ONLINE FOOD ORDERING SYSTEM

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ABSTRACT: The Online Food Ordering System's goal is to automate the current manual system with the aid of sophisticated computer software and equipment, meeting their needs and enabling the storage of their important data and information for an extended amount of time with simple manipulation and access. The necessary gear and software are readily available and simple to use. The primary goal of the online food ordering system is to keep track of data, including shopping cart, item category, food, delivery address, and order. It records data on the Customer, the Shopping Cart, the Item Category, and the Item Category. Since the project is entirely developed at the administrative level, only the administrator has access to it. The goal of the initiative is to advance.
Keywords: Food, Online, MySQL, Use Case Diagram, Entity Relationship Diagram, Flowchart.

I.   INTRODUCTION

The procedure of placing an online food order involves visiting a website. Food that has been specially prepared for direct consumption (like frozen meats, fresh veggies from a farm or garden) or food that hasn't been can be found in the product (like direct from a certified home- kitchen, restaurant). The goal of the endeavor to develop an online meal ordering system is to swap out the manual order-taking process for a digital one. Whenever necessary, the capacity to quickly and accurately generate order summary reports is a critical component in the project's development. An internet platform for ordering takeout has a tonne of promise. This project can be used by any fast-food company or restaurant to track customer orders. This project is easy, fast, and accurate. Less disk space is required. The online meal ordering system relies on MySQL Server as its backbone, which reduces the possibility of data loss and guarantees data security. Consumers can choose to pick up or have their food delivered. After that, you can pay for your food in person at the restaurant with cash or online or through an app using a credit or debit card. The website and app notify the consumer about the quality of the food, the time it takes to make, and when it is ready for delivery or pickup.

II.   LITERATURE REVIEW

For a restaurant, a wireless food ordering system was created and put into use in conjunction with customer input. It facilitates the process of changing menu presentations and configuring the system for WiFi by restaurant operators. Real-time customer feedback implementation connected to a smartphone has made it possible for restaurant customers and business owners to communicate in real-time through the adjustable wireless meal ordering system [1]. The aim of the study was to examine the factors that influence Turkish university students' opinions about online food ordering as perceived by internet users. Davis developed the Technology Acceptance Model (TAM) in 1986, and it was used to examine the adoption of the online food ordering environment. Three other key aspects are added to the paradigm in addition to TAM: Trust, Innovation, and External Influences [2].

The goal of the research project is to improve the eating experience for customers by automating the process of ordering meals in restaurants. The planning and execution of a restaurant meal ordering system were the subjects of this study. This system implements wireless data connectivity to servers. The user's mobile Android application will provide access to all menu information. The customer's mobile smartphone provides wireless order information to the cashier and kitchen. Changes to the menu can be handled swiftly by the restaurant's owner [3].

This study looks at the attempts made by owners of restaurants to use ICTs to enhance the eating

experience, including PDAs, wireless LANs, and expensive multi-touch screens. This study proposes a low-cost touch screen-based restaurant management system that employs an Android smartphone or tablet to alleviate some of the shortcomings of the conventional paper-based and PDA-based food ordering systems [4].

Finding out if the application is user-centered and based on user requirements was the study's main goal. Every issue that this system generated was related to each and every user that it contains. If someone knows how to operate an Android smartphone, almost anyone can utilize the software. This system will fix the different issues with the Mess service. The purpose of putting in place an online meal ordering system is to help customers with important problems. According to the application, it can be stated that: This system provides clients with the information they need to place orders; it simplifies the ordering process. The program helps the administrator manage the entire Food system and allows it to receive orders and modify their data [5].

III.   PROPOSED SYSTEM

The administrator initially logs in to the simulation by entering their ID and password. After that has been confirmed, the administrator can examine and modify the food items, categories, and orders as well as access the main admin interface and make reservations. The order number, customer ID, food name, price, and quantity are now displayed in a window that appears. After completing the transaction, the customer is prompted to provide their name, address, and other contact information. The total cost is also shown, and they can click the "order now" option to receive an order confirmation message. You have the ability to add, remove, or update food after you log into the admin area. Selecting any option takes you to the menu for food. When the chosen action is completed, the final product either the newly added item or the updated food list is shown. If a food is removed, it is no longer available to customers on the website's main menu.

