MINI PROJECT

(2020-21)

"RESTAURANT WEBSITE"

Project Report

Institute of Engineering & Technology

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Declaration

I/we hereby declare that the work which is being presented in the Bachelor of technology. Project **"Restaurant Website"**, in partial fulfillment of the requirements for the award of the ***Bachelor of Technology*** in Computer Science and Engineering and submitted to the Department of Computer Engineering and Applications of GLA University, Mathura, is an authentic record of my/our own work carried under the supervision of **Ms. Harvinder Kaur, Senior Trainer, Dept. of CEA,GLA University.**

The contents of this project report, in full or in parts, have not been submitted to any other Institute or University for the award of any degree.

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Certificate

This is to certify that the project entitled "Restaurant Website", carried out in Mini Project – I Lab, is a bonafide work by Ajit Sharma and Vipul Kumar and is submitted in partial fulfillment of the requirements for the award of the degree Bachelor of Technology (Computer Science & Engineering).

Signature of Supervisor:

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ACKNOWLEDGEMENT

Presenting the ascribed project paper report in this very simple and official form, we would like to place my deep gratitude to GLA University for providing us the instructor Ms. Harvinder Kaur, our technical trainer and supervisor.

She has been helping us since Day 1 in this project. She provided us with the roadmap, the basic guidelines explaining on how to work on the project. She has been conducting regular meeting to check the progress of the project and providing us with the resources related to the project. Without his help, we wouldn't have been able to complete this project.

And at last but not the least we would like to thank our dear parents for helping us to grab this opportunity to get trained and also my colleagues who helped me find resources during the training.

Thanking You

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ABSTRACT

"Online Restaurant Website" is considered as an increasingly used web service in restaurant management. Just a few years ago, people used to spend long time waiting for a table to be ready for them at a restaurant. And after that, they would wait longer time to order their food. There was no surprise that the food took too long to be prepared. In short, the whole enjoyment of eating did eventually result in boredom and tiredness for customers. From another side, this is the restaurant management and staff who used to stand much pressure to handle a lot of customers at the same time. With great technology in general and the internet in specific, customers can be happy by using online food menu and table reservation. This facilitates the work of restaurant managers and staff. The system will make the entire process for the restaurant manager much easier and faster compared with traditional methods. On the other hand, these days' customers can see menu and other services and make their reservations as quickly and enjoyably as a click on their computers or smart devices.

CHAPTER-1

INTRODUCTION

1.1 CONTEXT

In this Corona pandemic immunity plays a vital role in our body but most of the people are observed with low immunity which makes them suffer a lot thousands of people died and some people get over this disease and then they are getting in contact with other new diseases because of low immunity, so we decided to help people with building immunity by building a responsive restaurant website to make people aware of healthy food and livelihood for employees.

1.3 OBJECTIVE

The objective of this project is to build an electronic restaurant management system using all of the skills and techniques from the field ensuring that no common development mistakes are reproduced. Project management is critical to all software engineering projects and keeping to a project plan will be of similar importance. One of the main objectives of any business is to maximize profit by increasing efficiency and de-creasing overheads without compromising customer satisfaction. Currently, many restaurants use a paper-based system to communicate between the restaurant and kitchen which can be shown to be one of the least efficient approaches. Even though this approach is implemented in successful profitable restaurants, there are several problems which could be seen as reducing the restaurant's efficiency:

- Miscommunication caused by handwriting.
- Unmanageable order logging.
- Inefficient restaurant-kitchen communication.
- Difficult order tracking and time management.
- Difficult stock management.
- Limited statistical output. By introducing an electronic restaurant management system these problems can be avoided or improved leading to an increase in profits.

1.4 EXISTING SYSTEM

There are many computerised restaurant management systems available but for each system there exist disadvantages or missing features. The most common type of restaurant management system contains a static order entry computer system usually in the shape of a desktop computer with a touchscreen. Typically this common approach is adequate to the restaurants requirements but still requires handwritten or printed menu which thousands of people touches while eating that become unhealthy full of germs and dirty. A slightly different approach was implemented in a restaurant in Nuremberg, Germany, named s Baggers. The restaurant utilises a roller coaster approach to serving the food and an order entry system fully operated by the customer. As reviewed by the BBC , there is no need for any waiter as the customers use touch-screen monitors to browse the menu. This new invention can save on operating costs, but the initial injection of cash required is substantial as every table requires the necessary hardware. The next section will introduce the project proposal listing the proposed features of the system.
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CHAPTER -2

SOFTWARE REQUIREMENT ANALYSIS

2.1 IMPACT OF RESTAURANT WEBSITE ON DAILY LIFE

Did you know there are only 2-3% of restaurants in the world that offer online ordering facility? This is your chance to make the most of this opportunity and make your restaurants available to your customers on their fingertips. With the growing consumer demand for faster, more convenient ways to order, independent restaurants are investing in this new takeout technology to stay ahead in the competition.

"In 2019, the percentage of restaurant orders placed online exceeded the quantity placed verbally over the phone".

Domino's Pizza introduced their online ordering system in 2010 and since then the company has grown to become the second-largest pizza chain in the world with the stock price rising from $8 to $200.

Your restaurant seating capacity maybe 100-200 at a time, or even less, but with on call ordering, you can reach thousands of people at a time, and cater to a much larger number without having to make any additional investment in staff or infrastructure. All you need is a well-integrated on call ordering system and you are good to go!

