



IJRASET

International Journal For Research in
Applied Science and Engineering Technology



INTERNATIONAL JOURNAL FOR RESEARCH

IN APPLIED SCIENCE & ENGINEERING TECHNOLOGY

Volume: 10 Issue: V Month of publication: May 2022

DOI: <https://doi.org/10.22214/ijraset.2022.43082>

www.ijraset.com

Call:  08813907089

E-mail ID: ijraset@gmail.com

Website for Fully Customised Pizza Ordering System

Asif Ali¹, Yuvraj Singh², Robin Malik³, Aakash Yadav⁴, Indradeep Verma⁵

^{1, 2, 3, 4, 5}Information Technology Department, GNIOT

Abstract: *The online Pizza delivery system is the need of hour because of the recent changes and the adding use of the internet. BIG SLICE is a website designed primarily for use in the customised Pizza delivery. Through these services caffs can vend and distribute their coffers at minimum resource operation effectively with high gains by gaining the client trust. This Online Pizza order system database will be helpful for the business possessors to extend their business just by placing the orders online and not visiting the restaurant. To create this application, the database is the most important component, which will interface with the application to retrieve information. The Online Pizza Ordering Database will be built using PHP as the basis. Customers can place orders from a variety of pizzas in the database, and restaurant employees will process and deliver the specified order.*

Keywords: *Big Slice Order, Consumer Attitude, E-commerce, Big Slice, Payment.*

I. INTRODUCTION

A big slice specialising in custom-made pizzas is now taking phone orders. The existing procedure, in which the consumer calls the huge slice, requires employees to spend time answering the phone and is more labour than necessary. Customers will be able to personalise and order their pizzas online. Due of the easy-to-use order online page, the huge slice also hopes to improve sales. The entire process of taking orders is automated, which considerably reduces the workload for the restaurant. When a customer places an order on the website, it is entered into a database and then retrieved in near real time by a desktop application on the restaurant's end. All items in the order are displayed in a compact and easy-to-read manner within this application, together with their accompanying options and delivery data. This enables restaurant personnel to swiftly review orders as they come in and supply the relevant supplies with minimal delays and confusion.

II. LITERATURE REVIEW

Many restaurants have chosen to focus on quick preparation and delivery of orders rather than providing a comprehensive dining experience in today's age of fast food and take-out. Until recently, all of these delivery orders were placed over the phone, but this system has several drawbacks, including the inconvenience of the customer needing a physical copy of the menu, the lack of visual confirmation that the order was placed correctly, and the restaurant's need to have an employee answering the phone and taking orders. Techniques for restaurant transaction processing are described in (US9760958 B2, 2017). A waiter's portable device is used to associate a check with a table at a restaurant, as well as recall and change that check. Two waiters utilise one or more handheld devices to transfer a customer's check to one another in one embodiment.

A system and method for automatically submitting an online order from a client to a restaurant will be more efficient, according to (US20140330671 A1, 2014). An order engine uses input and consumer data to choose a user interface deployment platform, such as social media networks, search engines, mobile applications, and linked websites. The customer can make an order using the user interface, which automatically populates the restaurant's menu items and business data. The order engine uses a non-verbal communication platform to send the order to the eatery. The restaurant receives an automated confirmation call verifying receipt of the order. The restaurant can choose to repeat the message, accept the order, connect with the client, connect with the service provider, deny the order, or opt-out after receiving the confirmation call. The order engine enables the restaurant to keep track of online orders and enrol in the services mentioned above for future online orders.

A kiosk system and method for taking and processing customer orders and payments in a retail environment is described in (US6415555 B1, 2002). A consumer display screen for visually displaying product information of products that can be ordered at the kiosk, structure that is operable by the consumer for placing a consumer order composed of at least one product selected from products for which information is displayed on the consumer display screen, and structure for accepting payment for the order from the consumer are all examples of the kiosk system and method.

An order communication system is also provided, according to (US5907275 A, 1999) that provides audio visual interactive communication between a customer at a remote order station and an attendant receiving orders in a restaurant. The order communication system allows restaurant personnel to set their displays in a variety of ways, and it allows customers to see both a textual description and a graphical representation of their orders. The order communication system also allows the consumer to see live video of the attendant, as well as the visual image that the customer is viewing. A method and system for offering clients of a sit-down type restaurant with an automated, incredibly efficient restaurant experience.

III. CRITIQUE OF THE EXISTING SYSTEM

Ordering pizzas for home delivery is now done over the phone. The procedure appears to be simple to follow, however there has been some confusion in the past. Because there is no visual menu displayed during a phone contact, personnel are forced to repeat a lot of information to clients. It's a time-consuming operation that frustrates consumers and consumes a significant amount of time from the huge slice personnel. An online pizza ordering system would be considerably more convenient for the customers. This is because consumers will be able to choose their preferred pizzas and pay for them when they are delivered.

