FOOD COLLECTION SYSTEM IN A SMART WAY

BY

TANVIR AHMED

ID: 161-15-7652

AND

JAHIR AL MAMUN
ID: 161-15-6777

AND

HABIBIR RAHMAN

ID: 161-15-7191

AND

MIADUL KABIR DIP

ID: 161-15-7544

This Report Presented in Partial Fulfillment of the Requirements for the Degree of Bachelor of Science in Computer Science and Engineering

Supervised By

Md. Zahid Hasan
Assistant Professor
Department of CSE
Daffodil International University

DAFFODIL INTERNATIONAL UNIVERSITY

DHAKA, BANGLADESH

OCTOBER 2020

APPROVAL

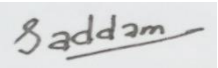
This Project/internship titled **"FOOD COLLECTION SYSTEM IN A SMART WAY"**, submitted by Tanvir Ahmed, ID No: 161-15-7652, Habibur Rahman, ID No: 161-15-7191, Zahir Al Mamun, ID No: 161-15-6777, Miadul Kabir Dip, ID No: 161-15-7544 to the Department of Computer Science and Engineering, Daffodil International University has been accepted as satisfactory for the partial fulfillment of the requirements for the degree of B.Sc. in Computer Science and Engineering and approved as to its style and contents. The presentation has been held on 07/10/2020.

BOARD OF EXAMINERS

Dr. Syed Akhter Hossain **Chairman**
Professor and Head
Department of Computer Science and Engineering
Faculty of Science & Information Technology
Daffodil International University

Nazmun Nessa Moon **Internal Examiner**
Assistant Professor
Department of Computer Science and Engineering
Faculty of Science & Information Technology
Daffodil International University

Gazi Zahirul Islam **Internal Examiner**
Assistant Professor
Department of Computer Science and Engineering
Faculty of Science & Information Technology
Daffodil International University

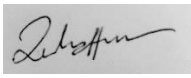


Dr. Md. Saddam Hossain **External Examiner**
Assistant Professor
Department of Computer Science and Engineering
United International University

DECLARATION

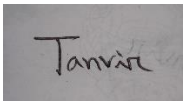
We hereby declare that, this project has been done by us under the supervision of **Zahid Hasan, Assistant Professor, Department of CSE** Daffodil International University. We also declare that neither this project nor any part of this project has been submitted elsewhere for award of any degree or diploma.

Supervised by:

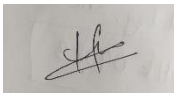


Zahid Hasan
Assistant Professor
Department of CSE
Daffodil International University

Submitted by:



(Tanvir Ahmed)
ID: -161-15-7652
Department of CSE
Daffodil International University



(Habibur Rahman)
ID: -161-15-7191
Department of CSE
Daffodil International University

(Zahir Al Mamun)
ID: -161-15-6777
Department of CSE
Daffodil International University

(Miadul Kabir Dip)
ID: -161-15-7544
Department of CSE
Daffodil International University

ACKNOWLEDGEMENT

First of all, we would like to thank ALLAH for his blessing and making it possible to complete our final year project.

We truly appreciate our indebtedness to **Md. Zahid Hasan, Assistant Professor, Department of CSE Daffodil International University**, **Dhaka**. We are grateful to him to help us to develop our website. Deep Knowledge & keen interest of our supervisor in the field of website development to carry out this project.

Dr. Syed Akhter Hossain Head, Department of CSE, and also to other faculty members and the staff of the CSE department of Daffodil International University kind help to finish our project.

Finally, we must respectfully acknowledge with due respect the support and patience of our parents.

ABSTRACT

In our daily life the use of the internet is immeasurable. In this time, we do everything in our daily life at home through use of the internet. By using our website, you can add your restaurant and sell your items. There are many people who love fast-food items a lot. With a web-based restaurant, you can order your favorite food from your home. Customers can place orders in a few minutes and the order is always correct therefore, the customer is satisfied. Moreover, the restaurant is up to date consistently and can save money while delivering better customer service.

In our **Food Collection System** we have some user friendly features. Users of any devices with any browsers will be able to visit our website easily. They have to just select one or more food of their choice and then they will be able to order. Customers will be able to put their address in two ways. One is writing manually their address or choosing their location on google map. The another excellent feature of our project is, a customer will be able to order food for maximum next 7 days. They have to select a date first then choose a time.

We tried our best to make the project as much as easier to our customers so that they feel comfort while using our project. Because our first target is to make a user friendly website.

TABLE OF CONTENTS

CONTENTS	PAGE
Board of examiners	i
Declaration	i
Acknowledgements	i
Abstract	ii
CHAPTER	
CHAPTER 1: INTRODUCTION	**1-2**
1.1 Introduction	1
1.2 Motivation	1
1.3 Objectives	1
1.4 Expected outcome	1
1.5 Report Layout	2
CHAPTER 2: BACKGROUND	**3-3**
2.1 Introduction	3
2.2 Related Works	3
2.3 Scope of the Problem	3
2.4 Challenges	3
CHAPTER 3: REQUIREMENT SPECIFICATION	**4-13**
3.1 Business Process Modeling	4
3.2 Requirement Collection and Analysis	4
3.3 Use Case Modeling and Description	5
3.4 Logical Data Model	11
3.5 Design Requirements	13
CHAPTER 4: DESIGN SPECIFICATION	**15-17**
4.1 Front-end Design	15
4.2 Back-end Design	16
4.3 Interaction Design and UX	16
4.4 Implementation Requirements	17
CHAPTER 5: IMPLEMENTATION AND TESTING	**19-29**
5.1 Implementation of Database	19
5.2 Implementation of Front-end Design	19

5.3 Implementation of Interactions 29
5.4 Testing Implementation 29

CHAPTER 6: CONCLUSION AND FUTURE SCOPE **30-30**
6.1 Discussion and Conclusion 30
6.2 Scope for Further Developments 30

REFERENCES **31**

APPENDIX **32**

LIST OF FIGURES

FIGURES	PAGE NO
Figure 3.1: Business Process Model	4
Figure 3.2: Use Case Diagram	8
Figure 3.3: Use Case Diagram for Admin	10
Figure 3.4: ER-Diagram of the System	12
Figure 3.5: Flow chart for FOOD COLLECTION SYSTEM	13
Figure 4.1: 7 Factors Influencing UX	16
Figure 5.1: Database Structure	18
Figure 5.2: Required Field for Registration	19
Figure 5.3: Login Page	20
Figure 5.4: Home page	20
Figure 5.5: Edit profile Page	21
Figure 5.6: Order list Page	21
Figure 5.7: Dishes page	22
Figure 5.8: Checkout Page	23
Figure 5.9: Admin registration Page	24
Figure 5.10: Admin Login Page	25
Figure 5.11: Dashboard Page	25

Figure 5.12: Users page 26
Figure 5.13: Delivery boy Page 26
Figure 5.14: Store page 27
Figure 5.15: Menu Page 27
Figure 5.16: Orders page 28

LIST OF TABLES

TABLES **PAGE NO**
Table 4.1: Activity List for the Customer 27
Table 4.2: Activity List for the Admin 27

CHAPTER 1

INTRODUCTION

1.1 Introduction

FOOD COLLECTION SYSTEM is an online restaurant system where users can order foods via online. There will be a delivery system after a user will request an order. It is a web-based system which can be visited with any browser with any device because it is made responsive.

1.2 Motivation

We made this system so that people can easily order food and can get it at home. There will be a delivery boy who will deliver the food to the user as soon as possible. The payment system is now only cash on delivery. Next time we will add some online payment system. In this system we will have multiple restaurants so that we can deliver food to users from the nearest restaurant to consume time.

1.3 Objectives

- There is a purpose behind everything that is built. So, our project has the following objectives-
- To develop a system that people can find easily restaurants and their foods.
- To provide to talk with authority.
- To provide them an easy way to order food.
- To provide them an easy way payment system as cash on delivery.

1.4 Expected Outcome

Since everyone prefers an easy and understandable way. So, our site FOOD COLLECTION SYSTEM provides an interface that people can easily use. It will save people's time/money. They will be able to find restaurants and their foods and can order food from anywhere. Based on user feedback, people can view restaurant reviews. So, they will decide which restaurant food they will order. So, our project has the following outcomes-

- Able to find a restaurants and their foods.

- Time/cost will be saved.
- The total accurate cost will be shown and the user can pay via cash on delivery.

1.5 Report Layout

Classifying the different things in our project FOOD COLLECTION SYSTEM is that it is easy to understand. The report is divided into six chapters as described below and each chapter also has many parts.

Chapter 1: Introduction

In this chapter 1 introduces our project, why it should be used. It also discusses the Objectives, contains the basic information, motivation, Expected outcome.

Chapter 2: Background

In chapter 2 we discuss the project Related works and Scope of the project. And also discuss the challenges of our project.

Chapter 3: Requirement Specification

This chapter will discuss Business, Use Case Diagram, Business process Modeling (BPM), model data, Requirement Collection, and project requirements.

Chapter 4: Design Specification

This chapter will discuss frond-end, back-end, design pattern and how we implemented the requirements.

Chapter 5: Implementation and Testing

The chapter will discuss databases and testing our project.

Chapter 6: Conclusion and Future Scope

This is the final chapter and discuss the conclusion and scope of the project.

