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Design and Development of Online Pizza Ordering System

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Abstract: ***The "Pizza Ordering System" has been developed to override the problems prevailing in the participating manual system. This software is supported to eliminate and in some cases reduce the hardships faced by the existing system. Moreover this system is designed for the particular need of the company to carry out operations in a smooth and effective manner. The application is reduced as much as possible to avoid errors while entering the data. No formal knowledge is needed for the user to use this system. The main objective of the Pizza Ordering System is to manage the details of Payments, Customer, Pizza, and Order Status. The project is totally built at administrative end and thus only the administrator is guaranteed the access. The purpose of the project is to build an application program to reduce the manual work for managing the Payments, Customer, and Online Order. It tracks all the details about the Pizza, Order Status. The purpose of Pizza Ordering System is to automate the existing manual system by the help of computerized equipment and full- fledged computer software, fulfilling their equipment, so that their valuable data/information can be stored for a longer period with easy accessing and manipulation of the same. The required software and hardware are easily available and easy to workwith.***

Keywords: Include at least 5 keywords or phrases

I. INTRODUCTION

An Online Food Pizza Ordering System Business is the one which takes online orders from customers on the system and transfer those orders to a restaurant or Pizza production unit, and delivering ordered pizza to customer's destination. With the core concept of the system remains for the convenience for the customers, people now wanting everything to be delivered at doorstep and therefore the delivery has become the major segment of the food industry. To stay ahead of competitors, you need to be loaded with technology, demanding a strong presence on mobiles and web. The main purpose of an Online Pizza Ordering System is to provide customers for a way to place an order at over the internet. With a website or mobile app, customers can easily browse all the Pizza the restaurant has available and place an order. It can tracks all the details about the customer's Order. An Online Pizza Ordering System App and Web Application can sale Pizza. This app is easy for user to operate and buy Pizza from restaurants by just following easy steps.

II. DESIGN AND IMPLEMENTATIONCONSTRAINTS

A. User Classes and Characteristics

As based on multiple platforms there are multiple classes and their uses but most importantly application uses Model for user that encapsulates data fetched from server like Orders data etc. An Android platforms have their own implementation of Data persistence For Example Android Uses shared preference which contains a helper class to provide such functionality

B. User Interface &Requirements

In order to effectively incorporate focus areas of our application into the user interface without creating too much clutter, we opted to use a tabbed design. When the app is initially opened, the user is taken to the "main" or "home" tab. There are two types of requirements, functional requirements and non-functional requirements.

1) *Functional Requirements:* Functional requirements also called as functional specifications that define the basic behaviour of the system & they are product's features and focus on user's requirements. Functional requirement that the system loads a webpage after someone choose and clicks on a given button. It deals with how the system responds to inputs. It define if or then behaviours and also include calculations, data input and business process. If the functional requirements are not met, the system will not work. For describing the functional requirements of a system from the end user's perspective, Use cases are used.

