Bhojnum

Ms. Aishwarya S. Gaikwad[1] Ms. Namrata D. Pawshe[2] Rutuja A .Shirame[3] Ms. Sakshi S. Ghume[4]
Mrs. H. S. Shinde[5]
[1,2,3,4]Student [5]Guide
[1,2,3,4,5]TYCO AISSMS's Polytechnic, Pune, India

Abstract— Nowadays, several eating house are still victimization the standard manner of taking order services, as we are able to see that the waiter use a pen and a paper once takes the client order. This is often a coffee potency methodology, inconvenient and will contain mistakes. For instance, the waiter had lost his order of the day within the hustle or in another state of affairs, the waiter's handwriting is difficult to grasp by the opposite folks, could that will cause the room additionally the secretary devastate the orders also may cause calculation errors. This situation if it happen usually, it should cause the client had tired of something to return once more and this may cause the massive impact for the eating house. By victimization eating house Ordering System victimization Mobile Application, it makes the ordering system additional potency and may facilitate the manager to avoid human error and enhance the business development during this system, the ordering group action could be a step by step model to create the group action additional systematic and also the system will guide the workers to avoid any order mistakes. Besides the potency service, by victimization this technique it will provides a higher quality service to client and it'll attract additional customers to the eating house to induce this quality of services. This technique is victimization mobile application to require orders. The customer's orders are sent to the room through the mobile device. The waiters do not have to travel to the room or bar department to relinquish the order as a result of the order lists are show to the department's screen. The group action between the waiter additionally the eating house departments and also between waiter and also the cashier are systematic.
Key words: Bhojnum, GTL Softwares

I. INTRODUCTION

Bhojnum could be a a part of e-commerce. Web has seen an amazing growth in terms of coverage and awareness. Thus giving the business a web presence has become terribly crucial and necessary. With [Bhojnum], we are able to started we have a tendency to Bhojnum menu on-line and also the client will simply choose things and place order , additionally with a food menu on-line we are able to simply track the orders, maintain customer's info and improve the food Delivery service.

Bhojnum could be a web-based application that stimulates the shoppers to place food orders through web by locating their nearest hotels or restaurants in town. This application is predicated on the java platform.

A. Executive Summary

Food is a necessary, social and pleasurable side of way of life. However, there's usually very little time to cook reception or eat. Additionally, diners are trying to find a broader and more heterogeneous selection of cuisines and menu things. Food take some way market facilitates client with a good type of choices at anywhere at any purpose of your time. customers have several selections for takeaway food, together with on-line takeaway food someone portals, freelance eating houses and restaurant chains givin gon-line ordering services, similarly as native restaurants giving phonephone -based and walk-in takeaway food services. The web purchase of takeaway food is growing endlessly with upward market trends. There's sizable amount of corporations that give on-line food ordering services and have enticing menus on their app that allowed customers to put orders with restaurants and food chains at their supreme convenience. Introduction of those on-line platforms profit each restaurants similarly as diners. Ancient phonephone based mostly ordering has seized by on-line platforms that facilitates client with large choice of selections. The goal of this project is to produce on-line food ordering facility to Bhojnum customers.

B. Proposed System

− This on-line application allows the tip users to register on-line, choose the food from the e-menu card, browse the E-menu card and order food on-line.
− By simply choosing the food that the user need to possess. The results once choosing the food from the E-menu card can directly seem within the screen close to the cook United Nations agency goes to cook the food for you.
− By victimization this application the work of the Waiter is reduced and that we may say that the work is invalid.
− The advantage of this will be that if there's rush within the eating house then there'll be probabilities that the waiters are untouchable and also the users can directly order the food to the cook on-line by victimization this application.
− The user are given a username and a secret to login.

C. Objective

1) Customer ordering own selection Foods

This system can facilitate customers in ordering custom Foods. That the client can choose precisely the things that the/she needs in their Foods. This may sure as shooting enhance the image of the Foods and client satisfaction are additional.

2) Online Payment

This system can offer the choice to the client for on-line payment. This may create Foods shopping for expertise money free.

3) Better Knowledge

This system can give client all the main points of his order before creating the order. This confirmation can facilitate customers to visualize the things ordered with their costs.

4) Know Delivery Time

This system can show the time by that the order are delivered to the client. For pick-ups, customers will fix the time by that they're going to choose their order.

5) Reduce Paper Work

As most of the items are performed on-line, it'll cut back the usage of paper for the store.

6) Improves Efficiency

This system can create things easier for workers as whole ordering method is finished by the client solely.