CHAPTER 2

BACKGROUND

2.1 Introduction

In this era, everyone uses the internet. FOOD COLLECTION SYSTEM is an online platform where it can provide services and fulfills the customer's demands (like they can order food, they can reserve a table, they can schedule order). Peoples can easily order food and also seller sells their food items from this site. If you want, you can add your restaurant to our site also if want you also join us as a delivery boy. In this chapter, we discussed our project, comparative analysis, and related works. We also show a comparison with some other online food sites that relate to our project. While we developing our project, we face too many challenges and those challenges have been discussed here.

2.2 Related Works

There are several related works of our project. Like Food panda, Hello food, Food mood etc. Their common features are first to order food, then a delivery man will deliver the food just like our project. But in our project a new privilege is that, a customer will be able to order for next maximum 7 days. So it will be a great feature to customers as they will have a routine of their food for next 7 days.

2.3 Scope of the Project

We have developed the website as this can be useful for everyone who uses the internet. In this report, we give the data of overseeing accomplices of the FOOD COLLECTION SYSTEM. Our report contains services, overview, mission, vision, highlights, achievements, and also the description of the department.

2.4 Challenges

There is no work that exists without challenges. Though, we are developing a web-based project that is not too easy. When we started our project, we faced too much error, a single error took much time to fix, and the most frustrating time when we are working on the payment system and it is the core element of our project. We faced a great problem with the error and took much time to fix it.

CHAPTER 3

REQUIREMENT SPECIFICATION

3.1 Business Process Modelling

Business process modelling or BPM means the representing a processes or graphical representation of a system. So that the system can be analyzed, and improve later. The BPM for the helper system is below.

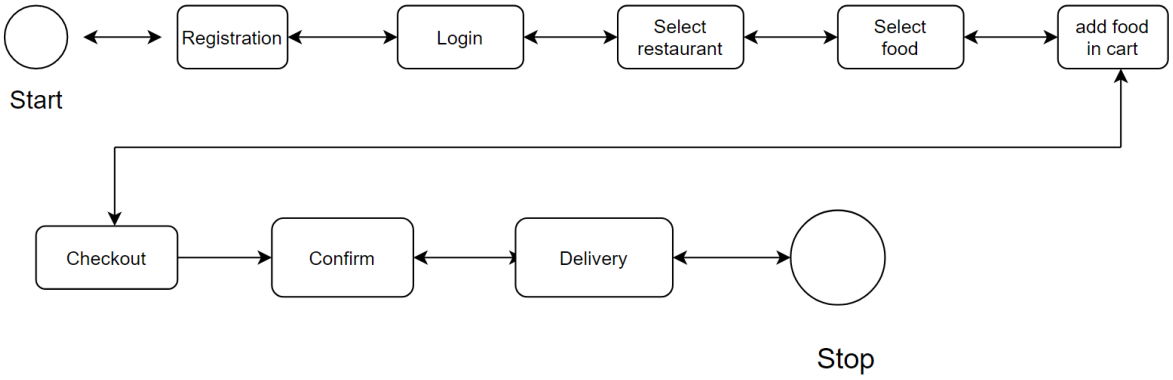


Figure 3.1: Business Process Model

3.2 Requirement Collection and Analysis

3.2.1 Software Requirements

To develop the application, we need to use the following software's:

- Operating System: Windows or Linux or Mac.
- XAMMP or WAMP
- Language: PHP, Javascript.
- Database: MySql.
- IDE: Phpstorm.

Software Requirements for running the application:

- Network: Wifi or mobile data.
- Compatible Device: Devices that has php installed. And need a browser.

3.2.2 Hardware Requirements

To develop the application, we need to use the following requirements:

- Processor: Intel Core i3
- RAM: 4GB
- Space on disk: 1 GB

3.2.3 Functional Requirements

- Graphical interface for both the Driver and user.
- Database is mysql.

3.3 Use Case Modeling and Description

3.3.1 System Model

- Customer Module
- Admin Module
- Delivery boy Module

Customer Module

The following functionalities are for customers.

i. Registration

A user must have to register to order. He/she may able to see details about restaurants or food but must register to give order.

ii. Login

After registration a customer have to login as well.

iii. Edit profile

A customer is able to edit his/her details in “Edit profile” section.

iv. Restaurant

Customers are able to see all our restaurants in a list view. Then can select his/her favorite restaurant and can see the menus.

v. View menu

Customers can view menus of a specific restaurant and then can order.

vi. Checkout

After adding in the cart of one or more menu, customers are able to checkout.

vii. Confirm order

In the last step, customers have to put their delivery address. This task can be done in two ways. Customers can choose which option they want. One option is entering the address manually. The other option is easier. Customers have to press the “Open map” button and then they will be asked for location permission. If he/she grant the permission, his/her current location will be shown on google map. He/she also able to set up the delivery address by clicking on the map. Customer also have to select a date maximum of next 7 days. It is the most interesting feature. That’s why a customer can schedule and order his/her food for next 7 days.

Admin Module

An admin can do to many tasks. His/her tasks are here-

i. Registration

An admin has to register first. but an admin can registration only with a unique key generated by previous admin. So that only the person can registration as admin who will get the key.

ii. Login

After registration a admin has to login to go admin panel as well.

iii. Dashboard

In dashboard panel an admin can see total number of restaurants, customers, food and orders.

iv. User

Admin can handle customers here. Such as add user, update user or delete user.

v. Delivery boy

Admin can update, add, or delete delivery boy information.

vi. Store

Here a admin can add, update or delete restaurant. Also can handle food categories.

vii. Menu

Here admin can add foods for specific restaurants. Also can update or delete.

viii. Order

In this option admins will have several features. Such as delete order, close order, pending order.

Delivery boy Module

i. Order

Same as admin can do except delete order.

3.3.2 Use Case Diagram and Description

The use case diagram is a visual representation of interactions between system components and is a method used in system analysis to detect, determine, and plan system requirements. Use case diagram shown below in figure 3.2 and figure 3.3.

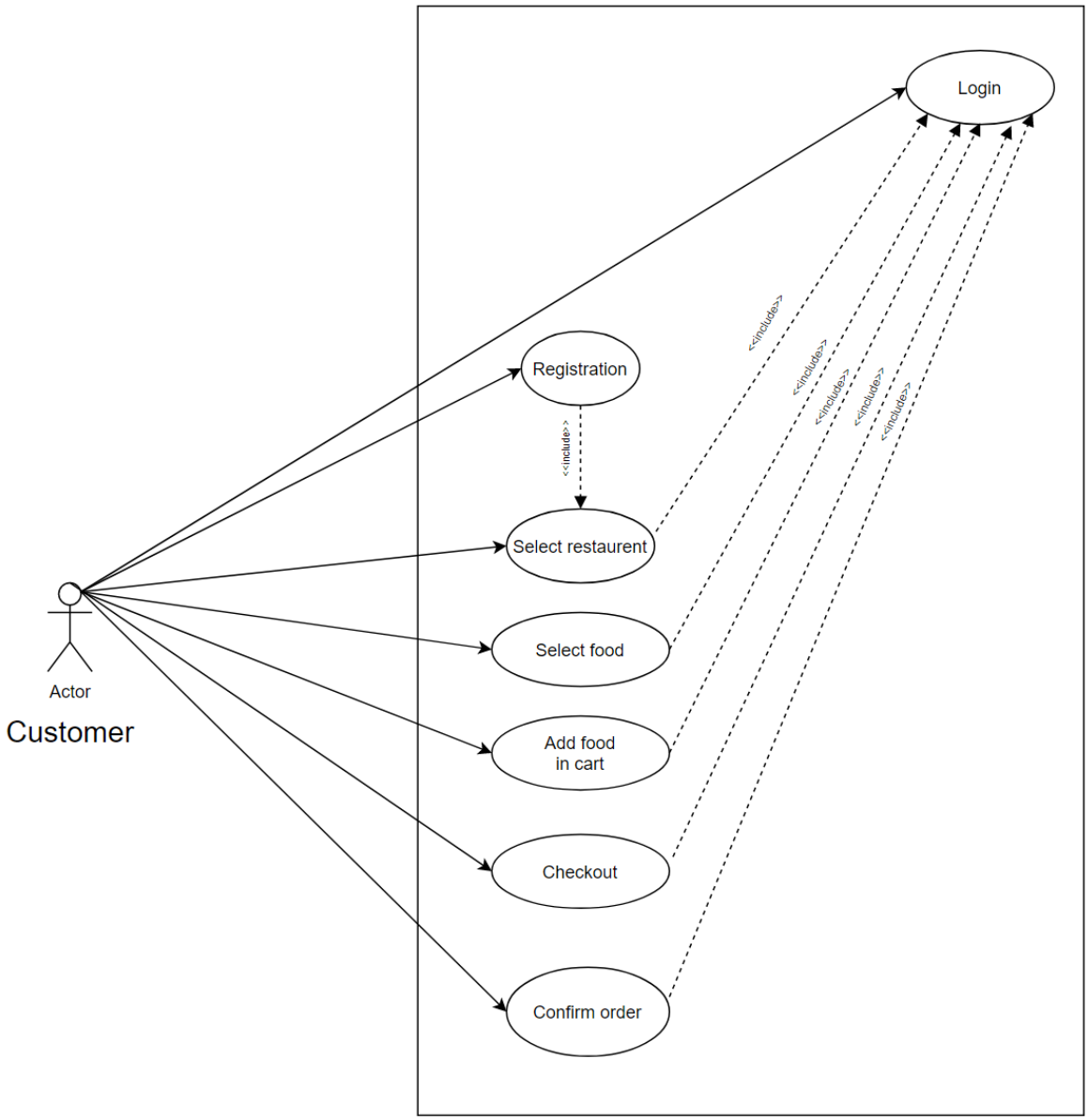


Figure 3.2: Use Case Diagram for customer

Actor: Customer

Use case details of customer.

i. Registration

A customer has to register first. While registering, he/she have to give his/her details such as name, phone, email.

ii. Login

After registration a customer has to login using his username and password.

iii. Select restaurant

A customer can select a restaurant and then can choose the foods of restaurant.

iv. Add food in cart

Customers can add one or more food in cart to order the foods.

v. Checkout

In checkout a customer has to put his/her address. This can be done in two ways.

a) The customer can put his/her address manually in an address field.
b) The other option is he/she can open the google map and can mark his/her location. By default, current location will be marked.

vi. Confirm order

After setting up his/her address he/she can confirm the order. A customer also has to select date and time of an order. Date can be select for maximum next 7 days. After confirming an order, a delivery boy will deliver the menu. Pay is now “Cash on delivery” only.

