

**Food Share based on online food and grocery delivery platform**

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

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**DHAKA, BANGLADESH**

**JANUARY 2022**

## APPROVAL

This Project titled “**Food Share based on online food and grocery delivery platform**”, submitted by Shariful Islam, ID No: 181-15-1893, Al-Shariar Mahmud, ID No: 181-15-1898 and Sakhaowat Hossain, ID No: 181-15-1899 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 13-01-2022.

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## DECLARATION

We hereby declare that, this project has been done by us under the supervision of **Zakia Sultana, Lecturer, 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.

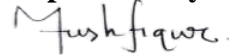
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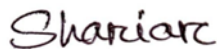
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## ACKNOWLEDGEMENT

First of all, we would like to express our gratefulness to the almighty Allah for blessing us to complete our final year project successfully.

We really thankful and wish our indebtedness to **Zakia Sultana, Lecturer**, Department of CSE Daffodil International University, Dhaka. Her infinite patience, academic advice, continuous encouragement, constant and energetic coaching, constructive criticism, valuable instruction, reading many lower drafts, and correcting them every step of the way made this project a success.

We would like to express our sincere gratitude to **Dr. S.M Aminul Haque, Associate Professor & Associate Head**, Department of CSE, for his invaluable assistance in carrying out our project and also, to the other faculty and staff of the department. of the CSE. Daffodil International University.

We would like to thank all our comrades from Daffodil International University who took part in this discussion as they completed the coursework.

Finally, we must respectfully acknowledge the constant support and patients of our parents.

## **ABSTRACT**

Food Share is a web-based application system that enables foodservice providers to use and operate everything which they want through a single touch. We are going to launch a smart system which is basically what we order from our food pandas with food orders. In the village where most of the time I want to eat something, I can see from my room far away from the hotel we can easily order any food from the room this is our main challenge. And everyone wants his food to be good and to that end, we will make sure that the quality of the food is good and we will try to give the lowest rate. And we know that the unemployment rate in rural areas is higher than in urban areas. If we can create employment in rural areas through this campaign, it will show that the unemployment rate will go down a lot.

Keyword: Food share, Web-based Application.

# TABLE OF CONTENTS

CONTENTS	PAGE
Approval	i
Declaration	ii
Acknowledgements	iii
Abstract	iv
<b>CHAPTER</b>	
<b>CHAPTER 1: Introduction</b>	<b>1-2</b>
1.1 Introduction	1
1.2 Problem Overview	1
1.3 Background	1
1.4 Aims and objective	2
<b>CHAPTER 2: Related Work</b>	<b>2</b>
<b>CHAPTER 3: Project Design</b>	<b>3-16</b>
3.1 Description	3
3.2 Web pages details	3
3.3 Data Model	3
3.4 Entity Relationship Diagram	3
3.4.1 Description of ER Diagram	4
3.5 Process Model	6
3.5.1 Data Flow Diagram (DFD)	6
3.5.2 Customer-Authentication Context DFD	8
3.6 Use Case Diagram	9

3.7 Database Design	11
3.8 User Interface Design	15
<b>Chapter 4: Implementation Detail</b>	<b>17-19</b>
4.1 Organizational side	17
4.1.1 Create Username & Password	17
4.1.2 Delete items	17
4.1.3 Modify items	17
4.2 Customer side	18
4.2.1 Categories are selected	18
4.2.2 Buy Items	18
4.2.3 View Cart	18
4.2.4 Change Quality	18
4.2.5 Remove Items	19
4.2.6 Hardware Interface	19
4.3 Software Interface	19
4.4 Security	19
<b>Chapter 5: Test plan</b>	<b>20-16</b>
5.1 Introduction	20
5.2 Importance of testing	20
5.3 Test Plan Strategies	20
5.3.1 Unit Testing	20
5.3.2 Integration testing	21

<b>Chapter 6: Limitation and Discussion</b>	<b>21-22</b>
6.1 Limitation	21
6.2 Discussion	21
<b>Chapter 7: Conclusion and Future Scopes</b>	<b>22</b>
7.1 Conclusion	22
7.2 Future Scopes	22
<b>References</b>	<b>22-23</b>

## LIST OF FIGURES

<b>FIGURES</b>	<b>PAGE NO</b>
Figure-3.1 Entity Relationship Diagram	4
Figure-3.2 User Info Table from Database	12
Figure-3.3 Order Table from Database	14
Figure-3.4 Product from Database	15



Figure-3.5 Data Flow Diagram	7
Figure-3.6 Cart DFD	8
Figure-3.7 Customer Authentication Context DFD	9
Figure-3.8 Use Case Diagram	10
Figure-3.9 Home Page	16
Figure-3.10 Customer Sign Up Form	16

## LIST OF TABLE

<b>TABLES</b>	<b>PAGE NO</b>
Table-3.1 User Info Table	11
Table-3.2 Order Table	13
Table-3.3 Product Table	14

# **CHAPTER 1**

## **Introduction**

### **1.1 Introduction**

The main purpose of our work is to be the first to consider customer service, in which case we will keep in mind what kind of food the customers prefer for a lifetime. We have to go to our website very easily and they have to accept very easily like we will put a signup login button where they will first give them some more information so that we can easily contact them later and feed them and we must keep in mind that When a person is very hungry he orders food which is why we will deliver the food as soon as possible and we will set the price of the food at a very low price.

### **1.2 Problem Overview**

The main purpose of the project is to make a website to help the online consumer who want to buy food from online Restaurant via internet by Bkash or cash on delivery. This Website containing the way of make shopping easier.

