

Android App For Online Food Order System

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Abstract- This project aims in our campus an automated food ordering system is proposed which will keep track of user orders smartly. Basically, they implemented a food ordering system for different type of restaurants in which user will make order or make custom food by one click only. By means of android application for Tablet PCs this system was implemented. The front end was developed using JAVA, Android and at the backend Firebase database was used.

Keywords- Automated Food Ordering System, Cloud Computing, Dynamic Database Management, Internet of Things, Smart Phone.

I. INTRODUCTION

In this project, the online food ordering system is one of the latest services fastest food restaurants in the western world are adopting. With this method, food is ordered online and delivered to the customer. This is made possible through the use of electronic payment system. Customers pay with their credit cards, although credit card customers can be served even before they make payment either through cash or cheque. So, the system designed in this project will enable customers go online and place order for their food. Due to the great increase in the awareness of internet and the technologies associated with it, several opportunities are coming up on the web. So many businesses and companies now venture into their business with ease because of the internet. One of such businesses that the internet introduced is an online food ordering system. An online food menu is set up by the proposed food ordering system and as per their will customers can easily place the order. Also, customers can easily track the orders with the food menu. The management improves food delivery service and preserves customers database. Motivation to develop the system is from the restaurant management as they don't have such type of applications. It is useful for all persons in particular premises.

To get the services efficiently the users of the system provides various facilities. Restaurants as well as Mess facility is considered by our system for the customers. Mostly mess users are person who are shifted to new cities and this can be considered as a motivation to our system. Another motivation can be considered as the increasing use of smart phones by the customers, so that any users of this system get all service of the system. The system will be designed to avoid users doing

fatal errors where users can change their own profile also where users can track their food items through GPS and where users can provide feedback and recommendations to Restaurants / Mess service providers.

II. TOOLS RELATED TO APPLICATION

Android Asset Studio

Android Studio includes a tool called Image Asset Studio that helps you generate your own app icons from material icons, custom images, and text strings. It generates a set of icons at the appropriate resolution for each pixel density that your app supports. Image Asset Studio places the newly generated icons in density-specific folders under the res/ directory in your project. At runtime, Android uses the appropriate resource based on the screen density of the device your app is running on.

Firebase Database

Connect your App to Firebase If you haven't already, add Firebase to your Android project. In your project-level build.gradle file, make sure to include Google's Maven repository in both your build script and all projects sections. Create a Database If you haven't already, create a Firebase project: In the Firebase console, click Add project, then follow the on-screen instructions to create a Firebase project or to add Firebase services to an existing GCP project.

Methods of Android Studio

- i. Android XML tags
- ii. Android XML attributes
- iii. Android XML attribute values
- iv. Android Java classes
- v. Android Java methods
- vi. Java keywords

III. PROPOSED METHOD

To overcome the limitations of above system, an Online Food Ordering System based on Internet of Things is proposed. It is a wireless food ordering system using android devices based on Internet of Things an Online Food Ordering System is proposed. The use of mobile technology has

revolutionized as the Android devices have gained popularity in the automation of routine task in wireless environment. For mobile devices such as smart-phones and tablets android is a Linux built operating system. As a general Objective of the study to develop a reliable, convenient and accurate Food Ordering System is considered. As an objective, a system that will surely satisfy the customer service will be considered. To design a system that can accommodate huge amount of orders at a time and automatically compute the bill is one of the key objectives. One of the important objective is to evaluate its performance and acceptability in terms of security, user-friendliness, accuracy and reliability. One of key objective is to improve the communication between the client and customers.

Functionality Specification

- User
 - Menulist
 - Bill
 - My Orders
 - Delete My Account
- Admin
 - Orders
 - Edit Dish
 - Add Dish
 - Delete

Advantage

- 1) Time saving.
- 2) Online application.
- 3) User friendly
- 4) Helpful for collegestudent’s/ hostel students

Disadvantage

- 1) User must present in MGM campus.
- 2) User should create his/her account.
- 3) Only cash payment is allowing.

IV. SYSTEM AND SOFTWARE DESIGN

Using the storyboard design, we construct the application design workflow for restaurant, customer, courier and admin side; the user experience design. The use case, class diagram, sequence diagram, activity diagram and database structure design are comprised in the Unified Modeling Language.

- Storyboard design:** Designing the user interface is done by storyboard design which includes each interface description.
- User experience design:** When interacting with the application, designing the totality of end user perception this design is used.
- XML design:** The XML design contains use case to define the system function from each actor perspective then accomplished by explanation in use case narrative, to draw the process of each actor in diagram activity diagram is used, to draw object or class of system with its relationship class diagram is used and to draw the message interaction with its objects base on its order of time sequence diagram is used.
- Database structure design:** By the result of class diagram, database structure design is made. Classes that need to be saved in database and its relationship are drawn by this design.

V. DATA FLOW DIAGRAM

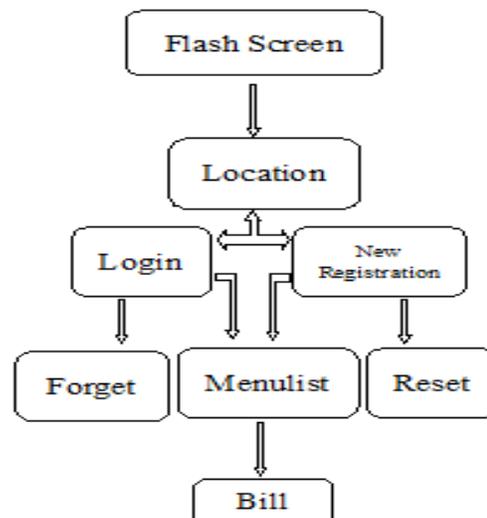


Figure 1.1 (a): Block Diagram of proposed Method(user)

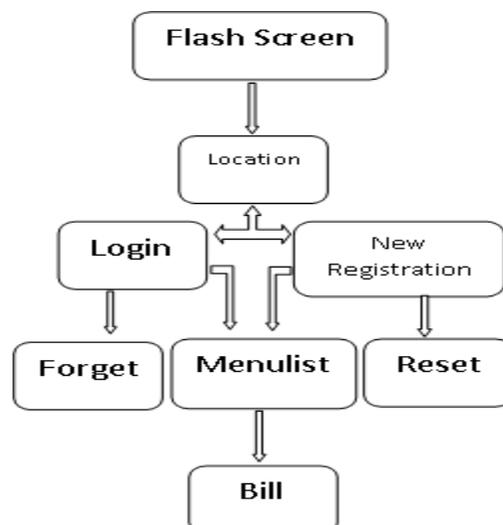


Figure 1.2 (b): Block Diagram of proposed Method(admin)

VI. CONCLUSION

The application is based on user's requirement and is user centered. All issues related to all user which are included in this system are developed by this system. If people know how to operate android smart phone wide variety of people can use the application. This system will solve the various issues related to student problem about distance between college campus to canteen. To help and solve important problems of people implementation of Online Food Ordering system is done. It can be concluded that, based on the application: Orders are made easily by this system; Information needed in making order to customer is provided by the system. Receiving orders and modifying its data is possible through the application and it also helps admin in controlling all the Food system.

VII. FUTURE SCOPE

In future we will develop this application in advance such as make online payment, browser compatibility and so many.

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