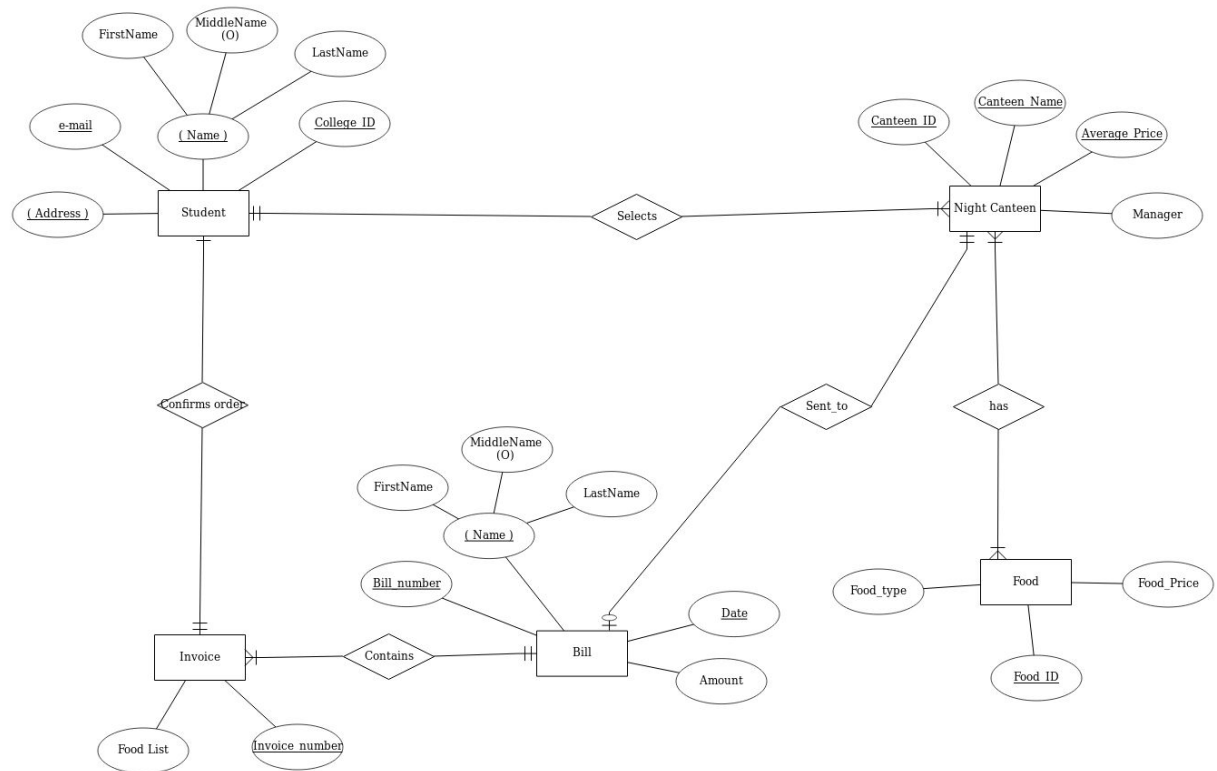
2.2 Hardware Requirements

We need not require any hardware requirements as of now. Because, we are not deploying our system for real use. But if at all it is deployed then need to have reliable web server which is fast in all situation. We need an apart machine that will serve as database. This machine should also be a high performance machine.