### **1.3 Background**

Now most of the people of our country use an internet. The internet is so we have to use it a lot of the time that we shift from one place to another which is why we have a lot of time there to get to the hotel is also a lot of misery hate there is a lot of time there is not good quality of the food which is why we do this The way we used to order from there by food share, but if we go anywhere in Bangladesh, we can place orders just like before and get the same quality of food as before.

## 1.4 Aims and Objective

- To provide some amount information of various type of food.
- To make more efficient and added attraction for potential consumers.
- I want to eat pizza today so in that case I have to go to different hotels and check. But we can easily order this dish through Food Share.
- You don't have to search for it easily, it will come easily if you search for any food.
- No time will be wasted finding food.
- They can easily pay anytime through development from sitting at home.
- All the features of existing systems are included in the propose system.

## CHAPTER 2

### Related Work

Food Share, we will use this website for delivering food services. Through our Food Share project, we will deliver food to people online from door to door so that we can order food for them properly so we will arrange a bill paper and we will develop some cash type payment system for them to get this food through money. We will have a helpline number for our project that they can call to order food plus if there is a problem with the food, we will solve it and we will have customer service that will be able to rate the quality of our food. For example, Food Panda, Epicurious etc.

# CHAPTER 3

## Project Design

### 3.1 Description

In our project there is a database containing data. Our project has views, reports, tables etc. Though this website, it contains the datasets of all the hotels, restaurants so that customer can easily find any food from their desired hotel or restaurant.

- People can register for free through our website and view available foods.
- After registration anyone would easily order and confirm the desired food.
- In our website there will be 3 kinds of members- Visitors, Organizations and Users.

### 3.2 Web pages details

In our website we build our page layout as below:

- Home
- Product Page
- Organization Page
- Login Page
- Register Page

### 3.3 Data Model

Our model represents data structures which requires database. This database has ERD. It has a blueprint which shows ERD. Then it transforms to relational model.

### 3.4 Entity Relationship Diagram

An ER model is composed of entity types (which classify the things of interest) and specifies relationships that can exist between instances of those entity types. We will now show you how a customer can easily order a meal with the help of ER Model. In this figure 3.1 show ER model about my project.

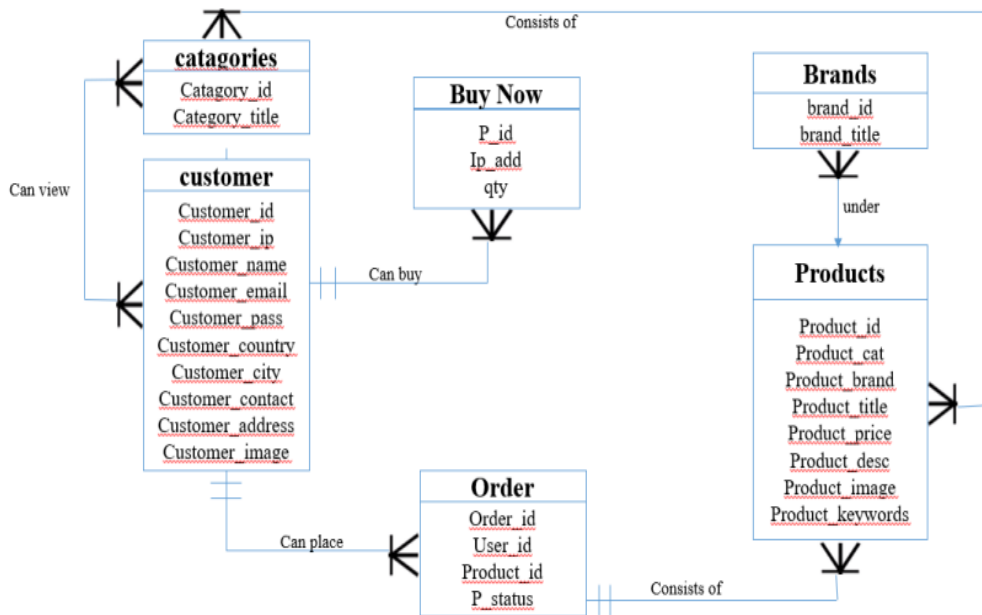


Figure 3.1: Entity Relationship Diagram

### 3.4.1 Description of ER Diagram

#### Customer:

In this Diagram User is database table. Where four attribute. This is define the customer identity and information.

- Customer\_Id: customer Id is an attribute which is the primary key of the customer table.
- Customer\_ip: Ip is an another attribute which
- Customer\_name: Another attribute of table which define the name of customer name.
- Customer\_email: Another attribute of table which define customer email address.
- Customer\_pass: Another attribute of table which define customer password.
- Customer\_country: Another attribute of table which define customer country.
- Customer\_city: Another attribute of table which define customer city.
- Customer\_contact: Another attribute of table which define customer contact.
- Customer\_address: Another attribute of table which define customer address.

- Customer\_image: Another attribute of table which define customer image.

## **Order:**

When a customer select a product than make a relation between Product table and customer table thats call Order relation which is the verb. There are three attribute.

- product\_id: Is foreign key and comes from the Product table. This attribute control the product which ordered by any customer.
- Ip\_add: Is another primary key of Order Entity. Which is another foreign key of the table which maintain the customer from the customer table.
- Quantaty\_id: Is a attribute which maintain the sequence of order number. One customer have one or more order.

## **Products:**

In the database products table which store information about the product which make a relation between User table by the order. There are six attributes.