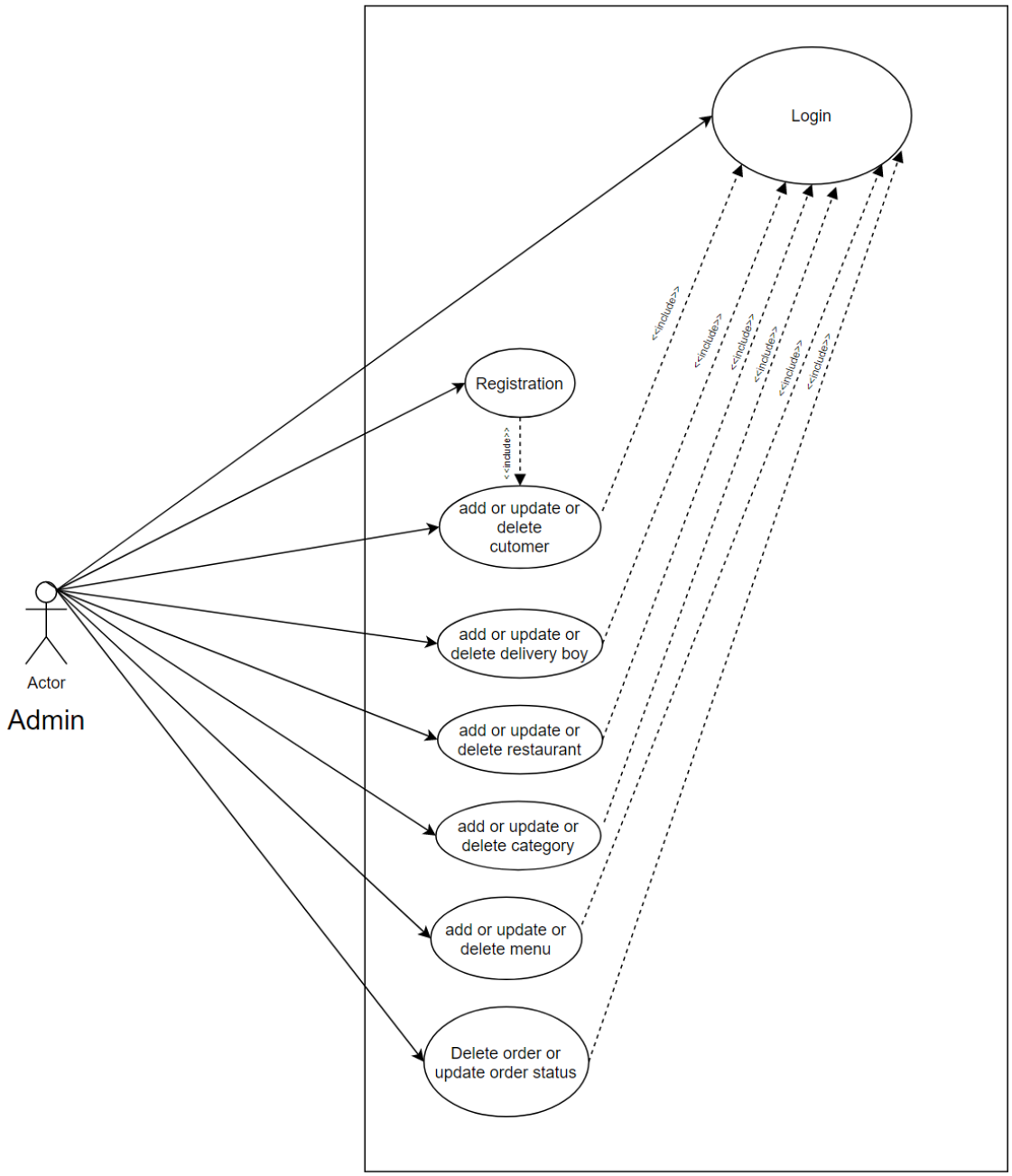


Figure 3.3: Use Case Diagram for Admin

Actor: Admin

Steps of admin-

i. Registration

Admin will able to registration only with a unique key. A unique can only be use only one time.

ii. Login

Admin has to login with username and password.

iii. Dashboard

In dashboard panel an admin can see total number of restaurants, customers, food and orders.

iv. User

Here there are 3 options.

a) Add user
b) Update user
c) Delete user

v. Delivery boy

Here there are 3 options.

a) Add delivery boy
b) Update delivery boy
c) Delete delivery boy

vi. Store

Here there are 6 options.

a) Add restaurant
b) Update restaurant
c) Delete restaurant
d) Add category
e) Update category
f) Delete category

3.4 Logical Data Model

The logical data model represents the data performance modules. Used for data analysis and processing. The Enterprise-Relationship Diagram / Model (ER Diagram) represents a logical data model. The ER diagram of FOOD COLLECTION SYSTEM is shown in

Figure 3.4.

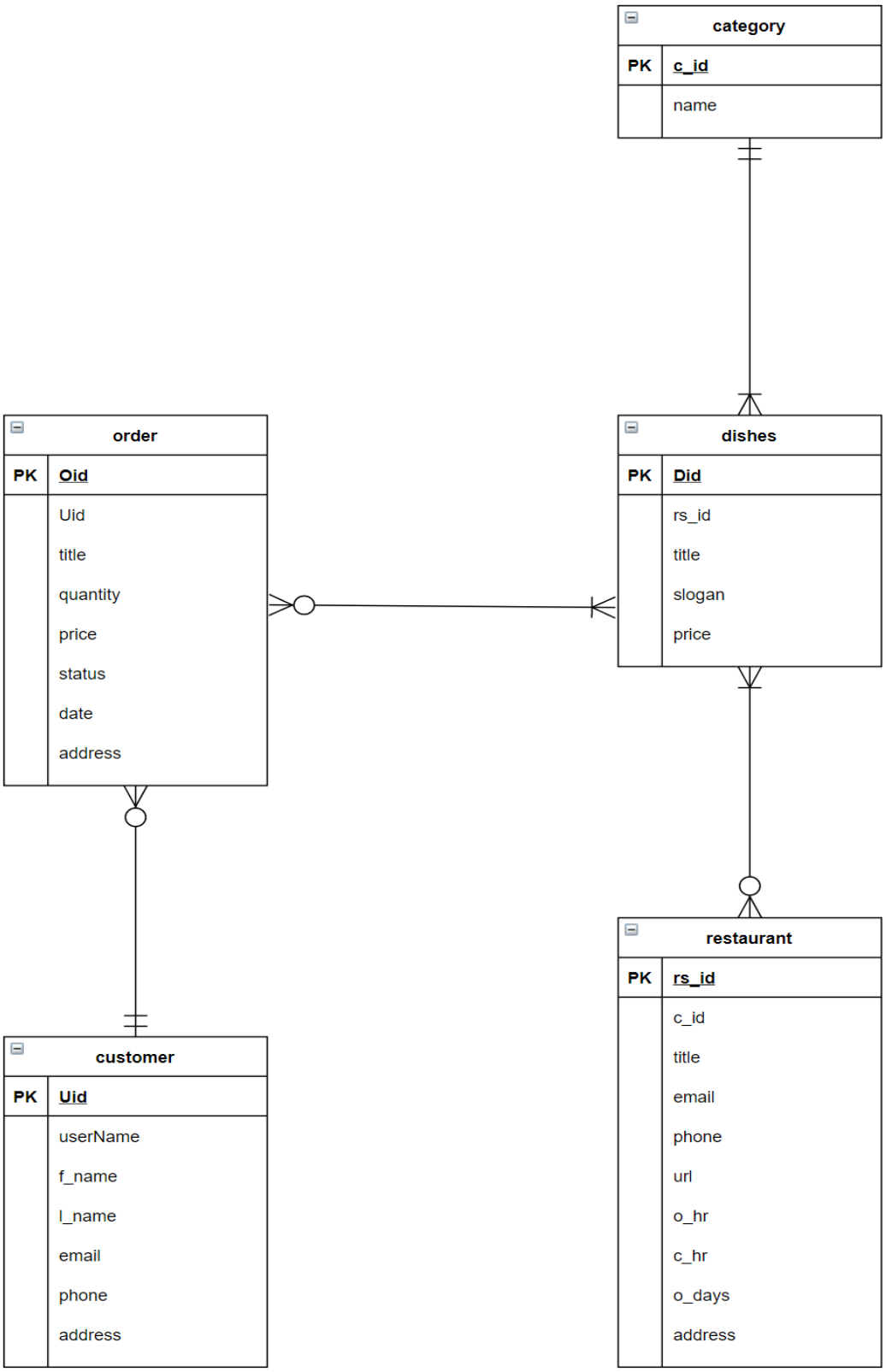


Figure 3.4: ER Diagram of the System

3.5 Design Requirements

Proper design of the basic application function is very important. As it is restaurant management system. Therefore, we should have a user friendly GUI and easy way to get restaurants and their foods. We have used the Google Map API so that a user can easily give his/her location without typing it manually. Following is a 3.5 diagram describing how the function works drawing a flow chart.