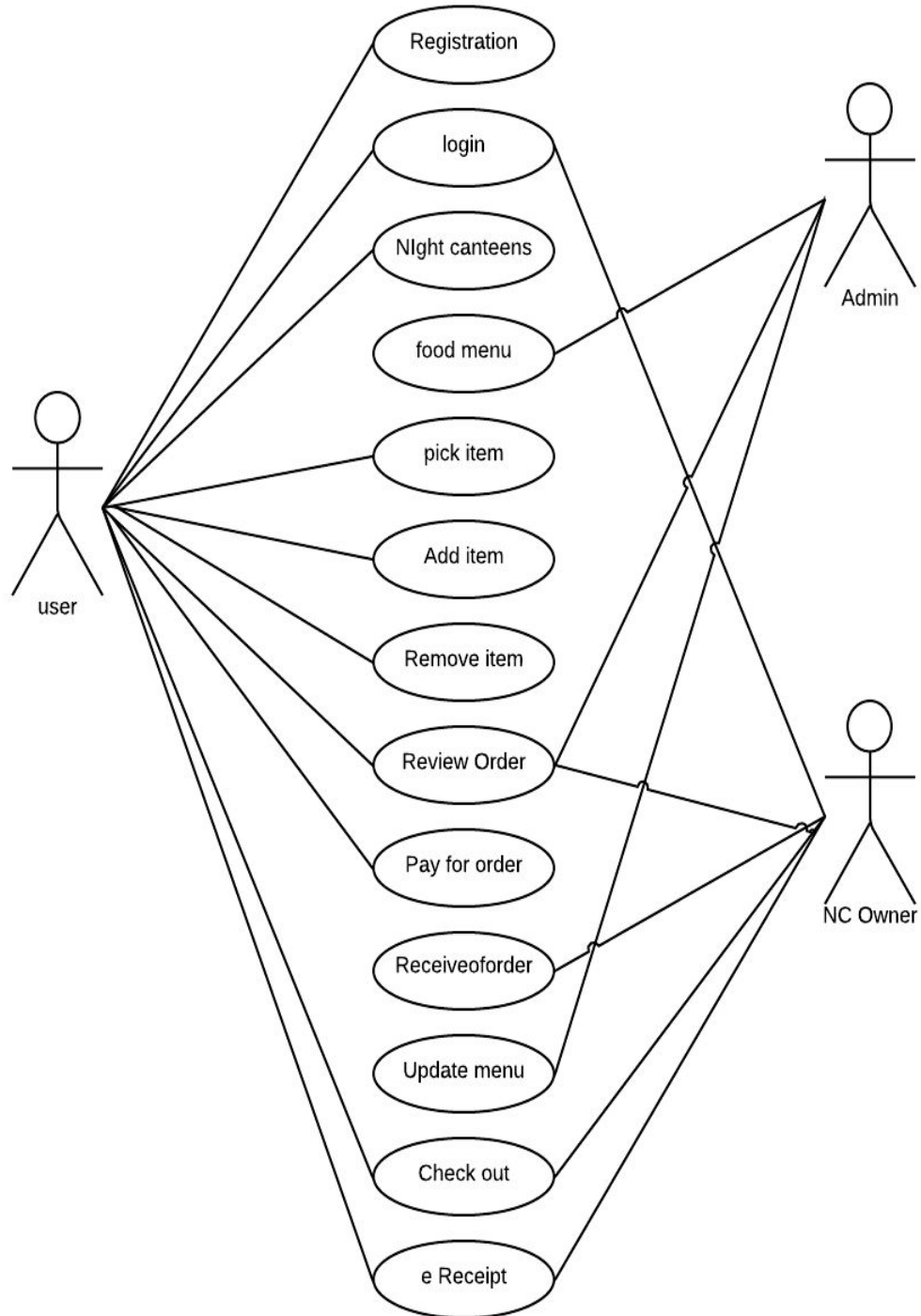
Database Design

3.1. ER Diagram

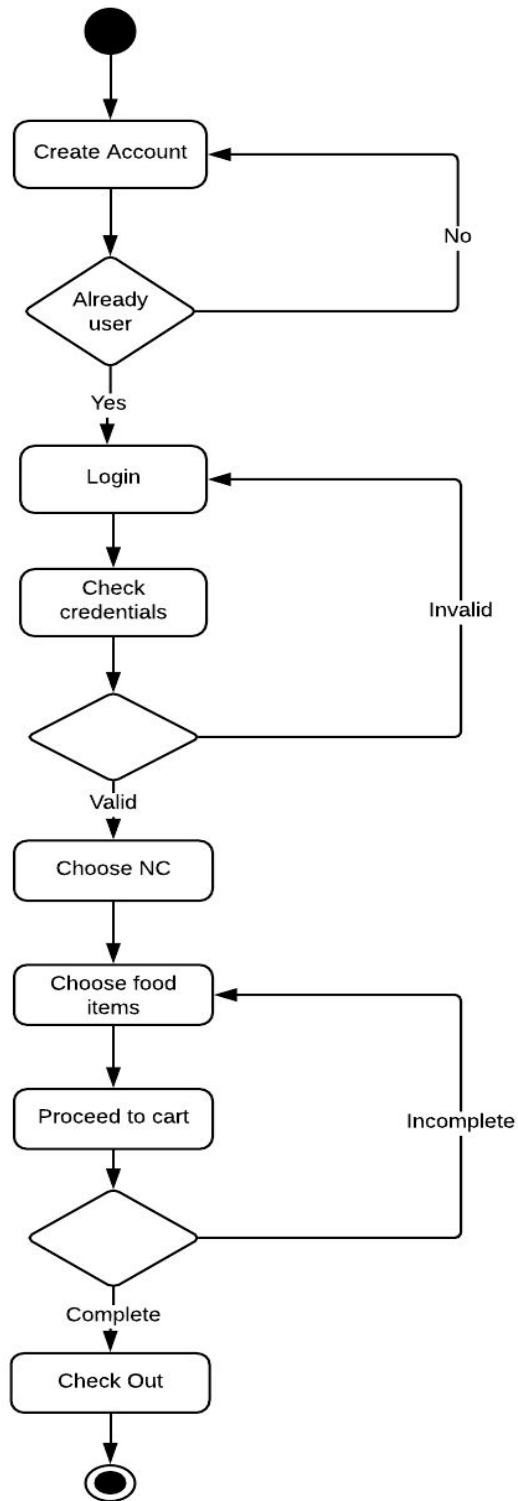
The ER diagram represents the model of night canteen manager entities. The entity relationship diagram of this NITK night canteen manager system shows all the visual instruments of database tables and relationship between users , orders etc... It used structural data and it defines relationship between structured data groups of night canteen manager functionalities. The main entities of our ER diagram are student_details , night canteen ,invoice, bill and food.



3.2 USE CASE Diagram



3.3 Activity Diagram



ACTIVITY DIAGRAM

OVERALL DESCRIPTION

4.1 Weakness of the current system

- Inconvenience of customer needing to have a physical copy of the menu.
- Time consuming.
- Lack of visual confirmation that the order was placed correctly.
- Necessity for NC's to have an employee or owner answering the phone and taking orders.
- Manual work and consumes large volume of data.
- Lack of data security.

4.2 Merits of the proposed system

- Security of data. Data are well protected for personal use.
- Ensures data accuracy during order placement process.
- Minimized manual data entry.
- Greater efficiency since data processing is very fast.
- User friendly and interactive interface with provision for students to view menus and have a visual confirmation that the order was place correctly.
- Minimized time requirement during the order placement process.
- Greatly simplifies the ordering process for both student and NC's.

4.3 Product Functions

The online food ordering will support the following functionality :

- Login - logging onto the web browser.
- Register - Register into website.
- Login-Login into portal
- Choose NC - Choose the NC's for food ordering.
