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ONLINE FAST FOOD ORDER SYSTEM

A Project Report

Submitted in partial fulfillment of the Requirements for the award of the Degree of

BACHELOR OF SCIENCE (INFORMATION TECHNOLOGY)

By

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Seat Number

Under the esteemed guidance of

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MAHARASHTRA

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DEPARTMENT OF INFORMATION TECHNOLOGY

CERTIFICATE

This is to certify that the project entitled, **"Online Fast Food Order System"**, is bonafied work of **Tejas More** bearing Seat No:_____ submitted in partial fulfillment of the requirements for the award of degree of BACHELOR OF SCIENCE in COMPUTER SCIENCE from University of Mumbai.

Internal Guide **Coordinator**

External Examiner

Date: **College Seal**

ABSTRACT

An online Fast Food Order Store permits a customer to submit online orders for items and services from a store that serves both walk-in customers and online customers. The online Store system presents an online display of all the items they want to sell. This web based application helps customers to choose their products and add products to their shopping cart. Customers provide their complete detail of address and contact and they get their chosen products in their home.

Shopping carts may be examined at any time, and their contents can be edited or deleted at the option of the customer. Once the customer decides to submit a purchase order, the customer may print the contents of the shopping basket in order to obtain a hard copy record of the transaction.

This Web application saves lots of time of customers and give the more advantages to customer.

ACKNOWLEDGEMENT

It is my prime duty to offer my sincere gratitude to University Of Mumbai to include the project work in the syllabus of Third Year Bachelor's Degree so as to develop interest about research work among the students like us.

I also grateful to **Prof. G. B. Sarang** Principal of **I.C.S College of Arts Commerce's and Science**, Khed for providing all necessary facilities of laboratory and library at I.C.S. College, Khed.

I wish to express my sincere thanks to **Prof. Sachin S. Bhosale**, Head of the Department for giving me the opportunity to complete the project work by providing facilities in the department and providing valuable guidance to complete the task and also thanks to my guide A**sst. Prof. Vinayak Pujari** to guide me for this project.

Last but not the least my special thanks to my parents, my friends and all those people who have encouraged me, helped me to complete this course successfully in time.

Yours faithfully,

Tejas More

TY BSC IT

DECLARATION

I hereby declare that the project entitled**, "Online Fast Food Order System" working in a Academic Year 2021-2022 done at I.C.S. College Of Arts, Commerce & Science, Khed**, has not been in any case duplicated to submit to any other university for the award of any degree. To the best of my knowledge other than me, no one has submitted to any other university.

The project is done in partial fulfillment of the requirements for the award of degree of **BACHELOR OF SCIENCE (INFORMATION TECHNOLOGY)** to be submitted as final semester project as part of our curriculum.

Tejas More

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PRELIMINARY INVESTIGATION

Introduction

The main aim for developing this project where customer can purchase and order Fast Food Orders online. The system is very useful for customer can easily buy the Fast Food Orders products from home through internet.The system reduces lots of work load for customer. By this system online Fast Food Order shopping the product is directly delivered to customer address.

The system functionality of products and orders is stored on the admin side in a web service. This project provides a lot of features to manage the products in very well manner. This project contains a lot of advance modules which makes the back end system very powerful.

Online Fast Food Order Market is a form of ecommerce that allows customers to directly buy a product from a seller over the internet.

The System will have these basic functions:

- Customer Information.
- Catalogue of items sold or available in the store.
- Hold client shopping preference in a database.
- Interface for customer support or relations.
- Delivery capabilities.

Background

Sellers in local markets currently have a traditional system of shopping where customers are expected to walk to the displayed items to make purchases at that particular time. This leaves these sellers at the mercy of undecided customers who are normally moved by the competitive pricing of other shops.

Customers who are loyal to the particular sellers are the ones who tend to stay for years with unwavering attachment to such sellers. Most sellers in the market places do not have a database of customers who visit. Customers basically walk-in just buy what they need and they are gone.

There is a simple work flow of acquiring various products from the wholesalers, working out prices, displaying produce on the shelves, receiving money, bagging bought items and finally watch the customer walk away without out any interaction. This leaves no room for feedback from the customer on the shopping experience. Whether it was good or bad it will never be known until an unhappy customer willingly comes out to complaint.

Objectives

The aim of this project it to give information about the content of any Fast Food Order System to anyone who so wants to check current prices of available products, order products, spend less time in the Online Fast Food Order Management System to reduce the stress and hustle of shopping and finding of
customers.

The Objectives of using an Online Fast Food Order Management System are to:

- Provide accessible information about products to customers who have are cut off by distance of other constrains but need to shop then can buy online product delivery.
- To minimize the difficulty of business owners from finding customers and reducing The cost of advertisement which are paid to most radio and television stations who genuinely allocate smallest of their broadcast time to such broadcast.
- Eliminate the unwanted petrol of shoppers who take up space in various stores and markets. This goes a long way to reduce human traffic in our markets.
- Extremely minimize the losses due to shoplifting and cost associated with security.

Purpose and Scope

➢ Purpose :

Online shopping tries to enhance access to care and improve the continuity and efficiency of services. Depending on the specific setting and local case managers are responsible for a variety of tasks, ranking from linking clients to services to actually providing intensive shopping and delivery services themselves.

Main Objectives :

- To shop while in the comfort of your own home, without having to step out of the door.
- Sell at lower rate due to less overhead.
- Provide home delivery free of cost.
- No wait to see the products if someone else is taking that.

➢ Scope :

This product has great future scope. Online Fast Food Order Management Internet software developed on and for the Windows and later versions of environments. This project also provides security with the use of Login-Id and Password, so that any unauthorized users cannot use your account. The only Authorized that will have proper access authority can access the software.

SYSTEM ANALYSIS

Existing System

Many customers go for purchasing offline so as to examine the product and hold the possession of the product just after the payment for the product. In this contemporary world customers loyalty depends upon the consistent ability to deliver quality, value and satisfaction. Offline shopping has a sense of immediacy.

Limitation of Existing System :

- Time Consuming
- Shipping Rates
- Refunds/Returns Disputes
- Lack of options
- Cash-Back offers not present
- Bad customer service

FACT FINDING SYSTEM

Fact-finding technique is one of the parts of the system analysis. At the time of analysis of the system or before starting actual work, system analysts collect the information. For gathering information system analyst prefers any fact-finding technique such as

1] Interview
2] Questionnaire
3] Observation

While developing this system we have done this part by using interview & questionnaires techniques.

1] Interview: -

The whole system investigation part has done by taking interview of the concerned people, user & staff. By asking them manual process of each work, by pointing hints regarding the work, by discussing their problems deeply, by asking them their requirements, by taking their valuable suggestion guidance regarding system study.

After taking their interviews regarding the systems study noting down the points regarding the system. This work of taking interview-asking difficulties to concern person till all the points of the system understood. This interview technique proved beneficial outcome for system analysis.

2] Questionnaire:-

In this method we actually provide a list of questions to the user. According to the list the user answers the questions, taking his own time without stress to answer quickly. In this method the results Obtained are rather accurate and thoughtfully given. Questionnaires can be an effective method for gathering facts.

E.g. how your system actually works?

3] Observation: -

This technique proves useful in finding the facts of the system. In this technique has done by observing ledger, registers, document, files that are prepared manually.

Proposed System

To overcome all these problems that is mentioned in existing system, we are developing a solution that is, instead of go in shopping mall and store, we can search for the item using our mobile, through internet make shopping easy. Delivery options are added in system that's help for customer. We can added products also delete in cart. The best service give to customer and cash on delivery available that's makes a helpful system to customer.

Feasibility Study

After doing the project Fast Food Order Management System, study and analyzing all the existing or required functionalities of the system, the next task is to do the feasibility study for the project. All projects feasible – given unlimited resources and infinite time.

Feasibility study includes consideration of all the possible ways to provide a solution to the given problem. The proposed solution should satisfy all the user requirements and should be flexible enough so that future changes can be easily done based on the future upcoming requirements.

A . Economic Feasibility

This is very important aspects to be considered while developing a project. We decided the technology based on minimum possible cost factor.

- All hardware and software cost has to be done by developer.
- Overall we have estimated that the benefits the developer is going to receive from the proposed system will surely overcome the initial costs and the later on running cost for system.

B. Technical Feasibility

This include the study of function, performance and constraints that may affect the ability to achieve an acceptable system. For this feasibility study, we studied complete functionality to be provided in the system, as described in the System Requirement Specification (SRS), and checked if everything was possible using different type of frontend and backend platforms.

C . Operational Feasibility

No doubt the proposed system is fully GUI based that is very user friendly and all inputs to be taken all self-explanatory even to a layman. Besides, a proper training has been conducted to let know the essence of the system to the users so that they feel comfortable with new system. As far our study is concerned the clients are comfortable and happy as the system has cut down their loads and doing.

Requirement Analysis

1) Problem Definition:

Drawbacks of System:

1. Time consuming.
2. More expensive.
3. Searching problem.
4. Maintains problem of all registers.
5. Less accuracy.
6. Problem for marking of not normal value.
7. More stationary.
8. Display multiple reports.

2) System Requirement & Specification:

System analysis is a process of gathering and interpreting facts, and the information about the Online Fast Food Order Management System to recommend improvements on the system. It is a problem solving activity that requires intensive communication between the system users and system developers. System analysis or study is an important phase of any system development process. The system is viewed as a whole and traced to the various processes. Such system analysis is concerned with becoming aware of the problem, identifying the relevant and decisional variables.

