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Online Food Ordering Web Application

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ABSTRACT

Online Food Order System is a website designed primarily for use in the food delivery industry. This system will allow hotels and restaurants to increase scope of business by reducing the labor cost involved. The system also allows to quickly and easily manage an online menu which customers can browse and use the place orders with just few clicks. Restaurant employees then use these orders through an easy to navigate graphical interface for efficient processing.

The website, which is the only components seen by the restaurant customers, is then built dynamically based on the current state of the system so any changes made are reflected in real time. Visitors to the site once registered are then able to easily navigate this menu, add food items to their order, and specify delivery options with only few clicks greatly simplifying the ordering process. Back in the restaurants placed orders are promptly retrieved and displayed in an easily readable format for efficient processing.

1. INTRODUCTION

It is known globally that, in today's market, it is extremely difficult to start a new small-scale business and live-through the competition from the well-established and settled owners. In fast paced time of today, when everyone is squeezed for time, the majority of people are finicky when it comes to placing a food order. The customers of today are not only attracted because placing an order online is very convenient but also because they have visibility into the items offered, price and extremely simplified navigation for the order.

Online ordering system that I am proposing here, greatly simplifies the ordering process for both the customer and the restaurant. System presents an interactive and up to date menu with all available options in an easy-to-use manner. Customer can choose one or more items to place an order which will land on the cart. Customer can view all the order details in the cart before checking out. At the end, customer can view all the order confirmation details. Once the order is placed it is entered in the database and retrieved in pretty much real time. This allows Restaurant Employees to quickly go through the orders as they are received and process all orders efficiently and effectively with minimal delays and confusion.

2. BACKGROUND & RELATED WORK

This case study looks at the problem of setting up a fast-food restaurant.
Existing few problems:

- For placing any orders customers have to visit hotels or restaurants to know about food items and then place order and pay. In this method time and manual work is required.
- While placing an order over the phone customer lacks the physical copy of the menu item, lack of visual confirmation that the order was placed correctly.
- Every restaurant needs certain employees to take the order over phone or in-person, to offer a rich dining experience and process the payment. In today's market, labor rates are increasing day to day making it difficult to find employees when needed.

3. PROBLEM IDENTIFICATION:

We are going to build a software restaurant automation system that will have several features such as:

- Stock management
- Internet online reservation
- Online ordering via network enabled handheld computer
- Customer management
- Accounting

Executive information system In addition to those features, we are planning to add,

- Statistical data about sales using graphics
- Customer profile

The reason why to choose this project is the idea behind project that is to solve problem of people which they are facing when they shift to different city. The system is not only for user but also for provider who provide food service. This system is for making efficient communication between consumer and producer of the food system which will then leads to the ideal and effective system.

4. HARDWARE & SOFTWARE REQUIREMENT

4.1 Hardware Requirement

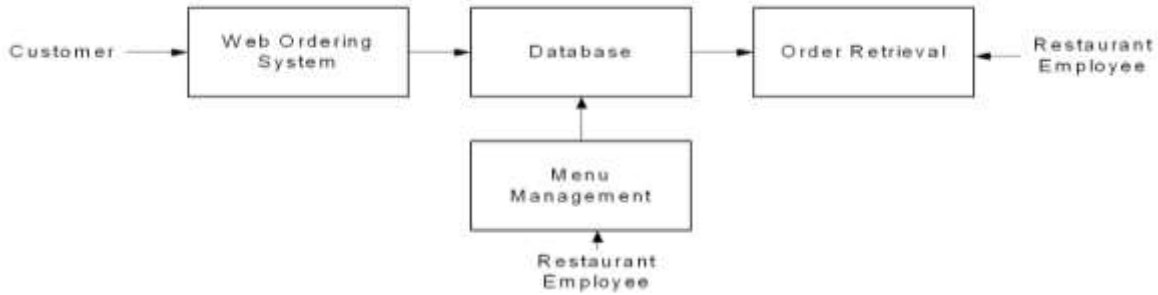
- Pentium Processor
- 1GB of free hard-disk space
- 128Mb of RAM

4.2 Software Requirement

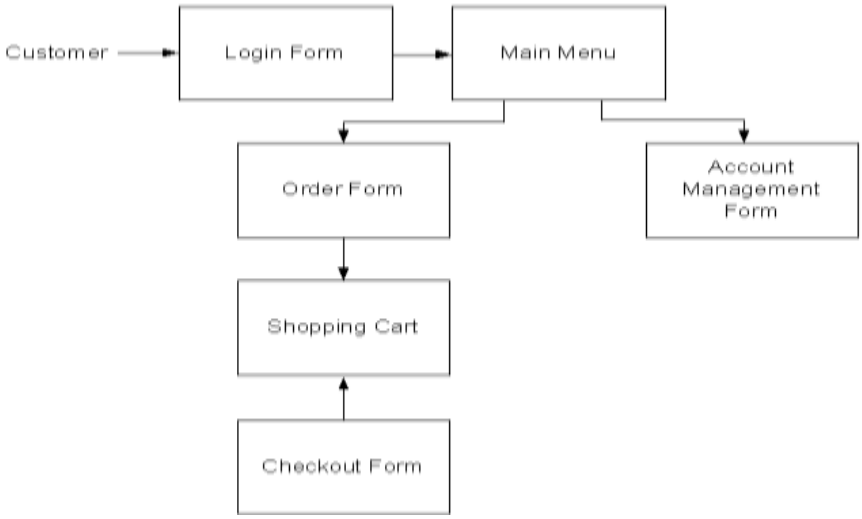
- Operating System: Windows 7/above
- Web Browser: Mozilla FF, Microsoft Edge, Google Chrome
- Drivers: Python 3.6/above. Django
- Environment: Pycharm, AWS Cloud.

5. SYSTEM DESIGN

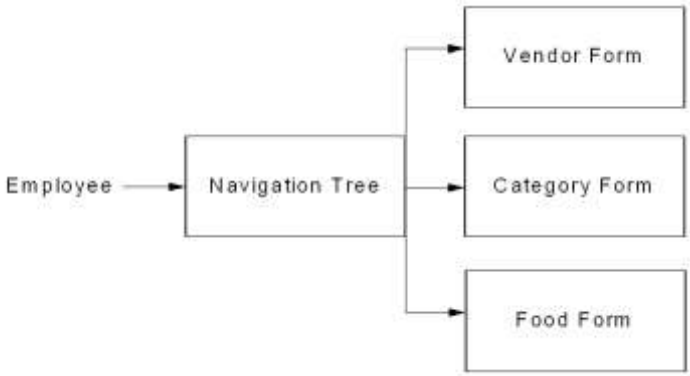
5.1 Database & Components



5.2 Web Ordering System Components



5.3 Menu Management System Components



6. CONCLUSION

The main objective of the application is to help Computer Science student understands the basic python and HTML. The following results have been achieved after completing the system and relate back to the system's objective.

- Should allow Computer Science students to browse through the code and application.
- Should allow user to browser through different product categories.
- Should allow users to save items to the cart and view detailed information about the order.
- Should allow the user to Checkout the items.
- Should allow the user to process the payment.
- Should allow the user to see Sucess message after placing an order.

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