- Choose items.
- Increase / Decrease number of food item units.
- Check out.

- Receive emails regarding confirmation of orders

4.4 User classes and characteristics

Follow Activity Diagram for pictorial view.

Admin -

Admin can check the information given by the user. He is responsible for addition or deletion of NC owners. He can provide the id's and passwords for nc owners.

Owner -

Owner ,he is regarded as the controller of NC's . Each owner has an NC under his control. He can view the orders and he should inform any change of menu to admin. He receives email whenever any student orders food from his respective night canteen

User -

User ,he/she is regarded as the student of our college.He can view the night canteens and place the orders as his wish. But he cannot join the website without making his registration .

4.5 User Documentation

- This website will be a user – friendly and created in such way that the person having little or no knowledge of the website can use this; therefore no user manual will be required.
- Other queries will be solved in FAQ'S.

4.6 Assumptions and Dependencies

- It is assumed that the user should familiar with computer & having internet connection in the system.
- It is assumed that all information given by the user is correct regarding personal & ordering information.
- Our system mainly depends on the users & highly affected when the information given for food ordering is not followed.

System Features

5.1 Signup / Register

5.1.1 Description

The option was provided on the homepage of the website . Student visiting the website must get registered himself to enjoy our facilities and services of this website.

The user must provide the details that was displayed on the register page.