IV.   DESIGN AND IMPLEMENTATION

The datasets are kept in the SQL database and in the Admin Panel, which is accessible only by registered administrators, and the website is implemented using HTML, CSS, JavaScript, and Django. A web-based data management solution is what we have created. Our website requires a PC or laptop with a browser and an internet connection. The real-time feedback system that is part of our system's implementation allows the admin to simply monitor client orders and reservations made on the food ordering website, as soon as they are placed by customers at home restaurants. Google Chrome is the preferred browser for us because we utilize Sublime Text Editor and Microsoft Visual Studio Code for all of the website's programming.

The administrator can add new goods to the current system along with all of their details, including a picture. Depending on the product's stock, the administrator may eliminate some products. A list view of every user who has registered with the system will be available to the admin.
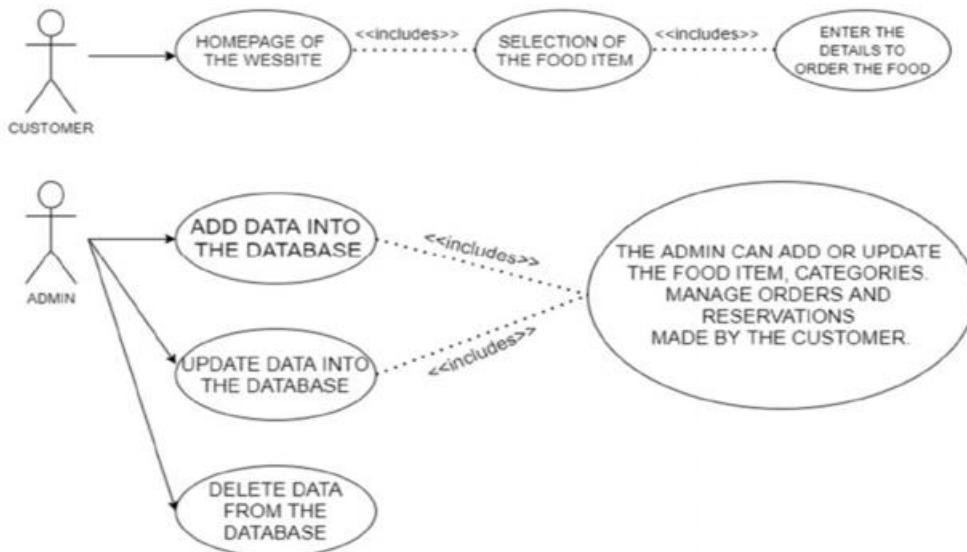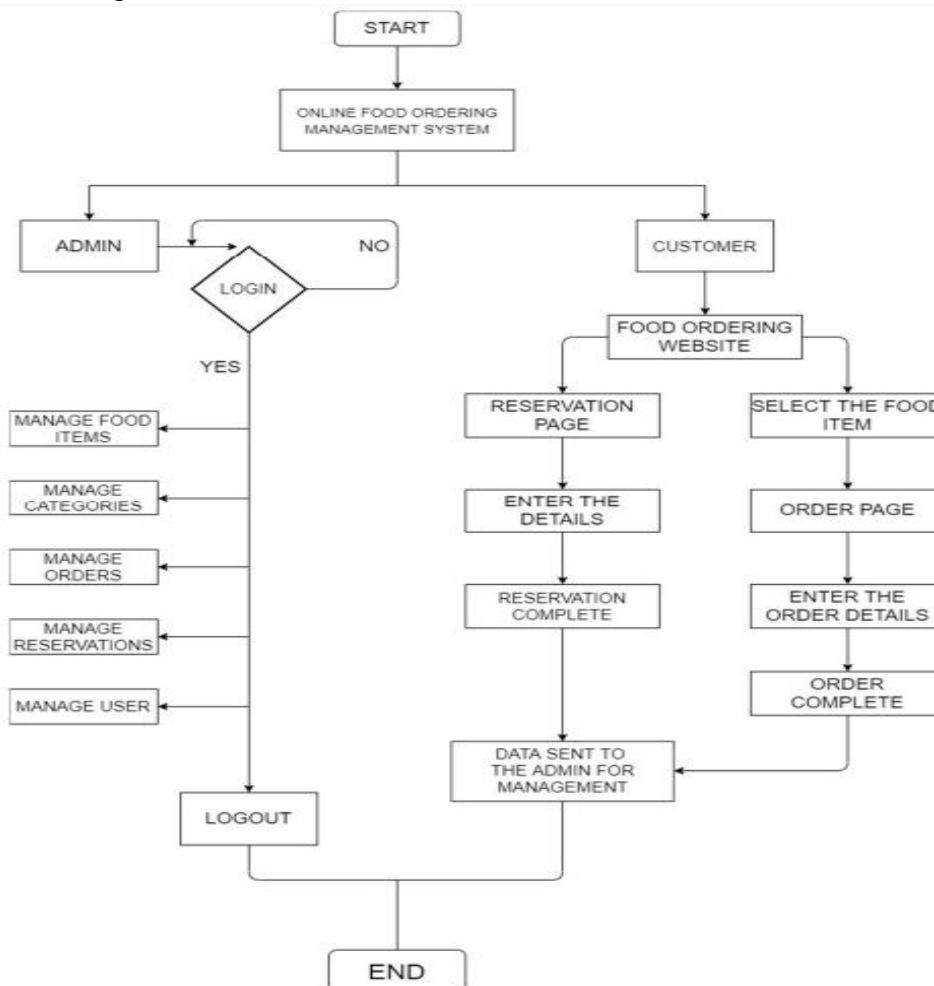
Fig. 1 Use Case Diagram