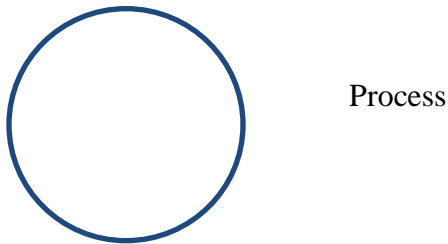
- product\_id: Is foreign key and comes from the Product table. This attribute controls the product which ordered by any customer.  
10
- product\_cat: Is primary key and comes from the Product table This attribute control the product category.
- product\_brand: Is attribute and defines the product brand.
- product\_title: Is attribute and defines the product name.
- product\_price: Is attribute which define and store the information price of product.
- product\_desc: Is attribute and defines the product brand.
- product\_image: Another Attribute of Products Table. Which store the product picture.

### 3.5 Process Model

A process model is a data process that can easily store the necessary information, such as if we want to send data from one table to another, that means we are sending data from one table to another. This is the process model.

#### 3.5.1 Data Flow Diagram (DFD)

How data flows through a system depends on the data flow diagram. To know about the data flow diagram, we need to focus on four things.



The Detailed the sub-processes within the system. In the figure 3.5 describe about Data Flow Diagram.

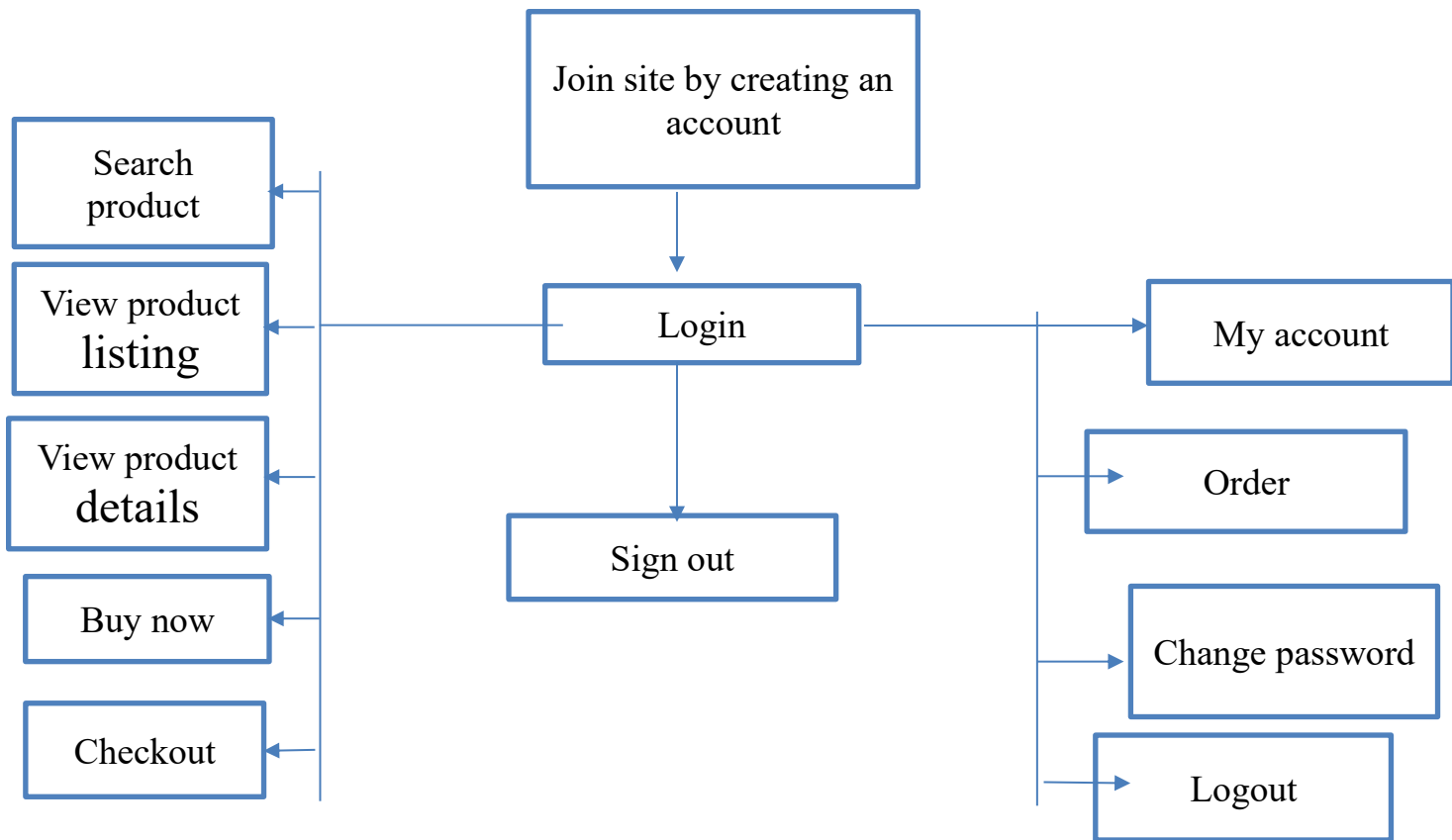


Figure 3.5: SYSTEM DATA FLOW DIAGRAM



### 3.5.2 Customer-Authentication Context DFD

#### Customer - Shopping Cart Context DFD:

Shopping Cart is a reliable and secure shopping cart solution for our e-commerce website. With the shopping card we can easily save the effort data with 70-80 payment gateway and I have completed a process for this. The chart will be published below. 3.6 Pay Customer Care Grouping Card. In the figure 3.6 describe about customer Shopping cart context DFD.