5.1.2 Stimulus / Response Sequences

When the user is redirected to the register page he has to provide the information to fill the required register form. The information given by the user will be check from the database and if the information found correct a will be displayed successfully register.

Error can occur if the user already registered. Or the information given by him isn't matched with the database attribute types.

5.1.3 Functional Requirements

REQ1 - first name	TYPE -
REQ2 - last name	TYPE -
REQ3 - User name	TYPE -
REQ4 - Address	TYPE -
REQ5 - Email	TYPE -
REQ6 - College ID	TYPE -
REQ7 - Password	TYPE - password

5.2 Login

5.2.1 Description

This option will on the home page of the website. It allows the user who have been registered before to get access to his own profile. User can also request for the new password in case he forgot the password.

5.2.2 Stimulus/Response Sequences

The user has to provide the user name given to him at the time he registered and the last updated password to login to access his profile after clicking on the login button. To get a new password user has to provide the username/email id.

Error can occur if the user name and password didn't match, and the user will be redirected to login home page .

5.2.3 Functional Requirements

REQ1 - username mandatory TYPE -

REQ2 - password mandatory TYPE - password

5.3 My Cart Items

5.3.1 Description

Basically , the description behind my cart items tells us the overall food order , it's just like one last check of our food order. And the inition of checkout process .

5.3.2 Stimulus/Response Sequences

The user can increment or decrement the food quantity which was displayed on side of each item through a '+' and '-' .And the user can remove the individual item if he is not interested in ordering a particular food item . And the user can empty the cart through empty card option .

5.3.3 Functional Requirements

REQ1 - Increment(+)	TYPE -
REQ2 - Decrement(-)	TYPE -
REQ3 - CHECKOUT	TYPE - BUTTON

Other Nonfunctional Requirements

6.1 Performance Requirements

A proper internet connection is needed for the users using this website and the user should be user friendly with computer and the user interface of the website should be easy.

6.2 Safety Requirements

If some unauthorized person get access to the site he can damage the site, therefore, the system shouldn't allow the user to access, until he provides correct username and password.

6.3 Security Requirements

- ➔ Only administrator has the access to update and delete the database.
- ➔ The system shouldn't allow the user to access, until he/she provides correct username and password.
- ➔ If the user request for a new password the password will be send to his mail id.

6.4 Software Quality Attributes

- A healthy internet connection having a good speed is to be use to get a better response time.
- This website is available 24*7 , But as our NC's work from 7PM to 2PM the ordering is functional at that time only.
- This website site is easy to use; it is being made, keeping in mind that the use has a little knowledge of the computer and website.
- The website is very flexible so that the user can order food.

External Interface Requirements

7.1 User Interfaces

It was designed with a rich attractive look . The process of food ordering was clearly explained through step by step. Login and Register options was provided on the home page. The user can view the night canteens before login. But the menu can only be viewed after signing into the website.

7.2 Hardware Interfaces

- The user should have end systems (computers or laptops).
- The hardware interfaces (such as network connectivity) will be managed by Internet Service Provider.

7.3 Software Interfaces

- The system is not specific for any particular operating system.
- We will be using HTML, Java script and bootstrap to build the front end of our Database.
- Mainly consist of usernames, passwords, emails, address, and order_details.

→ We will be django for our backend , it consists of its own server.