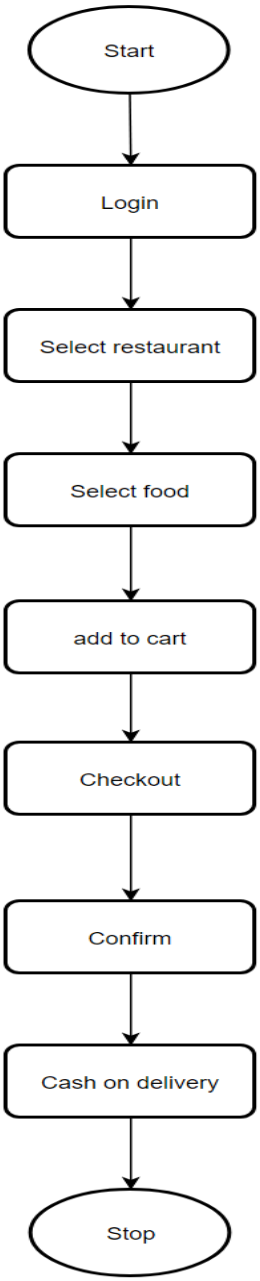


Figure 3.5: Flow chart for FOOD COLLECTION SYSTEM

CHAPTER 4

DESIGN SPECIFICATION

4.1 Front-end Design

In an application / software, the advanced GUI design is the main thing that people pull. If the front end is not appealing, no one should use it. Therefore, we try to make the best end-to-end make-up of our app. FOOD COLLECTION SYSTEM has many features, such as a different UI for this. These are described below.

Table 4.1: Activity List for the Customer

Serial No.	Design Screens
1	Registration
2	Login
3	Home page
4	View restaurants
5	View menus of a restaurant
6	View orders
7	Putting address via google map
8	View orders
9	Delete orders

Table 4.2: Activity List for the Admin

Serial No.	Design Screens
1	Registration
2	Login
3	Edit own profile
4	Add, update, delete customers
5	Add, update, delete delivery boy
6	Add, update, delete restaurants

7	Add, update, delete category
8	Add, update, delete menu
9	Manage orders

4.2 Back-end Design

Back-to-back design refers to the design process behind any system. Back end means server side. How the app communicates with a database server with another server application described below.

The Database table for the application FOOD COLLECTION

SYSTEM is shown below.

Table	Action	Rows	Type	Collation	Size	Overhead
admin	Browse Structure Search Insert Empty Drop	3	InnoDB	latin1_swedish_ci	16 KiB	-
admin_codes	Browse Structure Search Insert Empty Drop	6	InnoDB	latin1_swedish_ci	16 KiB	-
del-boy	Browse Structure Search Insert Empty Drop	1	InnoDB	latin1_swedish_ci	16 KiB	-
dishes	Browse Structure Search Insert Empty Drop	17	InnoDB	latin1_swedish_ci	16 KiB	-
remark	Browse Structure Search Insert Empty Drop	18	InnoDB	latin1_swedish_ci	16 KiB	-
restaurant	Browse Structure Search Insert Empty Drop	5	InnoDB	latin1_swedish_ci	16 KiB	-
res_category	Browse Structure Search Insert Empty Drop	6	InnoDB	latin1_swedish_ci	16 KiB	-
users	Browse Structure Search Insert Empty Drop	3	InnoDB	latin1_swedish_ci	16 KiB	-
users_orders	Browse Structure Search Insert Empty Drop	2	InnoDB	latin1_swedish_ci	16 KiB	-
9 tables	Sum	61	InnoDB	latin1_swedish_ci	144 KiB	0 B

Figure 4.1: Database of the system

4.3 Interaction Design and UX

Communication design is an integral part of the UX which means User Experience. Using the app what users think and how they interact with it is very important. There are seven key factors that influence the User Experience as such; Applicable, Available, Believing, Attractive, Available, Visible. We have designed our app to remember these important things as shown below in Figure 4.3.

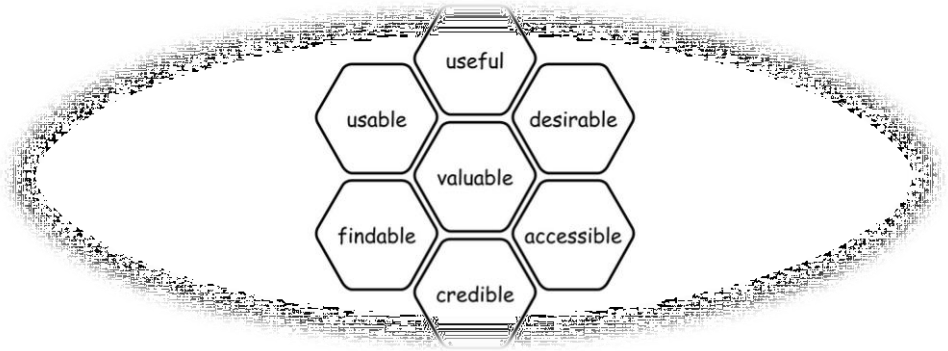


Figure 4.2: 7 Factors Influencing UX

Home page Interaction Design and UX:

In the app, the home screen has an access screen where the user can sign in to the app. This is a simple but effective design where the security of a given phone number should be guaranteed.

Registration page Interaction Design and UX:

In the registration page a customer has to enter some basic information of him/her. Not so much information. Because, we think in a food delivery website a customer should not put too much information as too much information is not required.

Login page Interaction Design and UX:

To login, customer has to enter just username and password.

Edit profile page Interaction Design and UX:

In edit profile page, a customer will be able to edit all his/her information he/she given while registering.

Your order page Interaction Design and UX:

A customer will see his/her orders in a nice list view. And also will get an option to delete orders.

4.4 Implementation Requirements

A list of requirements for use of the FOOD COLLECTION SYSTEM application is provided below:

1. PHP, HTML, CSS, Javascript
2. Google API (Map API)
3. PHPStorm
4. MySQL Database

CHAPTER 5

IMPLEMENTATION AND TESTING

5.1 Implementation of Database

Database is the end-to-end application system running on the server. We have used MYSQL as a database to store data or to provide real-time data on the Map as well as for customers. Database and tables have been shown below. Below figure 5.1 shows the complete data with tables.

	Table	Action	Rows	Type	Collation	Size	Overhead
☐	admin	Browse Structure Search Insert Empty Drop	3	InnoDB	latin1_swedish_ci	16 KiB	-
☐	admin_codes	Browse Structure Search Insert Empty Drop	6	InnoDB	latin1_swedish_ci	16 KiB	-
☐	del-boy	Browse Structure Search Insert Empty Drop	1	InnoDB	latin1_swedish_ci	16 KiB	-
☐	dishes	Browse Structure Search Insert Empty Drop	17	InnoDB	latin1_swedish_ci	16 KiB	-
☐	remark	Browse Structure Search Insert Empty Drop	18	InnoDB	latin1_swedish_ci	16 KiB	-
☐	restaurant	Browse Structure Search Insert Empty Drop	5	InnoDB	latin1_swedish_ci	16 KiB	-
☐	res_category	Browse Structure Search Insert Empty Drop	6	InnoDB	latin1_swedish_ci	16 KiB	-
☐	users	Browse Structure Search Insert Empty Drop	3	InnoDB	latin1_swedish_ci	16 KiB	-
☐	users_orders	Browse Structure Search Insert Empty Drop	2	InnoDB	latin1_swedish_ci	16 KiB	-
	9 tables	Sum	61	InnoDB	latin1_swedish_ci	144 KiB	0 B

Figure 5.1: Database Structure

Implementation table of admin

This table contains the information of admins. Username, password, email.

Implementation table of users

This table contains information of customers. For example, username, name, phone, email, address etc.

Implementation table of del-boy

This table contains information of customers. Such as username, name, phone, email, address etc.

5.2 Implementation of Front-end Design

In the final design process, we used the PHPStorm IDE and used HTML, CSS and JavaScript language to design the layout or front-end. We have used various CSS and jQuery files from various resources. Some of the screenshot of front end design are shown and discussed below. Since, our project has a separate customer, admin and delivery-boy

side, so all the designs have been discussed.

5.2.1 Customer side

5.2.1.1 Registration Page

A customer can visit, view restaurants, food without registration. But to order food he/she must registration first. he/she has to put name, address, phone, email to registration.

