

Online Restaurant Management System

BY

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The Report Written in Partial Fulfillment of the Requirements for the Degree
of Bachelor of Science in Computer Science and Engineering

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APPROVAL

This Project titled “**Online Restaurant Management System**” Submitted by **B.M. Shamsul Arifin, Student ID: 182-15-11503** 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 **2nd January, 2022**

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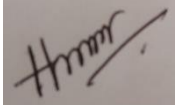


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DECLARATION

We hereby declare that, this project has been done by us under the supervision of **Mr. Gazi Zahirul Islam, 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.

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Finally, we must acknowledge with due respect the constant support and patients, inspiration prayer and love of our parents.

ABSTRACT

Every customer will appreciate the simplicity of this restaurant management system online. This fixes all common system errors. As a result of this system, food takeaways are encouraged more from the tourists. It provides many powerful and effective communication methods. All user information and profiles are stored in an electronic format. The built-in system creates an online menu, which users can order with a single mouse click. Anyone using the online food menu can easily manage orders, maintain client databases, and improve food delivery services. This technology allows the user to choose the food of their choice from a menu.

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CHAPTER 1

INTRODUCTION

1.1 Introduction

At the present time people are becoming quite role models on online technology. Now through all the civilizations, education, medicine, business have all been turned into online technology in the online field of our life. Online technology makes people's lives easier and smoother. This manuscript discusses the topic of online restaurant management. The entire process of a restaurant from food ordering to customer delivery, all restaurant accounts, database, web design, front end and backend, framework, benefits, figures are discussed. Everything from how customers order food online to laptops or smartphones and who the system admin handles is highlighted in detail in this manuscript.

1.2 What is Online Restaurant Management System?

An online restaurant management system is a system where customers can order food from a web page at home, there will be many food items on the web page of a restaurant from where the desired items can be ordered and the bill is paid through online payment gateway. The system admin controls the whole system, how many food items there are, what foods to have, what categories to have, everything is controlled by the system.

1.3 Objective of the project

This restaurant idea aims to be developed and brought to market for maximum use, as well as to create a web-based avenue where and choose whatever goods or meals they want, then pay via the internet method. The

The following are the goals that this would achieve:

1. This web interfile's home page provides a way for consumers to contact us.assemble more accurate and reliable information regarding the fast food industry's operations.
2. The offered products and services would give clients with a wide range of options.They can choose and select from a variety of product categories.
3. This will result in a user-friendly environment.
4. There will also be an online purchasing form that loyal customers can use to contact us with any requests they may have at any time.
5. It will also make it easier for customers to retrieve their orders.

1.4 Scope of the project

A fast food firm is built in this project to allow consumers to buy food and have it delivered on time, as well as to reduce long lines of customers ordering food at the counter and to lessen work load on personnel.

The following are some of the various topics that are discussed and handled by the website:

1. Information on the fast food chain
2. The fast food and services available.
3. Purchase via the internet
4. The type of cuisine served

1.5 Overview of Document

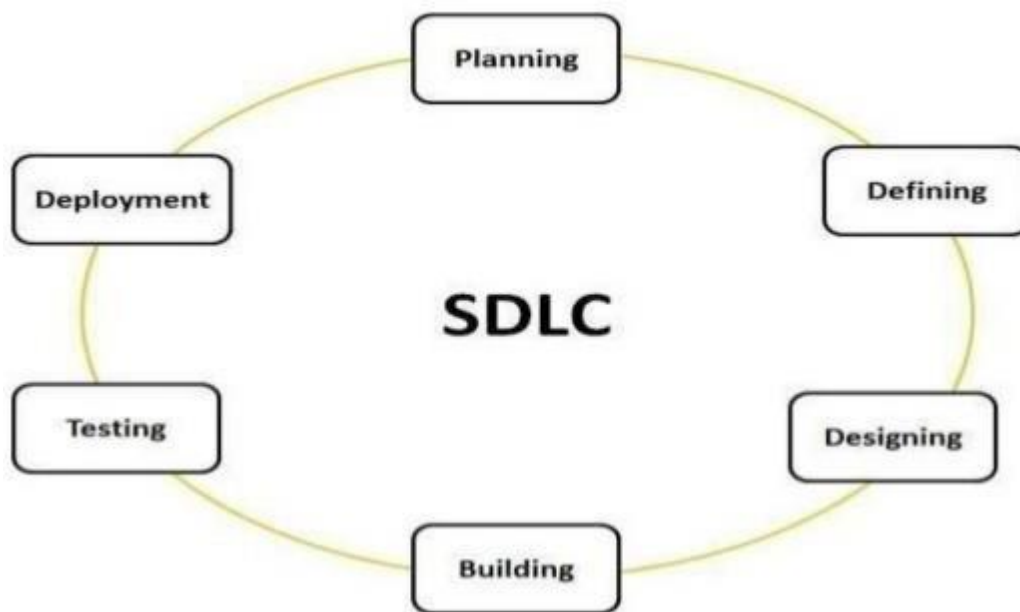
In Chapter 1, we discuss the fundamentals of our project report, such as what an online restaurant management system is, the scope of the project, the document's goal, and so on. In this chapter, we also provide an overview of the document. We outline how we analyze the system model in Chapter 2 and which model we will use to complete this project. We complete our project using the waterfall approach, which is based on the software development life cycle. The technique for gathering requirements and associated limits is described in Chapter 3. Near-peripheral viewers were hammered by the project's methodology explanation. This section contains data needs, as well as other pertinent information. From the customer's perspective, there are functional needs and an overall story of the system and its interaction with users. We discuss the system design parts created with the unified model language in Chapter 4, and we properly document this section so that users can comprehend it. In Chapter 5, we describe and show certain table structures and images of our system for form design, which makes it easier for customers to utilize it. The project's maintenance procedure is described in Chapter 6. The actions and problem phases of maintenance are also discussed. Finally, in Chapter 7, we present the document's conclusion and discuss limits as well as potential plans that we intend to accomplish in the future.

CHAPTER 2

Software Development Life Cycle

2.1 SDLC Models

There are currently a number of software development life cycle models developed and designed for this software development process. To ensure the success of each software development process, each process and model follows a set of specific steps of its kind. The most necessary and widely used SDLC models of this model are shown in the picture below.



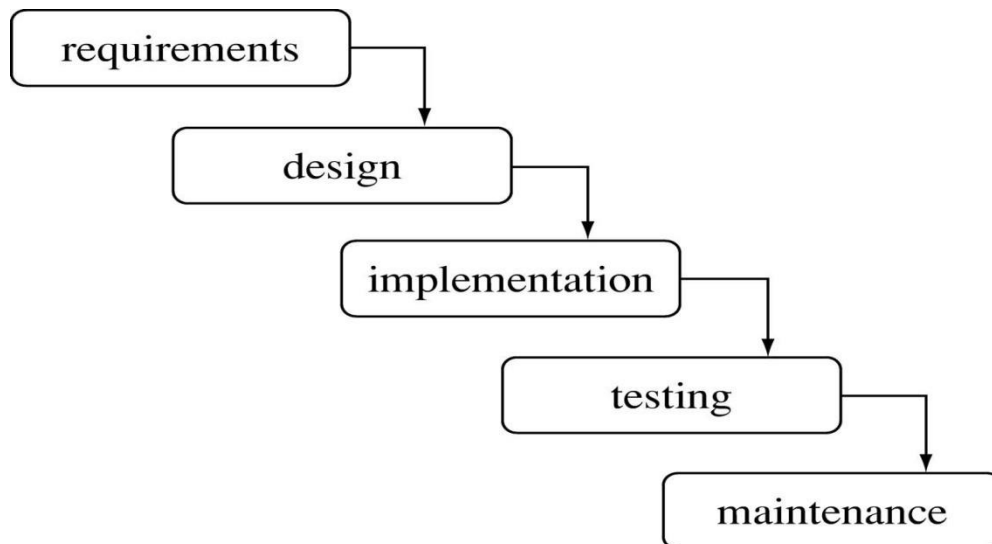
2.3.1 Waterfall Model

This model is currently known as the most basic SDLC method for software development. Since it depicts the software development process in a linear sequential flow, this model is also known as a linear-sequence life cycle model. This means that every step of the development process can only begin when the previous one is completed. The stages of this model do not overlap.

2.3.2 Waterfall Model Design

This method was the first SDLC model to be used in software engineering

Widely used in development and to ensure project success. This approach divides the entire software development process into several parts. In a waterfall model, the output of one step is often used as the input for the next step, i.e. for the following stages of the sequence. The different stages of the model are shown below.in the sequence.



2.3.3 Waterfall Model Phases

- 1. Gathering and analyzing needs:** During this phase, all possible requirements for the system to be developed are gathered and documented in a requirement specification document.
- 2. System Design:** In this step, the requirements specifications from the first phase are examined, and a system design is created. System design assists in the creation of overall system architecture as well as the documentation of hardware and system requirements.
- 3. Implementation:** The system is first constructed as small programs called units, which are then combined in the next phase, using inputs from the system design. The process of generating and testing each unit.
- 4. Its Integration andTesting:** After each unit has been tested, all of the units generated during the implementation phase are combined into a system. After it has been incorporated, the complete system is tested for any defects or problems.

5. System deployment: Once the product has passed functional and non-functional testing, it is deployed in the customer environment or released to the market.