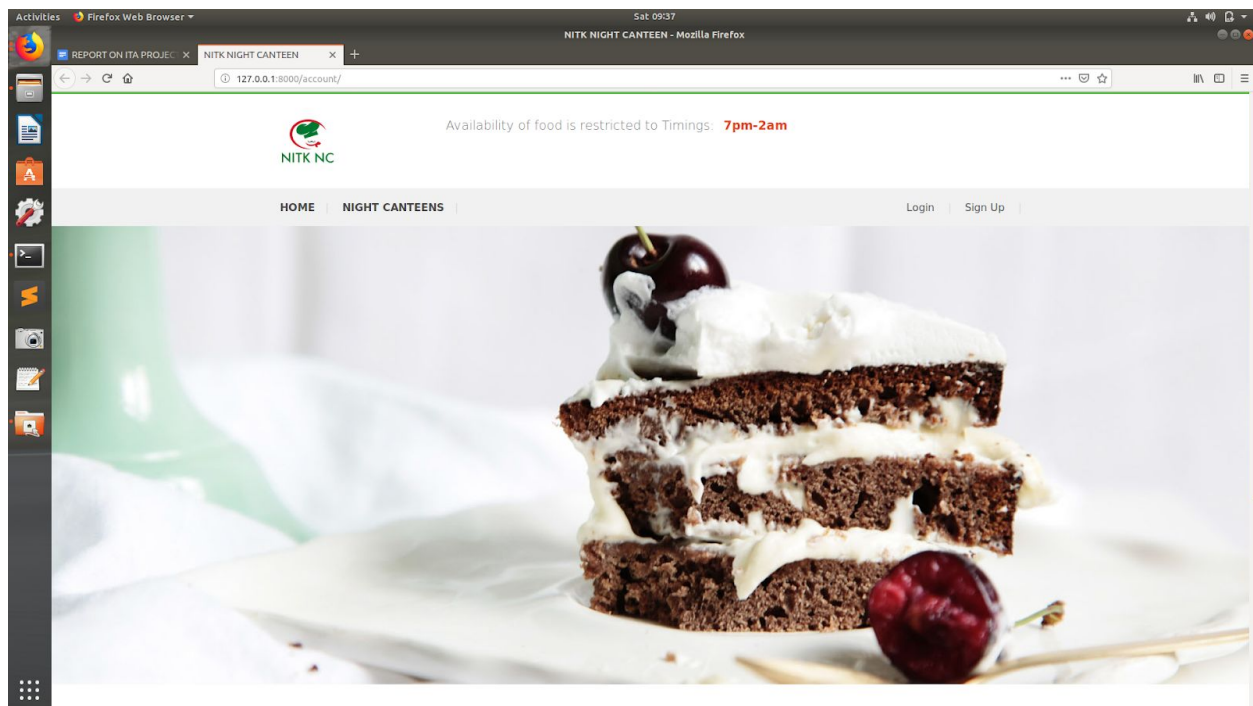
7.4 Communications Interfaces

- HTTP protocol is used for transferring data between the server and the client.
- We will be using HTTP for establishing connection between user and database.
- We will be using PHP along with SMTP authentication to send and receive Email.

RESULTS & DISCUSSIONS

Home page

The following figure shows the complete home page of our food ordering project, here we provide icons like NIGHT CANTEENS , LOGIN, Signup.



Signin page : Contains login attributes . On login the student directs to his own session.