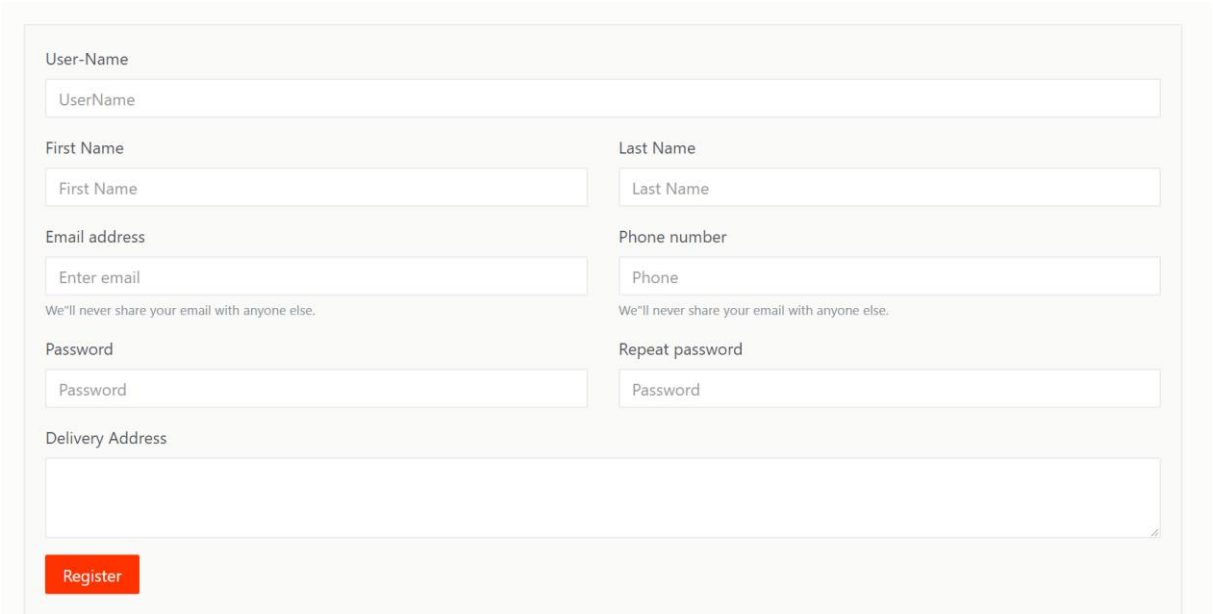


Figure 5.2: Required Field for Registration

5.2.1.2 Login Page

After a successful registration, a customer can login with his/her username and password. After login he/she will be able to order food of a restaurant.

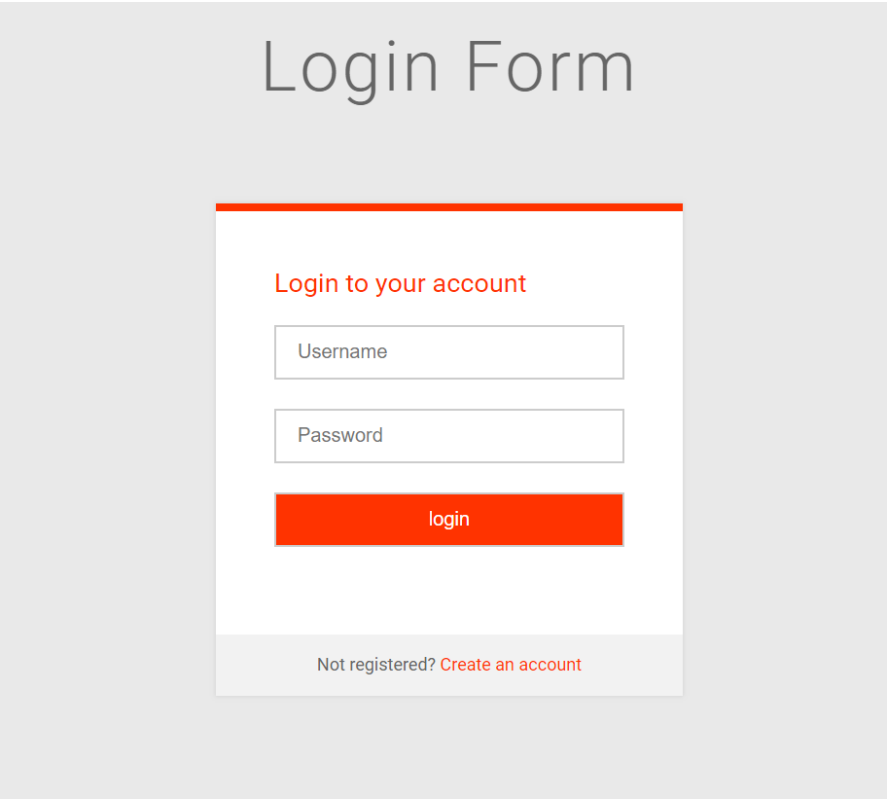


Figure 5.3: Login Page

5.2.1.3 Home page after login

A customer will have these extra options after login. “edit profile” and “your order”.

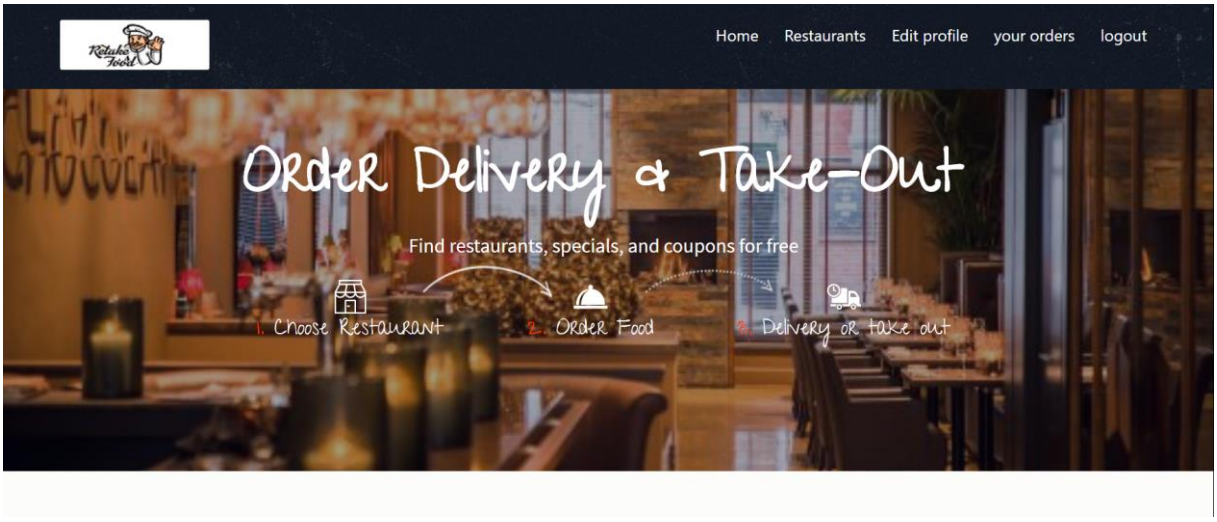


Figure 5.4: Home Page

5.2.1.4 Edit profile page

In this page a customer will able to edit all his/her information.

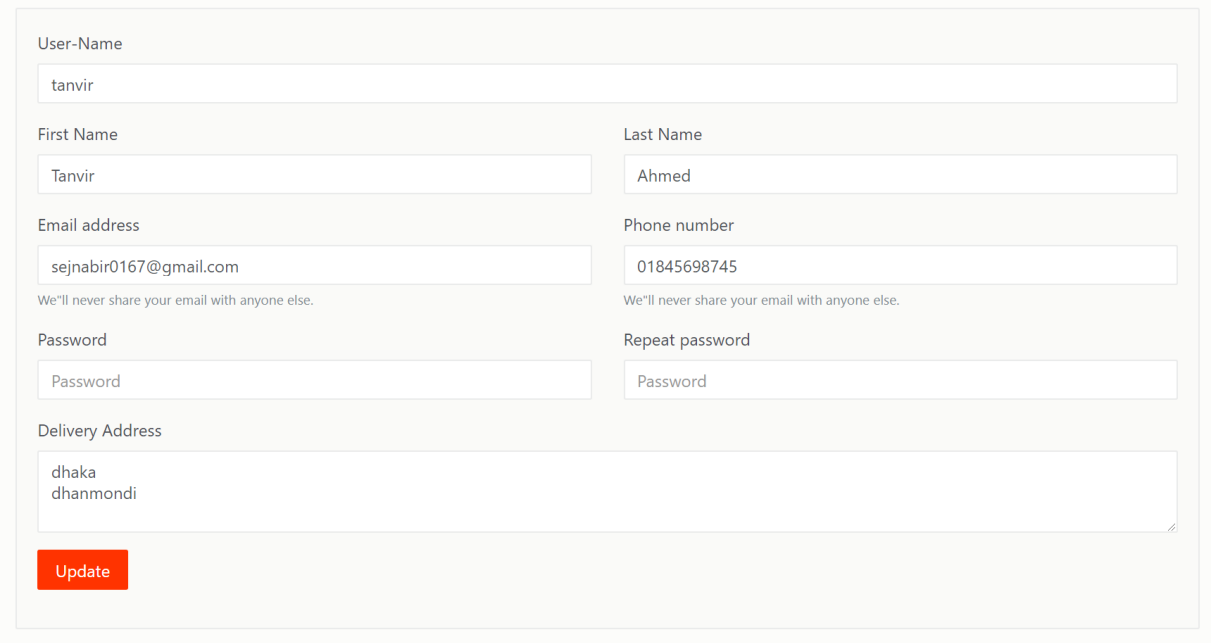


Figure 5.5: Edit profile Page

In this page a customer will able to see his/her all orders. He/she will also able to delete his/her order. If the order is under pending, after delete that order, the order will be cancel.