2.4 Advantages and Disadvantages of Waterfall Model

2.4.1 Advantages of Waterfall Model:

- 1) This method is easy to implement and requires little in the way of resources.
- 2) Because its output is regenerated after each phase of the system i.e. new phase starts after one phase.
- 3) Once one step is completed the project management is facilitated internally and with clients by 9 visible results. A specific deadline can be set for the completion of each step, which can be assessed to ensure that the project is progressing according to plan.
- 4) This process is much higher than other random methods of software development. It serves as a framework for incorporating planning, analysis, design, coding, testing and maintenance techniques.
- 5) This method is carried out in such a way that the quality is more accurate than the time or cost.

2.4.2 Disadvantages of Waterfall Model

- 1) In this model, iterations are handled indirectly because real projects rarely follow a sequential pattern. These changes can lead to misunderstandings as the project progresses.
- 2) It is often difficult to obtain client requirements in a practical way. As a result, the problem arises if the specification cannot be submitted. In such cases, however, it is used as a baseline strategy, where one level of output is used in the next step. Even if SRS cannot be properly defined and requirements cannot be met, design can begin.
- 3) In this specific model, software and hardware come together. However, nowadays we know that technology is evolving rapidly and is constantly evolving, so this type of integration is rarely recommended, especially in large-scale long-term projects.
- 4) Going back one or two stages can be an expensive proposition.

CHAPTER 3

REQUIREMENT GATHERING/ANALYSIS

3.1 Requirement Analysis

Requirement analysis is the process of determining the requirements or conditions required for a new or modified product or project in the world of software development. The success or failure of a system or software project is determined by the need analysis.

3.2 Discus System Requirement for this Project

To complete our project we need an update to an operating system such as Windows 10 or Linux and of course a 64-bit Windows 10 and a processor on top of the Intel i5 five generation, will require 8 GB RAM and hard disk space with SSD..

3.3 About Software and Hardware Requirements

3.3.1 Software Requirements:

- Programming Languages: C#, C, JavaScript
- Web Technologies: ASP.NET CORE MVC, HTML, CSS, Bootstrap, JQuery, Ajax
- Version Control: GitHub
- Development Tools: Visual Studio, VS Code

3.3.2 Hardware Requirements:

Hardware recommend by all the software needed.

- RAM: 8GB or more
- Hard Drive: 500 GB or more
- Communication hardware to serve client request

3.4 User Requirements

To deliver the best service to the users we tried to find out the users necessities which are below:

Administrator Aspect:

- From the admin panel, you can keep an eye on the entire system.
- Record creation, deletion, and modification.

- Add administrators to the admin panel.
- Include customers and other employees.
- Keeping track of the customer's information.
- Organizing their registration procedure for members.
- Approve the posting of the notice
- Keeping an eye on the transaction system.
- Signing in and signing up for the system as a customer.
- Changing their password is a must.

3.5 Functional Requirements

In my scheduled project I have discussed three issues as method requirements. A description of input behavior and output technology. I have also discussed the requirements according to the features of this system.

Ineffective requirements define design implementation as functional and necessary support. Functional redundancy is usually expressed as a system requirement. Definition of the need for money. Provides results of operational requirements required for system design implementation.

3.6 Non-functional Requirements

A non-functional requirement specifies criteria that can be used to measure a system's performance rather than specific activities in systems engineering and requirements engineering. Functional requirements, on the other hand, define precise behavior or functions. The plan The system design includes instructions for implementing functional needs. Because non-functional requirements are usually Architecturally Significant Requirements, the approach for implementing them is outlined in the system architecture.

3.7 Requirements for Business

My Selected project will develop a system to influence future system design on software development lifecycles. Initially, traders will have a description of customers. There will be a recorded river with problems for how and how to plan. There will be different users and there will be a manager, there will be a customer, there will be a food review, thus dividing my business into different sectors. The transaction will have a recorded and a business target will be set. Monthly service when I need business profit loss account will be checked and necessary steps will be changed.

- Main Business Stakeholders Requirements
- Business Process Model and Analysis Crisis 2 Business Real Figures Will Be Used
- Data Flow Diagram Accountability Can Be Confused to Show How Data Flows Through Information Systems

3.8 Data and Category Requirements

There are three types of users: administrators, customers, and other employees. The access permissions of different types of users are evident. It means that if a user is an administrator, he or she can change, delete, or add data. All other users assume that the restaurant has just the right to save database information. The database keeps track of a customer's correct time. The administrator should be allowed to make changes to the restaurant's records.

CHAPTER 4

SYSTEM DESIGN (UML)

4.1 Use Case

usecase is collection of activities stages in software and systems engineering that often defines the interactions between a role and a system to achieve a goal.

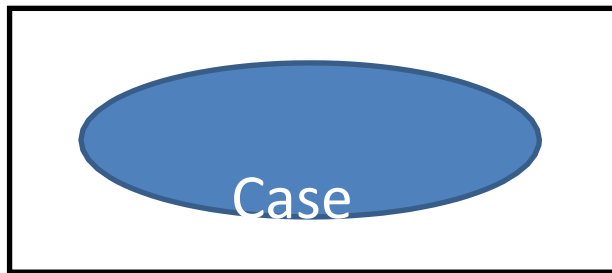


Figure 4.1 Use-case

4.1.1 Elements of Use Case Diagram Actor:

Figure 4.2 shows an actor in the Unified Modeling Language, a role played by another user's system as they interact with the subject. Relationship When linked to an actor and a usage, it means a relationship between the actor and the usage

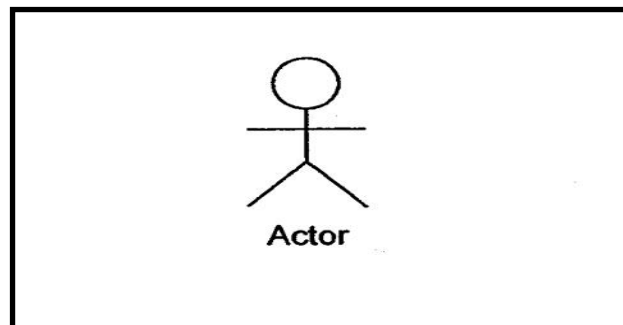


Figure 4.2 Actor

Association:

When an actor and a user are linked, it means that the actor and the user communicate in some way.

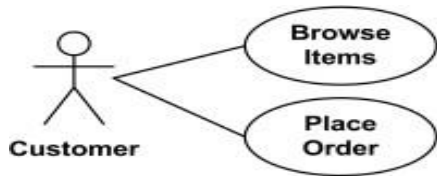


Figure 4.3 Associations in Use-Case

Includes

Includes are used to recover duplicate sketch fragments from various usage cases such as attached usage installments cannot stand by itself and without it the actual use space would be complete and should only be used in situations where duplication occurs through significance and design.

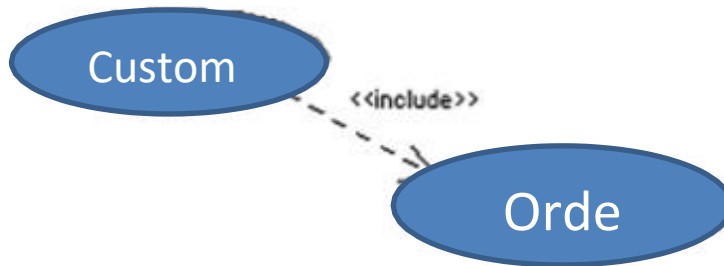


Figure: 4.4 Include Relation in

4.1.2 Actor Depiction

External entities that work with the structure are known as actors. Actor commits to system operations in the hopes of completing a task. The following actors are involved in this project:

Admin: Keep an eye on the system, add products, customers, and other employees, and so on.

Customer: Logging in and registering with the system, as well as changing and resetting their passwords.

4.1.3 Use-Case Diagram for Online Restaurant Management System

As far as I know, this is the most basic level. This usage case diagram identifies the usage of a shot and represents the user's interaction with the system.