2.2 PROBLEM STATEMENT

According to a research article written by Horizons, in 2006 within the UK there was just over 26,000 restaurants with 734 million meals served that year. As this restaurant sector was worth £7.61 billion, any restaurant generating a good business reputation could lead to the making of a very successful and profitable business. The problem for many businesses is to ensure that they not only attract new customers but to ensure they maintain their existing clientele. It has been argued many times that an existing customer is worth more to a business than a new customer as the cost to attract a new customer can be up to five times the cost to retain an old customer. An online article by Paul Lemberg, discusses the pros and cons of this argument. Within the restaurant sector, a customer is likely to return to the restaurant in the future if they received an excellent customer service as well as appetising food. However, if they had to wait for an unreasonable amount of time or there was a mistake in the order, it's very unlikely the customer would return. Therefore a solution to this problem would be to minimise mistakes within the order and bill, and help eradicate delays as well as encouraging team work and communication within the team.

2.3 HARDWARE AND SOFTWARE REQUIREMENTS

Hardware Requirement

- Processor :intel i3
- Operating System : Any Operating System
- RAM : 4 GB (or higher)
- Hard disk : 256 GB

Software Requirement

- Software used: Visual Studio Code, Xammp
- Language used : HTML, CSS , JavaScript, Php
- Database: nil
- User Interface Design : web page

2.4 MODULES AND FUNCTIONALITIES

- **Splash Screen**: The first screen with which the user interacts will be this screen containing the logo and the website name and picture of our restaurant, we have made our website a scrolling website rather than different pages that take time time load every time when you click any section in header .

- **Header :** Header of the website consists of different functionality buttons by clicking that button you will be directed to your desired section of the website .

- **Book a table:** There is a button named book a table just below restaurant's picture you will directed to a form to reserve a table .

- **About us** : Next you will see a about us section in which we have listed our mission and goal of our restaurant .

- **Category section:** This is category section you can type of food , drinks amd services our restaurant provides, you can go their by clicking on category option in the header or by just scrolling**.**

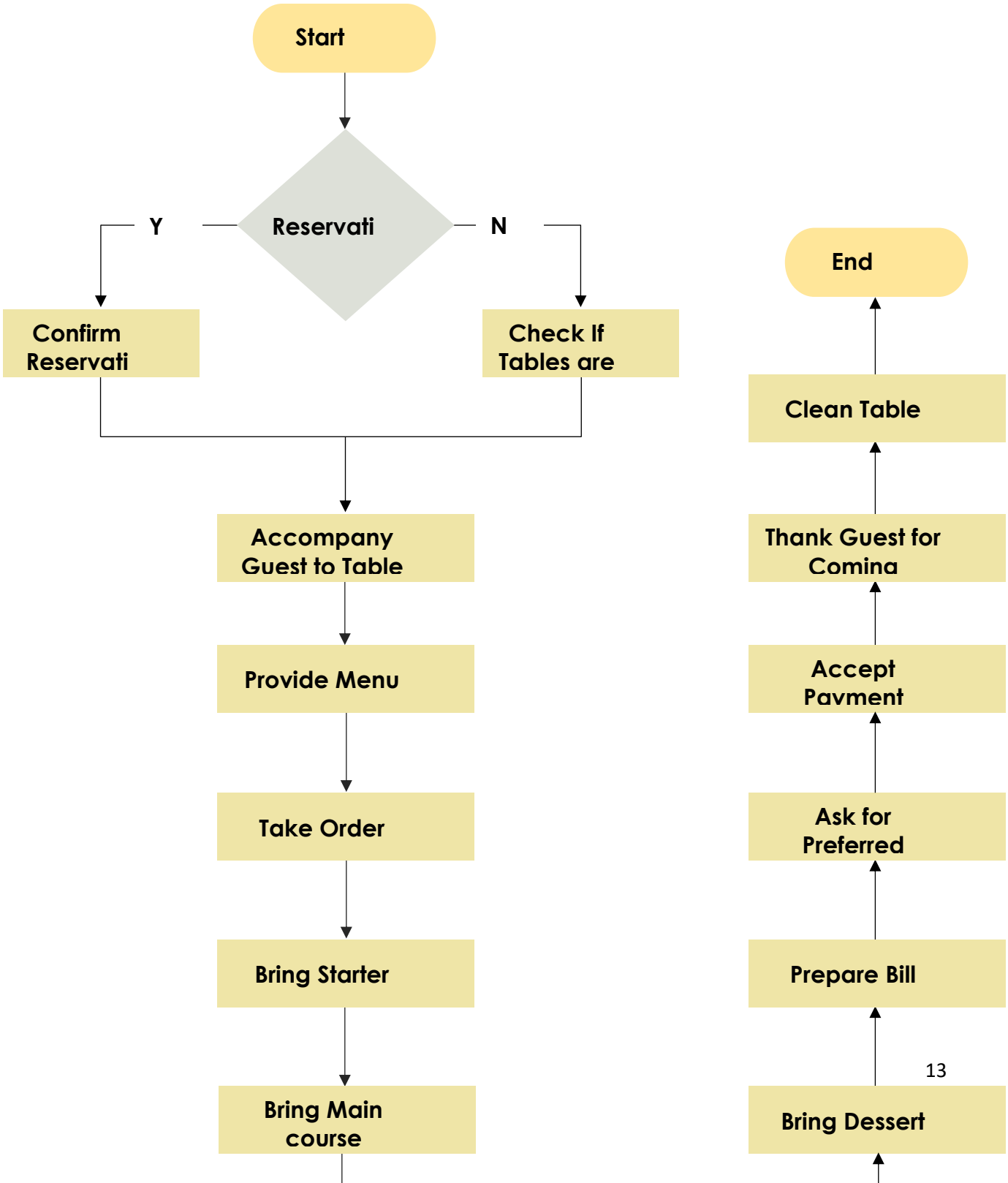
- **Food Menu section :** Just below category section we have listed all the food items that we serve and its reasonable pricing .

- **Testimonial section**: Here you can read the reviews from previous customers and their ratings just below food menu section you can directly go in testimonial by clicking from header .
- **Contact us** :This section you can get restaurant location and phone number to order and visit our restaurant.