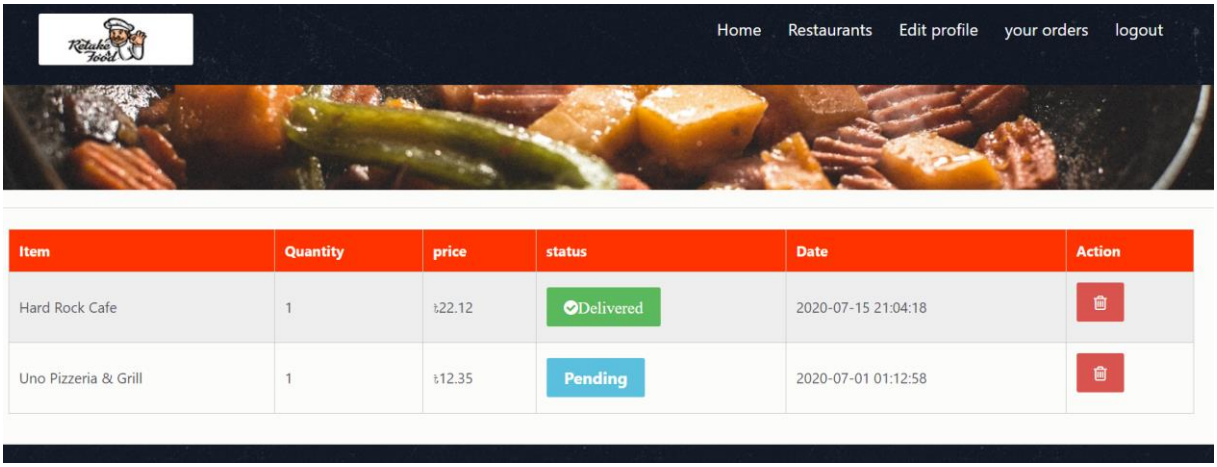


Figure 5.6: Order list

5.2.1.5 Dishes Page

If a customer clicks on a restaurant, he/she will see the list of the food of the restaurant. Then he/she can add the food in the cart. To continue the order, he/she has to click on **checkout** button.

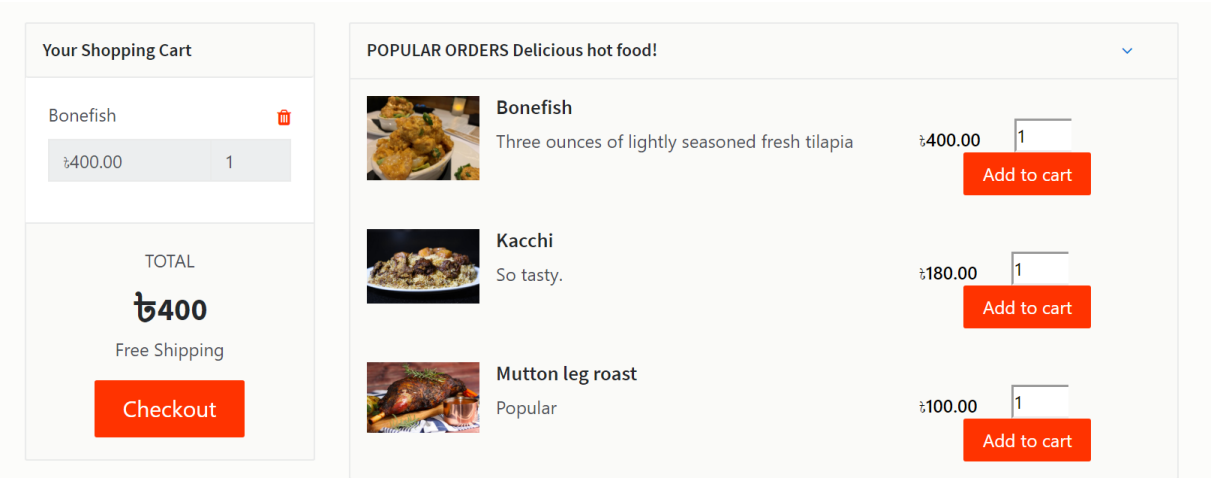


Figure 5.7: Dishes page

5.2.1.6 Checkout page

In checkout page, customer can select a date maximum of next 7 days. It is the most interesting feature. That's why a customer can schedule and order his/her food for next 7 days. a customer has to put his/her address to deliver the menu. Our default payment option is now "Payment on delivery". Bkash/rocket payment system via online is under development and it is a future work. A customer can put his/her address in two ways. One is, he/she can put his/her address manually. Another way is more easy. If he/she press the button **Open map,** then the google map will be opened. The browser will ask for the current location. If the customer grants the permission, then there will be a marker on the map of current location of the customer. Customer will also able to mark his/her location by clicking anywhere on the map. After putting address on address box, or selecting location on map, he/she will be able to confirm the order by clicking **Order now**.

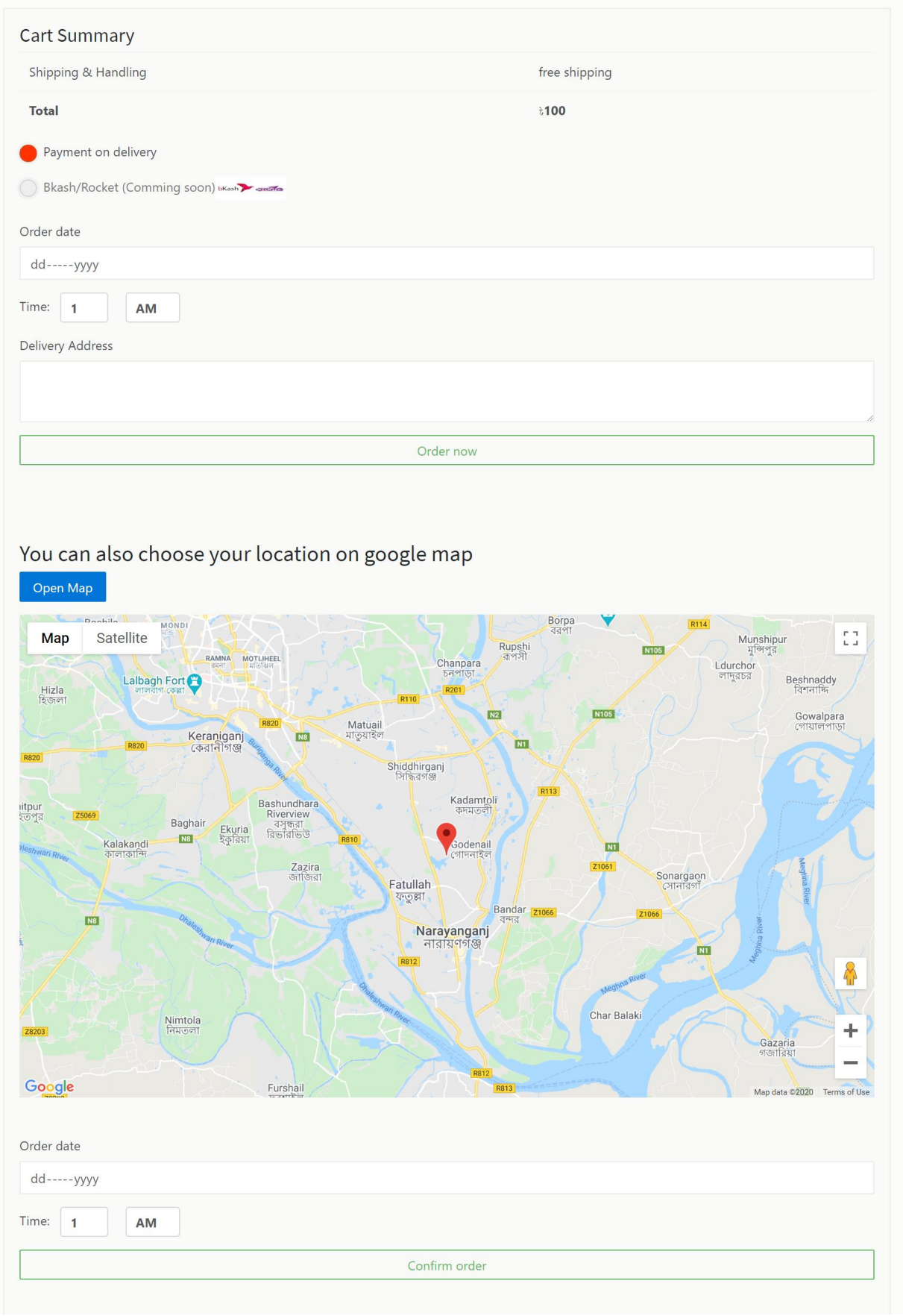


Figure 5.8: Checkout Page

5.2.2 Admin Application

5.2.2.1 Registration Page

If the restaurant authority needs an new admin, then a new admin will be able to register with a unique code. A unique code only be use one time only. To register a new admin, a unique key is required because, the only person will be able to register who will get the key. There is no option to generate unique key in project for safety. Only who has control in database, will be able to add a unique key manually.