NITK NIGHT CANTEEN MANAGER

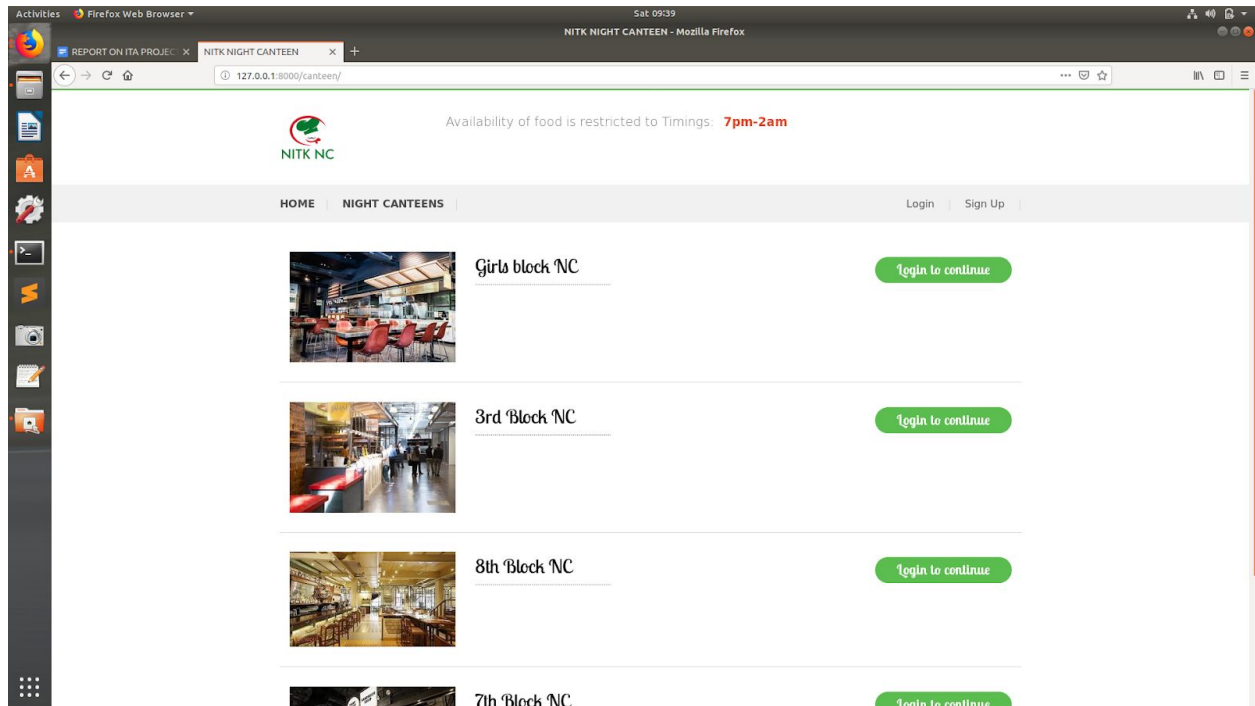
The screenshot shows the login page of the NITK Night Canteen Manager web application. The browser window is titled "NITK NIGHT CANTEEN - Mozilla Firefox" and the address bar shows "127.0.0.1:8000/account/login/". The page features a header with the NITK NC logo and a notice: "Availability of food is restricted to Timings: 7pm-2am". Below the header is a navigation bar with "HOME" and "NIGHT CANTEENS" links, and "Login" and "Sign Up" buttons. The main content area is divided into two sections: "NEW CUSTOMERS?" and "REGISTERED CUSTOMERS". The "NEW CUSTOMERS?" section includes a message "Create an account to be part of our food community." and a red "CREATE AN ACCOUNT" button. The "REGISTERED CUSTOMERS" section includes a message "If you have an account with us, please log in." and a login form with fields for "USER NAME*" (containing "16C0225") and "PASSWORD*" (containing "16C0225"), a "Forgot Your Password?" link, and a red "LOGIN" button.

Signup page : Contains registration attributes . On signup the details are stored into database and will be used for all other future requirements.