a) User case for User

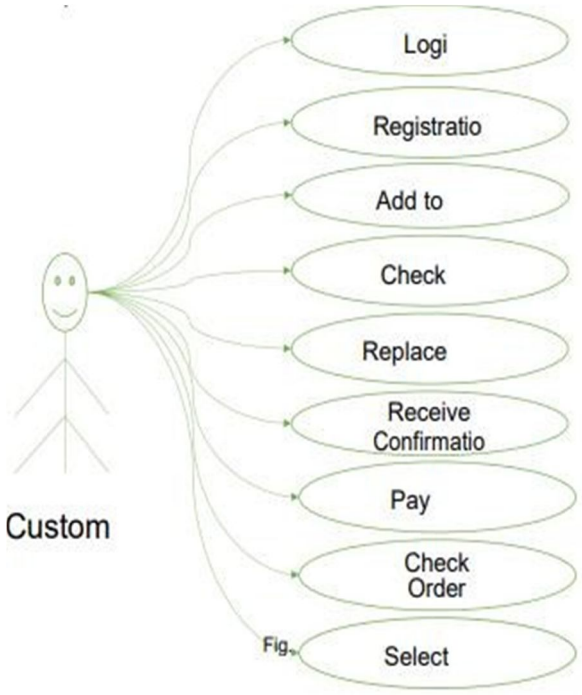
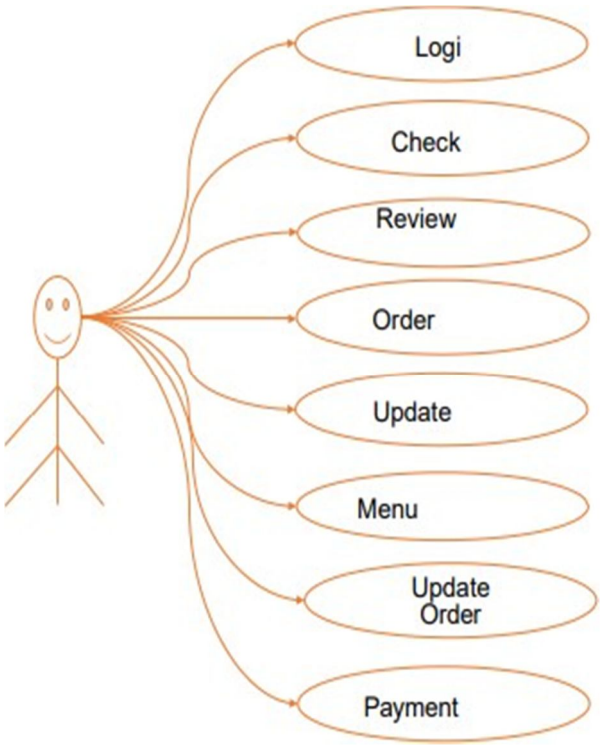
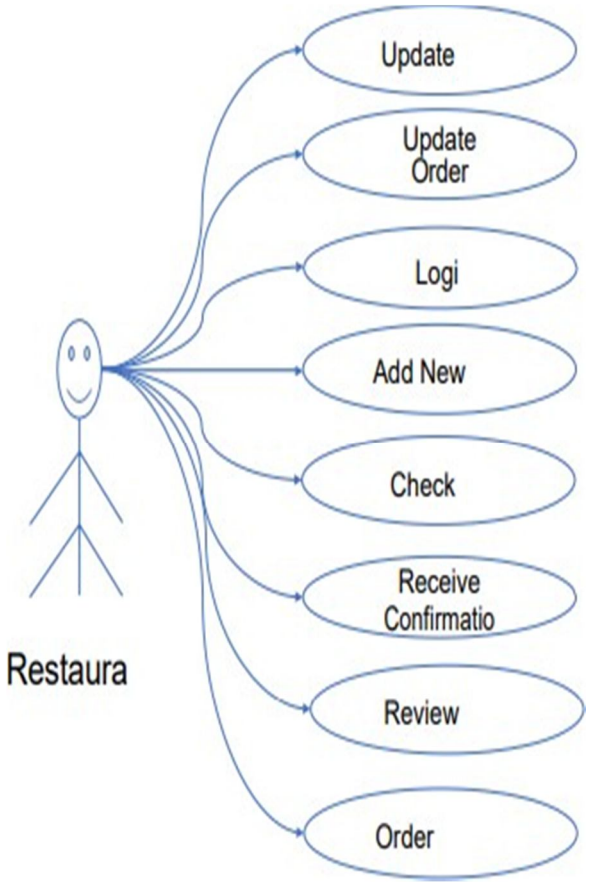


Fig.

b) User case for Admin



c) User case for Restaurants



2) Non-Functional Requirements: Non-functional Requirements specify how the system should perform the functional specifications. It will not affect the basic functionality of the system & even if the non-functional requirements are not met, the system will still perform its basic function.