D. Summary

– The aim of this app development is to produce on-line food ordering facility to Bhojnum customers
– Through this app one will
• Order food on-line
• View Menu Card.
• Track order standing.
• View/Edit order.
• Write a note to hotel management regarding order.
• Cancel order.
• View order history.

E. Literature Survey

The system needs the user to create associate computer network within the building and there'll be a central info server resides within the network and therefore the shopper will perform data retrieval by victimization the mobile devices like electronic device (Personal Digital Assistant) connect with the wireless access purpose .Wireless food ordering system is a solution that can help the restaurant to expedite their client services in addition as management facet. After the system has been enforced within the building, the flow food ordering process will be changed to computerize. Waiters got to obey by opt for the food that would like to order from the menu on the mobile devices because the input and therefore the knowledge are going to be send to the central info, at that time the pc reside in room can retrieve the info from the central info and show on the pc screen.

After the food is being poached, the employee in kitchen can confirm the food order and update to the database. This will signal the waiter mobile device to acknowledge the waiter the food is prepared to serve the food to various customer.

II. WORKING

A. Working Stepwise

1) Step 1: Register Users:

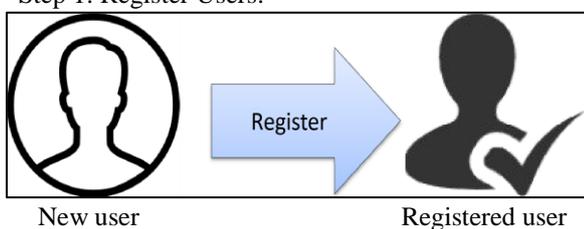

New user   Registered user
Fig. 3.1: Register user

– Add New User Facility

This is the new user entry interface intended to insert details of the new user in the database.

– Scenario 1: Mainline Sequence
1) Customer: Select New User (Registration) option if a new customer

2) System: Display Menu Activity and Proceeding further leads to the registration Activity.
3) System: Display form to enter the user details like Customer name, Mobile no., Email id, Password.
4) Customer: Enter the necessary details.
5) System: Puts the corresponding information in database.

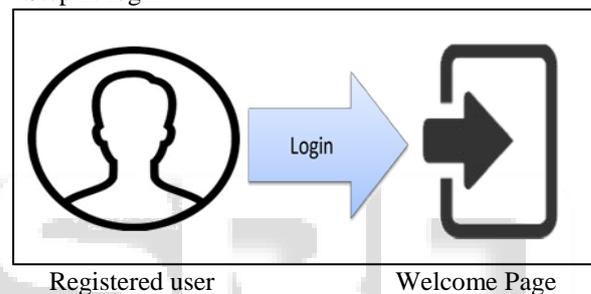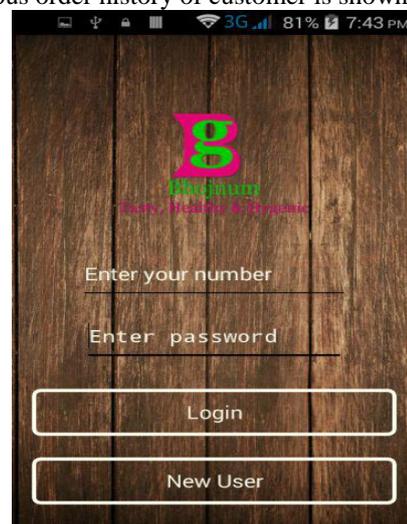2) Step 2: login

Registered user   Welcome Page
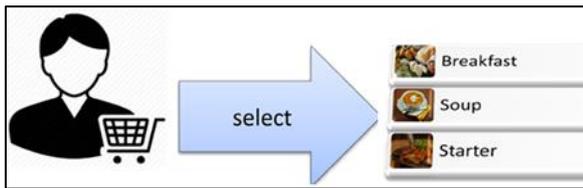Fig. 3.2: Login

– Login existing User Facility

This is the login interface intended to login existing customer in the database.