Advantages of computerized system

1. Time saving.
2. Less expensive.
3. Powerful searching.
4. Solve the problem of maintains register.
5. More accuracy.
6. Easy generate report.

System Requirements

A) Hardware Requirements :

- The general specifications are as follows :
  - 50 GB free space on hard disk.
  - Intel dual core or above
  - 4 GB RAM.

- Operational System :
  - WINDOWS XP & Above

B) Software Requirements :

- Front End : ASP .NET WITH C#
- Back End : SQL

GANTT CHART

Name of the Phase	Expected Date of Completion	Actual Date of Completion	Signature of Guide
Project Search			
Finalization and Allocation			
Investigating of System Requirements			
System Design			
Program Design			
Program Coding and Unit Testing			
System Integration			
Project Review by Guide			
System Implementation			
Acceptance Testing			
Feedback for Improving, Correcting and Modifying the Project			

Justification of selection of Technology

Front End : ASP .NET WITH C#

- Keep you Asp.net applications secured with the built-in Windows authentication and per-application configuration.
- Asp.net has reduced the long lines of code required to develop large applications.
- Asp.net and Html, together generate dynamic web pages smoothly.
- Being an ideal server-side scripting technology, Asp.net code first runs on Windows server before displaying on the web browser.
- Asp.net framework is language independent, means you can choose any programming language which best suited to you application.
- Cross platform and container support and give high performance.
- It is user friendly language which performs all tasks with simplicity.

Back End : SQL

- SQL are easy to implement, because they use a simple high level, strongly typed language.
- SQL functions are more reliable than equivalent external functions.
- Supports input parameters.
- SQL scalar functions return a scalar value.
- SQL table functions return a table result set.

System Design

Module Division

Module of the software :

- **Login:** Admin can choose his own username and password. After logging into the system, he can provide username and password to other unauthorized users.
- **Order:** The order from the dealer is taken through phone and the products; quality is entered by an employee. It will be saved in the database and a crystal report will generated for billing purpose.
- **Stock:** After manufacturing, the products will be sent to the stock. Here we can get the total number of products available.
- **Customer:** Check the all products and give order of products. Check order status and see recently add cart products.
- **Product:** Detail information about product which is provided by admin.

Data Dictionary

This is normally represented as the data about data. It is also termed as metadata some times which gives the data about the data stored in the database. It defines each data term encountered during the analysis and design of a new system. Data elements can describe files or the processes.

Following are some major symbols used in the data dictionary

- = equivalent
- + and
- [] either/ or
- () optional entry

Following are some rules, which defines the construction of data dictionary entries:

1. Words should be defined to understanding for what they need and not the variable need by which they may be described in the program.
2. Each word must be unique. We cannot have two definition of the same client.
3. A vendor number may also be called as customer number.
4. A self-defining word should not be decomposed.

Data dictionary includes information such as the number of records in file, the frequency a process will run, securely factor like password which user must enter to get excess to the information.

Products Table :

Sr. No.	Name	Data Type	Size	Constraints	Description
1	P_Id	Int		Primary key	Holds product id
2	category	Varchar	50	Not null	Hold the category
3	Name	Varchar	50	Not null	Holds the name
4	Price	Varchar	50	Not null	Holds the price
5	Image	Varchar	50	Not null	Holds the image
6	Stock	Varchar	50	Not null	Holds the stock

Orders Table :

Sr. No.	Name	Data Type	Size	Constraints	Description
1.	o_id	Int		Primary key	Holds the product id
2.	session_id	Varchar	50	Not null	Holds the session id
3.	c_name	Varchar	20	Not null	Holds customer name
4.	c_phone	Varchar	50	Not null	Holds phone no
5.	c_email	Varchar	50	Not null	Holds email id

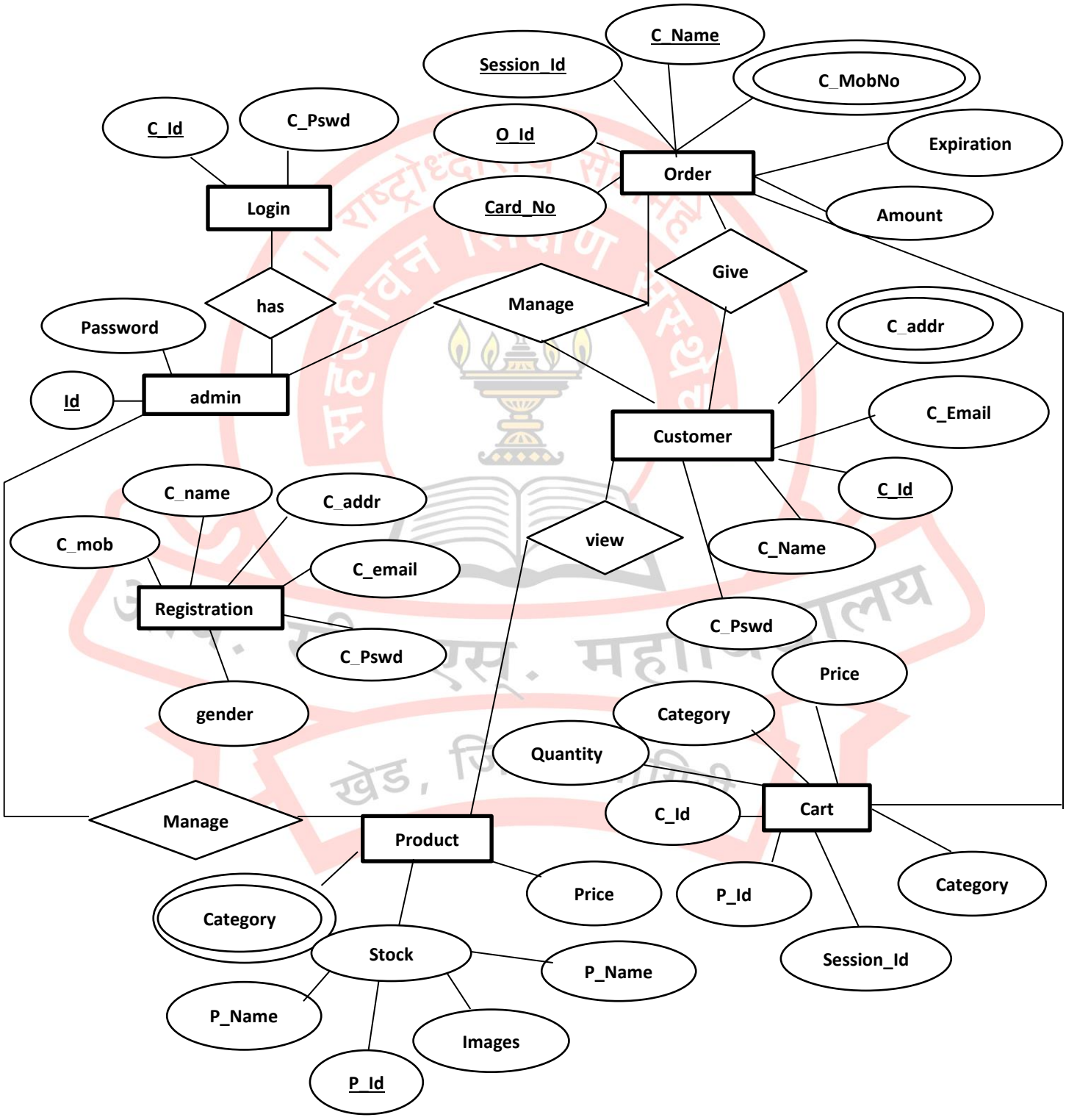
Cart Table

Sr. No.	Name	Data Type	Size	Constraints	Description
1.	Id	Int		Primary key	Holds the cart id
2.	product_id	Int		Foreign key	Holds product id
3.	session_id	Varchar	50	Not null	Holds session id
4.	Name	Varchar	50	Not null	Holds product name
5.	image	Varchar	50	Not null	Hold product image
6.	category	Varchar	50	Not null	Hold product category
7.	Price	Int		Not null	Holds product price
8.	quantity	Varchar	50	Not null	Holds product quantity
9.	netPrice	Int		Not null	Holds product price
10.	cartTotal	Int		Not null	Holds cart total

Registration Table :

Sr. No.	Name	Data Type	Size	Constraints	Description
1.	user_id	Int		Primary key	Holds user id
2.	First	Varchar	50	Not null	Holds first name
3.	Last	Varchar	50	Not null	Holds last name
4.	Mobile	Varchar	50	Not null	Holds mobile no
5.	Gender	Varchar	50	Not null	Holds gender
6.	Address	Varchar	50	Not null	Holds customer Address
7.	Email	Varchar	50	Not null	Holds customer email
8.	image	Varchar	50	Not null	Holds customer image
9.	password	Varchar	50	Not null	Holds customer password