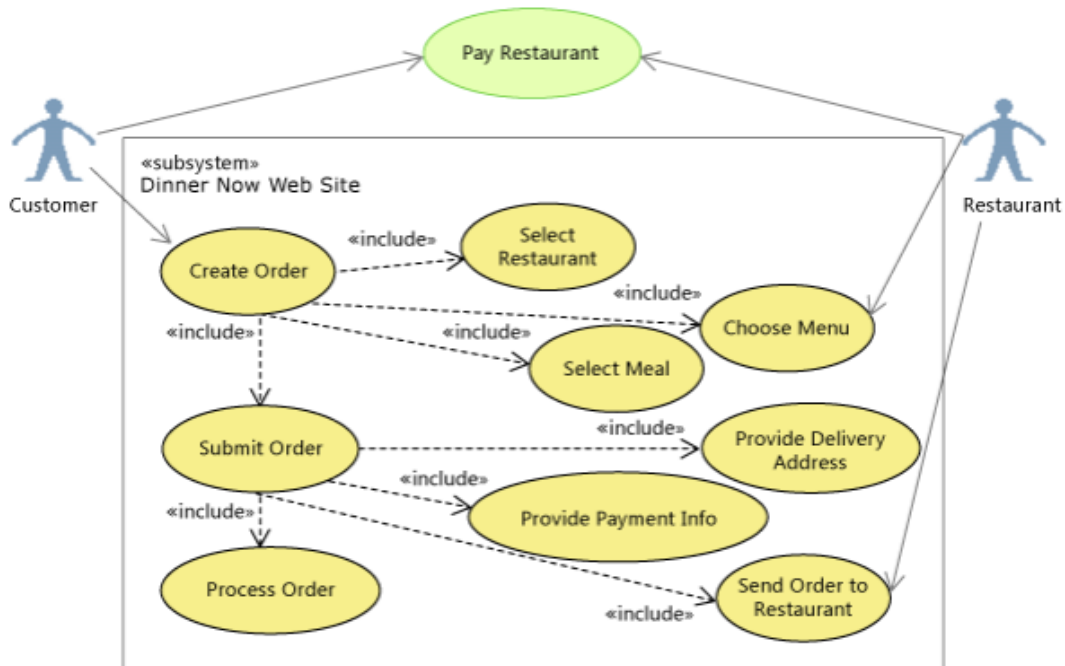
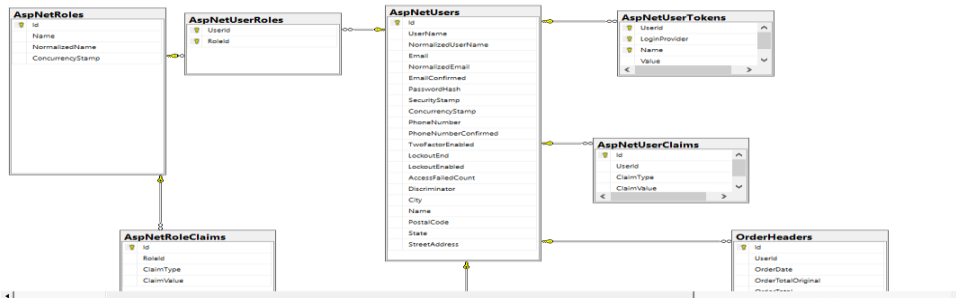


Figure: 4.5

4.2 Intro_Class Diagram of Project_Online Restaurant Management System



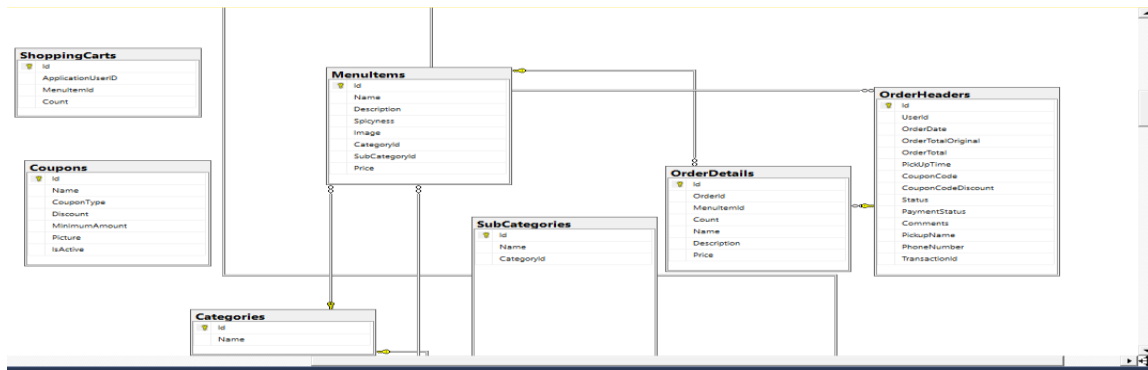


Figure: 4.6 ModelClass diagram of Online Restaurant Management System

4.3.1 Sequence Diagram for Admin

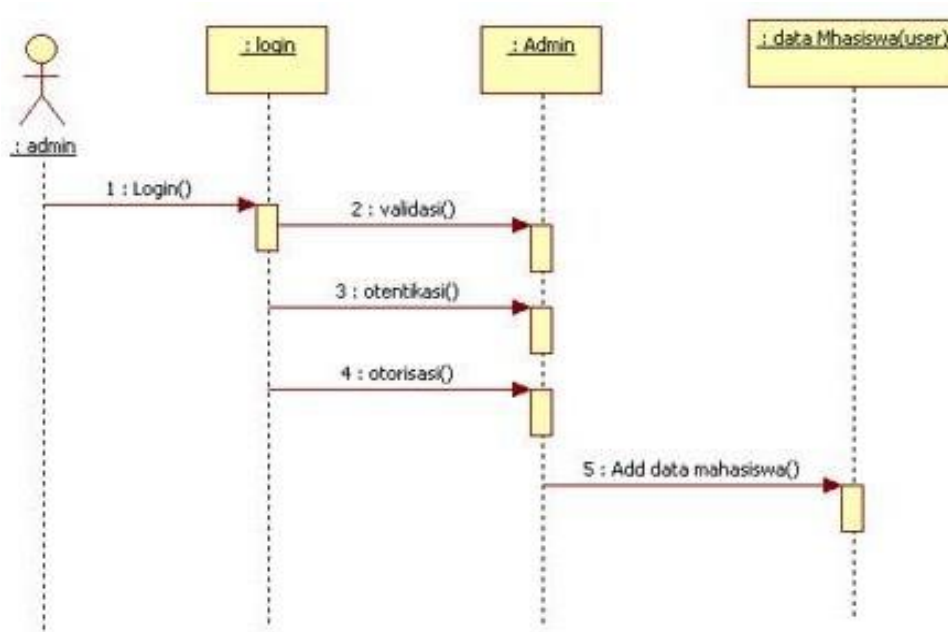


Figure: 4.7 Sequence Diagram for Admin Of Restaurant management System

4.3.2 Sequence Diagram for Customer

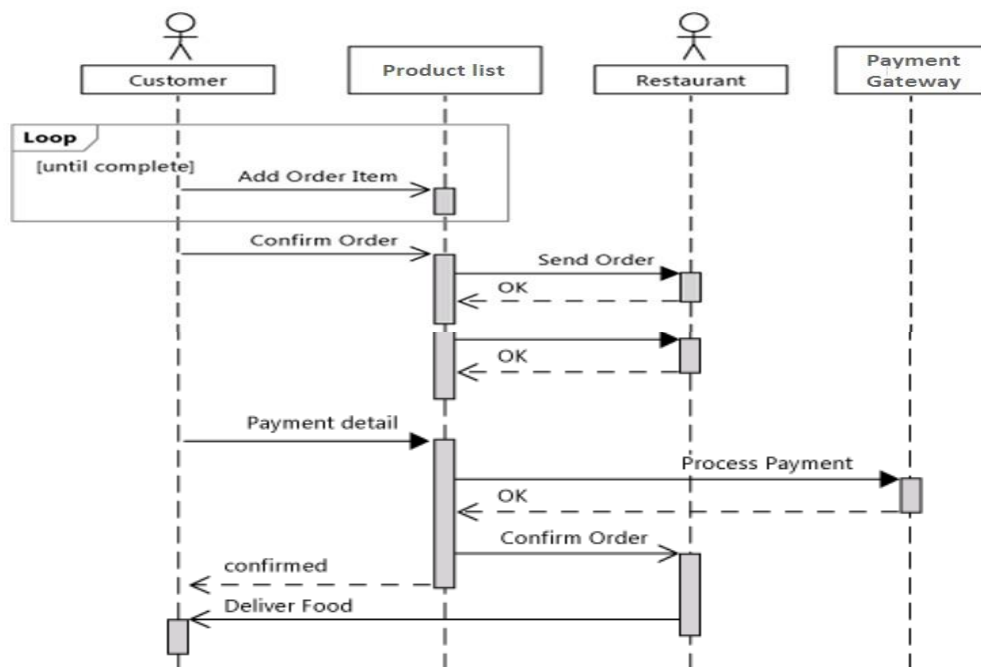
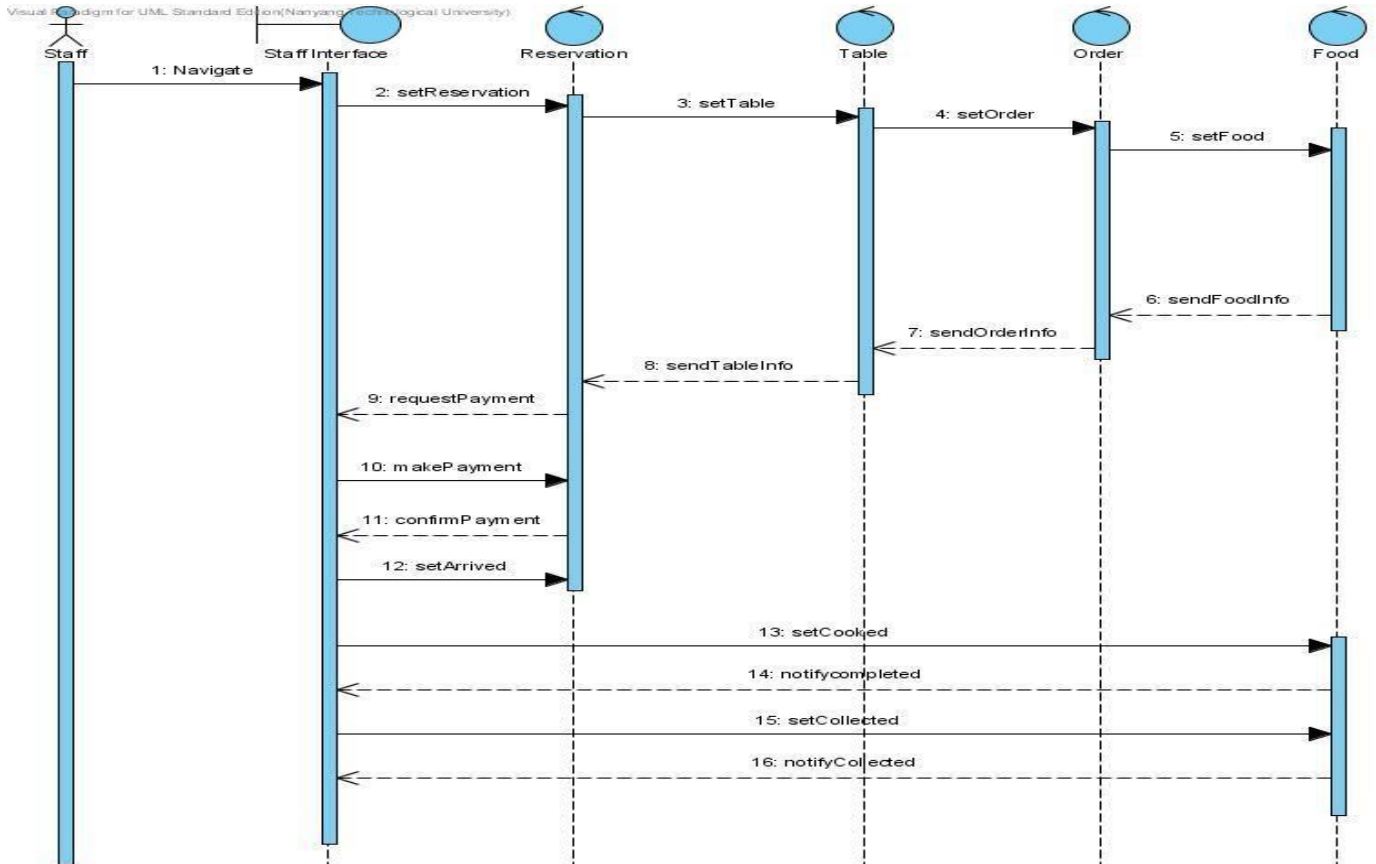