a) Usability Requirement: Application should be easy to use and provide basic user interface that can be used without any tutorial. Multiple views must be used for modularity in this concept, I will be referring to the ease of use of a mobile application. The aim of the use of the mobile application is to get some features and functionality and the application would be difficult to use without the usability being considered. Every application is expected to be effective, sophisticated, and satisfactory and the color and contrast should be intact and follow some other principles that are considered the standard to be followed by developers. The design of the application should be done in such a way that users of all abilities would be able to use the UIefficiently.

b) Data Model: Database In order to effectively store the Order data we decided to use a MongoDB database, MongoDB is a document database in which one collection holds different documents. Number of fields, content and size of the document can differ from one document to another .Structure of a single object is clear, No complex joins, Deep query-ability. MongoDB supports dynamic queries on documents using a document-based query language that's nearly as powerful as SQL. Ease of scale-out − MongoDB is easy to scale. Conversion/mapping of application objects to database objects not needed. Uses internal memory for storing the (windowed) working set, enabling faster access of data.

III.RESULTS

A. *Complete Database*

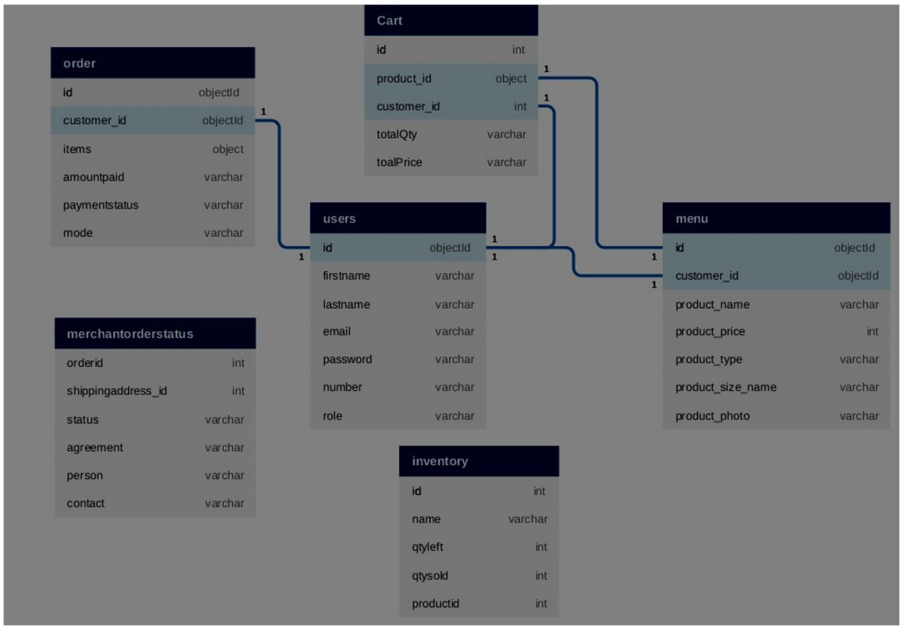


Fig.1 Complete data base structure