#### Customer-Authentication Context DFD:

With Customer Authentication, a customer can easily take his food on a add card and check if any food is duplicated and if he wants to add any more items, it will be credited to the add to card and if the quality or quantity is increased. If he wants a meal then he can cut the update.

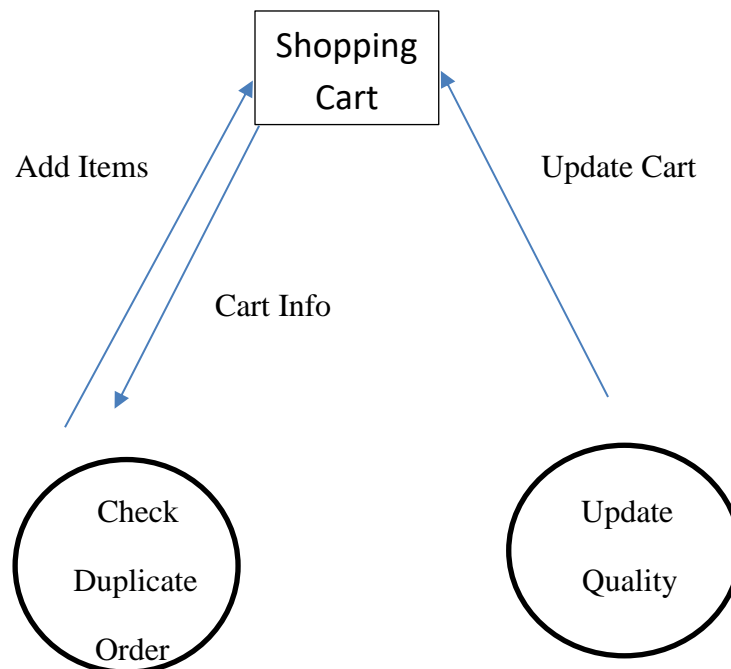


Figure 3.6: Cart DFD

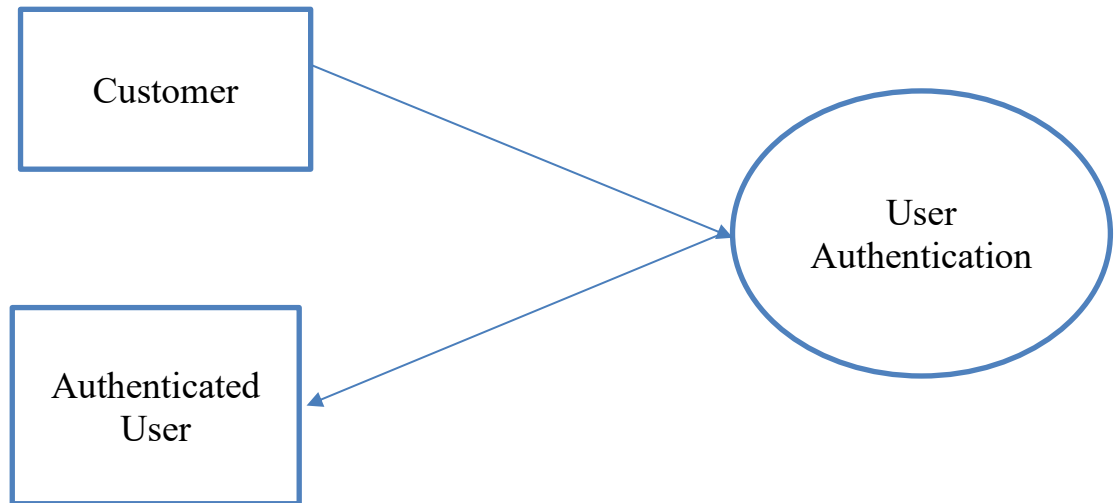


Figure 3.7: Customer Authentication Context DFD

### 3.6 Use Case Diagram

With Use Case Diagram a user can easily view his items as well as buy his items and he can pay his money instantly. The visitor who is there can only see and register his food items but he is cannot order food items without registering and can do almost everything that can be done in the store where the organizer is, he will be able to see the items, insert and track the orders at the same time. In the **figure 3.8** describe about Use Case Diagram of my project.