Figure: 4.8 Sequence Diagram for Customer Of Restaurant management System

4.3.4 Sequence Diagram of Project_Online Restaurant Management System

Figure: 4:9 Sequence Diagram for Project Online Restaurant Management System



4.4 Entity-Relationship Model

First we can imagine that this is a model of the relationship of an entity known as a single entity.

4.4.1 Entity-Relationship Diagram

An entity-relationship diagram (ERD) may be a knowledge modeling technique that diagrammatically depicts the entities of associate data system similarly as their relationships. associate ERD may be a abstract and delineative model of knowledge wont to represent the entity framework infrastructure

4.4.2 E-R Diagram for Project Online Restaurant Management System

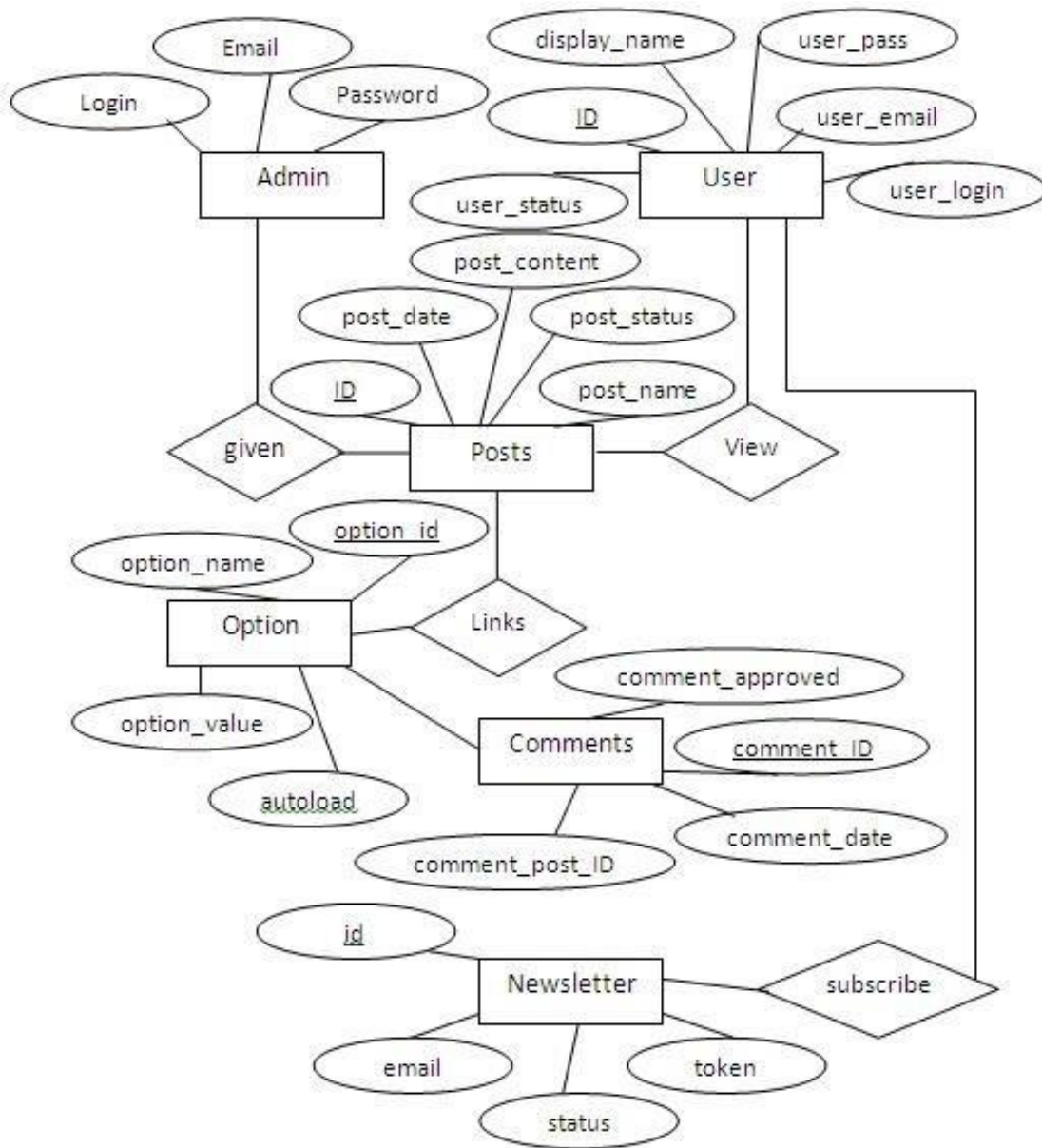


Figure 4.10 E-R Diagram for Project Online Restaurant Management System

CHAPTER 5 DATA DEFINATIONS AND FORM DESIGN

5.1 Data Definition

This section describes the tables those are used in the online restaurant management system.

5.1.1 Database Restaurant Online Management System

Table:

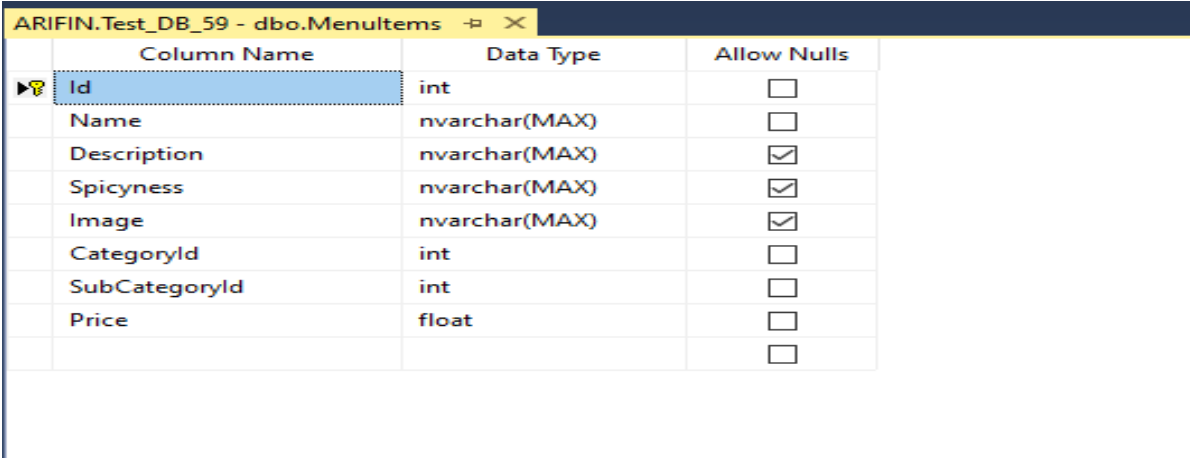
Different types of information tables those are used in this system discussed.