B. *Web Application's Results*

Fig.2 Web siteview

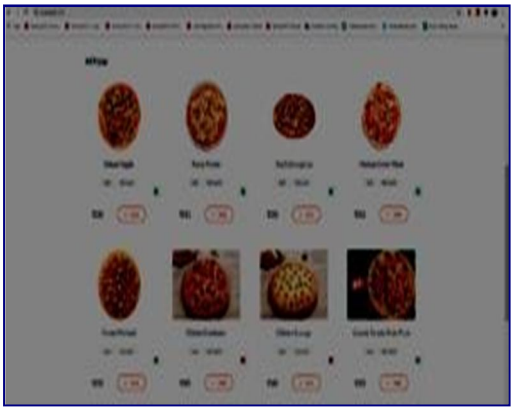


Fig.3 Webview

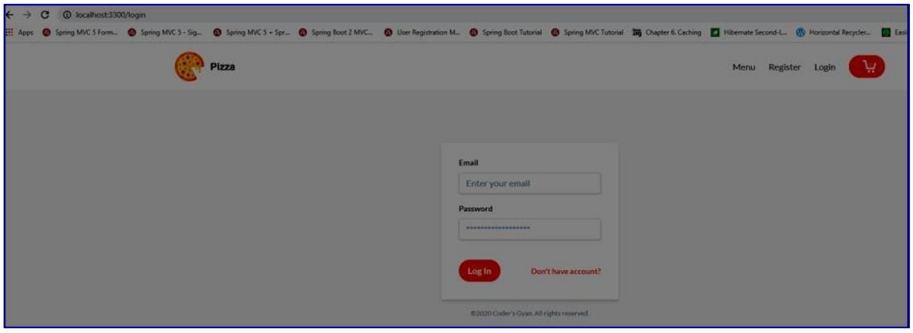


Fig.4 Login page

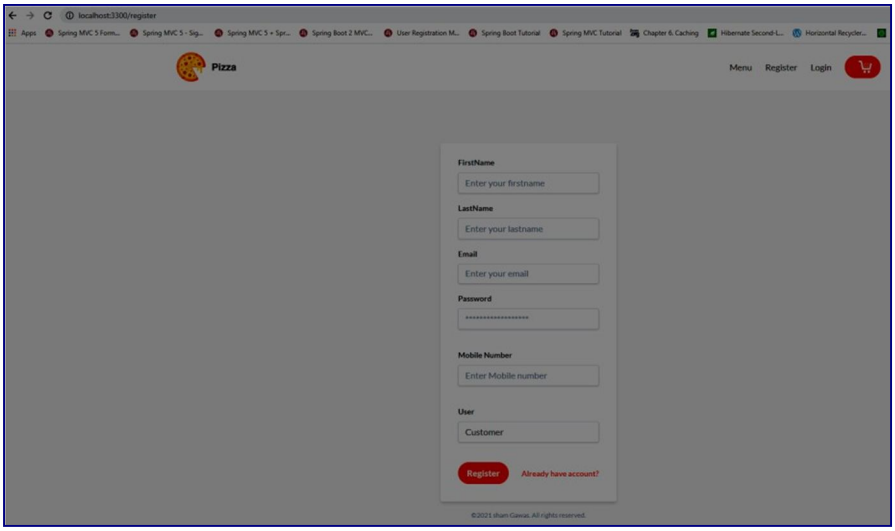


Fig.5 Registration page

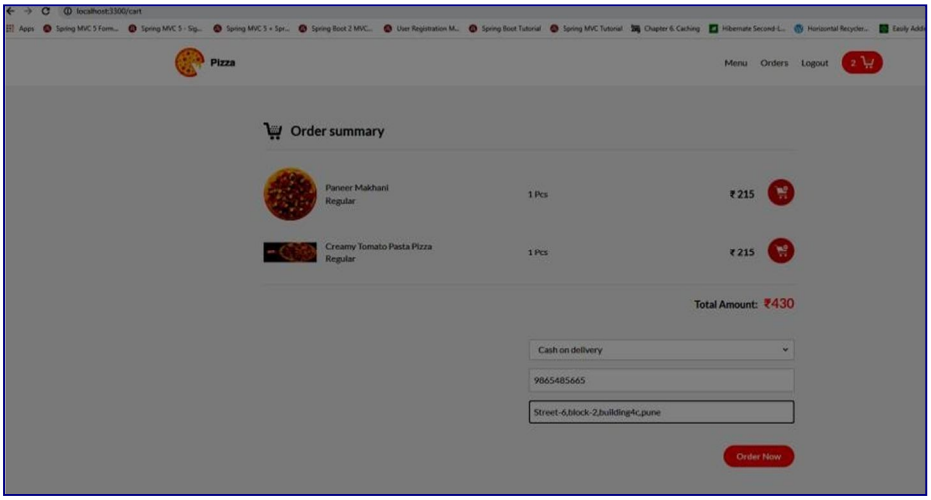


Fig.6 Ordersummary

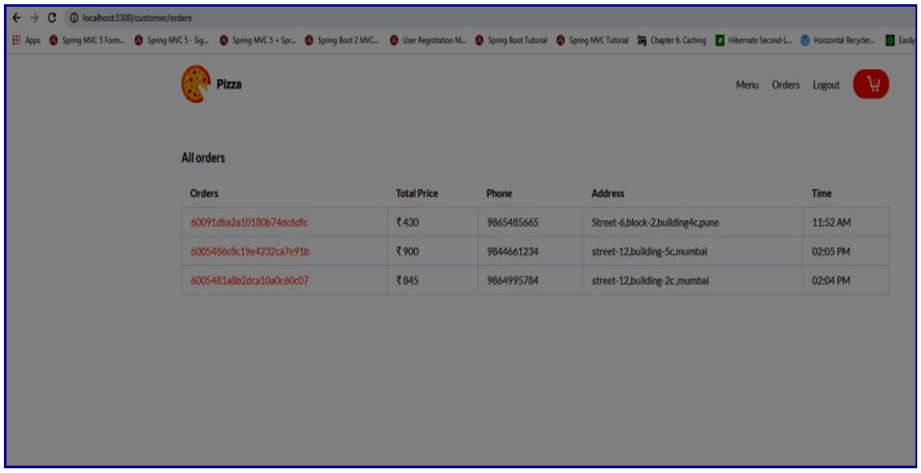


Fig.7 Orderdetails

C. App Results

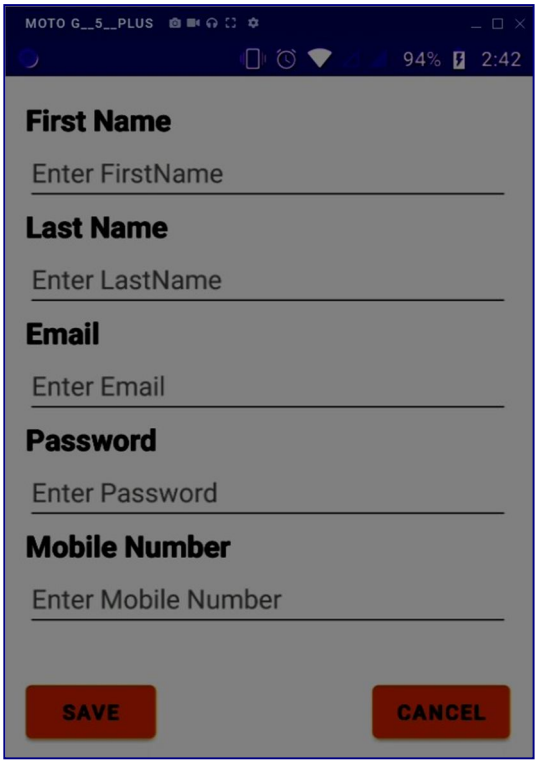


Fig.8 Registrationonapp

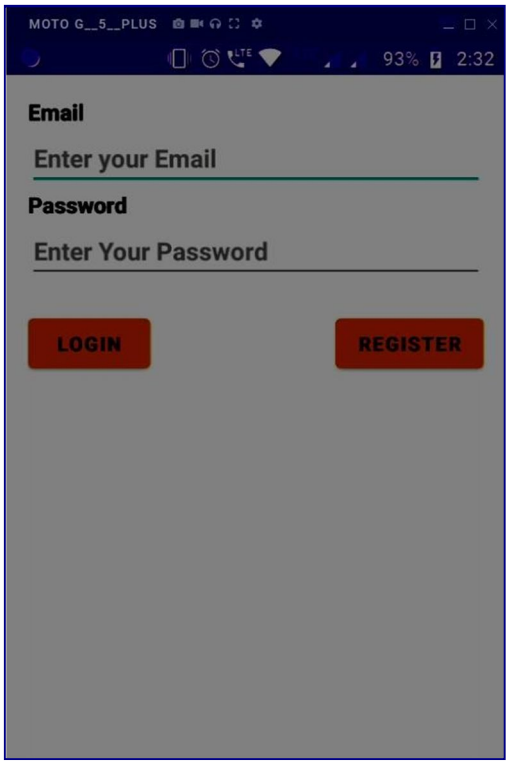


Fig.9Login

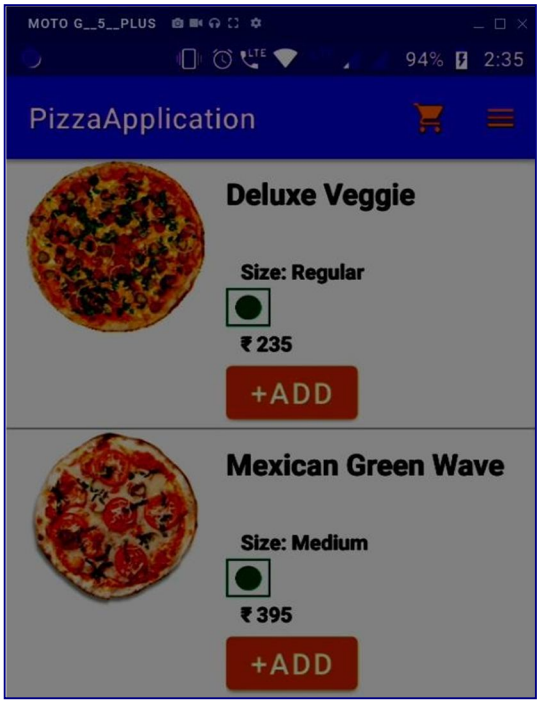


Fig.10Menu

Fig.11 Cart section

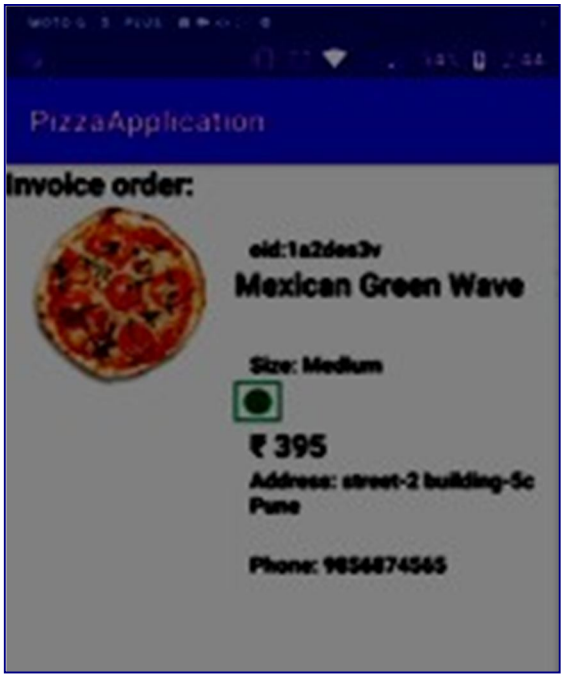


Fig.12 Invoice

IV. CONCLUSIONS

Accomplishments While it was a challenge to develop, our project team successfully created a prototype Online Pizza Ordering application for the Android platform capable of online ordering on board will enrich end customer experience by making the process of 'placing orders' a lot easier. It will show that we value customer's time. Online ordering will guarantee a 'level up' web presence. While the full scope of the initial app design was not realized, all of the core data tracking functionality has been successfully implemented.

V. ACKNOWLEDGMENT

The heading of the Acknowledgment section and the References section must not be numbered.
Causal Productions wishes to acknowledge Michael Shell and other contributors for developing and maintaining the IEEE LaTeX style files which have been used in the preparation of this template. To see the list of contributors, please refer to the top of file IEEETran.cls in the IEEE LaTeX distribution.