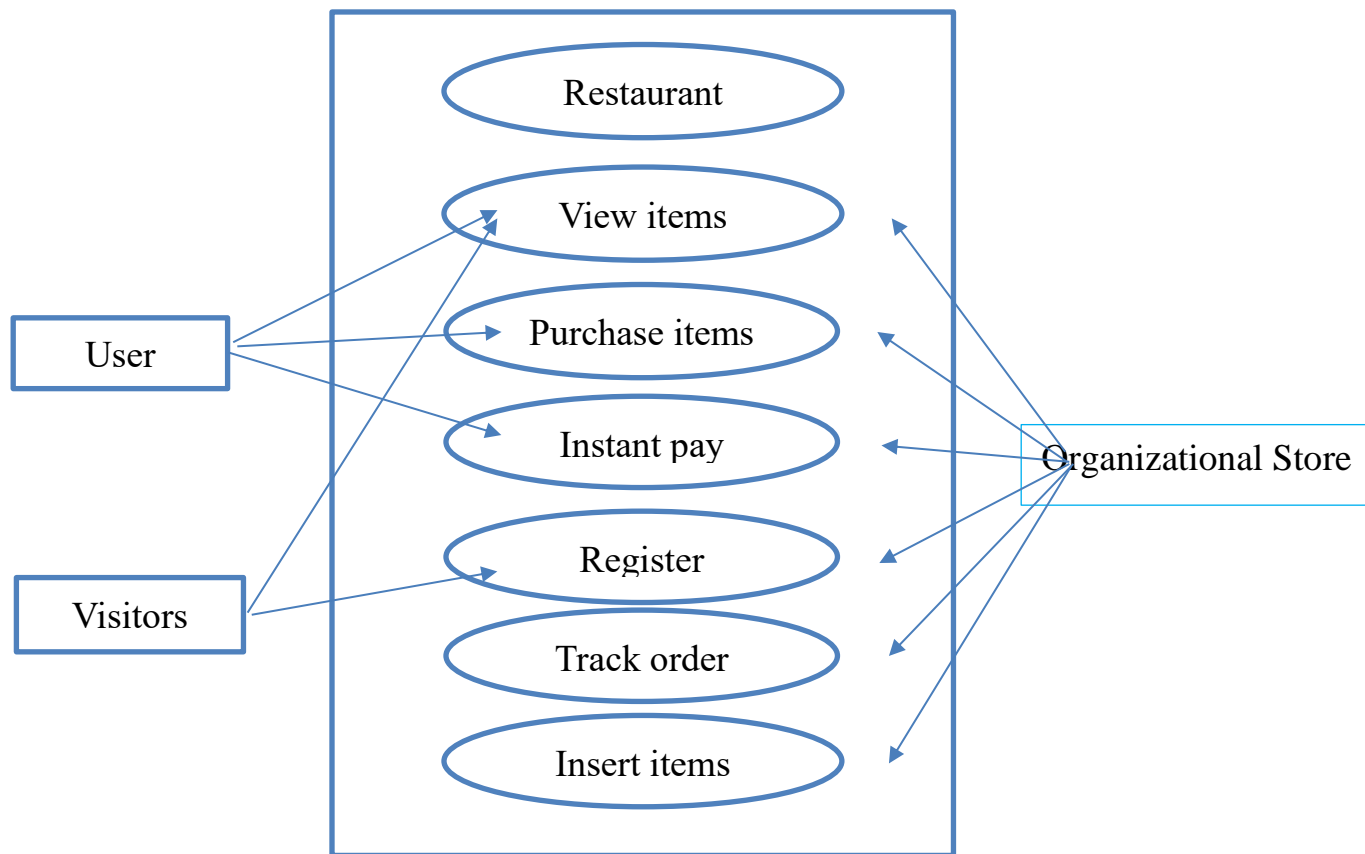


Figure 3.8: Use Case Diagram

### 3.7 Database Design

We store information easily in a database, such as when a person signs up or logs in to our website, the information is easily stored in our database so that the next time he or she logs in with the data stored in our database. Matching his login will be more read more than when a customer orders a meal if he makes a add to card then give that information then it will be stored in the database so if he enters this site again for any reason then he will understand that I put the product or the food on a add to card for which he will get the food very easily. Simply put, we can easily store any data through a database.

#### User\_Info:

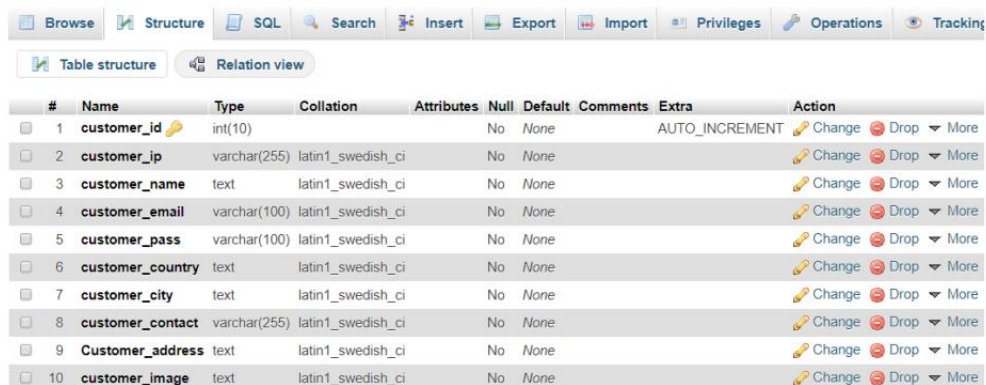
The user\_info table contains a list of all customers. The user\_info table is referred to in the payment and rental tables and refers to the address and store tables using fore. The term database design can be used to describe many different parts of the design of an overall database system. Principally, and most correctly, it can be thought of as the logical design of the base data structures used to store the data. In the table 3.1 shows about my project User\_info table.

S. NO	NAME	TYPE	DESCRIPTION
1	Customer_id	In	Primary key
2	Customer_ip	varchar	
3	Customer_name	varchar	
4	Customer_Email	varchar	
5	Customer_pass	varchar	
6	Customer_country	varchar	
7	Customer_city	varchar	
8	Customer_contact	varchar	
9	Customer_address	varchar	
10	Customer_image	varchar	

## Description Of User info Table:

User\_info Table which store the information of customer. Who are purches the product. There are one primary key.