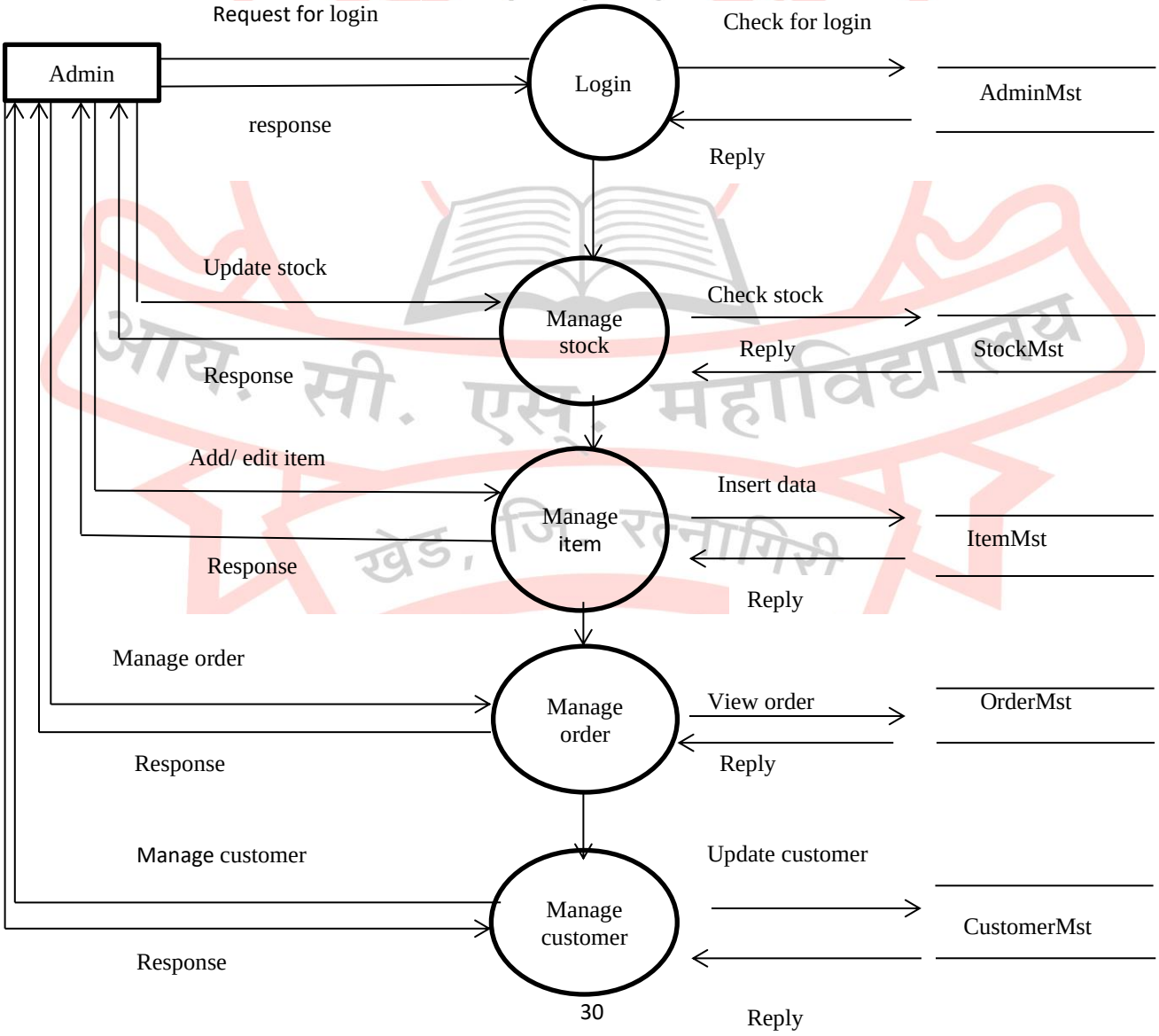
ER Diagram


C_Name
Session_Id
C_MobNo
C_Id
C_Pswd
O_Id
Expiration
Order
Login
Card_No
Amount
Give
has
Manage
Password
C_addr
Id
admin
Customer
C_Email
C_name
C_addr
C_Id
C_mob
view
C_Name
C_email
Registration
C_Pswd
C_Pswd
Price
gender
Category
Quantity
C_Id
Cart
Manage
Product
Price
P_Id
Category
Category
Stock
P_Name
Session_Id
P_Name
Images
P_Id

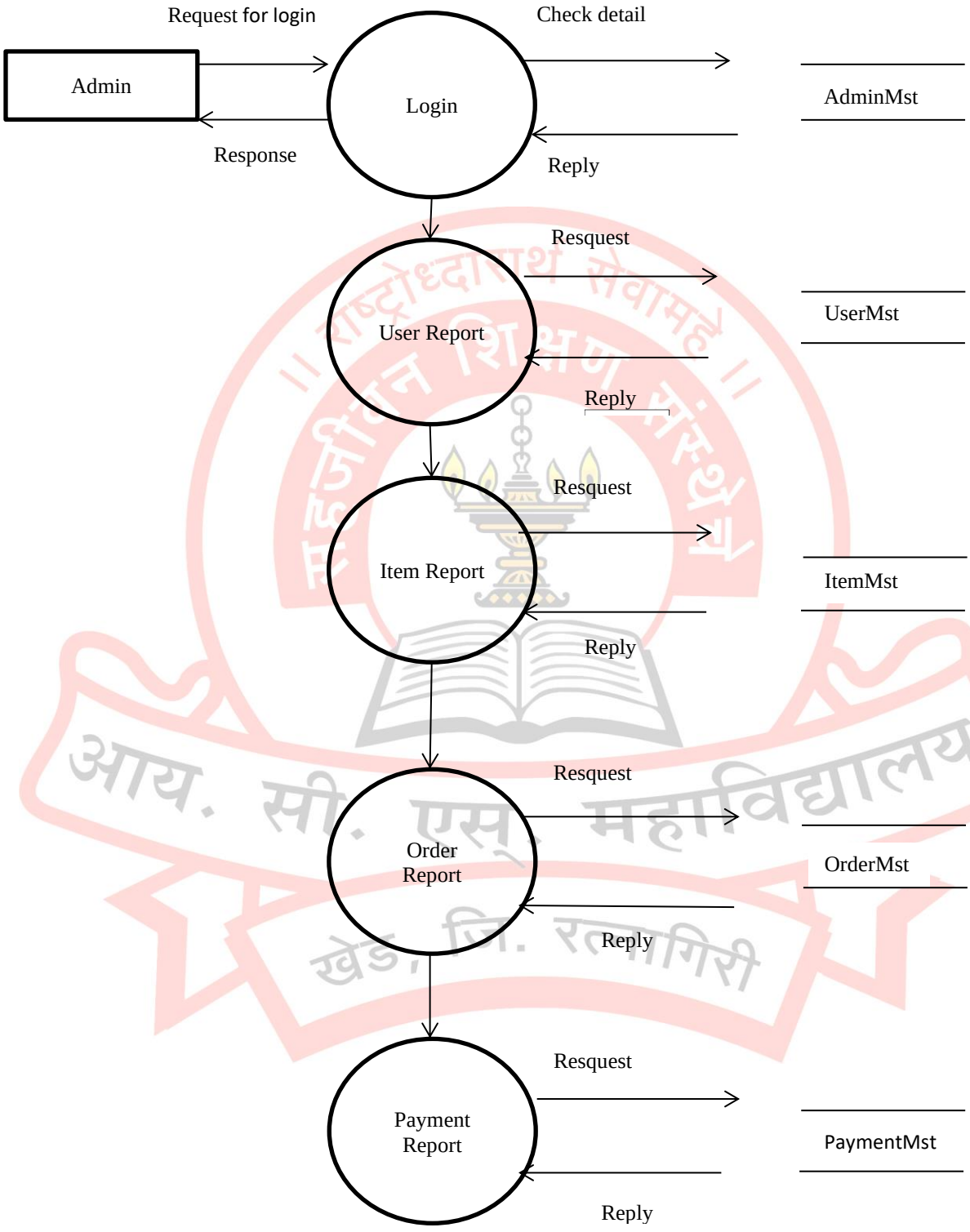
Data Flow Diagram

Context level DFD : 0 level

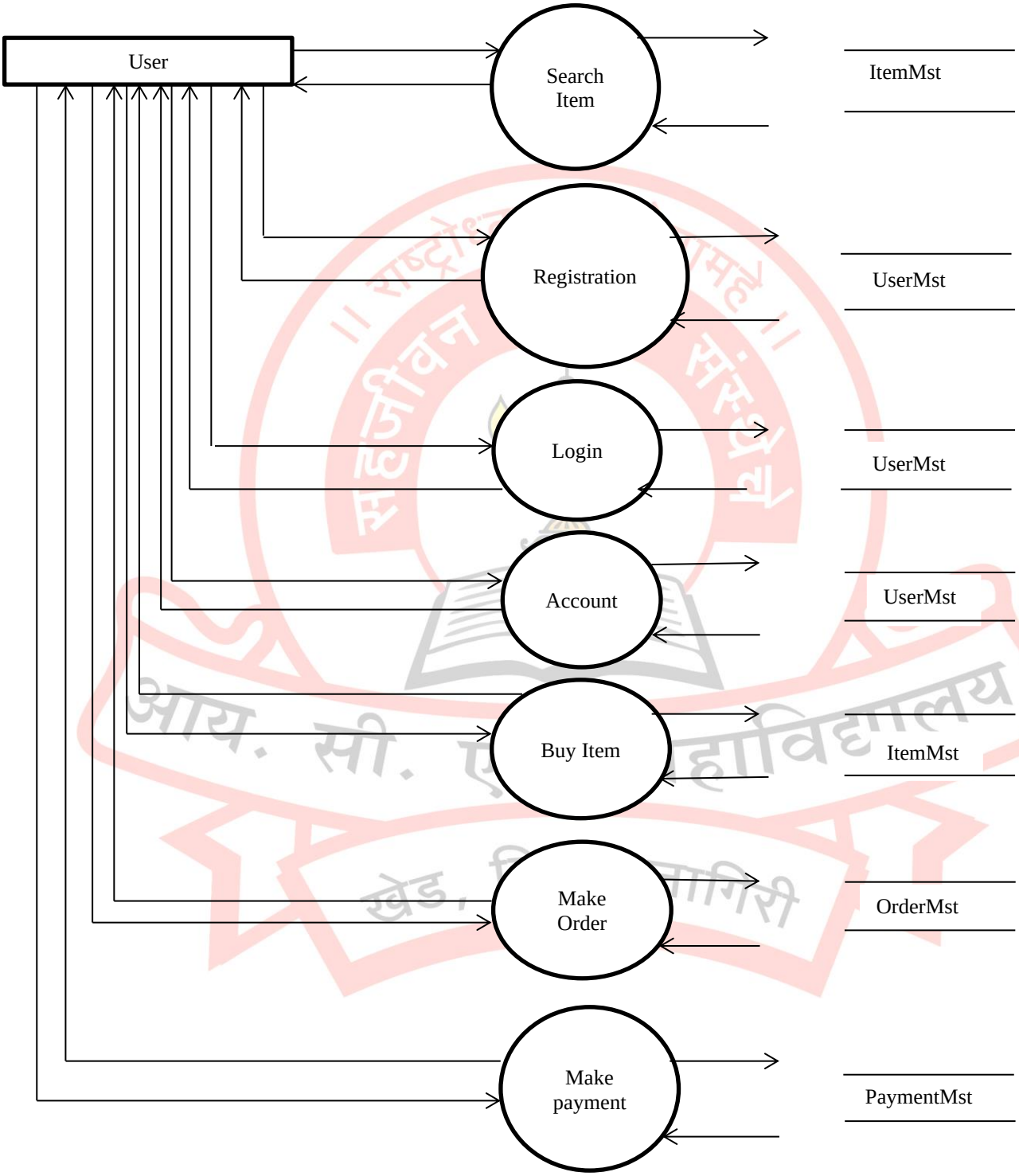
1st Level Admin Side DFD :