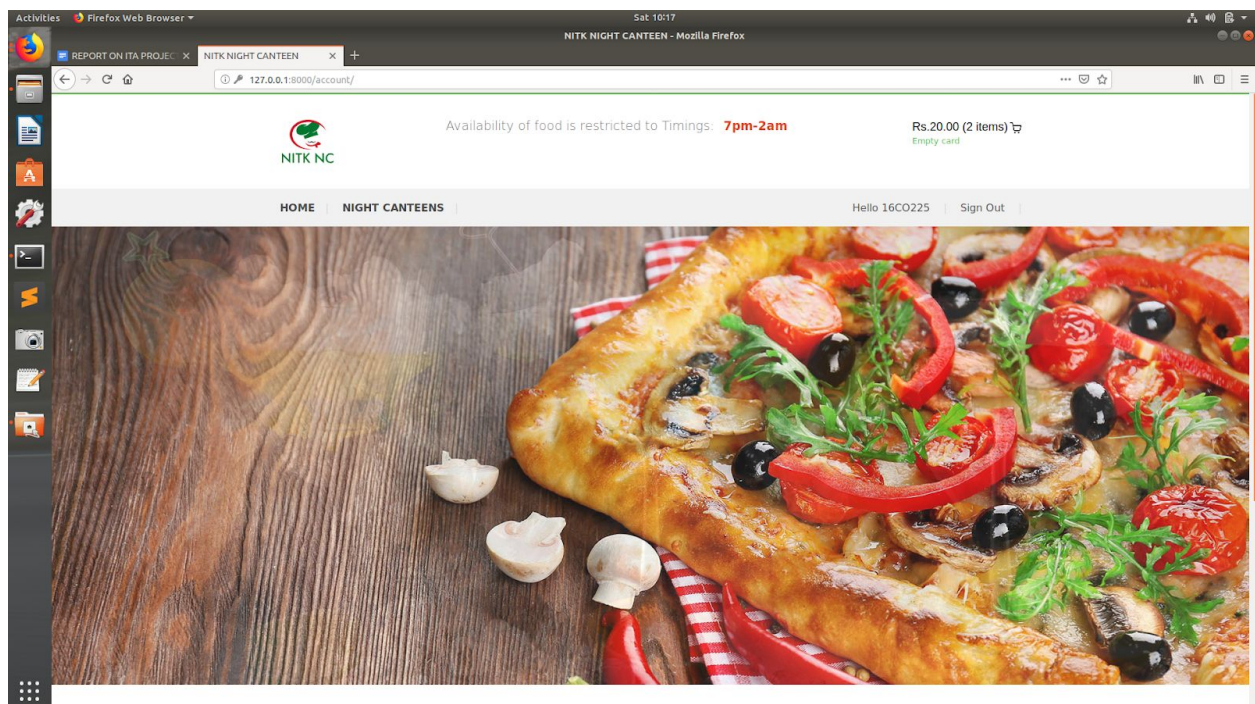
The screenshot shows the registration page of the NITK Night Canteen Manager web application. The browser window is titled "NITK NIGHT CANTEEN - Mozilla Firefox" and the address bar shows "127.0.0.1:8000/account/register/". The page features a header with the NITK NC logo and a notice: "Availability of food is restricted to Timings: 7pm-2am". Below the header is a navigation bar with "HOME" and "NIGHT CANTEENS" links, and "Login" and "Sign Up" buttons. The main content area is divided into two sections: "PERSONAL INFORMATION" and "LOGIN INFORMATION". The "PERSONAL INFORMATION" section includes fields for "Username:", "First name:", "Last name:", "Address:", "Email:", and "College ID:". The "LOGIN INFORMATION" section includes fields for "Password:" and "Confirm Password:", and a red "SUBMIT" button.

Canteens page : Here , the canteens are displayed which are provided by admin.