- customer\_Id: customer Id is an attribute which is the primary key of the customer table.
- Customer\_ip: Ip is an another attribute which
- customer\_name: Another attribute of table which define the name of customer name.
- customer\_email: Another attribute of table which define customer email address.
- Customer\_pass: Another attribute of table which define customer password.
- Customer\_country: Another attribute of table which define customer country.
- Customer\_city: Another attribute of table which define customer city.
- Customer\_contact: Another attribute of table which define customer contact.
- Customer\_address: Another attribute of table which define customer address.
- Customer\_image: Another attribute of table which define customer image.



The screenshot shows a database management interface with a menu bar (Browse, Structure, SQL, Search, Insert, Export, Import, Privileges, Operations, Tracking) and two tabs: 'Table structure' and 'Relation view'. The 'Table structure' tab is active, displaying a table with 10 columns: #, Name, Type, Collation, Attributes, Null, Default, Comments, Extra, and Action. The table has 10 rows of data, with the first row (customer\_id) being the primary key.

#	Name	Type	Collation	Attributes	Null	Default	Comments	Extra	Action
1	customer_id	int(10)			No	None		AUTO_INCREMENT	Change Drop More
2	customer_ip	varchar(255)	latin1_swedish_ci		No	None			Change Drop More
3	customer_name	text	latin1_swedish_ci		No	None			Change Drop More
4	customer_email	varchar(100)	latin1_swedish_ci		No	None			Change Drop More
5	customer_pass	varchar(100)	latin1_swedish_ci		No	None			Change Drop More
6	customer_country	text	latin1_swedish_ci		No	None			Change Drop More
7	customer_city	text	latin1_swedish_ci		No	None			Change Drop More
8	customer_contact	varchar(255)	latin1_swedish_ci		No	None			Change Drop More
9	Customer_address	text	latin1_swedish_ci		No	None			Change Drop More
10	customer_image	text	latin1_swedish_ci		No	None			Change Drop More

Figure 3.2: User\_Info Table from Database

## Order:

Orders belong in one table because the same kinds of information will be kept about each one. If ever you find yourself thinking you'd have multiple tables with the same structure, you should stop and think about your design .In table 3.2 describe about order table.

S. NO	NAME	TYPE	DESCRIPTION
1	order_id	int	Primary key
2	user_id	int	
3	product_id	int	
4	qty	int	
5	trx_id	varchar	
6	p_status	varchar	
7	delivery_status	varchar	

### Description of Order Table:

When a user select a product than make a relation between Product.

- product\_id: Is foreign key and comes from the Product table. This attribute control the product which ordered by any customer.
- user\_id: Is the another primary key of Order Entity .Which is the another foreign key of the table which maintain the customer from the customer table.
- order\_id: Is a attribute which maintain the sequence of order number One customer have one or more order.
- p\_status: Is a attribute which define deliver status.

### Product:

Table for each vendor and its products. When we order food, we don't need to know who the seller is. Only we will accept the food. If a seller sells more than one, the category will never overlap. We will be able to order the food we like. table 3.3 describe my database product table.

#	Name	Type	Collation	Attributes	Null	Default	Extra	Action
1	order_id	int(11)			No	None	AUTO_INCREMENT	Change Drop Primary Unique Index Spatial Fu
2	user_id	int(11)			No	None		Change Drop Primary Unique Index Spatial Fu
3	product_id	int(11)			No	None		Change Drop Primary Unique Index Spatial Fu
4	qty	int(11)			No	None		Change Drop Primary Unique Index Spatial Fu
5	trx_id	varchar(255)	latin1_swedish_ci		No	None		Change Drop Primary Unique Index Spatial Fu
6	p_status	varchar(20)	latin1_swedish_ci		No	None		Change Drop Primary Unique Index Spatial Fu
7	delivery_status	varchar(100)	latin1_swedish_ci		No	Pending		Change Drop Primary Unique Index Spatial Fu

Figure 3.3: Order Table from Database

S. NO	NAME	TYPE	DESCRIPTION
1	Product_id	int	Primary key
2	Product_cat	int	
3	Product_brand	int	
4	Product_title	varchar	
5	Product_price	int	
6	Product_desc	text	
7	Product_image	text	
8	Product_keyword	text	

Table 3.3: Product Table

#### Description of Product Table:

- product\_id: Is foreign key and comes from the Product table. This attribute controls the product which ordered by any customer.
- product\_cat: Is primary key and comes from the Product table. This attribute control the product category.
- product\_brand: Is attribute and defines the product brand.
- product\_title: Is attribute and defines the product name.

- product\_brand: Is attribute and defines the product brand.
- product\_price: Is Attribute which define and store the information price of product.
- Product\_desc: Is Attribute and defines the product details.
- product\_image: Another Attribute of Products Table .Which store the product picture.

#	Name	Type	Collation	Attributes	Null	Default	Comments	Extra	Action
1	product_id	int(100)			No	None		AUTO_INCREMENT	Change Drop More
2	product_cat	int(100)			No	None			Change Drop More
3	product_brand	int(100)			No	None			Change Drop More
4	product_title	varchar(255)	latin1_swedish_ci		No	None			Change Drop More
5	product_price	int(100)			No	None			Change Drop More
6	product_desc	text	latin1_swedish_ci		No	None			Change Drop More
7	product_image	text	latin1_swedish_ci		No	None			Change Drop More
8	product_keywords	text	latin1_swedish_ci		No	None			Change Drop More

Figure 3.4: Product from Database

### 3.8 User Interface Design

My application is user oriented. Here three types of user can view my website such as General user can only view the information Employer and user see same user interface but Organization can add remove view and update the content.

#### Homepage:

This is the home page of our project where all the functionality will be available. All types of food can be seen here. One can easily sign up from here. Food can be searched very easily. In the **figure 3.9** show home page of my project.