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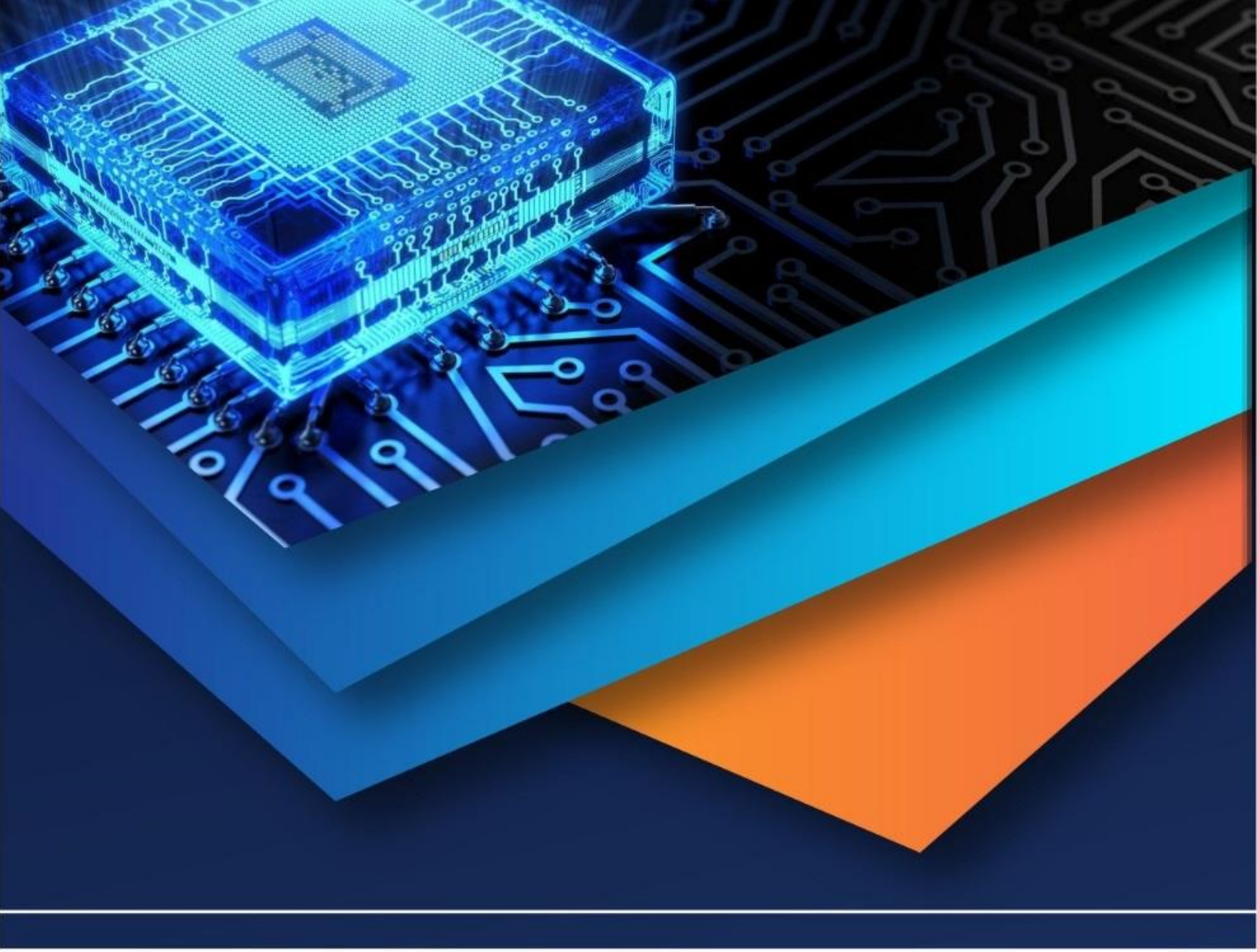

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