Fig. 2 Flow Chart

V. SCOPE AND FEATURES

- The suggested method allows people to properly order meals.
- There will be fewer employees needed at the rear desk.
- The method will aid in the reduction of labour costs as well as the space necessary to set up cafeterias in the restricted region.

- Mistakes are less probable to occur since it is an admin-controlled system.
- Customers can prevent long lines at the counter by executing tasks at an acceptable speed and throughput.
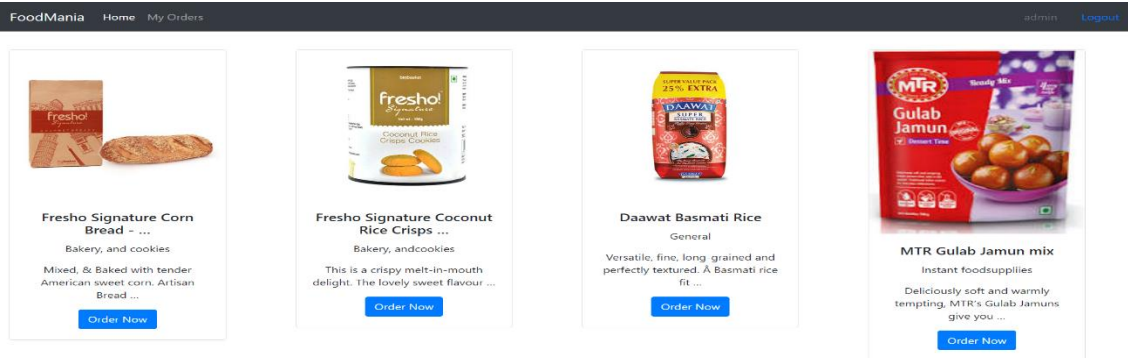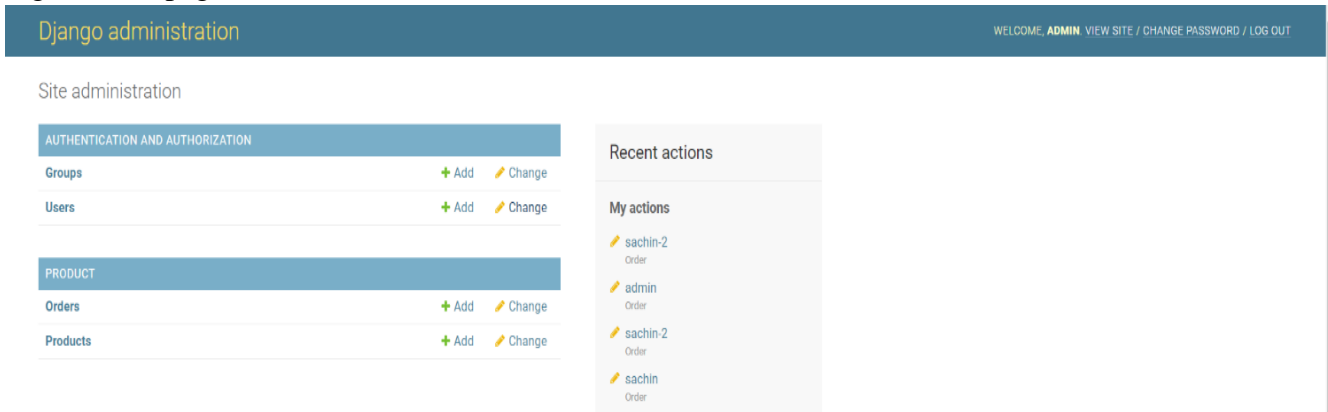
VI. RESULTS