– Scenario 1: Mainline Sequence
1) User: Select login option.
2) System: Display home page to the customer.
3) User: Enters the User name and Password.
4) System: Put the corresponding information in database and does the authentication, if authenticated then shows the next interface in which current order status as well as previous order history of customer is shown.
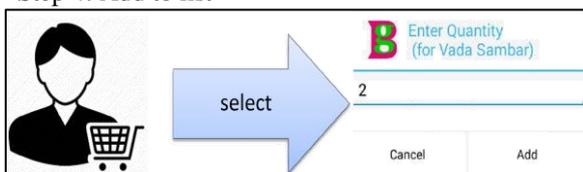
3) Step 3: Menu

Fig. 3.3: Menu selection

− Select desired option from category

This is the category (Menu) interface intended to select one of the options. Scenario 1: Mainline Sequence
1) User: Select option from menu page like breakfast.
2) System: Display the next page according to user's selected option.
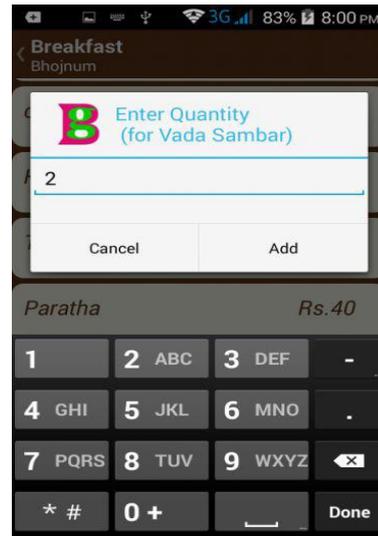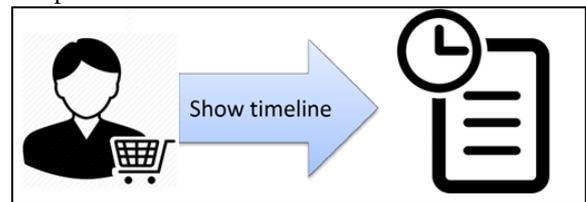

4) Step 4: Add to list

Fig. 3.4: Add to list activity

− Select desired items from Item list and add to list. This will show a context to enter quantity for selected food item and will be added to list accordingly.
− Scenario 1: Mainline Sequence
1) User: Select option from item page like Vada sambar and click add.
2) System: Display the quantity context according to user's selected option in which he/she can give quantity and see the details about the selected item.
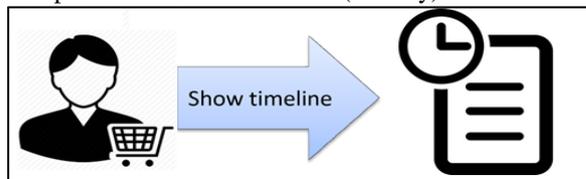

5) Step 5: Show Order

Fig. 3.5: Show Order

− Show order

This is the logged in user's interface intended to see his/her Order.
− Scenario 1: Mainline Sequence
1) User: User can see his/her order list and can edit or remove any item if wishes to do so.
2) System: System will fetch the user entered data from data base and will show in list format.
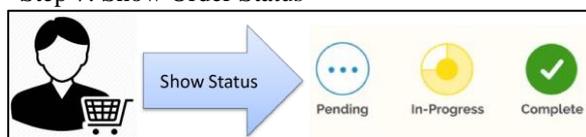
6) Step 6: Show Order Timeline (History)

Fig. 3.6: Show order timeline

− Show order History

This is the logged in user's interface intended to see his/her previous orders.
− Scenario 1: Mainline Sequence
1) User: User can see his/her previous order list and can see or remove any record if wishes to do so.
2) System: System will fetch the user entered data from data base and will show in list format.

7) Step 7: Show Order Status

Fig. 3.7: Show order status

− Show order Status

This is the logged in user's interface intended to see his/her order's status.

− Scenario 1: Mainline Sequence

1) User: User can see his/her order list and can see the progress of his order.
2) System: System will fetch the user entered data from data base and will show in list format.

B. Existing System

In existing system for giving any orders customer should visit hotels or restaurants to know about food items and them give order and pay advance.

− In this method time and manual work is required.
− Maintaining critical information in the files and manuals is full of risk and a tedious process.
− Customer physically is visit hotels or restaurants.
− The Sales entries are recorded in Notebook.
− It is time consuming process.
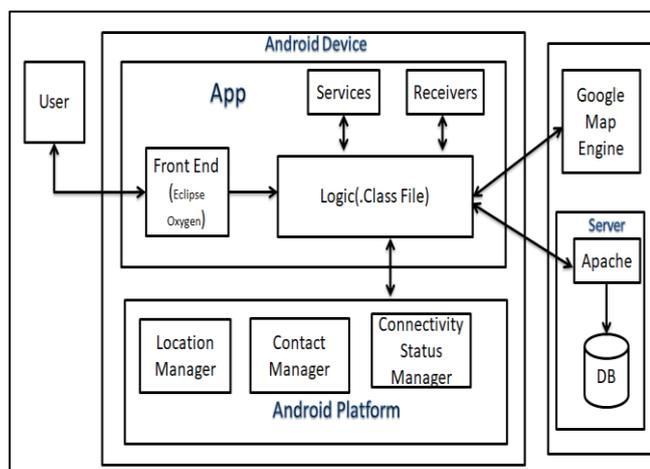− It is costly process.