5.1.2 Table structure for commented

(dbo.MenuItem)

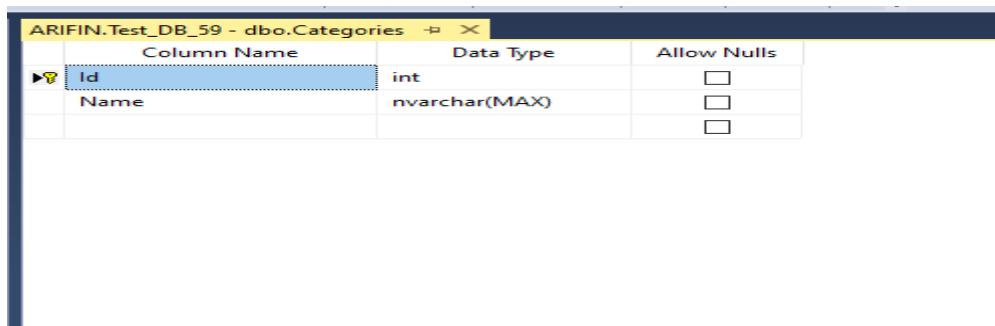
5.2 Implementation of Front-end Design

The commented data is the information you provide to viewers about each comment



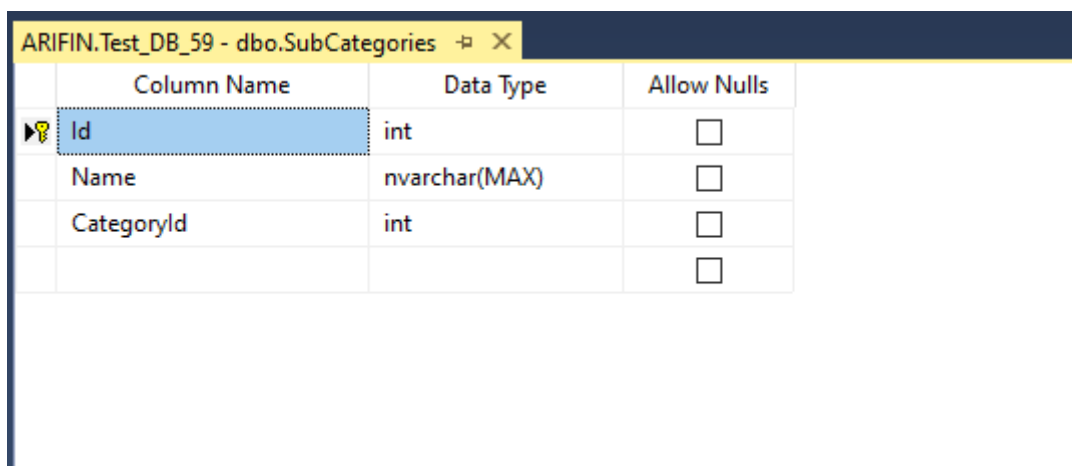
Column Name	Data Type	Allow Nulls
Id	int	<input type="checkbox"/>
Name	nvarchar(MAX)	<input type="checkbox"/>
Description	nvarchar(MAX)	<input checked="" type="checkbox"/>
Spicyness	nvarchar(MAX)	<input checked="" type="checkbox"/>
Image	nvarchar(MAX)	<input checked="" type="checkbox"/>
CategoryId	int	<input type="checkbox"/>
SubCategoryId	int	<input type="checkbox"/>
Price	float	<input type="checkbox"/>
		<input type="checkbox"/>

5.1.3 Table structure for comments (dbo.Category)



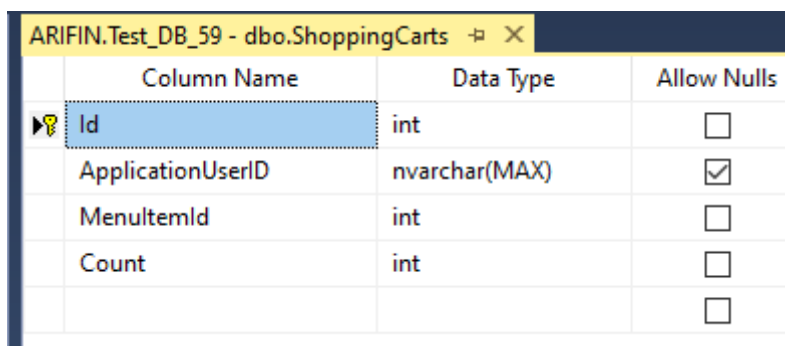
Column Name	Data Type	Allow Nulls
Id	int	<input type="checkbox"/>
Name	nvarchar(MAX)	<input type="checkbox"/>

5.1.4 Table structure for (sub_Category)



Column Name	Data Type	Allow Nulls
Id	int	<input type="checkbox"/>
Name	nvarchar(MAX)	<input type="checkbox"/>
CategoryId	int	<input type="checkbox"/>

5.1.5 Table structure for (shopping_cart)



Column Name	Data Type	Allow Nulls
Id	int	<input type="checkbox"/>
ApplicationUserID	nvarchar(MAX)	<input checked="" type="checkbox"/>
MenuItemId	int	<input type="checkbox"/>
Count	int	<input type="checkbox"/>

5.1.6 Table structure for (Order_Header)

Column Name	Data Type	Allow Nulls
Id	int	<input type="checkbox"/>
UserId	nvarchar(450)	<input type="checkbox"/>
OrderDate	datetime2(7)	<input type="checkbox"/>
OrderTotalOriginal	float	<input type="checkbox"/>
OrderTotal	float	<input type="checkbox"/>
PickUpTime	datetime2(7)	<input type="checkbox"/>
CouponCode	nvarchar(MAX)	<input checked="" type="checkbox"/>
CouponCodeDiscount	float	<input type="checkbox"/>
Status	nvarchar(MAX)	<input checked="" type="checkbox"/>
PaymentStatus	nvarchar(MAX)	<input checked="" type="checkbox"/>
Comments	nvarchar(MAX)	<input checked="" type="checkbox"/>
PickupName	nvarchar(MAX)	<input checked="" type="checkbox"/>
PhoneNumber	nvarchar(MAX)	<input checked="" type="checkbox"/>
TransactionId	nvarchar(MAX)	<input checked="" type="checkbox"/>
		<input type="checkbox"/>

5.1.7 Table structure for (Order_Details)

ARIFIN.Test_DB_59 - dbo.OrderDetails			
	Column Name	Data Type	Allow Nulls
	Id	int	<input type="checkbox"/>
	OrderId	int	<input type="checkbox"/>
	MenuItemId	int	<input type="checkbox"/>
	Count	int	<input type="checkbox"/>
	Name	nvarchar(MAX)	<input checked="" type="checkbox"/>
	Description	nvarchar(MAX)	<input checked="" type="checkbox"/>
	Price	float	<input type="checkbox"/>
			<input type="checkbox"/>

5.1.8 Table structure for (Cupon)

ARIFIN.Test_DB_59 - dbo.Coupons			
	Column Name	Data Type	Allow Nulls
	Id	int	<input type="checkbox"/>
	Name	nvarchar(MAX)	<input type="checkbox"/>
	CouponType	nvarchar(MAX)	<input type="checkbox"/>
	Discount	float	<input type="checkbox"/>
	MinimumAmount	float	<input type="checkbox"/>
	Picture	varbinary(MAX)	<input checked="" type="checkbox"/>
	IsActive	bit	<input type="checkbox"/>
			<input type="checkbox"/>

5.1.9 Table structure for (Role_Claims)

Column Name	Data Type	Allow Nulls
Id	int	<input type="checkbox"/>
RoleId	nvarchar(450)	<input type="checkbox"/>
ClaimType	nvarchar(MAX)	<input checked="" type="checkbox"/>
ClaimValue	nvarchar(MAX)	<input checked="" type="checkbox"/>
		<input type="checkbox"/>

5.1.10 Table structure for (Roles)

Column Name	Data Type	Allow Nulls
Id	nvarchar(450)	<input type="checkbox"/>
Name	nvarchar(256)	<input checked="" type="checkbox"/>
NormalizedName	nvarchar(256)	<input checked="" type="checkbox"/>
ConcurrencyStamp	nvarchar(MAX)	<input checked="" type="checkbox"/>
		<input type="checkbox"/>

5.1.11 Table structure for (UserClaims)

Column Name	Data Type	Allow Nulls
Id	int	<input type="checkbox"/>
UserId	nvarchar(450)	<input type="checkbox"/>
ClaimType	nvarchar(MAX)	<input checked="" type="checkbox"/>
ClaimValue	nvarchar(MAX)	<input checked="" type="checkbox"/>
		<input type="checkbox"/>

5.1.12 Table structure for (UserLogin)

ARIFIN.Test_DB_59...o.AspNetUserLogins* - [X]			
	Column Name	Data Type	Allow Nulls
🔑	LoginProvider	nvarchar(450)	<input type="checkbox"/>
🔑	ProviderKey	nvarchar(450)	<input type="checkbox"/>
	ProviderDisplayName	nvarchar(MAX)	<input checked="" type="checkbox"/>
	UserId	nvarchar(450)	<input type="checkbox"/>
▶		nchar(10)	<input type="checkbox"/>
			<input type="checkbox"/>

5.1.13 Table structure for (UserRole)

ARIFIN.Test_DB_59...bo.AspNetUserRoles - [X]			
	Column Name	Data Type	Allow Nulls
▶🔑	UserId	nvarchar(450)	<input type="checkbox"/>
🔑	RoleId	nvarchar(450)	<input type="checkbox"/>
			<input type="checkbox"/>