CHAPTER- 3

WEBSITE DESIGN

3.1 USE-CASE DIAGRAM:



5.2 User Interface

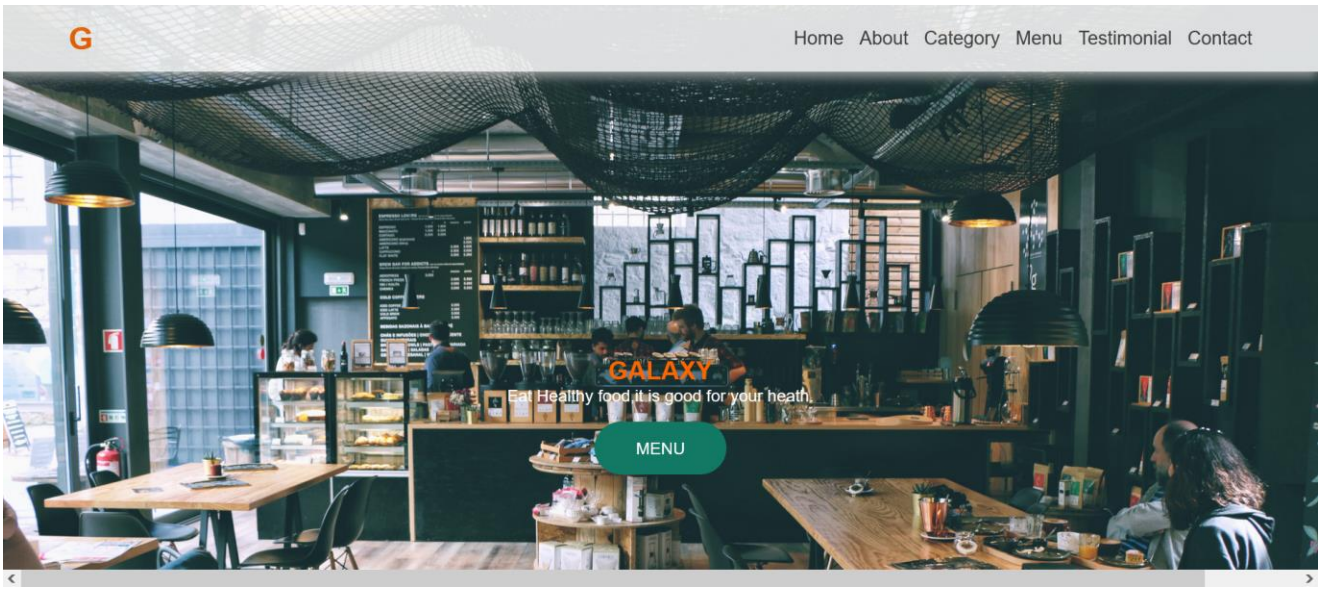


Figure-7: Home Screen

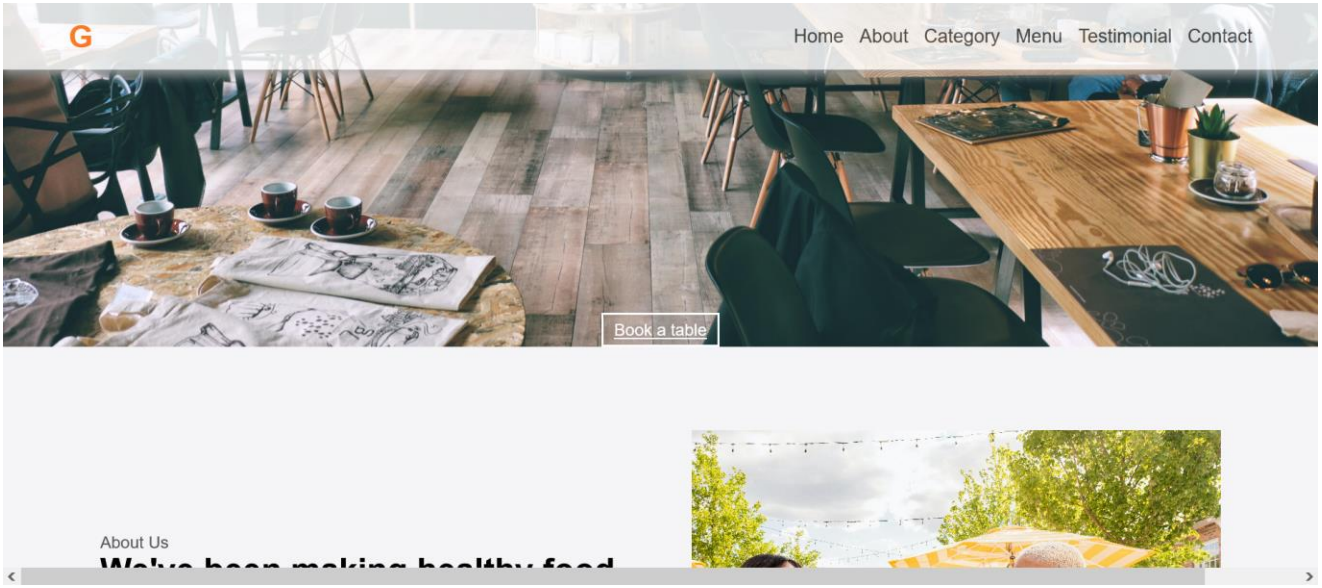


Figure-8: Book a table button

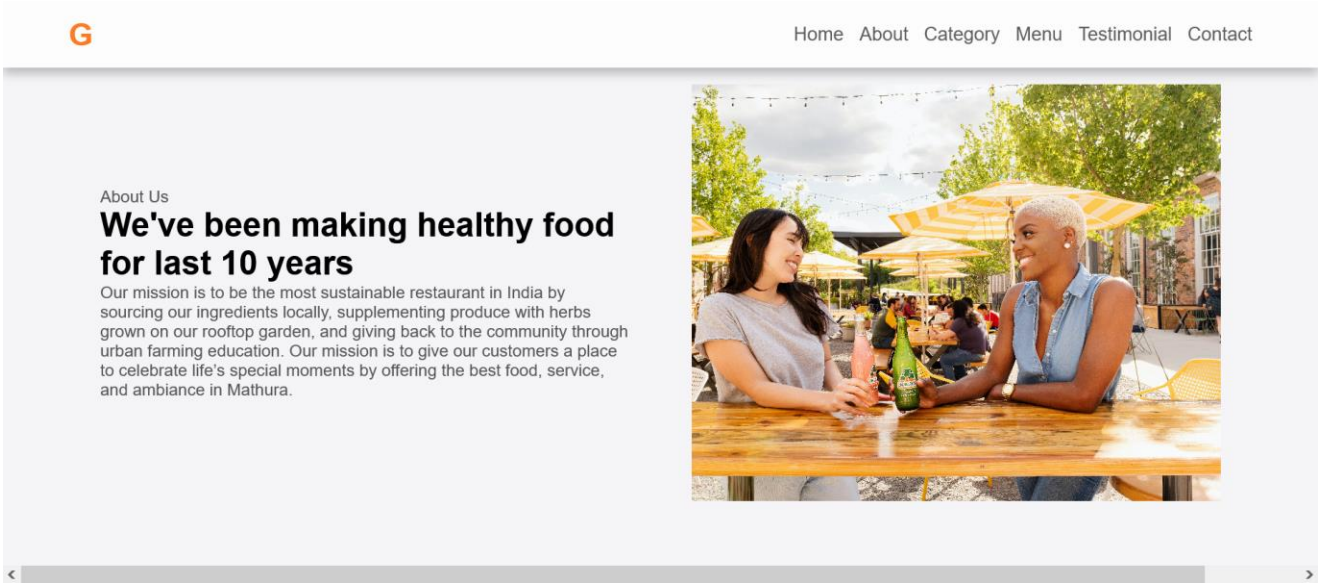


Figure-9: About us

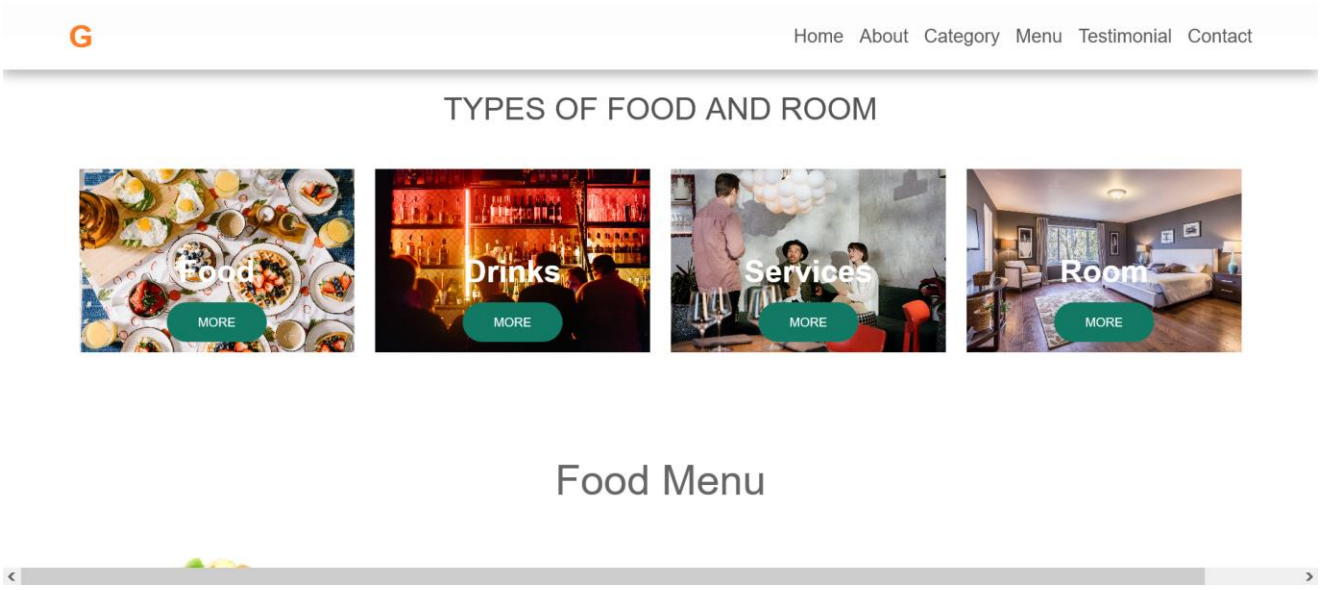


Figure-10: Category

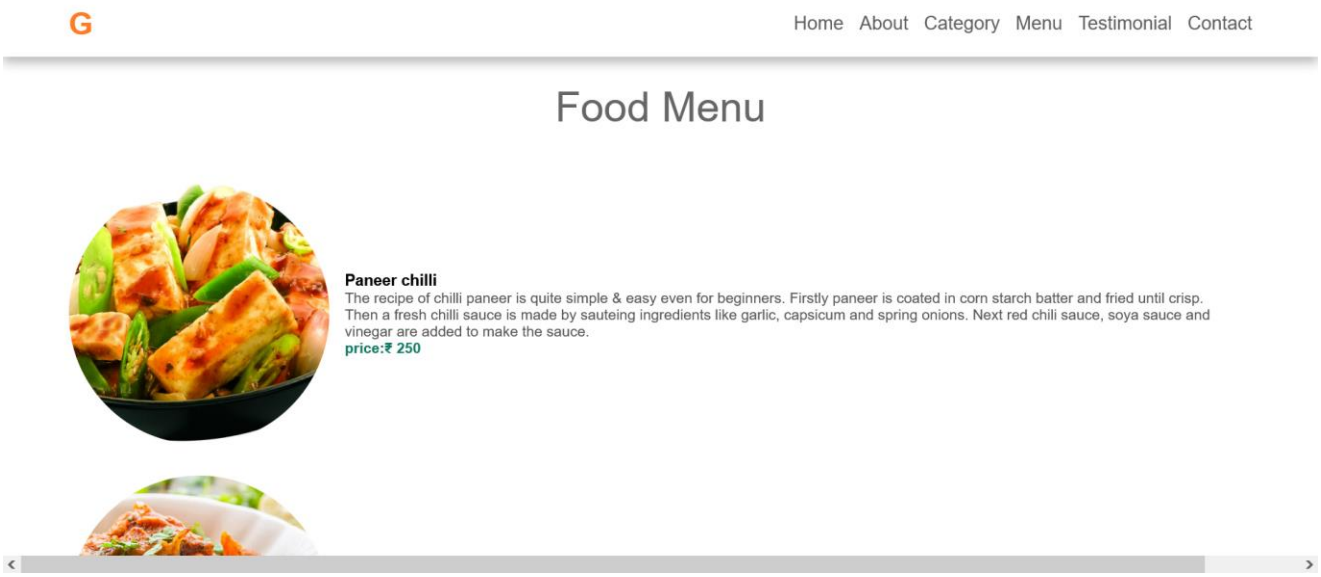


Figure-11: Menu

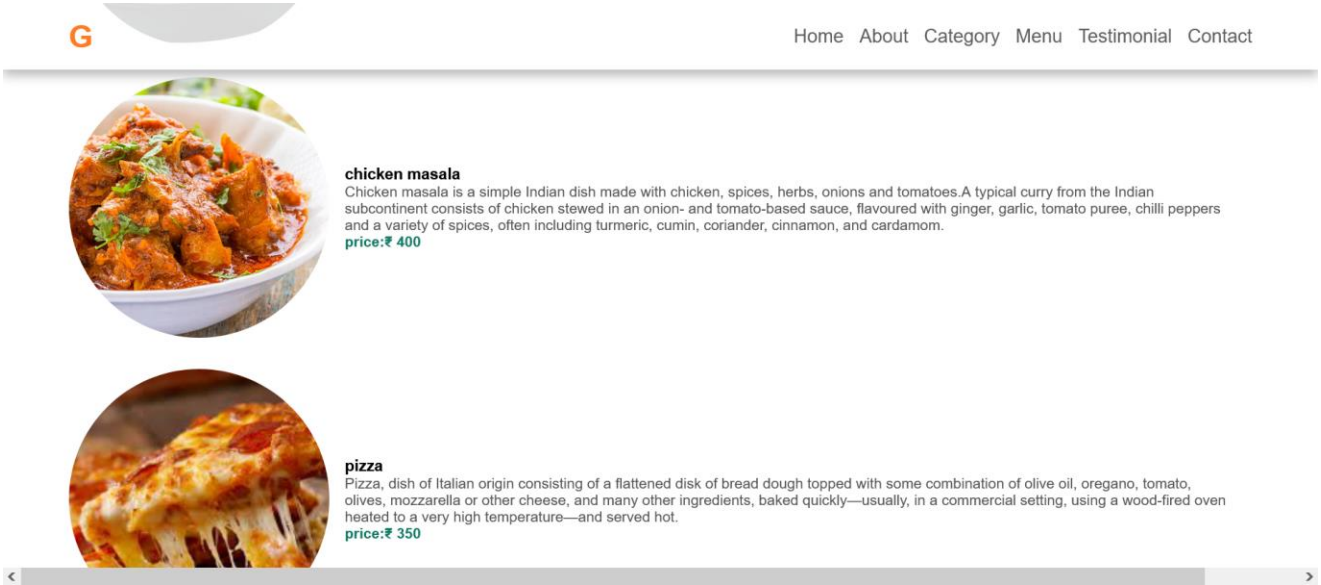


Figure-12: Menu

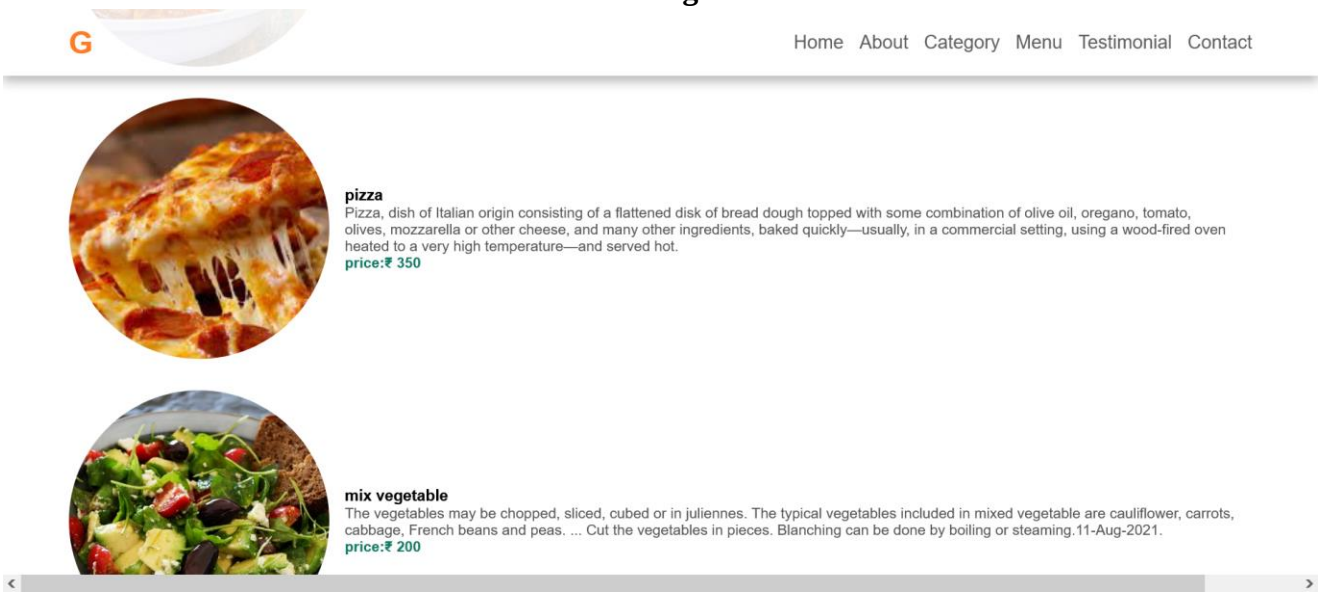


Figure-13: Menu

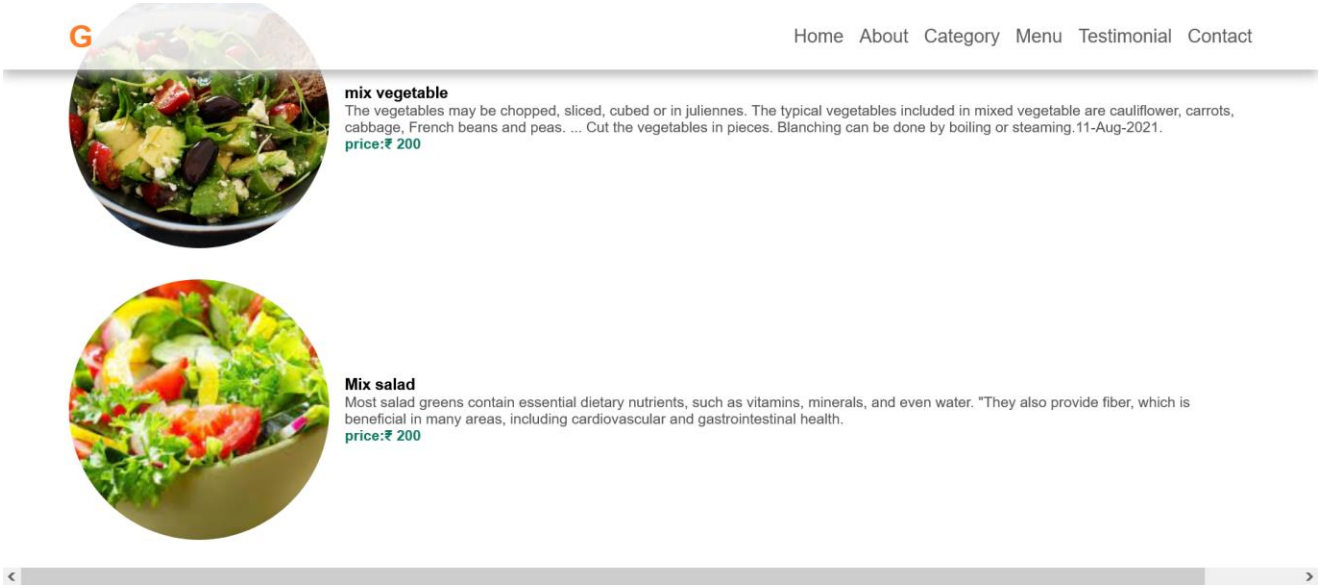


Figure-14: Profile page

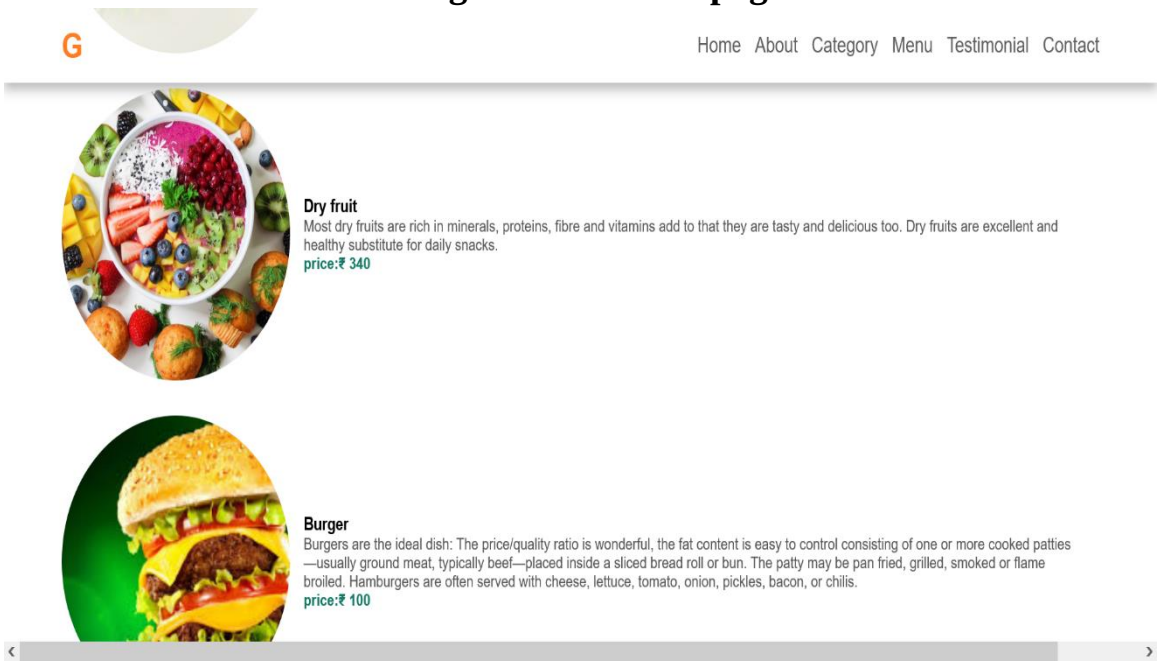


Figure-15: Menu

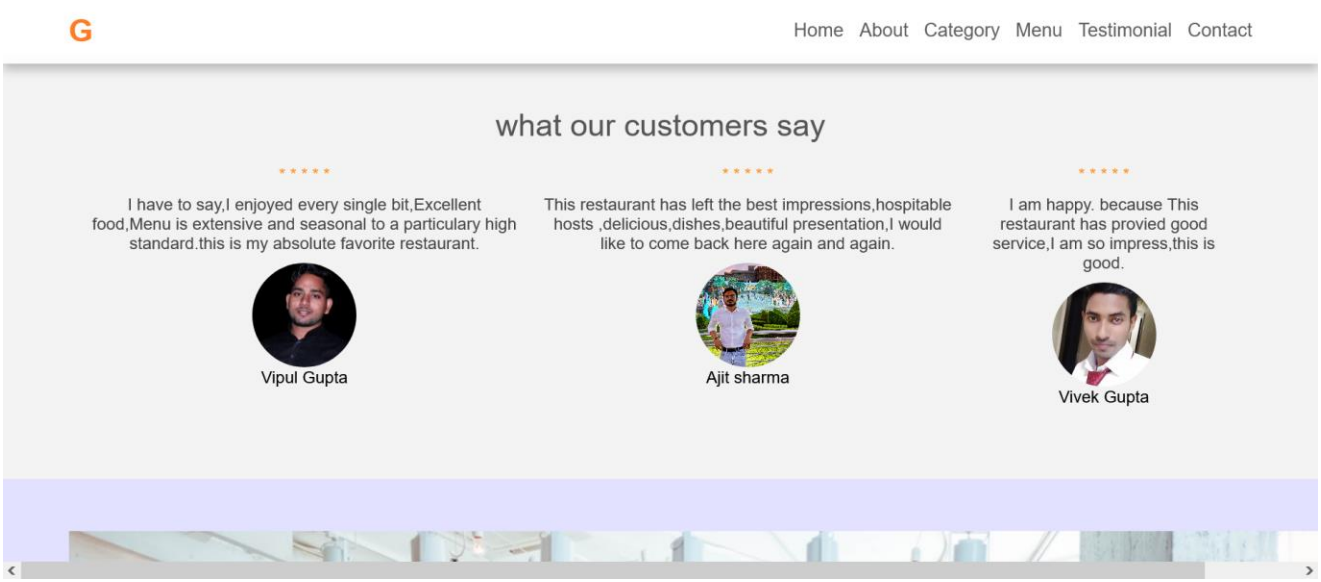