NITK NIGHT CANTEN MANAGER

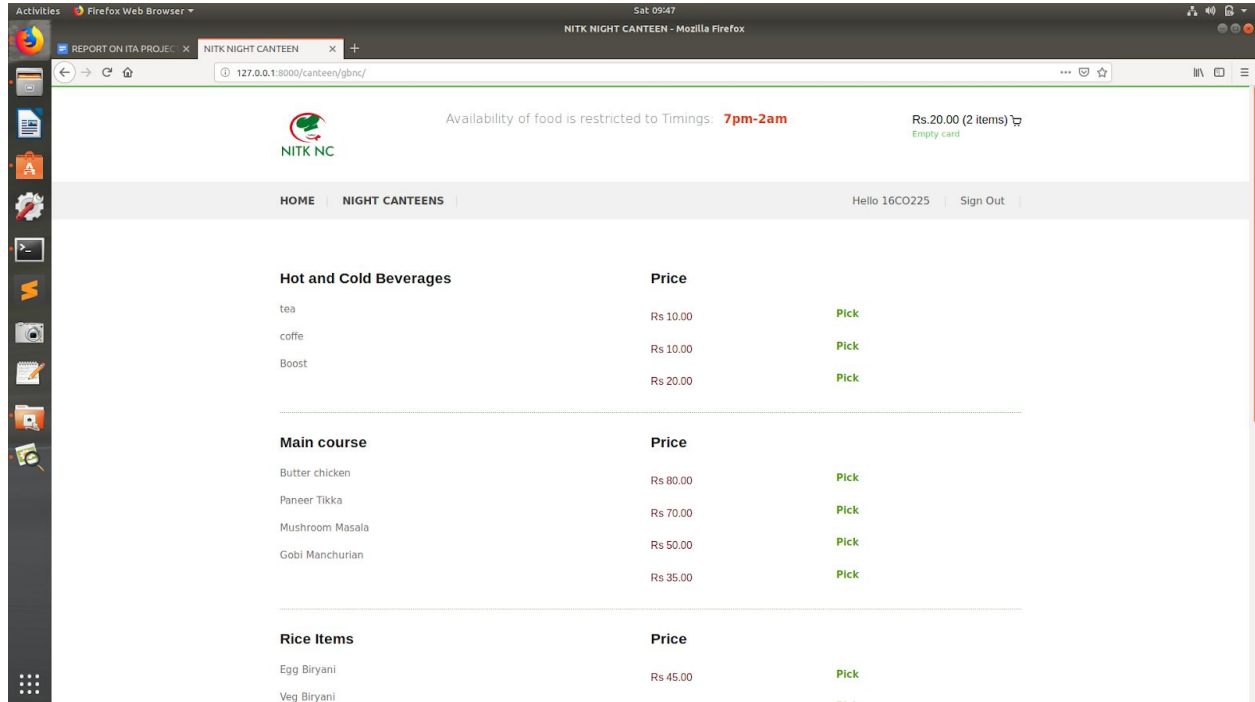


Account page : On this page we have icons like night canteens ,logout, empty cart, cart and username (as a welcome note).



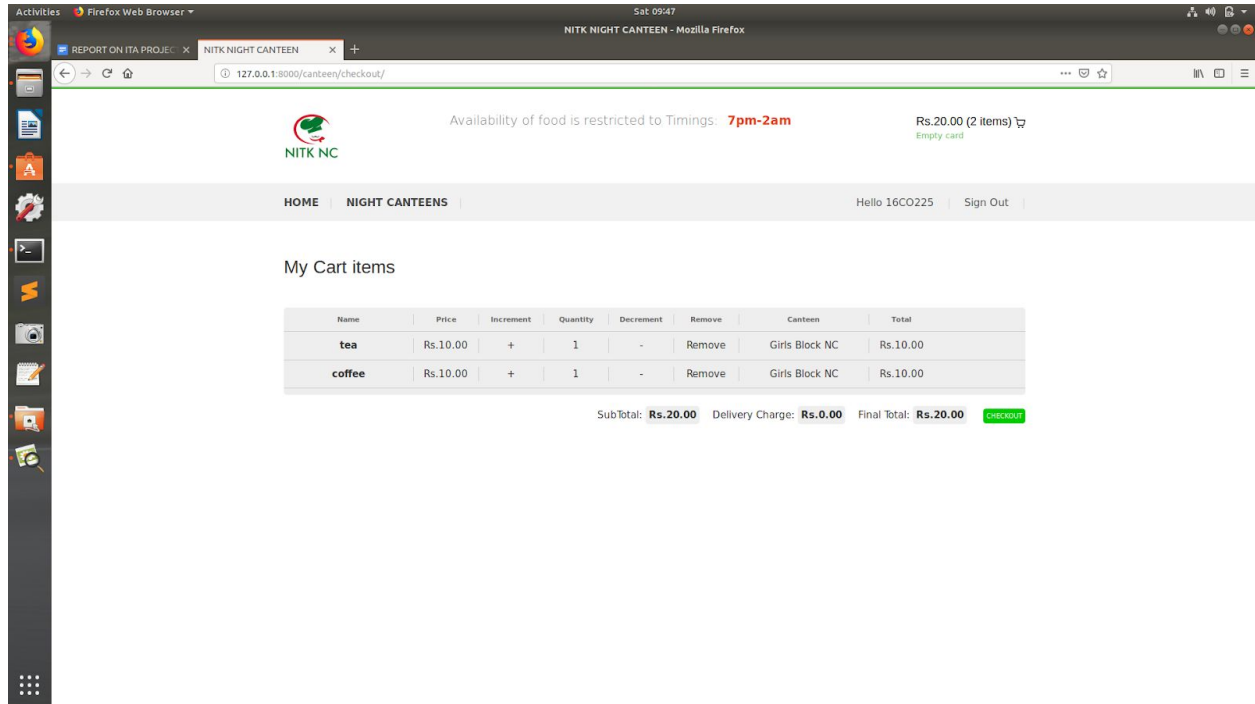
NITK NIGHT CANTEN MANAGER

Canteen page with menu_: Here we can look at the food menu provided by each individual canteen with a “pick” and displayed details regarding food item and even a signout option for quick logout.



Checkout page :A checkout page showing the details of order to be placed.

NITK NIGHT CANTEEN MANAGER



Conclusion