5.1.14 Table structure for (Users)

Column Name	Data Type	Allow Nulls
Id	nvarchar(450)	<input type="checkbox"/>
UserName	nvarchar(256)	<input checked="" type="checkbox"/>
NormalizedUserName	nvarchar(256)	<input checked="" type="checkbox"/>
Email	nvarchar(256)	<input checked="" type="checkbox"/>
NormalizedEmail	nvarchar(256)	<input checked="" type="checkbox"/>
EmailConfirmed	bit	<input type="checkbox"/>
PasswordHash	nvarchar(MAX)	<input checked="" type="checkbox"/>
SecurityStamp	nvarchar(MAX)	<input checked="" type="checkbox"/>
ConcurrencyStamp	nvarchar(MAX)	<input checked="" type="checkbox"/>
PhoneNumber	nvarchar(MAX)	<input checked="" type="checkbox"/>
PhoneNumberConfirmed	bit	<input type="checkbox"/>
TwoFactorEnabled	bit	<input type="checkbox"/>
LockoutEnd	datetimeoffset(7)	<input checked="" type="checkbox"/>
LockoutEnabled	bit	<input type="checkbox"/>
AccessFailedCount	int	<input type="checkbox"/>
Discriminator	nvarchar(MAX)	<input type="checkbox"/>
City	nvarchar(MAX)	<input checked="" type="checkbox"/>
Name	nvarchar(MAX)	<input checked="" type="checkbox"/>
PostalCode	nvarchar(MAX)	<input checked="" type="checkbox"/>

5.2.0 Registration Page

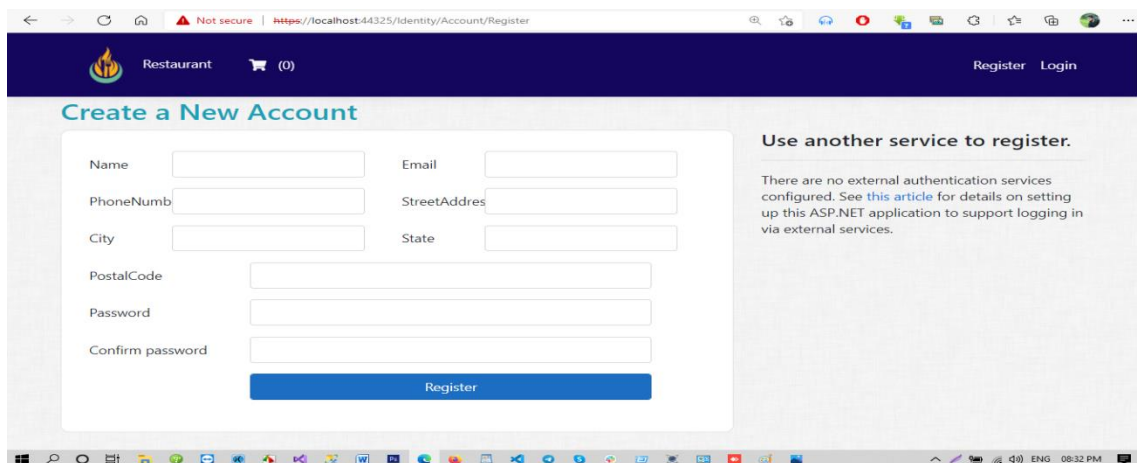


Figure: 5.0 Registration page

5.2.1 Login page

Here's how to use the login panel in a normal system. Here's how to use the computer network bulletin as well as the devices to get express control.

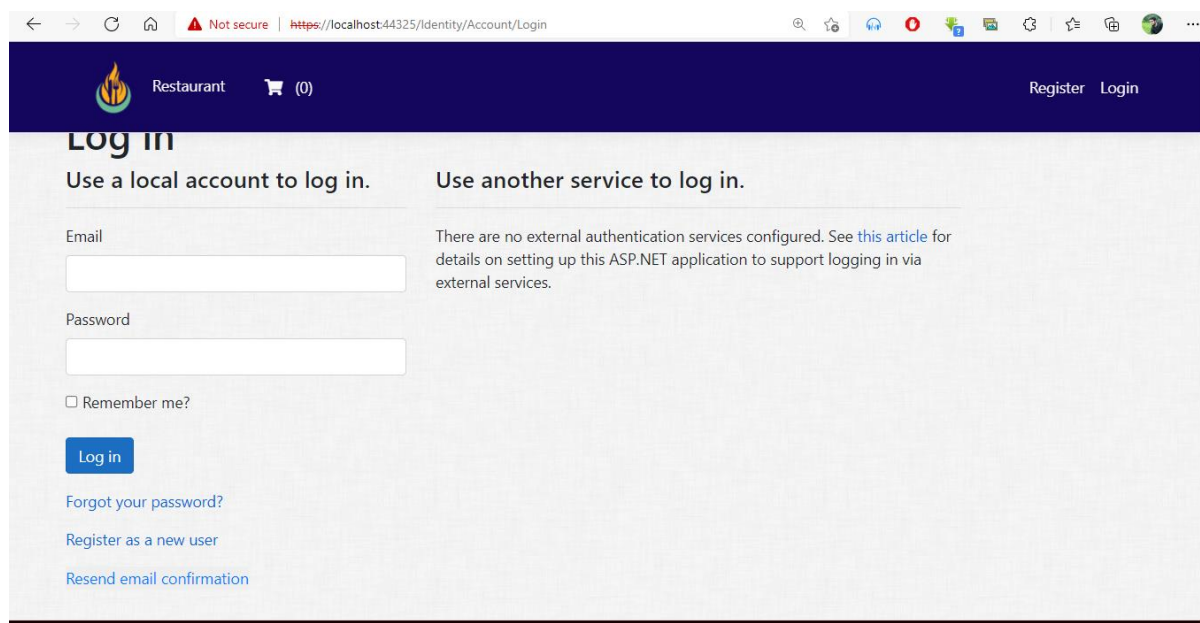
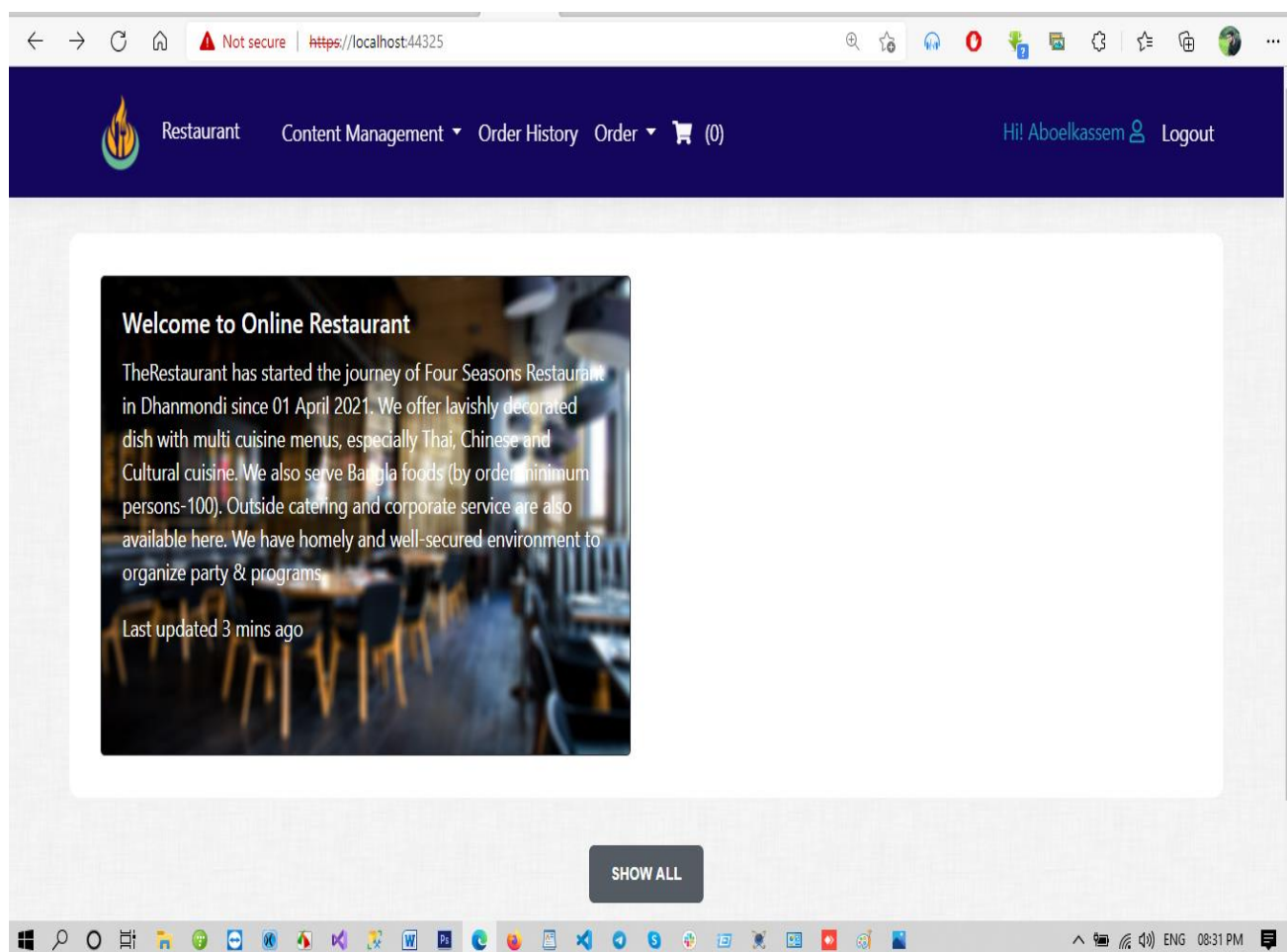


Figure: 5.1 Login page

5.2.2 Home page

Initially, the homepage of a website is its main page and in web browsers it is considered as its main page.