Figure-16: Testimonial

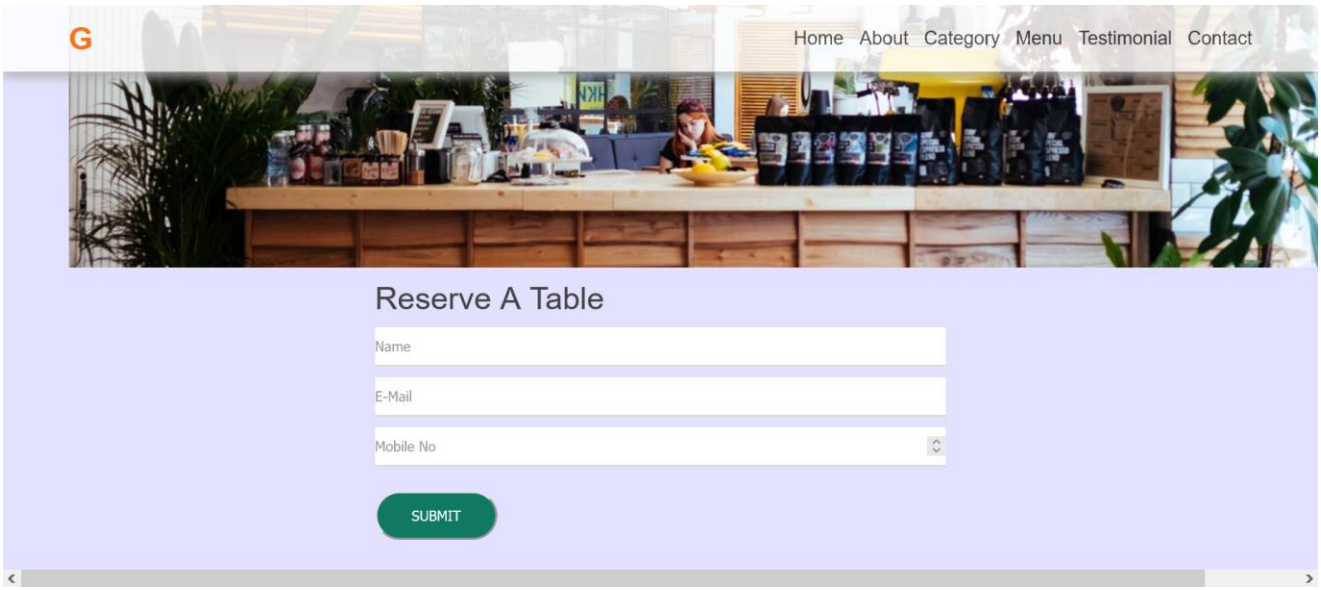


Figure-17: Reserve

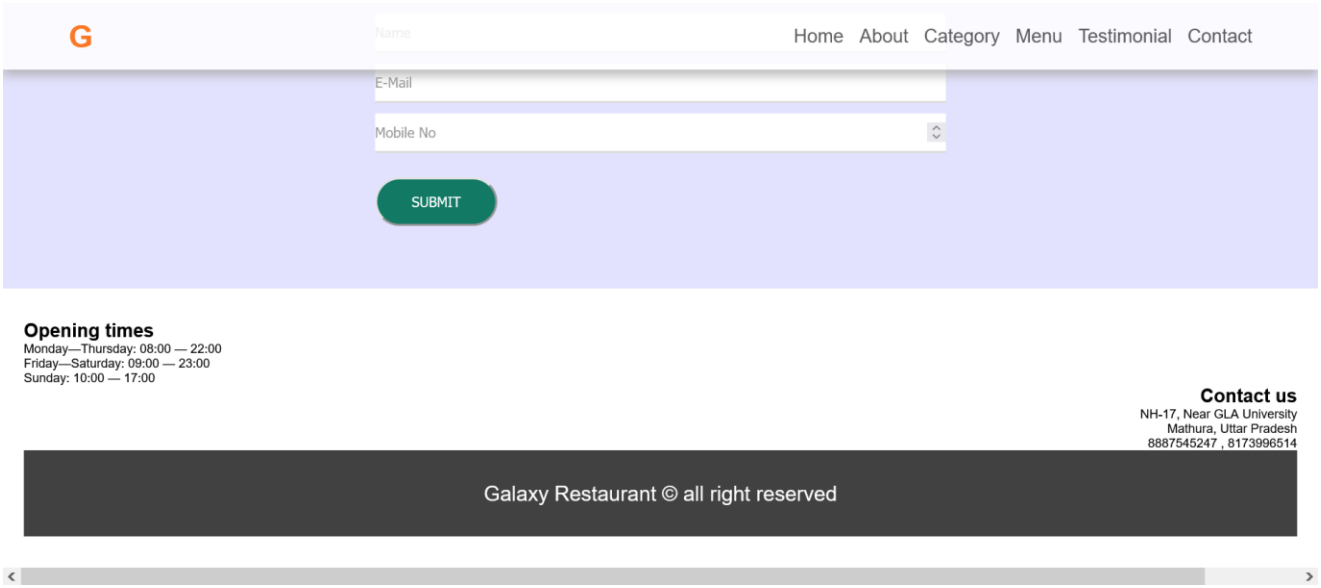
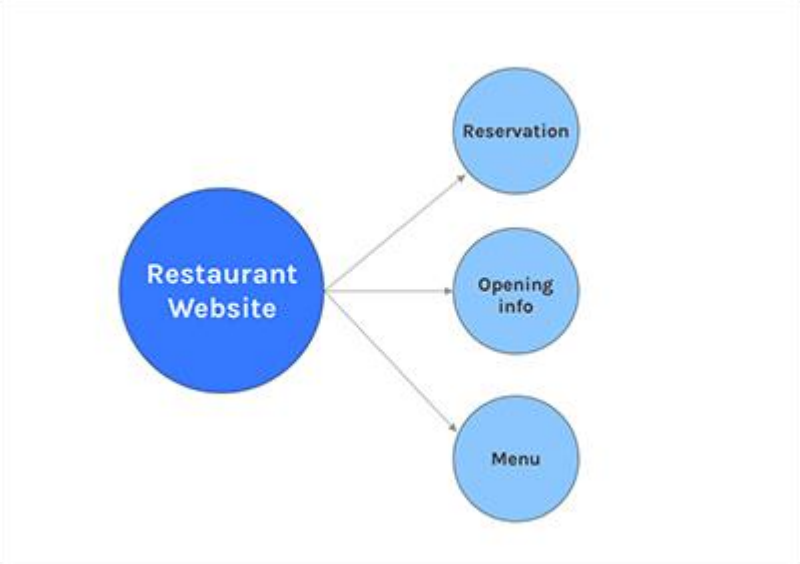


Figure-18: Timing and Contact

CHAPTER - 6

TESTING



Unit Testing

RESPONSIVNESS OF UI

Percentage of views on responsiveness.
There can be many issues that can make problem in responsiveness. It has been tried to find some of them. Who have problem with UI of the website, their screen size data collected and analysed.
Screen size of devices facing problem with UI.
We can see, most of respondents who face problem in responsiveness use a device with a screen smaller than 5 inch. So, UI should be optimised for smaller screens.