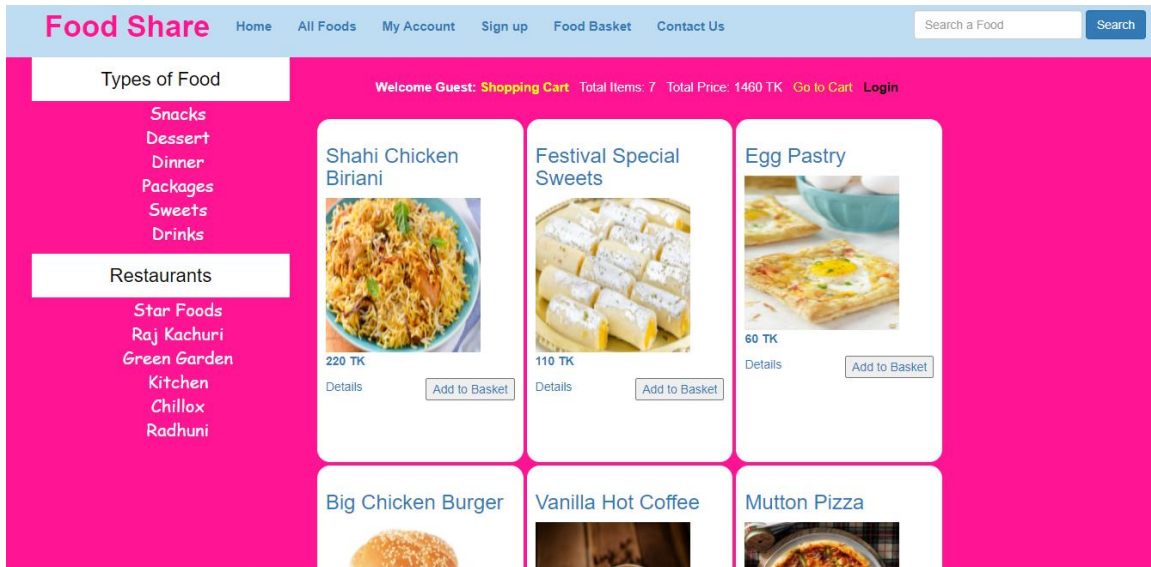


Figure 3.9: Home Page

### Sign Up:

Visitor only can view the item instead of buying product. If he/she want to purchase a product he or she must have to register first. When a user want to need registration then click Sign Up button. In the **figure 3.10** describe about how can do registration of my project.

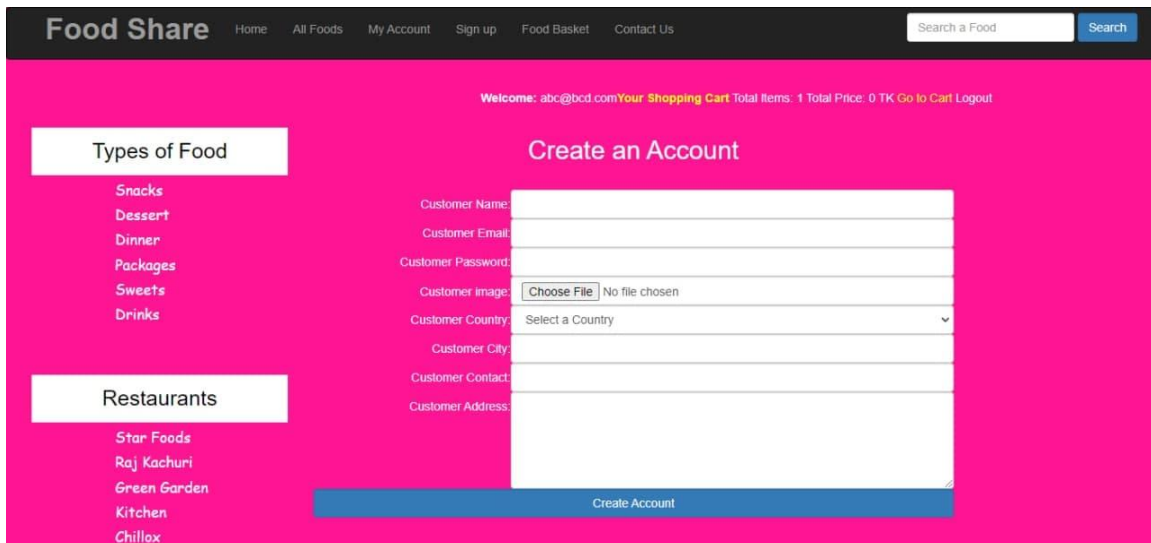


Figure 3.10: Customer Signup Form

## CHAPTER 4

### Implementation Detail

We started this work inspired by various food websites where we tried to make it easier for more people to use it where people in rural areas can use it very easily. When we enter a website, we see how easy it seems, but how much is hidden inside it is very difficult, such as when a user comes to his website and signs up, he will give the information if it is to be stored. Database is required where his information will be stored so that if he wants to login later then he can login easily so the way we see that the work is easy but not so easy e-commerce sites are actually very complicated.

#### 4.1 Organizational side

This is our organization panel. We have used this website. We have used html5, CSS and the framework are Bootstrap. And also we have used JavaScript and got it for programming use. We made his designs with JavaScript. If a customer wants to add to the cart, we need JavaScript. Finally we use PHP for the database.

##### 4.1.1 Create Username & Password

When a user enters our website and signs up, he/she will be required to provide his / her username and password and some information.