A. Weaknesses of the Current System

- 1) Customer's need for a physical copy of the menu
- 2) Time consuming
- 3) Lack of visual confirmation that the order was placed correctly
- 4) Restaurant's need for an employee to answer the phone and take orders
- 5) Difficulty in tracking customers' past history
- 6) Manual work and consumes large volumes of data
- 7) Lack of data security

IV. TECHNICAL APPROACH

We considered our present experience as well as the project's needs when choosing the tools and procedures to be employed during the process. ASP.NET would have been the greatest choice as a programming paradigm at first, but the fact that this is not an open source environment prompted us to hunt for a new strategy. Because the database will be a mysql-based database, php proved to be the best option. Mysql and PHP are really well integrated. Because PHP is an open source system, there are many hosts to choose from. phpmyadmin was used to administer the MySQL database. Because it is free and integrates so nicely, this was the natural choice. Macromedia Dreamweaver was used to write the code. This is a multifunctional xhtml editor that supports a variety of syntax languages. Because we were already familiar with the application, we used it. There are two sections to the system. The consumer area is greater than the administration area, which is smaller. Localhost/pizza contains the customer site, whereas localhost/pizza/admin has the admin page.

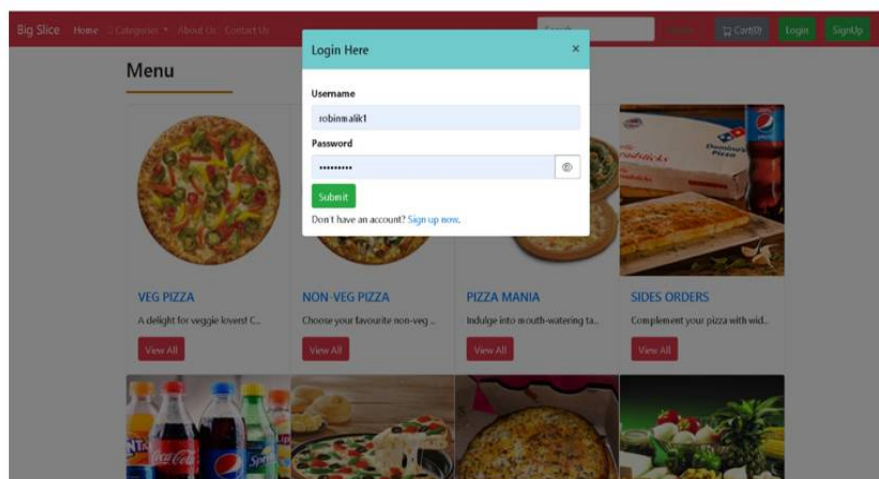


Figure: 1

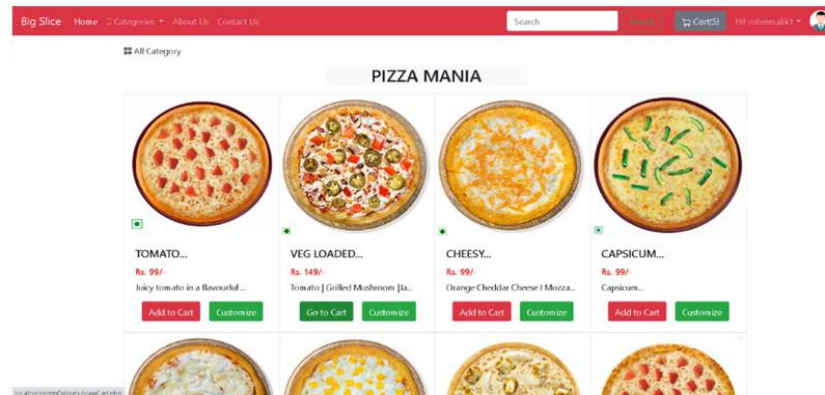


Figure : 2

The index.php page has been used to design both components. This page is dynamically updated based on the POST and HTML Query String values. When necessary, various sorts of pages are supplied. Include pages are divided into two categories: library pages and include pages. Pages that just run code and do not write HTML code are known as library pages. Include pages, run code, and generate HTML. Finally, Macromedia Fireworks was used for some of our modest visual design. This was due to our prior experience with this tool in conjunction with Macromedia Dreamweaver.