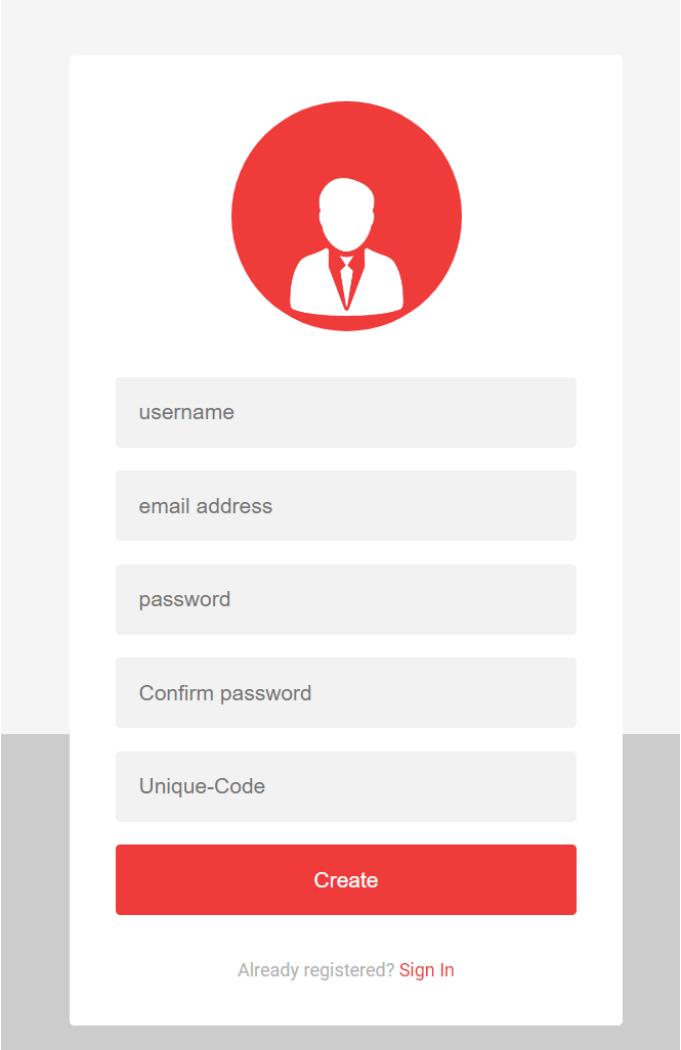


Figure 5.9: Admin Registration page

5.2.2.2 Login Page

After registration, an admin will able to login with username and password.

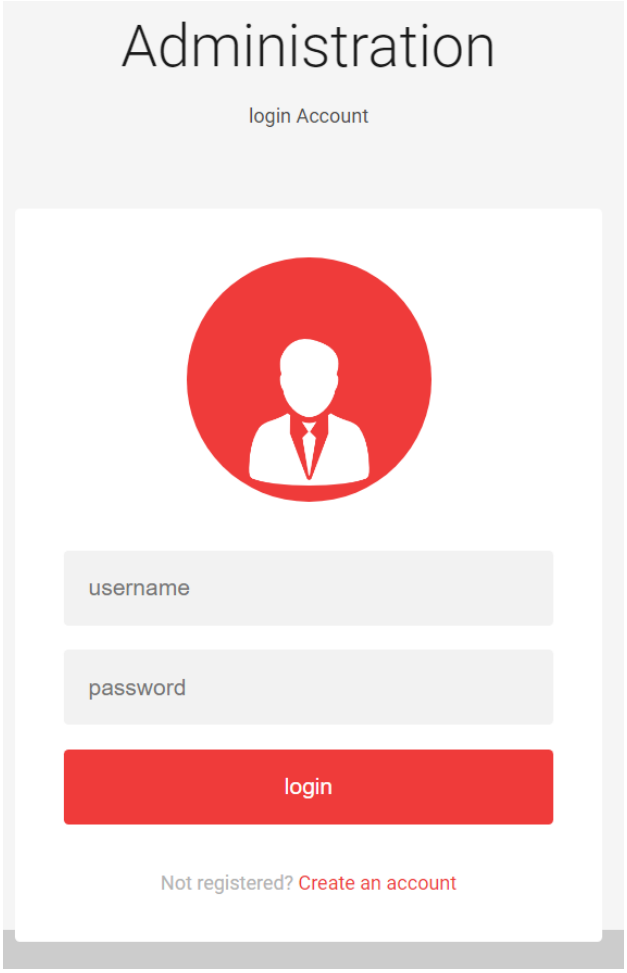


Figure 5.10: Login Page

5.2.2.3 Dashboard Page

On dashboard, admin will see the statistics such as, store, dishes, customers, orders.

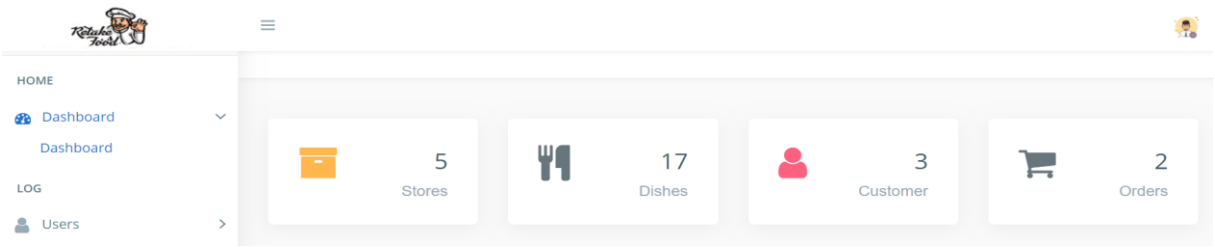


Figure 5.11: Dashboard Page

5.2.2.4 Users

In this option, there are two pages. One is **All Users.** In this page admin can update or delete customers. Another option is **Add users.** Here admin can add a customer.

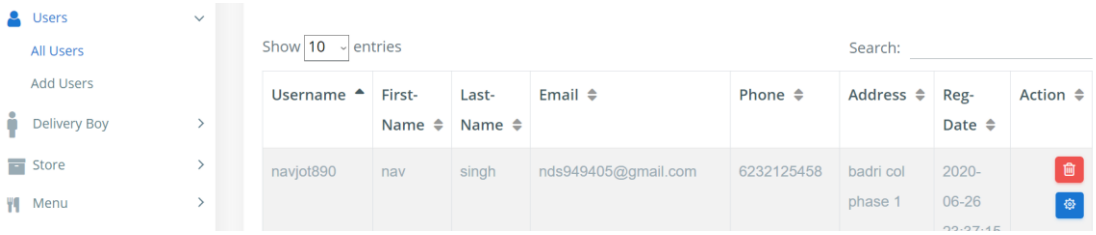


Figure 5.12: Users Page

5.2.2.5 Delivery boy

In this option, there are two pages. One is **All Delivery boys.** In this page admin can update or delete delivery boys. Another option is **Add Delivery boys.** Here admin can add a delivery boy.

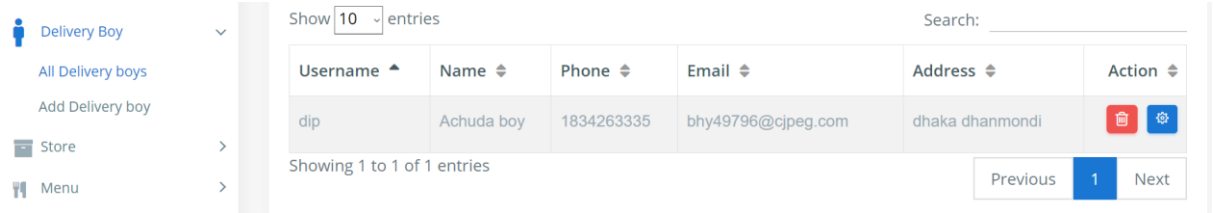


Figure 5.13: Delivery boy Page

5.2.2.6 Store

Under store, there 3 more pages. **All stores, Add category, Add restaurant.** In **All stores** page, admin can update restaurant information or delete a restaurant. In **Add category** page there are 3 options. There are add, update and delete category.

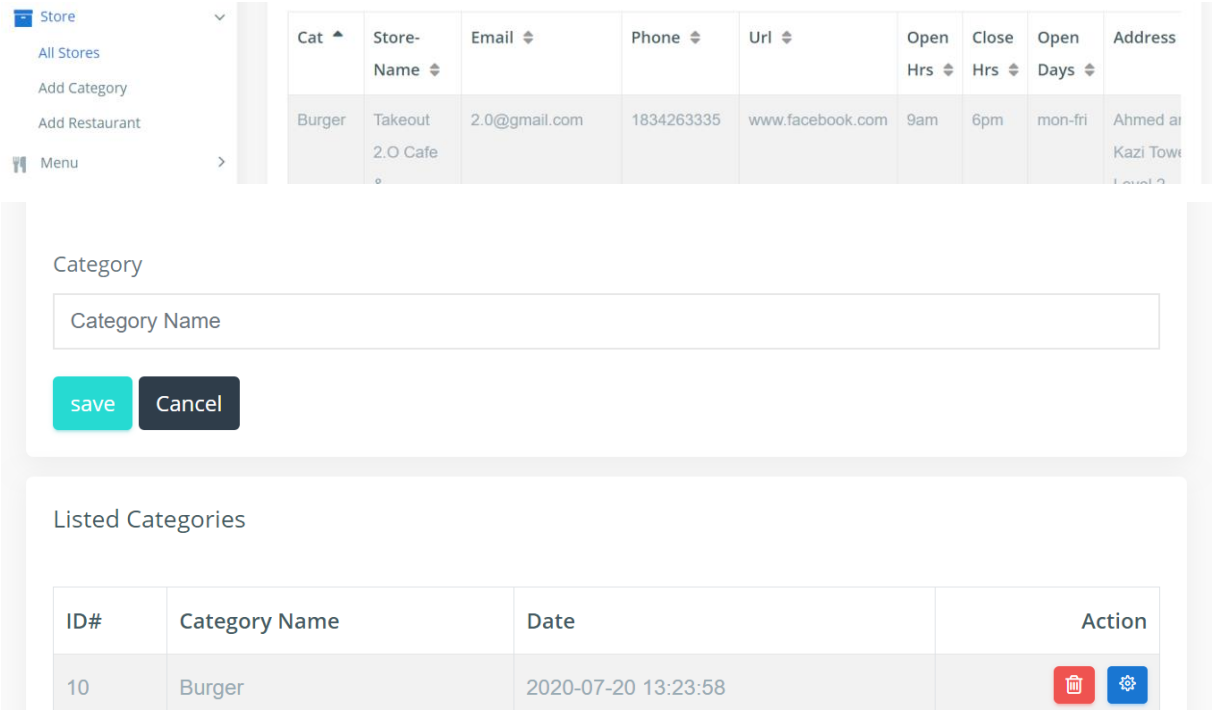


Figure 5.14: Store Page

5.2.2.7 Menu

In this option, there are two pages. One is **All Menu** to update or delete menu**.** Another option is **Add menu** to add menu for a restaurant.