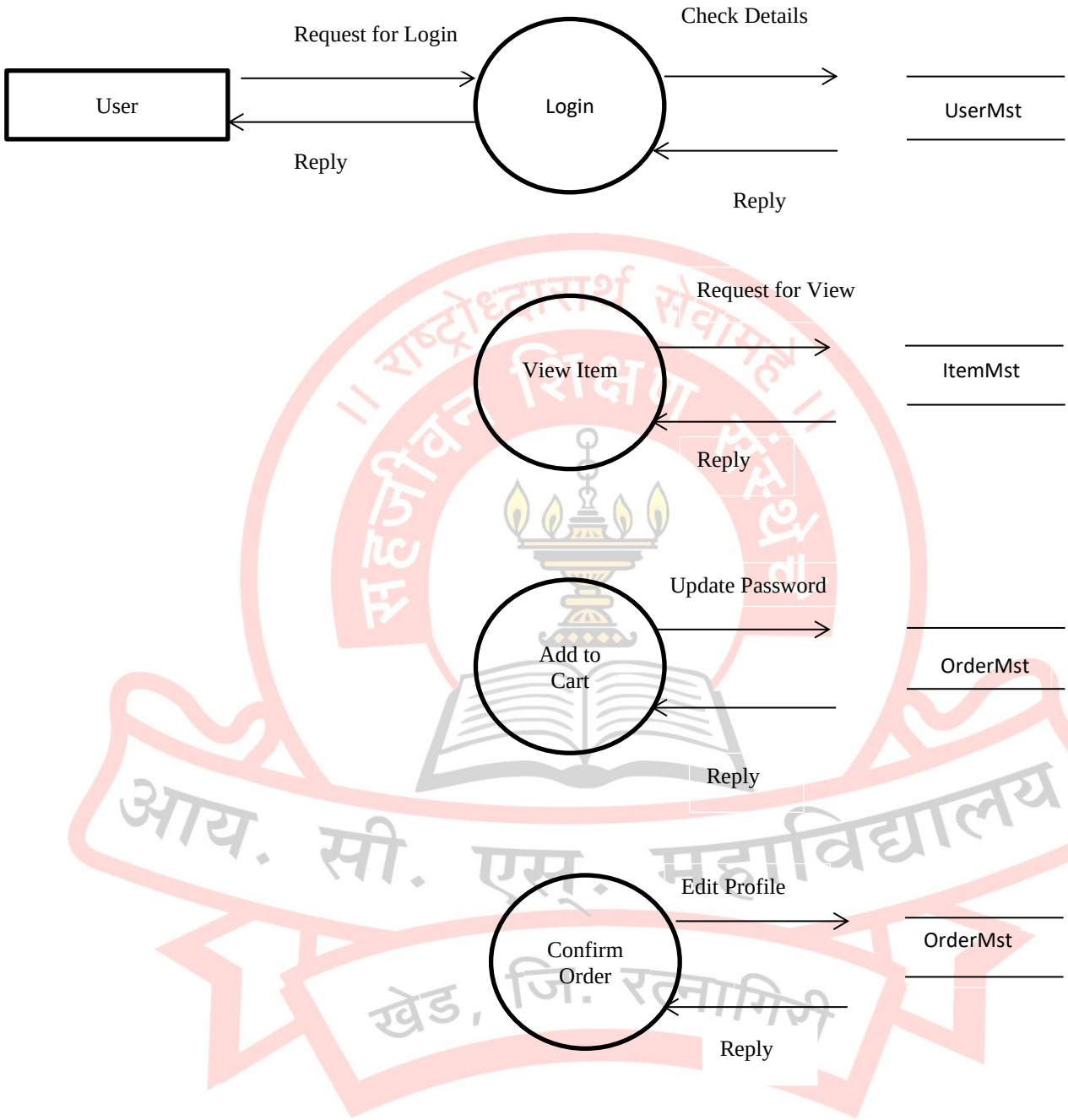
2nd level Admin DFD



User side 1st level DFD:



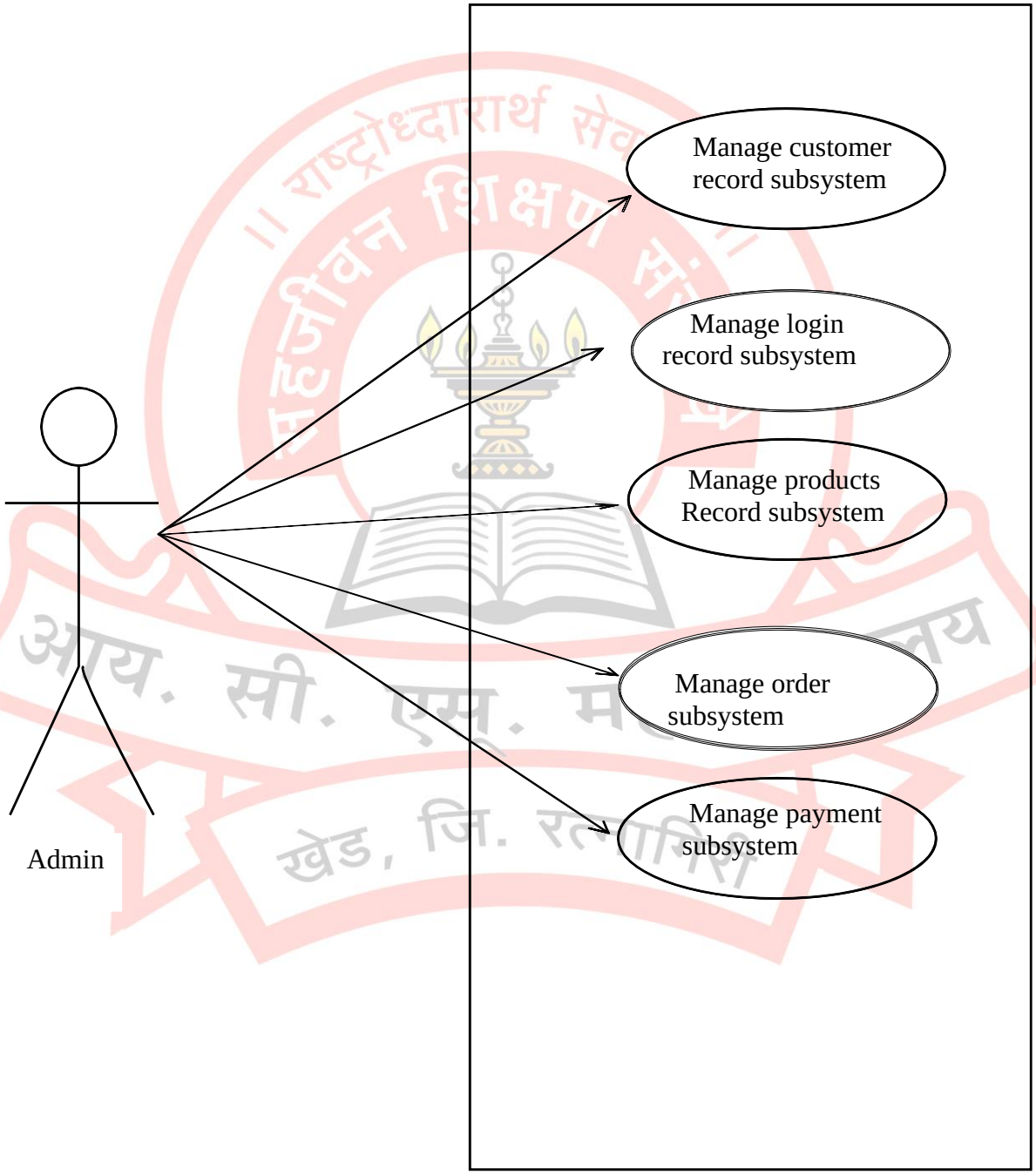
User 2nd Level DFD:



USECASE DIAGRAM

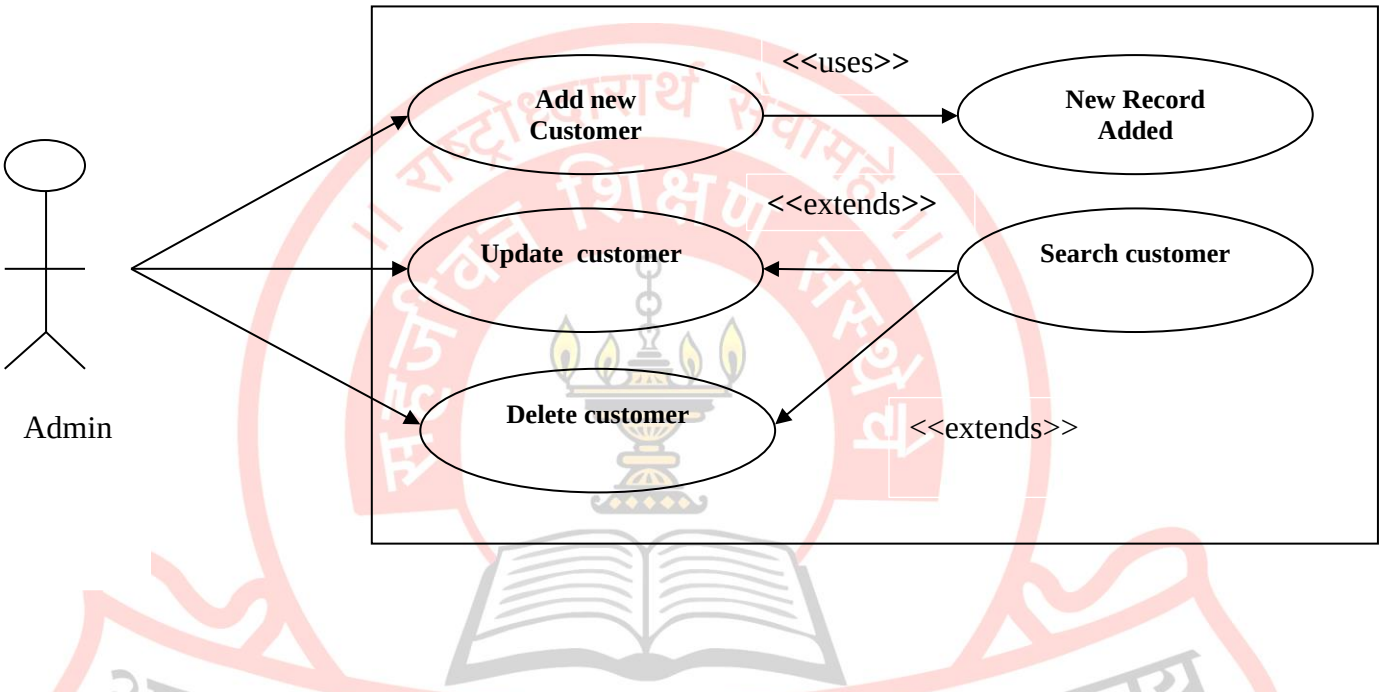
USE CASE DIAGRAM ADMIN SIDE

Online Fast Food Order Management System

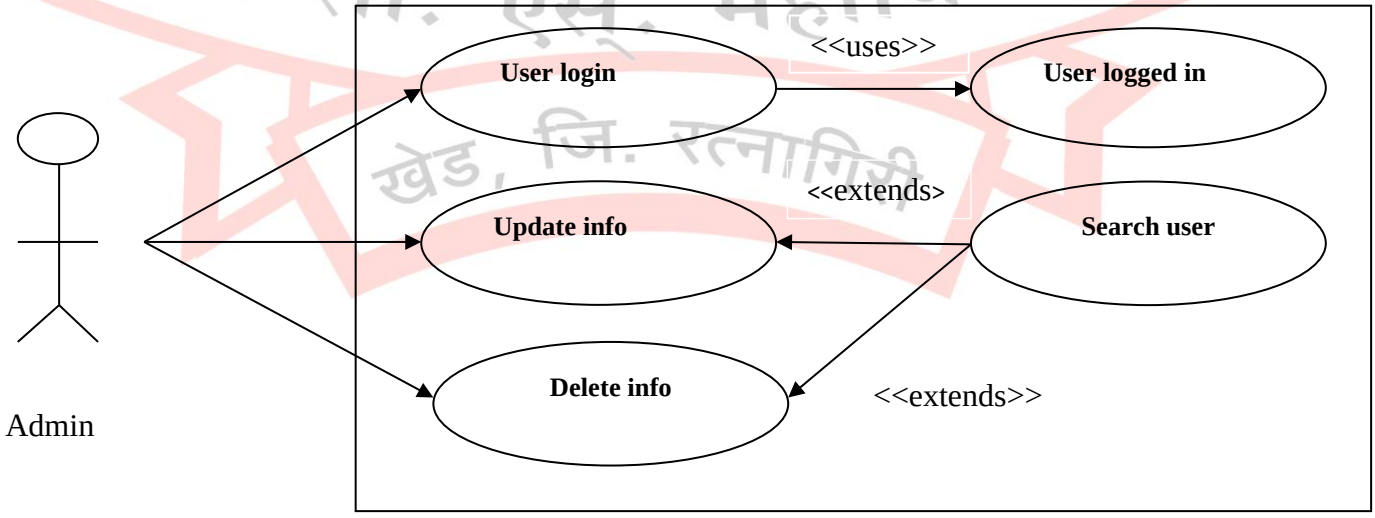


Use Case Subsystem

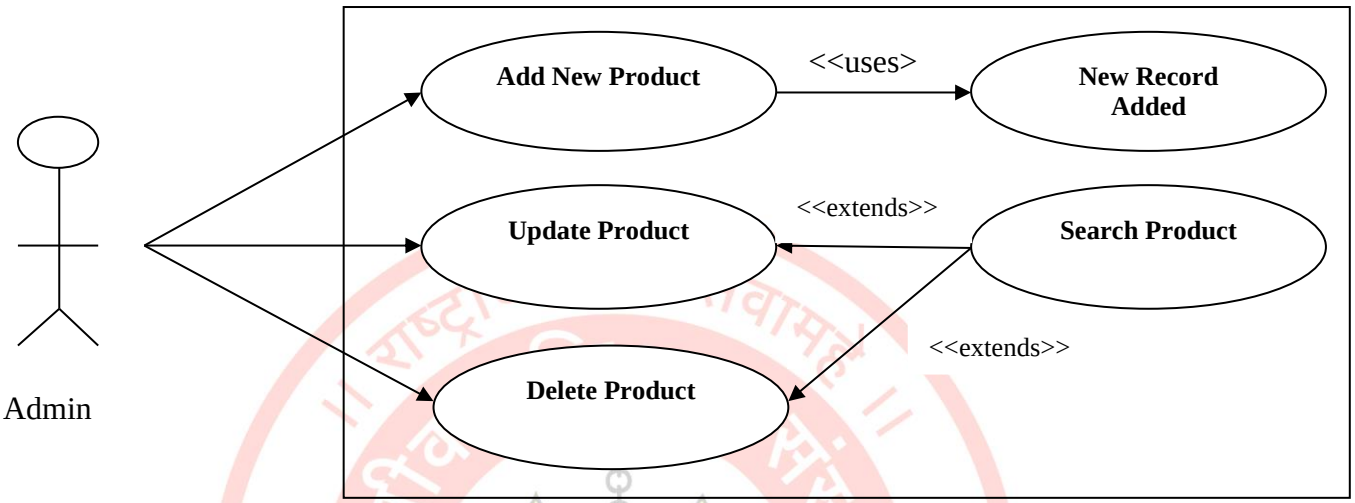
1) Manage Customer Record Subsystem



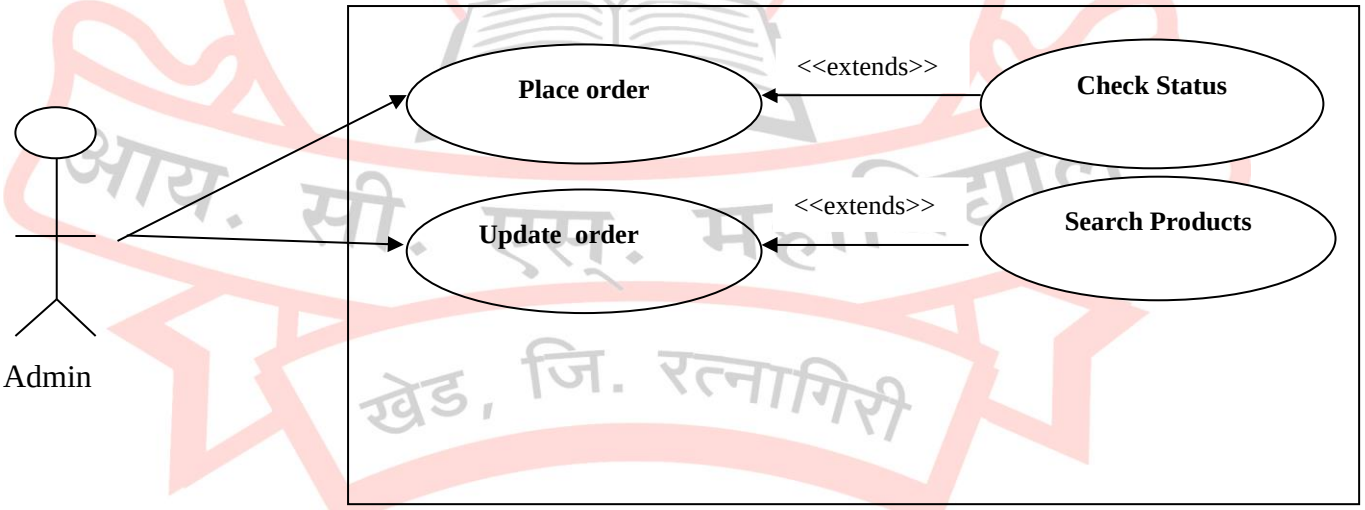
2) Manage login Record Subsystem



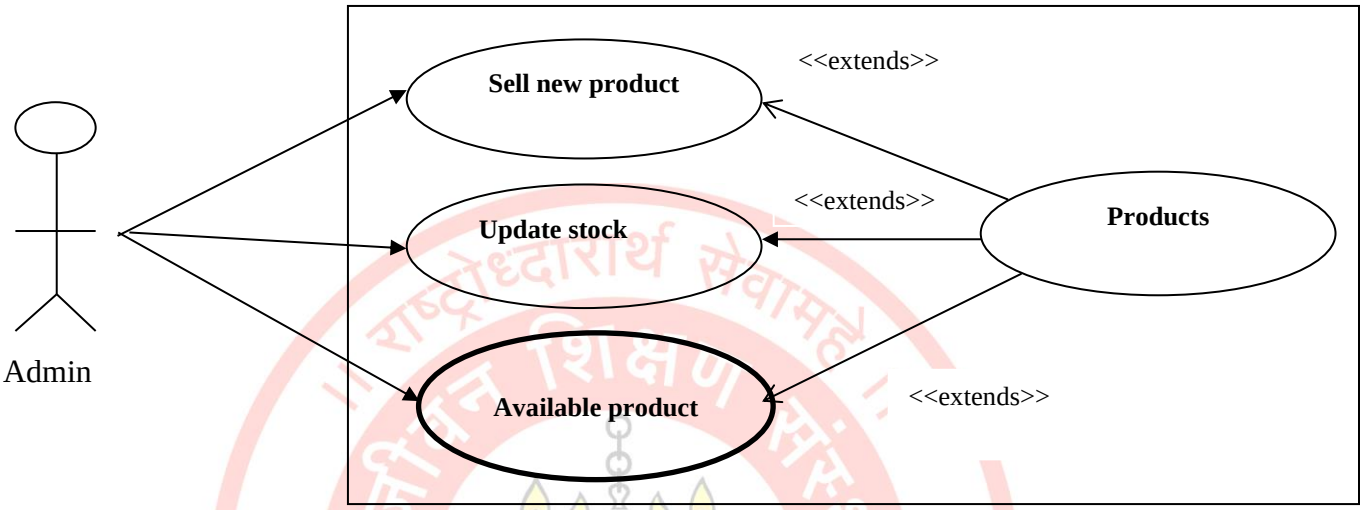
3) Manage Product Record Subsystem



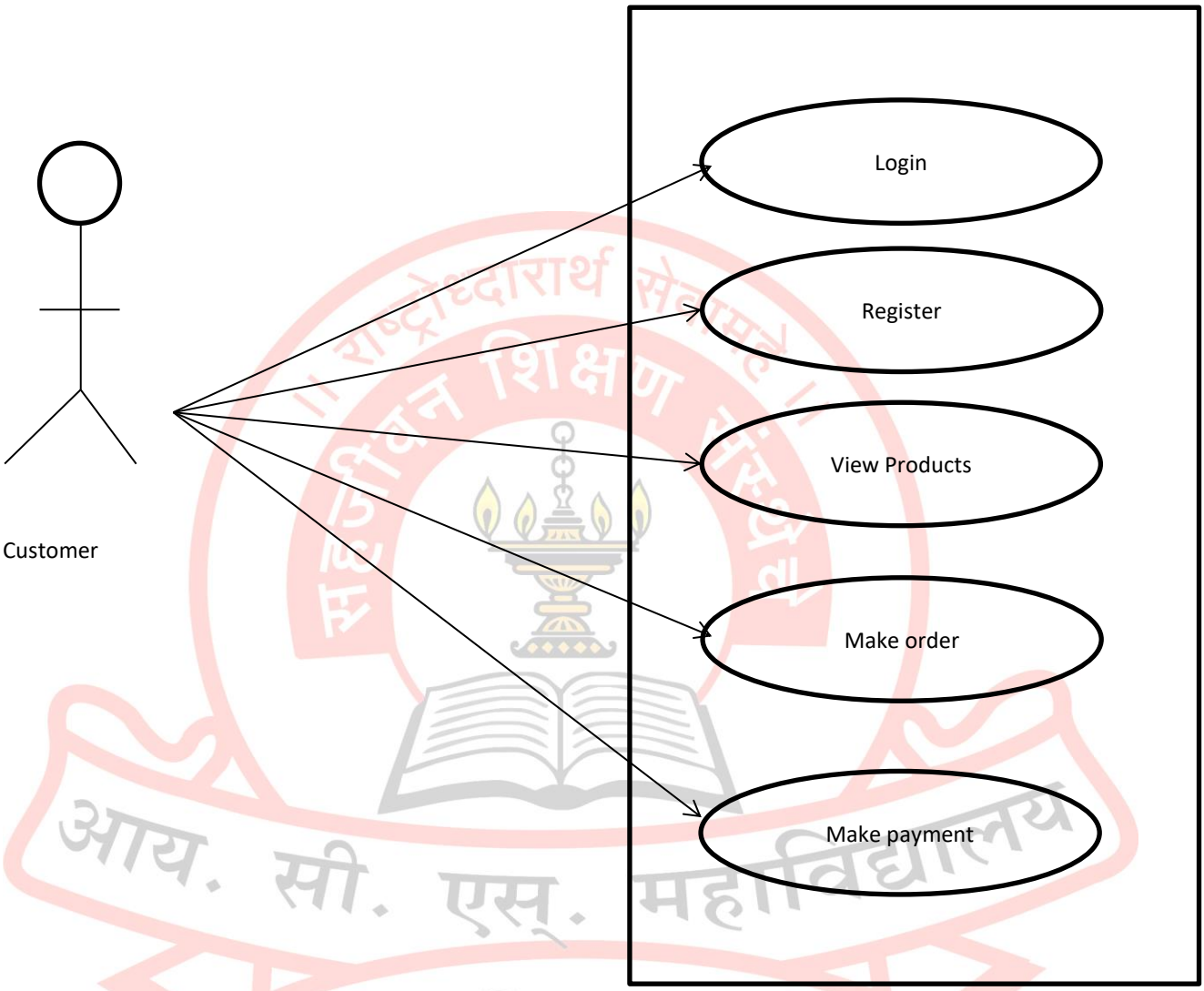
4) Manage order record Subsystem



5) Manage stock record Subsystem

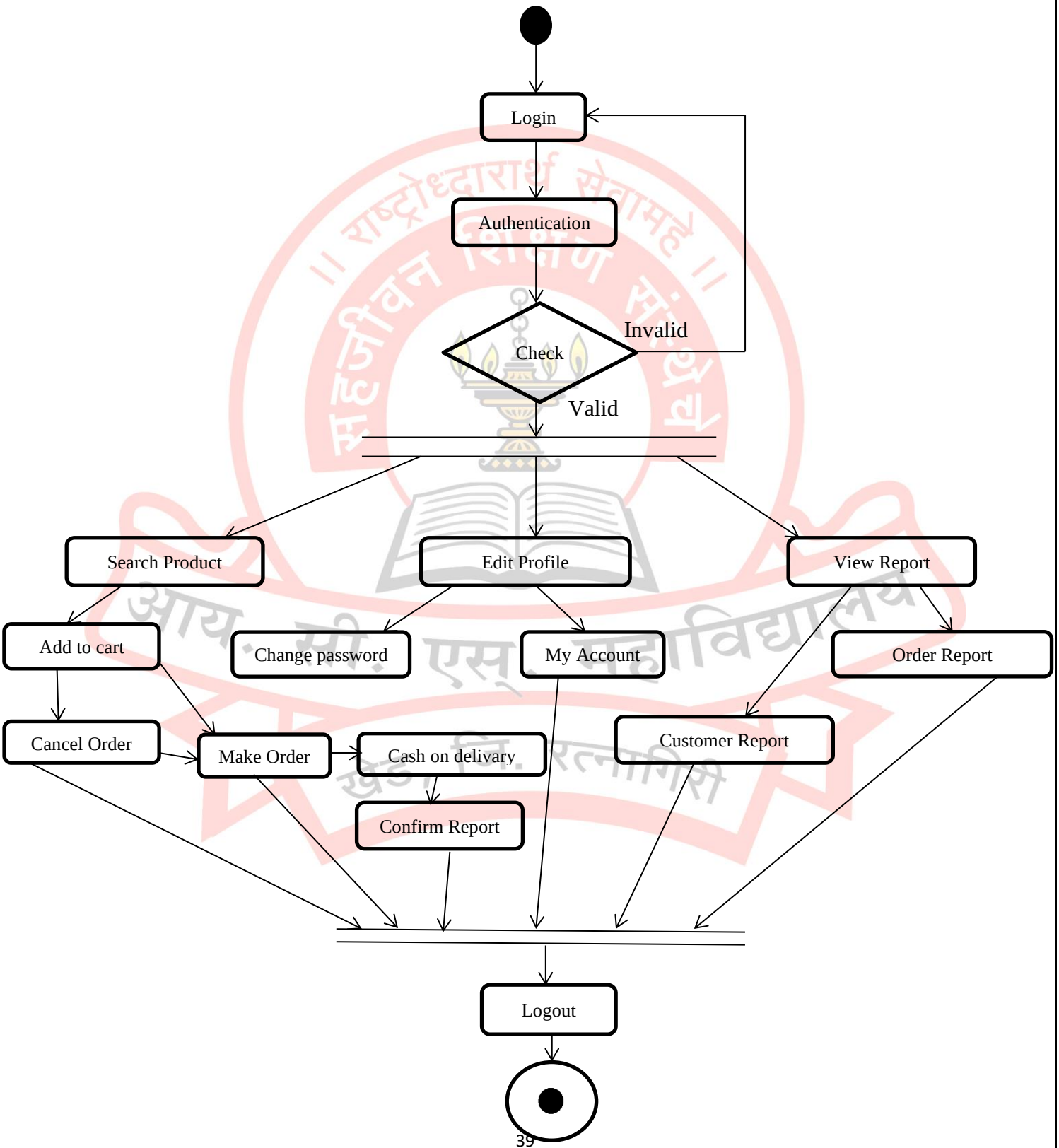


USE CASE DIAGRAM CUSTOMER SIDE

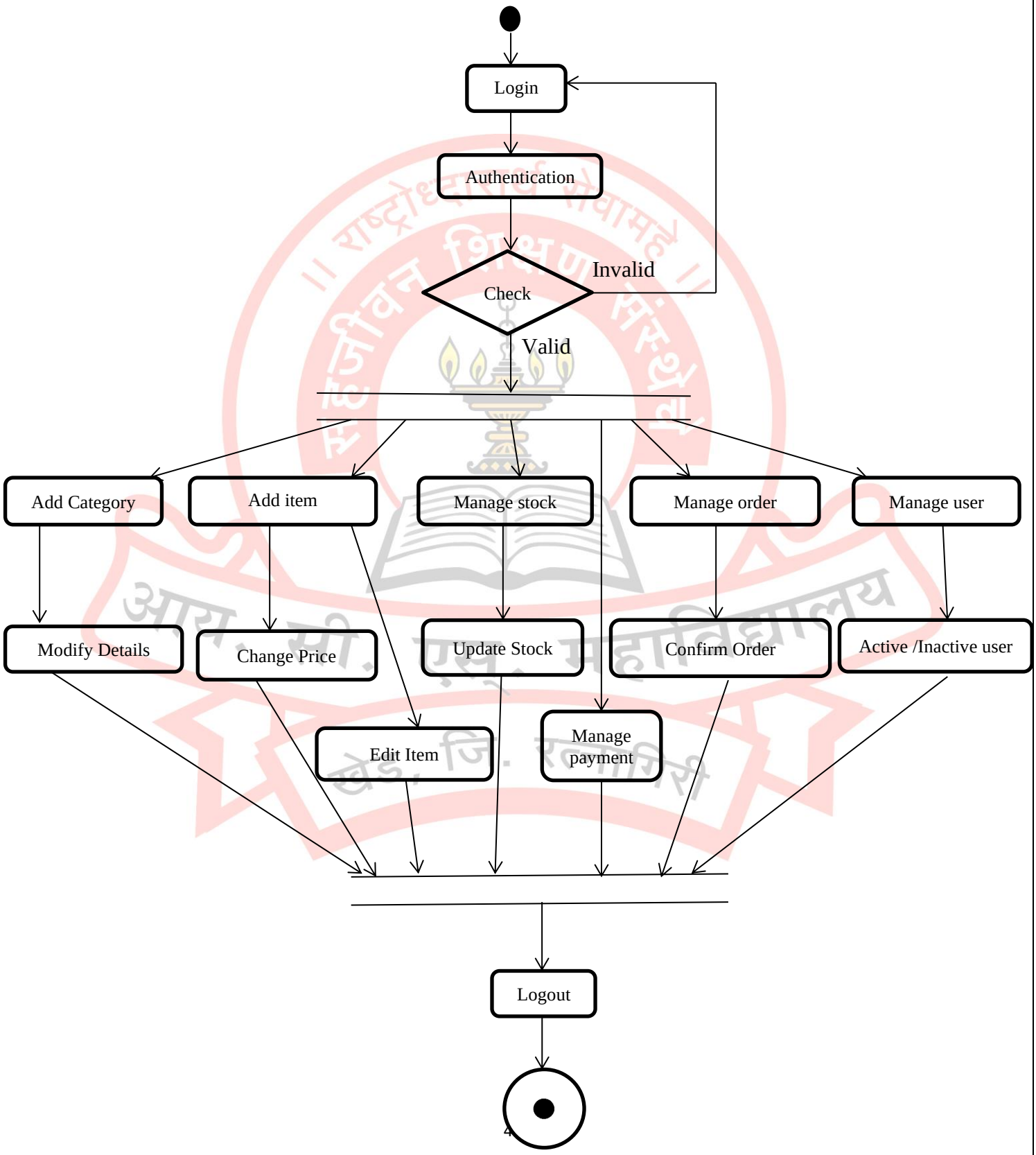


Activity Diagram

Activity Diagram for User Side

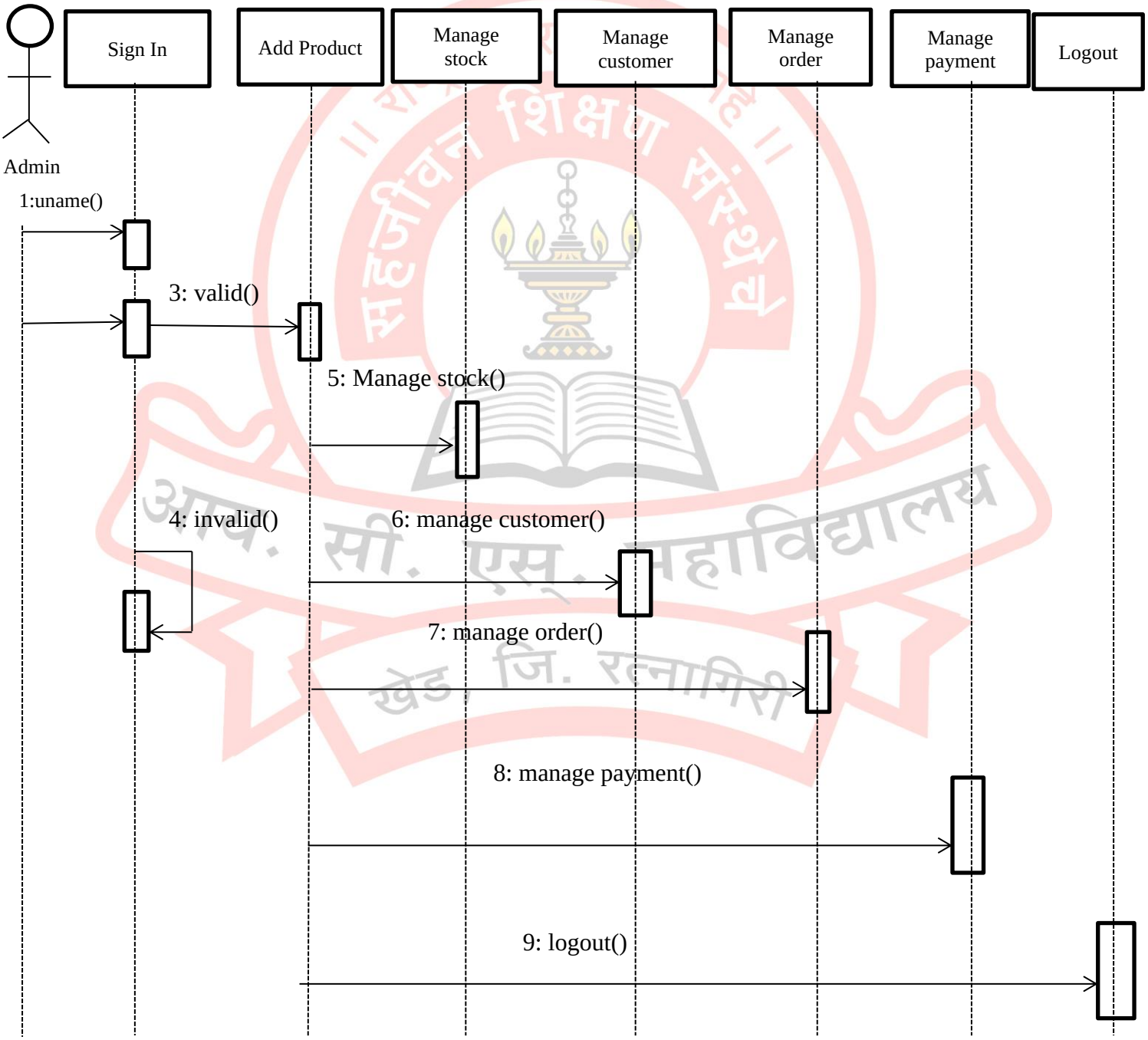


Activity Diagram for Admin Side

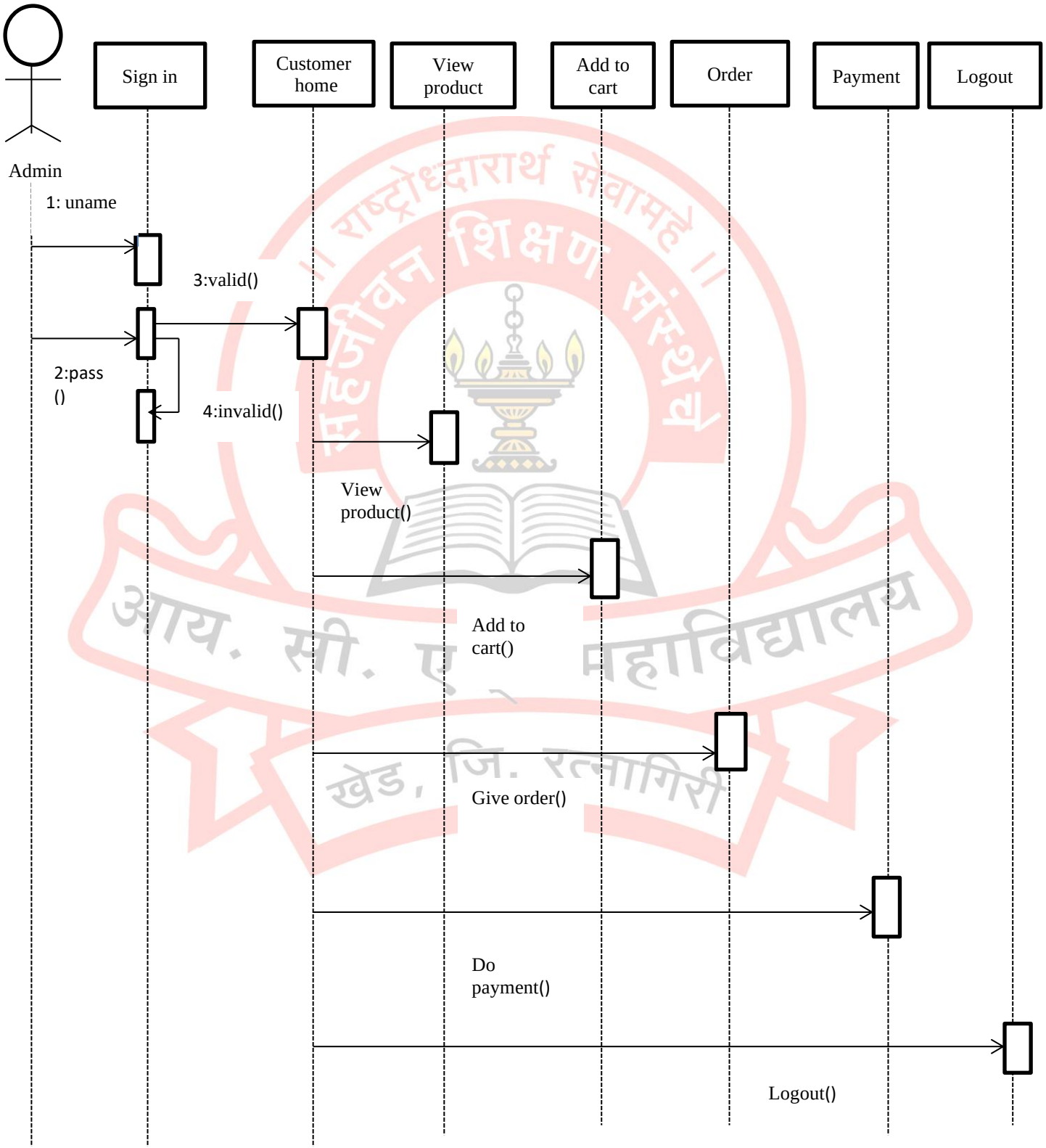


Sequence Diagram

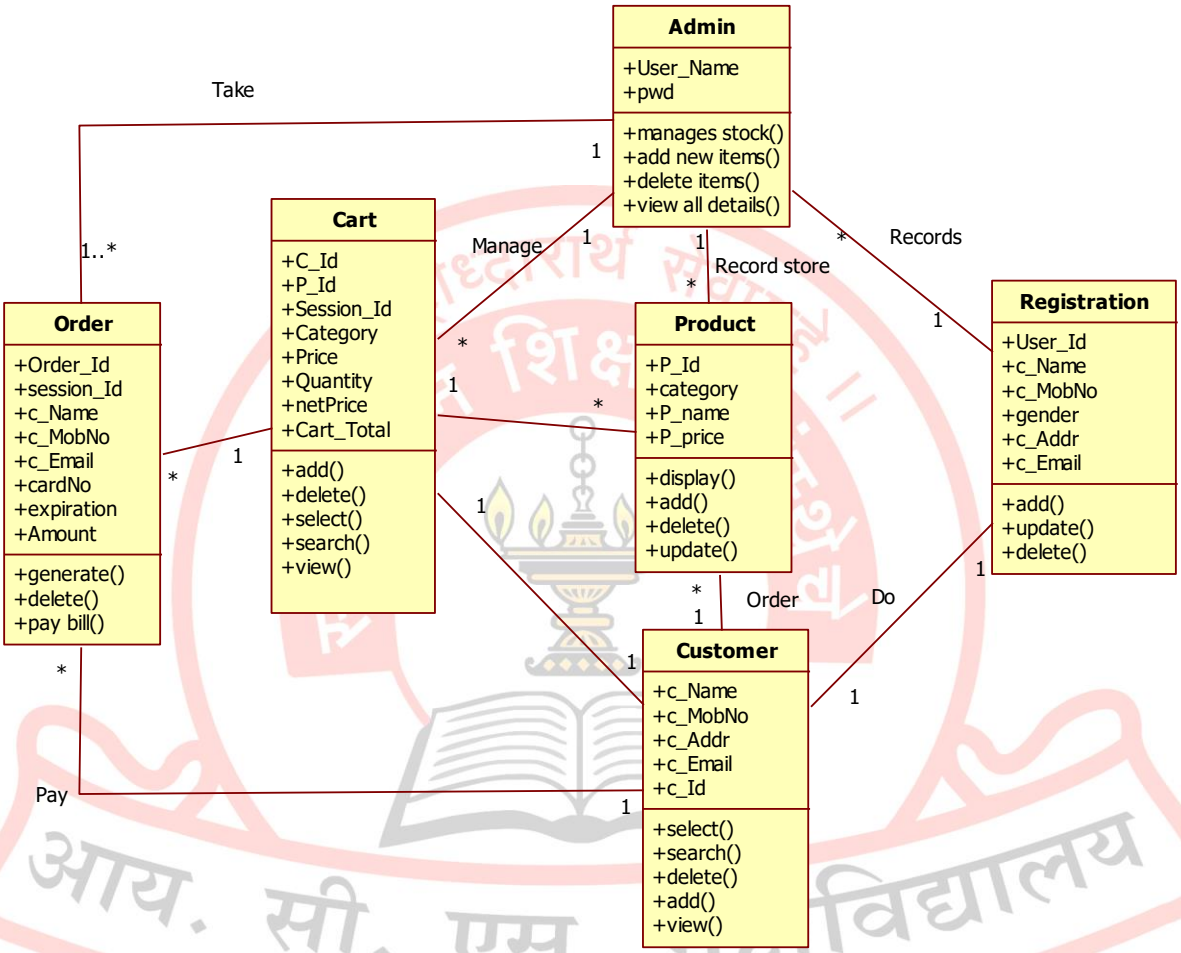
Admin side sequence diagram :



Customer side sequence Diagram :



Class Diagram:



TESTING

Testing

Testing Approach

UNIT TESTING

Unit Testing is a level of software testing where individual units/ components of a software are tested. The purpose is to validate that each unit of the software performs as designed. A unit is the smallest testable part of any software. It usually has one or a few inputs and usually a single output. In procedural programming, a unit may be an individual program, function, procedure, etc. In object-oriented programming, the smallest unit is a method, which may belong to a base/ super class, abstract class or derived/ child class. (Some treat a module of an application as a unit. This is to be discouraged as there will probably be many individual units within that module.) Unit testing frameworks, drivers, stubs, and mock/ fake objects are used to assist in unit testing.

- Live Unit Testing is a technology available in Visual Studio 2012 that executes your unit tests automatically in real time as you make code changes. Live Unit Testing:
- Lets you refactor and change code with greater confidence. Live Unit Testing automatically executes all impacted tests as you edit your code to ensure that your changes do not break tests.
- Indicates whether your unit tests adequately cover your code and shows code not covered by unit tests. Live Unit Testing graphically depicts code coverage in real time so that you can see at a glance both how many tests cover each line of code and which lines are not covered by any unit tests.
- Starting with Visual Studio 2012, Live Unit Testing includes improvements and enhancements in a number of areas:

- **Improved discoverability**. For users who do not know that the Live Unit Testing feature exists, the Visual Studio IDE shows a gold bar that mentions Live Unit Testing whenever the user opens a solution that includes unit tests but Live Unit Testing is not enabled. The

information presented in the gold bar allows the user to learn more about Live Unit Testing and to enable it. The gold bar also displays information when Live Unit Testing prerequisites are not met. These include:

- Test adapters are missing.
- Older versions of test adapters are present.

- **Integration with Task Center notifications**. The Visual Studio now shows a Live Unit Testing background processing notification in Task Center so that users can easily tell what is happening when Live Unit Testing is enabled. This addresses the key problem of starting Live Unit Testing on a large solution. Previously, for a few minutes until the coverage icons appeared, users couldn't determine whether Live Unit Testing was really enabled and whether it was working. Not anymore!

- **Reliability & Performance**: Live Unit Testing now ensures that the system can better detect when projects haven't completed loading fully and avoids crashing Live Unit Testing. Build performance improvements also avoid reevaluating MSBuild projects when the system