- Storing valid username and password in database.

##### 4.1.2 Delete items

When a customer enters our website, if he wants to go to a food add to cart and it is seen that he likes a lot of food, he does almost all the add carts. If he wants to delete his food later, he can easily delete the food with the delete button. Food can be deleted in the same way that food can be inserted. If you delete a store Deleted products cannot be restored.

##### 4.1.3 Modify items

To modify a product, you must perform following. Get the instance of the product you want to modify. You must get the master version of the product and modify it.

- It will find the products table going to edit .php page.
- If valid information match, then item can be modified.

## **4.2 Customer side**

Customers may not always be right, but they always deserve a timely response queries Production possible with current production equipment design of a website including writing mark up.

### **4.2.1 Categories are selected**

When a customer enters our website, he will be able to look in different categories and easily do the last search like he wants to eat pizza. He can easily see what kind of pizza he wants to eat with a pizza search. If he wants to eat snacks, he can see it by clicking inside the snacks.

### **4.2.2 Buy Items**

When a customer enters our website and chooses a food, he or she can click the add basket without ordering and leaving the food. They can easily order the next one, then they can easily purchase the item through bKash or cash on delivery. Customer have to click addToBasket then checkout his/her cart then they can pay through Bkash or Cash on delivery.

### **4.2.3 View Cart**

When any customer view their shopping cart after payment.

### **4.2.4 Change Quality**

When a customer buy a product at this moment he cannot understand about the quantity of product so my project a customer can easily change their quantity of product in Cart page.

### **4.2.5 Remove Items**

Sometime current item cannot be interested for a customer because of when a see new update product. For this reason a customer can easily remove the item.

### **4.2.6 Hardware Interface**

The web based application that I made need some software and hardware interface. Without this interface the application cannot run properly

- Processor: Pentium II dual core, core 13.
- Hard Disk: 40GB RAM: 256MB4.
- Processor clock speed: 700 MHz Clock Speed.

### **4.3 Software Interface**

- Operating System: Windows 7/8/10 or Linux/Solaris.
- Programming Language: php.
- User Interface: HTML.CSS.
- Web Browser Internet Explorer, Google Chrome.
- Database: my sql.

### **4.4 Security**

Organization administrator can only execute organizational tasks on pages to which they have been granted access. The Organization administrator pages will be unavailable to customers.

## **CHAPTER 5**

### **Test plan**

In this chapter, the testing of the site and procedure of testing is depicted. Users can easily find what they are checking later.

#### **5.1 Introduction**

This is purposed for recognizing the faults and fixing that. The purpose of our test planning is to verify that the various applications on our website are working properly or not. With the latest planning, we will be able to learn more about how to correct various errors and how to properly present them to the users. Through testing, we can correct any unexpected errors on our website as well as to detect any hidden faults.

#### **5.2 Importance of testing**

We can properly test two or more related applications through integration testing in our website project. Integration testing performs everything from bottom-up to the most complex parts and database add-ons

#### **5.3 Test Plan Strategies**

The importance of the test plane on our website is to complete the testing of various functions on this website properly as well as to perform the various instructions properly following the proper procedure. We are using the test planning strategy because if there is no test planning, the software quality will be very poor and it will not be able to perform properly.

- Unit testing
- Integration testing

##### **5.3.1 Unit Testing**

We have used the unit test to create our website so that we can test both positively and negatively and at the same time we can make good use of our various visual things by

connecting them to the database. Not all types of operating systems are appropriate for this project to be carried out properly. Unit testing will be used and implemented properly.

### **5.3.2 Integration testing**

We can properly test two or more related applications through integration testing in our website project. Integration testing performs everything from bottom-up to the most complex parts and database add-ons.

## **CHAPTER 6**

### **Limitation and Discussion**

This application is web based application and it is my first web based application. With expecting a best web application there has some limitations. Since the Covid-19 pandemic period, all kinds of online business transactions have been growing rapidly as users have entered the online neighborhood.

#### **6.1 Limitation**

I have tried my best effort to complete the project successfully but there are some limitations in my project and the limitations like when we shop at the mall we can observe the item directly as well as any errors we can instantly verify but it is not possible online we can only see the picture of the item online so the field of fidelity here is not like direct purchase. The issue of payment security is very important in online shopping because many times fraudulent organizations hijack users' information, as well as important things ranging from bank accounts, can be left unsafe so this love security falls within the limits of online shopping.

#### **6.2 Discussion**

Online businesses are growing and expanding rapidly with the advent of the Internet and the advancement of networks. Customers as well as shoppers online business does not have to keep their employees and in that case, their stress is reduced. We have designed our website so that customers can get the food they want and navigate easily. Finally, our team

members who have completed this project are hopeful that customers can benefit adequately.

## **CHAPTER 7**

### **Conclusion and Future Scopes**

We have put a lot of effort into our website to make the various cards look neat and tidy as well as to make it easy for the users to operate it in a very beautiful and easy way.

#### **7.1 Conclusion**

Finally, we want to describe that we have processed this technology by using different interactive web pages and different types of models such as data models, process models, etc., by addressing different tables and different data and different countries. Through various project models, we, the team members, have added various attributes to this website as well as to improve its efficiency and effectiveness to perform more efficiently. This website will be very easy to maintain and use for documentation would be very beneficial.

#### **7.2 Future Scopes**

- We will make the website more attractive.
- We will add video review of product.
- We will add chat option that's why customer can chat with Organization.
- We will add more information about product.

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