III. SYSTEM ARCHITECTURE

Fig. 3.8: System Architecture

IV. BENEFITS

A. It's Just One Click Away

Today, over ever, individuals will simply order on-line because of the smartphones and tablets.

Studies conducted by the Interactive Advertising Bureau and Viggle show that regarding sixty nine of shoppers order food on-line employing a mobile device.

Whether on an opportunity, stuck in traffic, or riding the bus, virtually anyone will place an order quickly and painlessly. In fact, this is often an improved, and extremely fascinating various to waiting till obtaining home and putting the order over the phone.

B. It's Fast, Easy and Comfortable

In a shell, your customers prefer to order food on-line as a result of it's virtually at their fingertips.

Virtually anyone with a smartphone will order food on-line from your building.

And in keeping with a Harris Poll during this day and age, millennials (people under 30) are your most important target audience.

In fact, the report clearly states that building feeding accounts for forty third of the typical family's annual food budget and millennials square measure the actuation behind it.

Over ninety seven of Millennials really use their phones for as regards to something.

And ordering food on-line falls right into an equivalent broad class.

So victimization a web ordering system is that the easiest method thanks to attract millennials - in all probability your most vital, sale-generating target audience. But there's more. You've simply found how to influence just about ANYONE from ordering food from your building.

C. Because It's visually Appealing and Stimulating to All or Any of the Hungry Customers

New analysis from the University of Minnesota's Carlson faculty of Management showed that Associate in Nursingempty abdomen ends up in an Associate in Nursing empty pocket.

Or wallet, as the case may be.

Here's what Alison Jing Xu, prof of promoting at the Carlson faculty, discovered at the top of the study: "Hunger makes U.S.A. trust seeking, acquiring, and consuming food. The acquisition-related thoughts can spill over and put us in a mode of also getting nonfood items even though they are incapable of satisfying our hunger."

More reasons to contemplate on-line ordering for your building that the blessings of on-line food ordering system square measure multiple.

No matter however smart you're, offline ordering has limitations that don't exist on-line.

Here are some examples:

D. No Misunderstandings and No Frustrations

One of the largest problems with phone conversations is that misunderstandings will happen quite simply.

Usually because of the noise, either in the restaurant or on the other end of the line, all it takes is one simple

mistake to compromise an order and frustrate a customer. With online ordering, all preferences square measure nominal directly by the client, so there is no room for confusions or misunderstandings.

E. Online food ordering is opened 24/7

Your building won't be opened 24/7, but your online ordering system surely is.

And it will assist you build cash even whereas you sleep.

By victimization a web food ordering system, you give your clients the flexibility to place the orders whenever it's most convenient for them.

Even if that happens outside your business hours. And this can help scale your order size considerably.

Because they will simply prefer to schedule a most well-liked pickup or delivery time among your operating time. And so, once you open, you have already got a disturbance list to review and to begin functioning on.

V. CONCLUSION

This project provides convenience to Bhojnum customers for food ordering.

It was great pleasure to work on this project and with GTL softwares. This project was implemented according to the client requirements and soon will be available on playstore. Through this project, I studied overall app development process and also came to know about professional app development. Under this project, I designed the sequence of activities and user interface. I used real time client server based architecture. For which I've created various servlets. These servlets will not only act as a mediator between database and android application but also provide one extra layer of security. In this project, I've created MYSQL database. Under which there are three tables. First two will be used for storing information regarding order and user, third will be used for storing information related to menu. This project not only provides me great satisfaction but also increased my knowledge about android.

REFERENCES

Book References

[1] Beginning Android V4 - Wrox Publication
[2] Programming Android
[3] "Professional Android 4 Application Development" by Reto Meier
[4] "Programming Android Java Programming for the New Generation of Mobile Devices" by Zigurd Mennieks , Laird Dornin , G. Blake Meike ,& Mausmi Nakamura
[5] "Android Cookbook" by Ian F Darwin
[6] "Hello, Android Introducing Google's Mobile Development Platform" by Ed Burnette
[7] "Learning Android Building Applications for the Android Market" by Marko Gargenta.

Web References

[8] www.developer.android.com
[9] www.w3school.com
[10] www.stackoverflow.com
[11] www.tutorialspoint.co