CHAPTER -7

CONCLUSION

This chapter concludes the report of this project. This chapter starts with discussing the achievements of this project. Following that, it describes the limitations in the system. It then proposes and recommends some features to be added to the system. Finality, the chapter ends by concluding remarks.

Achievement of the Project

The project has gone through a series of activities to develop a complex solution for the Restaurant website . After analysis of the project's goal and research direction, a set of objectives were established. All the activities done during the project were attempts to realise these objectives. At the end of the project, the developed prototype website has fulfilled these objectives by the following means:

• Objective #1 was satisfied by reviewing the past works for automating the restaurant website process. Along with this, the web services

development technologies is briefly discussed.

• Objective #2 was addressed by utilising Extreme Programming method of Development. Along with this, xammp tools are used to analyse and design the system.

• Objective #3 was satisfied by developing the system with CSS and JavaScript.

• Objective #4 was addressed with various testing approaches to ensure the prototype system is as robust as possible.

The project was time-consuming. It has been tried to implement as many features as possible within the very limited timeframe. It has successfully satisfied the Functional Requirements. Some Non-functional Requirements of the system is not implemented. These requirements have top priority and reflect the most needed features. Some requirements are not implemented due to time constraints. However, their absence would not result in major operational issues as they are the lower priority features. These features could be implemented in the future.

Limitations of the System

There are also some limitations of the system. The shopping cart of the system has not been implimented functionalities and does not support advanced cart modification features. Along with this, validation functionalities and almost all functionalities of the application are handled with server side programming. It makes extra load on the server, especially when the application gets lots of viewers. This limitation can be minimised by validating data using client side language like JavaScript or HTML 5. But the controllers and functions for pushing data into order table is not written.

REFERENCES

1. ***Layout:*** https://youtube.com/

2. **Web developer Guide: https://W3schools.com/**

3. **For rectifying the error : https://stackoverflow.com/**

4. **Web development Training: https://udemy.com/**