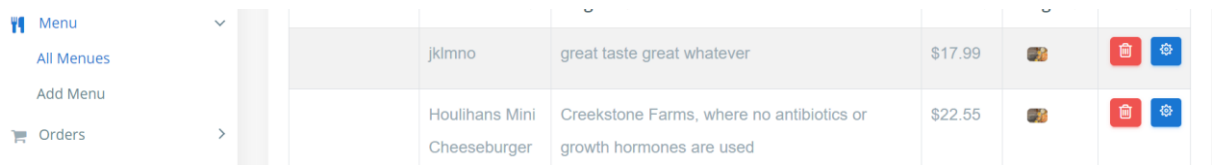


Figure 5.15: Menu Page

5.2.2.8 Orders

In this option, there is a page to view all orders. To update order, a admin has to click on settings button in most right. Then a new page will be come. Where admin can update the order status.

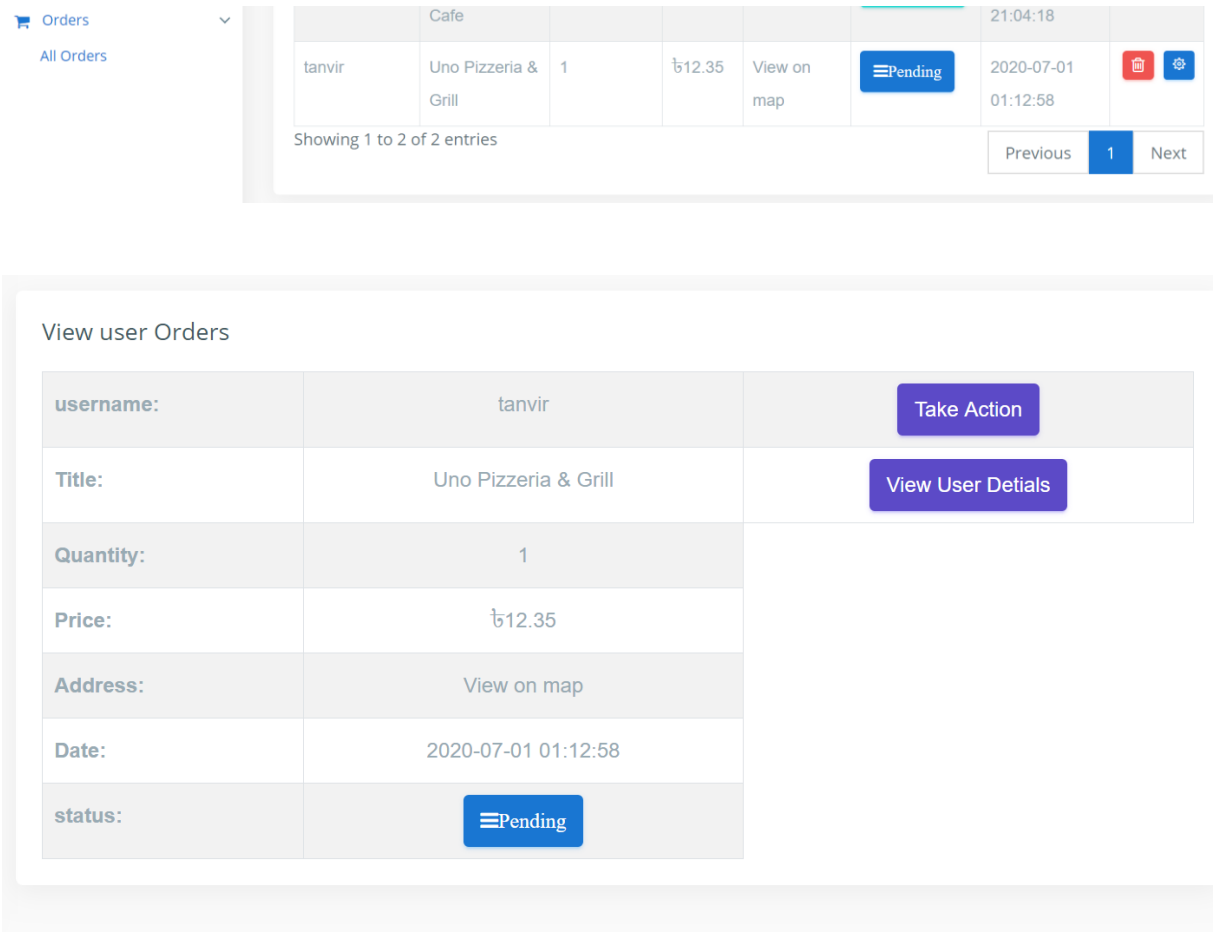


Figure 5.16: Orders Page

5.3 Implementation of Interactions

The interaction of one screen function to another function, how they communicate, how data is passed and page layout is critical to the success of any application. It is also important for the user experience. Therefore, we have used a collaborative structure for users who do not feel comfortable and have better experience.

5.4 Testing Implementation

The implementation of the test is the practice of planning and prioritizing the test. This is done by Test analysts who use test formats as actual test cases, test procedures and test data. For better application performance and application accuracy, testing should be required. We tested the project on different pc and phone browsers. We have tested other functions or features to see if they are working properly or have errors such as; Login, account registration, Google Map API etc as listed below.

1. Login
2. Registration
3. Google Map API
4. Location update while order.
5. Add, update or delete entities such as customer, restaurants
6. Update order status

CHAPTER 6

CONCLUSION AND FUTURE SCOPE

6.1 Discussion and Conclusion

We have worked on our project for a long time and finally, our project is done by the grace of ALLAH. Now everyone can use it.

FOOD COLLECTION SYSTEM is a platform that can help customers and workers also. It will reduce unemployment in our country. This can save time + money (discount). We can say this platform can help all of the people of our country.

6.2 Scope for Further Developments

In the future, if we will get the scope for more to develop our project, we will make its mobile application. Also, the other thing is we will make it as an international website, that any people of all countries can use it, as a buyer or seller.
But mostly we want to make it a mobile application because if we make a mobile application people can use it easily.

Food Collection

ORIGINALITY REPORT

17%	15%	0%	14%
SIMILARITY INDEX	INTERNET SOURCES	PUBLICATIONS	STUDENT PAPERS

PRIMARY SOURCES

1	Submitted to Daffodil International University Student Paper	8%
2	dspace.daffodilvarsity.edu.bd:8080 Internet Source	6%
3	dspace.library.daffodilvarsity.edu.bd:8080 Internet Source	1%
4	www.ukessays.com Internet Source	<1%
5	Submitted to Asia Pacific University College of Technology and Innovation (UCTI) Student Paper	<1%
6	Submitted to Info Myanmar College Student Paper	<1%
7	Submitted to NCC Education Student Paper	<1%
8	Submitted to University of Derby Student Paper	<1%

Exclude quotes	On	Exclude matches	< 10 words
Exclude bibliography	On		

REFERENCES

[1] Food industry in Bangladesh
<<https://en.wikipedia.org/wiki/Food_industry_in_Bangladesh >>, accessed in 27/07/20.

[2] Total Number of internet users in Bangladesh
<<http://www.btrc.gov.bd/telco/internet >>, accessed in 27/07/20.

[3] Use of google map API
<< https://developers.google.com/maps/documentation/javascript/overview >>, last accessed on 09/10/19 at 8:50am.

[4] Definition of Business Process Model, available at
<<https://en.wikipedia.org/wiki/Business_process_modeling>>, accessed in 27/07/20.

[5] Definition of Use Case Diagram, available at <<https://whatis.techtarget.com/definition/use-case-diagram>>, accessed in 27/07/20.

[6] 7 Factors influencing the User Experience (UX), available at << https://intersectiononline.com/7-factors-that-influence-user-experience-the-iconic-honeycomb-model>>, accessed in 27/07/20.

[7] Definition of test Implementation, available at
<<http://tryqa.com/what-is-test-implementation-advantages-disadvantage-of-early-implementation/>>, accessed in 27/07/20.

APPENDIX

Appendix: Project Reflection

The development of FOOD COLLECTION SYSTEM was not an easy task. We had to work hard to complete this project to fix errors. Later we will add more features such as online payment methods, google maps. For google maps, we will need to buy API.

The development of the application was fun, sometimes problematic. We had tried our best to implement the app with the best features. As a result, we may not bring some features but we hope to work on these features in the future development of the project.