5.2.3 About us page

About Us pages should provide information about the Restaurant. This is important as it will define the parameters of what is allowed.

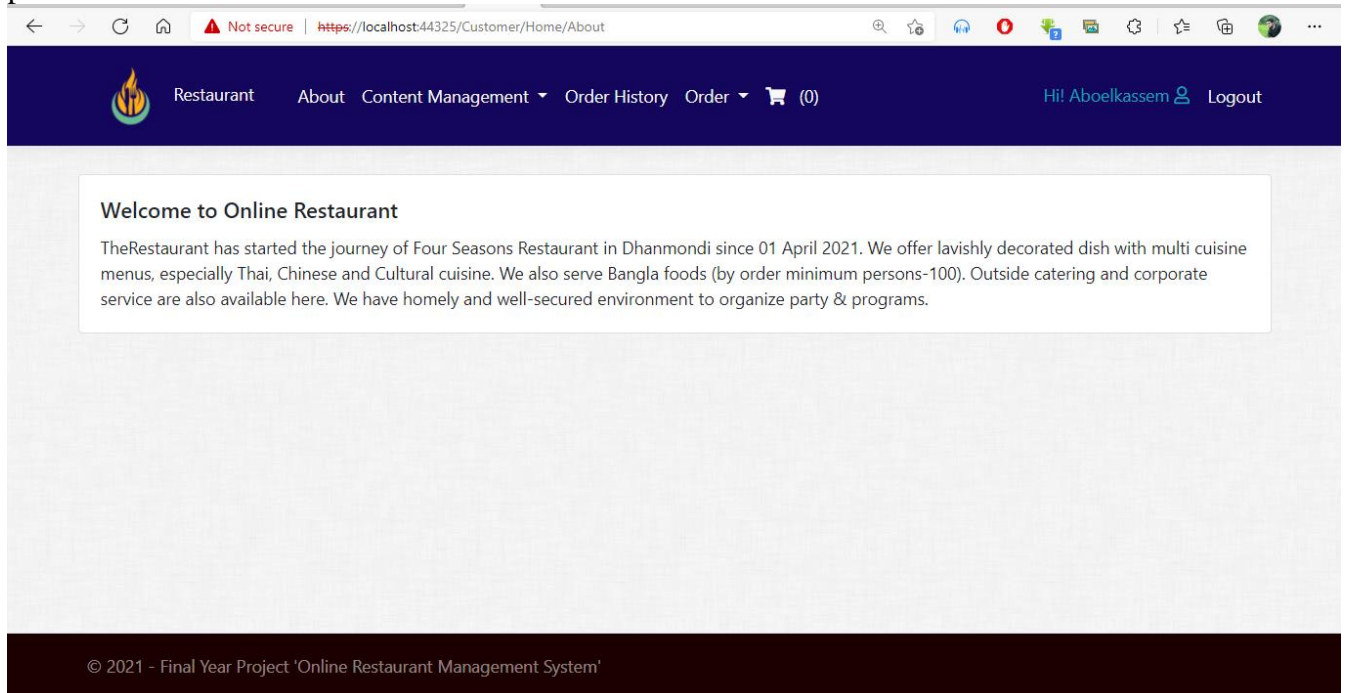


Figure: 5.3 About us page

5.2.4 Shop page

The "Shop" page will be utilized to display your most recent products as well as in the theme's design.

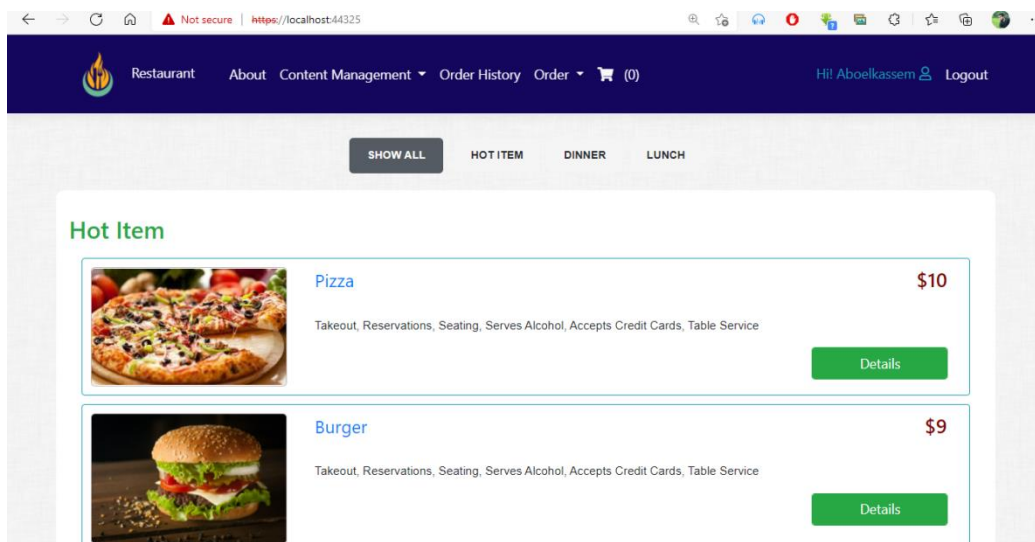
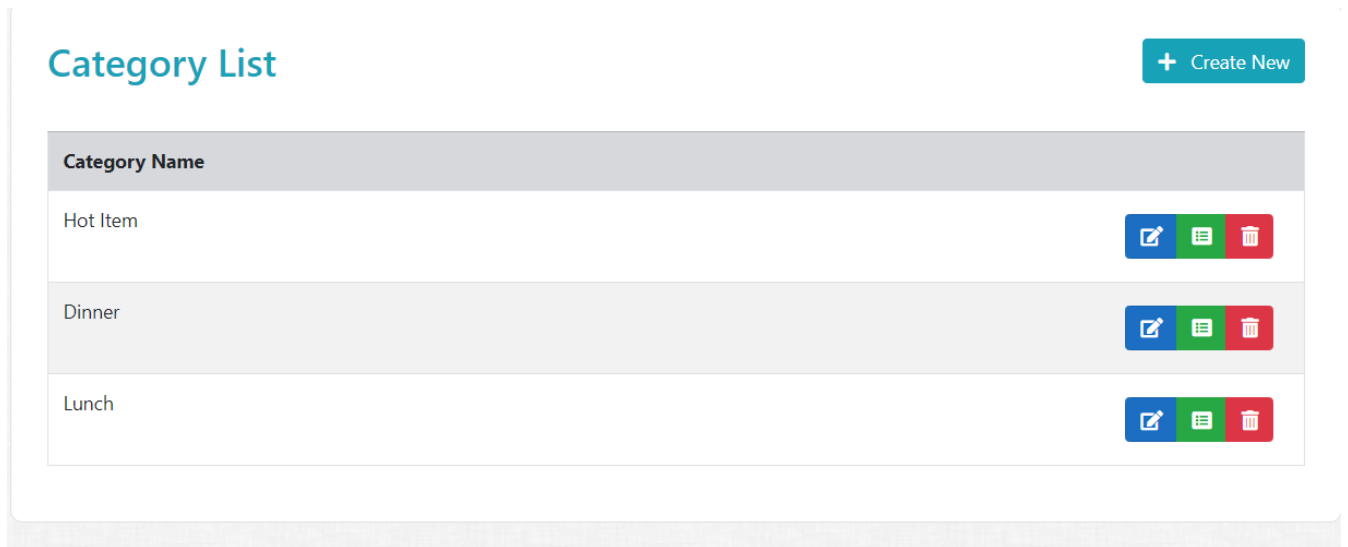


Figure: 5.4 Shop page

5.2.5 Categories



A group or division of people or things that are thought to share certain traits.

Figure: 5.6 Categories

5.2.6 Shopping Cart

When the page is turned, folded cut-out graphics rise up to make a three-dimensional scene or figure.