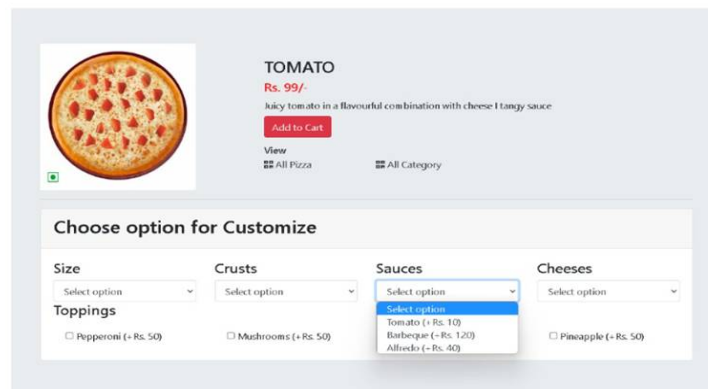


Figure : 3

A. Ordering

To place an order, a potential customer must first understand what options are available ("What's on the menu?"). Customers who want to buy bespoke pizzas need to know what ingredients they may pick from and how their choices affect the final pricing. Customers choose the components for their pizza, and some want a double quantity of certain ingredients. When a consumer has made his pizza selections, he may wish to order multiple pizzas with the same configuration. Non-pizza side items, such as beverages and salads, may be ordered as well. In addition, the consumer must submit his name, address, and phone number.

B. Order Processing

When a consumer confirms an order, the order processing procedure begins. The order status will be updated and the client will be alerted throughout the process. New orders will appear on a list for the culinary staff to see. They must specify which items are ordered and which components for the bespoke pizzas are chosen. The culinary staff must examine the order and determine whether they can fulfil it. The order status will change after the decision is made, and the client will be notified. The order status will be updated when the order is prepared, and the delivery staff will take over. They'll search up the customer's name and address before delivering the order. When the order is made and ready to be delivered, the client will be contacted. The order status will be altered again after delivery has been completed or failed.



C. Administration

Custom pizzas are prepared by choosing from a list of available ingredients and their costs, which is managed by an employee, such as the manager. Ingredients can be added, edited, or deleted during administration. Non-pizza side orders must also be managed in addition to the ingredients. Logs of prior orders are also required by administrators.

V. CONCLUSIONS

Each customer's comment on this online pizza application varies from person to person, and recognition was limited to a certain extent, as well as shopper perception swings. For varied parallels and differences, they rely on their deeply held convictions. According to the study, youths are often linked to the online pizza application, and as a result, elders do not utilize this online administration as much as younger people. The inquiry uncovered how youngsters are frequently willing to request administration over internet pizza. The analysis also indicated that product costs, limits, and exclusive offers had a greater impact on its web pizza application. The second factor to consider was lodging, with correct-time travel being another important component. The participants in this study would want to organize dinners on a weekly basis, and the types of dinners most likely to be booked were nibbles followed before dusk. For the meal selections, a considerable majority of the participants liked Quick Pizza. This research also discovered that a big fraction of the participants use zomato to get pizza online. A few lower-level individuals were also observed utilizing Swiggy and Pizza Panda. In general, such a study has revealed that the majority of Jaipur district understudies are well-informed about web pizza requests, and that a huge percentage of them have used online pizza to make requests, indicating an expanding prevalence of web pizza among youngsters. The shift in pizza-ordering habits appears to be a direct result of the changing lifestyles of Indian consumers as well as the growth of online activity.

REFERENCES

- [1] 3.0 RESEARCH DESIGN AND METHODOLOGY. (2012, August 30). Retrieved June 21, 2017, from <http://www.kenpro.org/research-design-and-methodology/>
- [2] Battistini, M., & Battistini, G. (1999, May 25). US5907275 A. Retrieved from <http://www.google.com/patents/US5907275>
- [3] Cloin, J. A., & Fortuna, J. L. (2017, September 12). US9760958 B2. Retrieved from <http://www.google.com/patents/US9760958>
- [4] Descriptive Research Design: Definition, Examples & Types - Video & Lesson Transcript. (n.d.). Retrieved from <http://study.com/academy/lesson/descriptive-research-design-definition-examples-types.html>
- [5] Hong, J., & Zhang, Q. N. (2009, July 2). US20090167553 A1. Retrieved from <http://www.google.co.ke/patents/US20090167553>
- [6] Mierle, K., Olszewski, M., Piette, M., & Reinsberg, R. (2014, November 6). US20140330671 A1. Retrieved from <http://www.google.com/patents/US20140330671>
- [7] Montague, W. (2002, July 9). US6415555 B1. Retrieved from <http://www.google.com/patents/US6415555>
- [8] Silver, A. (2014, August 5). US8799083 B1. Retrieved from <http://www.google.com/patents/US8799083>
- [9] Toth, M. (2003, April 24). US20030078793 A1. Retrieved from <http://www.google.com/patents/US20030078793>



10.22214/IJRASET



45.98



IMPACT FACTOR:
7.129



IMPACT FACTOR:
7.429



INTERNATIONAL JOURNAL FOR RESEARCH

IN APPLIED SCIENCE & ENGINEERING TECHNOLOGY

Call : 08813907089  (24*7 Support on Whatsapp)