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# On The Go: Restaurant Management System

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***Abstract:** With the modernization, the restaurant culture is increasing day by day. Everyone prefers to go to an outlet and eat there especially on weekends. This has led to long queues and waiting time.There is also limited number of waiters to take the order in a restaurant so the time is wasted there also. As there has been a significant increase mobile user over the past few years and internet connection is available almost in all regions so we have to create aprogram called On the Go- Restaurant Management System. It provides the client to access the program and order whatever he wants and the order directly goes to the kitchen. Meanwhile the bill is generated in the program and client has to pay the amount. After preparation the order from kitchen is taken to the client. This is a time saving process and is a step towards digitization of our normal life.*
***Keywords:** Restaurant Management System, Mobile users, Python.*

## I. BACKGROUND

This is a basic program which gives us an overview of the program that the client or customer uses when he comes to the restaurant. For using this program he or she must install it on their device and then use it. This device will ideally decrease time to order food and will also automate the process of billing also. This will also reduce manpower and improve efficiency of the restaurant. It is a very beneficial program for clients as well as the owners of eating joint or restaurant. This program is created using python and for now it is available on windows platform.

## II. INTRODUCTION

Over the past years we have been going to the restaurant, waited for the waiter and ordered in a conventional manner and have wasted a lot of time. Not any more with On the Go- A restaurant Management System Program which lets the client order things as soon as he/she enters the restaurant. No more waiting for the waiter. It has a functionality to show you the bill after ordering and you can pay the amount.

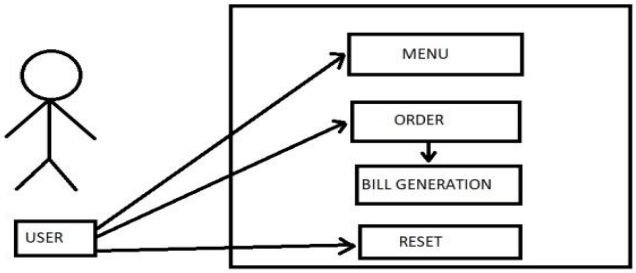



Fig3. Functionalities

## III. TOOLS, SERVICES AND METHODS

This section is to present a detailed description of the On the Go. It explains the hardware and software requirements for developing the application and its interface, tested features of the program, what the program will do, the constraints under which it must operate and how the program react to external stimuli.

### *A. Hardware Platform*

This program has been developed using 8 GB of RAM, i5 2.60 GHz 1 TB Hard disk space but the Minimum requirement of such kind of application for a machine is: 1.6 GHz or faster processor
1 GB of RAM (1.5 GB if running on a virtual machine)
10 GB (NTFS) of available hard disk space 5400 RPM hard drive
DirectX 9-capable video card running at 1024 x 768 or higher display resolution

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*B. Software Platform*

This program is developed in a platform of Microsoft windows 10 Operating System. Microsoft Windows is a series of graphical interface operating systems designed, developed, marketed, and sold by Microsoft onwards from November 20, 1985. The most recent versions of Windows are windows 10 and 10.1.The Other Supported Operating systems are:

Windows 7 SP1 (x86 and x64)
Windows 8 (x86 and x64)
Windows 10 (x64 and x86)

*C. Development tools and Storage*

Python 2.7, Visual Python, Anaconda have been used to develop this On The Go program for designing and developing this program. Python is a widely used high-level programming language for general-purpose programming, created by Guido van Rossum and first released in 1991. An interpreted language, Python has a design philosophy that emphasizes code readability (notably using whitespace indentation to delimit code blocks rather than curly brackets or keywords), and a syntax that allows programmers to express concepts in fewer lines of code than might be used in languages such as C++ or Java. The language provides constructs intended to enable writing clear programs on both a small and large scale. **VPython** is the Python programming language plus a 3D graphics module called Visual. VPython allows users to create objects such as spheres and cones in 3D space and displays these objects in a window. This makes it easy to create simple visualizations, allowing programmers to focus more on the computational aspect of their programs. The simplicity of VPython has made it a tool for the illustration of simple physics, especially in the educational environment.

## IV. EMULATION AND TESTS

Vpython is used to provide a virtualized environment, this help develop and test 3D programs. This program is tested on Windows 10 platform.

## V. RESULT ANALYSIS

The user of On the Go is now able to Order from listed items on menu. Once the user has ordered the item, the bill is automatically shown to the user. He/she may pay the amount and the food will be delivered to him/her on their respective tables. On The Go has made this possible.




Fig1.The main Page

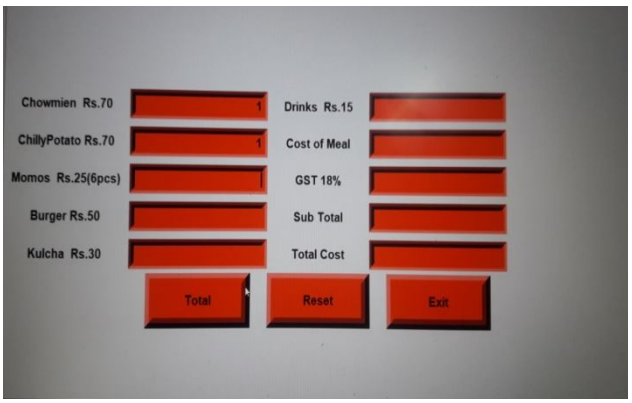



Fig2.Input is Given

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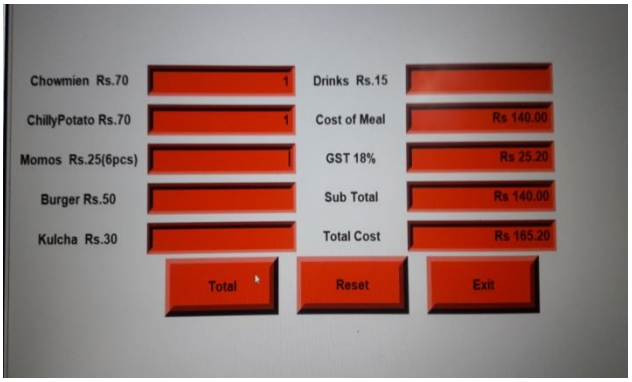