Fig. 3 Homepage

Fig. 4 Admin Panel

VII. SCOPE FOR FUTURE WORK

According to a report, by 2030, the e-commerce market in India is expected to increase 15 times to reach a valuation of USD 300 billion, or 2.5 percent of the country's GDP. The e-commerce market is currently valued at USD 20 billion. "Hyper growth in affordable smartphones, improving infrastructure, and a propensity to transact online," according to a Goldman Sachs analysis, are important growth factors. According to a number of reports, the e-grocery sector in the United States alone might increase five times in the next ten years, with consumers predicted to spend over $100 billion. This is a positive prediction that should materialize everywhere in the world. Furthermore, over 300 million additional online shoppers should join India's youthful population, which makes it the country with the most attractive demographics for e-tailing during the next 15 years, according to the report. Segments that might "potentially catalyze domestic companies into multi-billion-dollar businesses" were listed in the report as e-retailing, online travel, electronic payments, and the digital advertising sector. With 1 billion users, India will have the second-largest digital population in the world by 2030, thanks to a rise in online mobile penetration, it continued. "India has enough spectrum and telecom infrastructure to provide 3G data coverage to 25- 30 per cent of the population," it stated. It added that "further, 3G-enabled smart phones are available for USD 40 with more than 900 phones launches last year". Despite 60% of e-commerce transactions being cash-on-delivery, the survey noted that the payment environment is rapidly changing due to the introduction of digital wallets and payment banks. "Logistics and infrastructure are bottlenecks, but also indirect drivers for online adoption," it continued. According to the research, India received over USD 6 billion in private finance in 2014, and "significant funds are still waiting, implying a potent eco-

system is in place."

VIII.   CONCLUSIONS

The number of individuals shopping in physical locations will decline during the next few years since most purchases will be made online. Online food delivery services will continue to grow in the future because to enhanced delivery techniques like drones and reliable logistics. Through this project, we were able to learn important information and useful skills on a variety of subjects, including creating web pages using HTML and CSS, using responsive themes, creating online applications, and managing databases with MySQL. The entire system is secured. Also, the project helped us understanding about the development phases of a project and software development life cycle. online shopping has opened up doors to many small retailers that would never be in business if they had to incur the high cost of owning a brick-and-mortar store. At the end, it has been a win-win situation for both consumer and sellers.

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