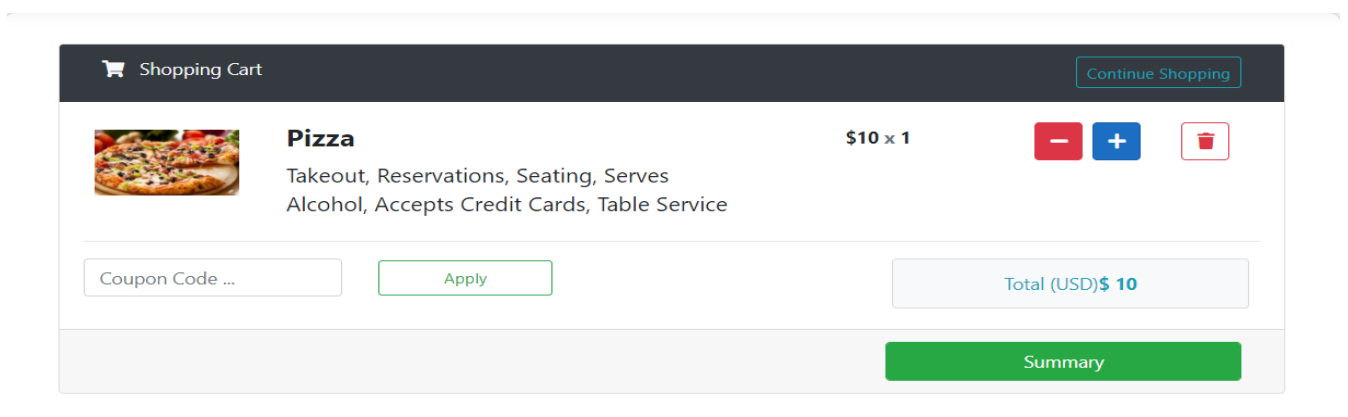


Figure: 5.7 shopping cart

CHAPTER 6

MAINTENANCE

6.1 Software Maintenance

Now we will know that after the delivery of this software, its error repair efficiency and other features change is called maintenance of software developing, then maintenance. Lets help strengthen the outlook

6.1.1 Software Maintenance Process

The six software maintenance processes are described in this section as follows:

1. The implementation process includes software preparation and transition tasks such as the conceptualization and establishment of a maintenance plan, preparation for dealing with difficulties discovered during development, and product configuration management follow-up.
2. The problem and modification analysis procedure, which is carried out once the application is under the maintenance group's control. The maintenance programmer must examine each request, verify its validity (by duplicating the problem), study it and provide a solution, document the request and the solution proposal, and lastly secure the necessary authorizations to implement the changes.
3. The procedure for putting the alteration into effect.
4. The adjustment is accepted by validating the modified work with the person who filed the request to ensure that the update provided a solution.
5. The migration process (for example, platform migration) is unique and not part of routine maintenance. This procedure will be utilized if the product must be moved to another platform without any changes in functionality, and a maintenance project team will most likely be allocated to this work.
6. Finally, the retirement of a piece of software is a maintenance procedure that does not happen on a daily basis.

The IEEE Standard for Software Maintenance describes a maintenance process model that starts the software maintenance effort during the post-delivery stage and discusses items like maintenance planning and measures outside of the process model. Figure

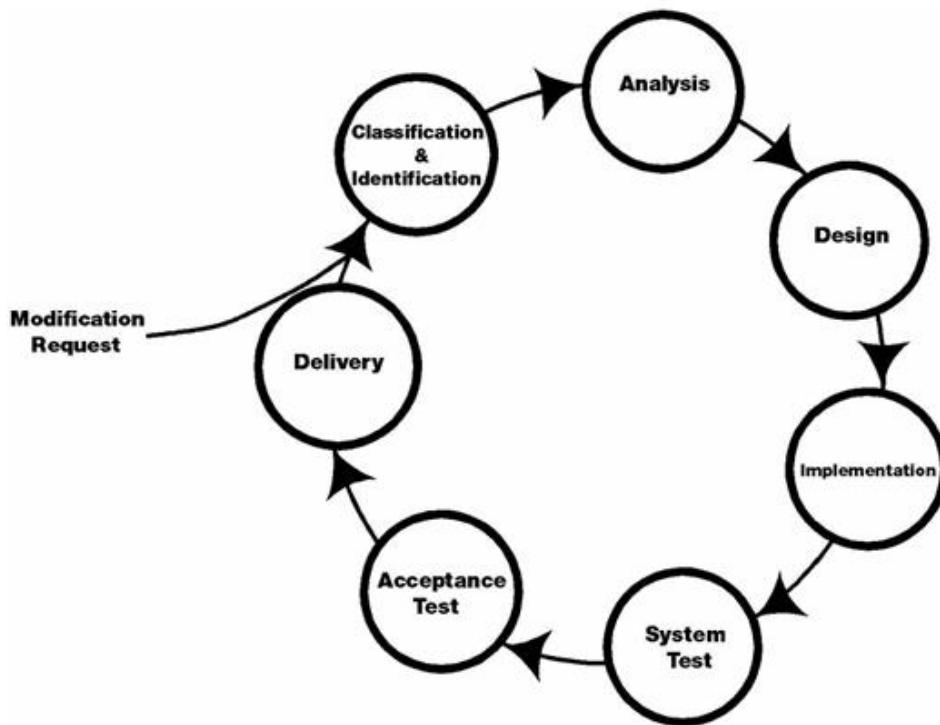


Figure: 6.1 Maintenance process model

6.1.2 Maintenance Activities

Lantz and Swanson's famous and extensively cited survey study from the late 1970s highlighted the high percentage of life-cycle costs spent on maintenance. They divided maintenance tasks into four categories:

- Maintenance that adapts
- Preventative Maintenance
- Maintenance that is perfected
- Maintenance that is preventative

Above all, we can say that corrective maintenance is the process of identifying and correcting a defect in the product delivery of that software. Preventive maintenance is the hardest defect

of a system after product delivery. Hardware can be hardened and regularized before the dream. Also, what you do to reduce delivery maintenance costs includes quality education goals and achieves the objective of coordinated management support. We know that Salman, the founder of some of the academies, is conducting research to determine the maintenance cost of the software, such as design systems.

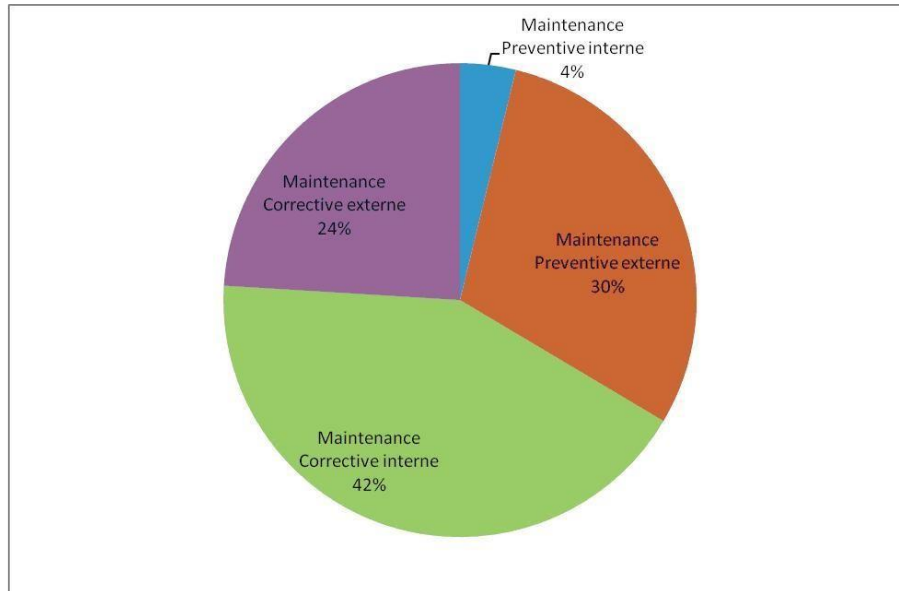


Figure: 6.2 Maintenance Activities

6.1.3 Difficulties of Maintenance

There are four major issues that can stymie the maintenance process.

- Inattentive documentation

- Out-of-date or inadequate documentation
- Formless code
- Maintenance programmers with insufficient expertise of the system

The maintenance stage's success is contingent on these issues occurring earlier in the life cycle. To execute those actions, we aim to follow the maintenance phases in our system. The code is well-structured, and we have sufficient programming skills.

CHAPTER 7 CONCLUSION

7.1 Conclusion

To be commercially successful in the current market, I took this project. The online restaurant management project will have a variety of facilities that will support a full-fledged student management and provide many benefits to the customer, so I took my semester university project and above all I do. In this system, just as the merchant will be able to operate his other system online, so the buyer will be able to enjoy the merits and demerits of his food while sitting at home.

7.2 Limitations

There are some suggestions for future improvements to advance our project capability. There is no method in place to verify your email address.

- There is no way to pay bills online.
- There are no security features such as SSL or SiteLock, and the SMS alert system is currently unavailable.
- There is no safe online payment system available.

7.3 Future Plans

To improve our project, we will add new features.

- An email verification system will be in place.
- We'll implement an SSL security mechanism.
- There will be a new product update mailing added.
- The SMS alert mechanism is more user-friendly.
- We also concentrate on integrating online payment gateways.
- Furthermore, it is only the beginning. In addition, the system can be used in a variety of other sorts of review processes.

APPENDIX

Appendix: Project Reflection

“Listen to those who believe : try with patience and seek help through salat. Allah is with those who strive patiently. ”- Al-Quran ...

According to this verse, no matter how difficult the task, I had to start. I was very specific about my abilities and skills, which helped me to complete my project. I was very positive when I decided it was my final project, but as soon as I started working on it, I got into a lot of trouble. Choosing my work serial was a difficult challenge for me. However, I am fortunate that my supervisor has inspired me through every difficult process. Project selection is undoubtedly important. You must find the right job that will show you your skills, so I decided to do this project

Finally, I successfully completed this project after several stressful and sleepless nights.

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