Fig3. Output is displayed

## VI. SECURITIES AND ISSUES

The securities issues related to this program our minimal as it only relates to the hacked accounts.
The general issue with On the Go program is that it does not store the bill and all the values vanish after the user presses the reset button. The owner of the restaurant may not be able to keep the record of the bill.

## VII. CONCLUSION AND FUTURE SCOPE

The main feature of our project is that it is time saving, as there is a lot of rush in restaurants and we usually have to wait for the waiters to come and take our order.
By this we can directly place the order from our mobile phones and hence save a lot of time.
Also the software used in this project, python is a flexible language which can run in any type of system. It is user friendly and very easy to use.
We are further going to implement this program in android platform so that this programcan be installed in mobile phones. Majority of people use phones so this would be beneficial.

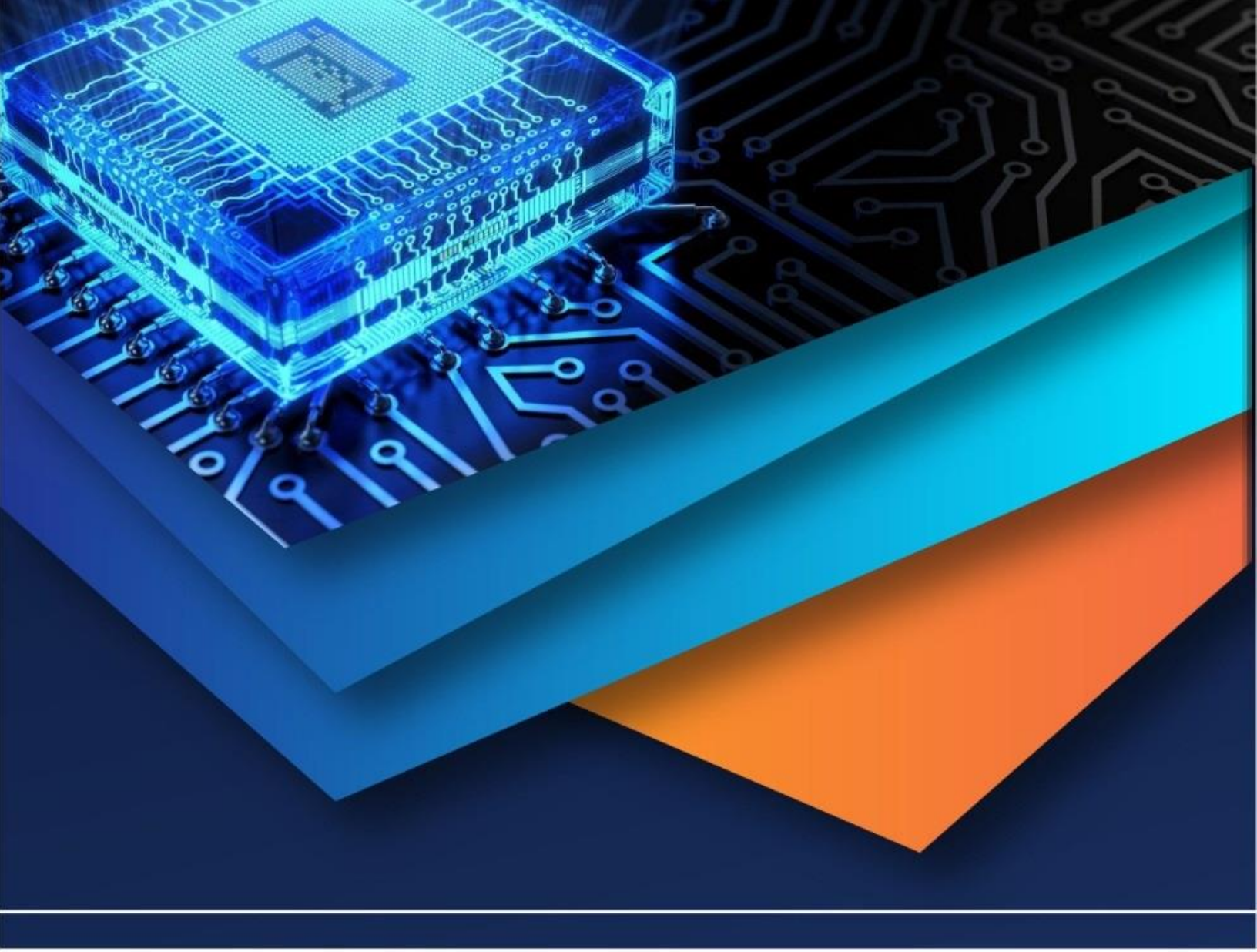
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