EFoS

by Tan Jinsu

EFFECTIVE FOOD ORDERING SYSTEM (EFoS)

TAN JIN SU

UNIVERSITY TEKNIKAL MALAYSIA MELAKA

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TAN JIN SU

This report is submitted in partial fulfilment of the requirements for the Bachelor of Computer Science (Software Development)

UNIVERSITY TEKNIKAL MALAYSIA MELAKA

DECLARATION

I hereby declare that this project report entitled

EFFECTIVE FOOD ORDERING SYSTEM

is written by me and is my own effort and that no part has been plagiarized

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STUDENT: _____ Date: _____
(TAN JIN SU)

SUPERVISOR: _____ Date: _____
(DR. SABRINA BINTI AHMAD)

DEDICATION

This finest work is dedicated to my supervisor Dr. Sabrina, who guided me throughout the process of the work and offered advices, and to my parents, who give me enlighten my mind whenever I think that I have unrefined ideas.

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I really feel grateful because of my family who have been giving my supports when the time is rough and giving advices like be optimism and enjoy the moment throughout the project.

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ABSTRACT

Today, the growth of technology has lead into the development of many aspects. Nowadays, most of the people would like to choose to settle their meal by asking for the delivery service. After a whole day working, they choose to stay at home to have meal rather than go to the restaurant to have it. Besides, if there is any celebration in the company, school or home, they will also normally asking for the delivery services. It can be seen clearly that the importance of a delivery service to the people nowadays. Normally, food delivery can only be made by a phone call. In this new era society, almost everybody has a smart phone in their hand, so I decide to create an application to help the people today to make a delivery of foods service.The food delivery ordering application enable users to look through the menu and the users can just order by clicking the foods that they would like to have. After clicking, the users are required to enter the name and address, and then users will be asked to turn on their gps to location the restaurant staff easier to know the location of the users. In the food delivery apps, we will use Maybank 2 U as the payment method. After the users key in all the order and the personal details, the staff will prepare the foods and send the meals to the user's house as soon as possible. Then the staff will ask the user to have a signature to prove that the foods are being accepted after they sent the meal.

ABSTRAK

Hari ini, pertumbuhan teknologi telah membawa kepada pembangunan dalam banyak aspek. Pada masa kini, kebanyakan orang ingin memilih untuk memesan makanan dengan meminta perkhidmatan penghantaran. Biasanya, penghantaran makanan hanya boleh dibuat dengan panggilan telefon. Dalam masyarakat era baru, hampir semua orang mempunyai telefon pintar di dalam tangan mereka, jadi saya mempunyai keputusan untuk membina satu aplikasi telefon untuk membantu orang ramai untuk membuat penyampaian perkhidmatan penghantaran makanan. Permohonan pesanan makanan dengan menggunakan telefon bimbit pintar, ia membolehkan pengguna untuk melihat menu melalui telefon bimbit pintar mereka dan pengguna boleh memesan dengan hanya mengklik makanan yang mereka ingin memesan. Selepas klik, pengguna dikehendaki memasukkan nama dan alamat, dan kemudian pengguna akan diminta untuk menghidupkan gps mereka,ini akan memudahkan kakitangan restoran untuk mengetahui lokasi pelanggan. Dalam aplikasi penghantaran makanan, kami akan menggunakan Maybank 2 U sebagai kaedah pembayaran. Selepas pengguna memasukkan butir-butir peribadi mereka, kakitangan restaurant akan menghantar makanan yang mereka pesan itu secepat mungkin. Kemudian kakitangan akan meminta pengguna untuk mempunyai tandatangan untuk membuktikan bahawa makanan yang sedang diterima setelah sampai.

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LIST OF ABBREVIATION

ADL	-	Architecture description languages
ADT	-	Android Developer Tools
API	-	Application Programming Interface
APK	-	Android Application Package
BTREE	-	Binary Tree
DBMS	-	Database Management System
EFoS	-	Effective Ordering System
GUI	-	Graphical User Interface
IDE	-	Integrated Development Environment
NIC	-	Network Interface Card
OS	-	Operating System
PSM	-	Projek Sarjana Muda
RAM	-	Random Access Memory
SCM	-	Software Configuration Management
UAT	-	User Acceptance Testing
varchar	-	Variable Character Field

LIST OF ATTACHMENT

CHAPTER I

INTRODUCTION

1.1 Project Background

Today, the growth of technology has lead into the development of many aspects. Nowadays, most of the people would like to choose to settle their meal by asking for the delivery service. After a whole day of working, they choose to stay at home to have their meal rather than go to the restaurant to have it. Besides, if there is any celebration in the company, school or home, they will also normally asking for the delivery services. It can be seen clearly that the importance of a delivery service to the people nowadays. Normally, food delivery can only be made by a phone call. In this new era society, almost everybody has a smart phone in their hand, so I decide to create an application to help the people today to make a delivery of foods service.

The food delivery ordering application enable users to look through the menu and the users can just order by clicking the foods that they would like to have. After clicking, the users are required to enter the name and address, and then users will be asked to turn on their GPS to location the restaurant staff easier to know the location of the users. In the food delivery apps, we will use Maybank 2 U as the payment method. They will be asked to fill in their Maybank 2 u details to be identified.

After the users key in all the order and the personal details, the users will receive a receipt by the application, users are required to save the receipt and show it to the staff when the foods is being delivered to their house. Then the staff will ask the user to have a signature to prove that the foods are being accepted.

1.2 Problem Statement

We have met several problems by ordering foods through the previous method. Firstly, the users cannot imagine what the foods alike based on the name of the foods. The food delivery ordering application enable users to look through the menu and the users can just order by clicking the foods that they would like to order.

Secondly, the number of food ordering can be received is limited. Previously, the customers can only order through making a phone call. By using the phone call, the restaurant can only accept limited number of phone call at a time. These make the customer cannot successfully call the restaurant to order their foods. Motivating from this difficulty, I would like to develop Effective Food Ordering System to help the restaurant to accept order and to let customer easier to make an order.

Thirdly, the staffs of the restaurant need long time to find the location that the foods need to be sent. After clicking, the users are required to enter the name, house number, road name, and then users will be asked to turn on their GPS to let the restaurant staff easier to know the location of the users.

1.3 Objective

1. To enable the users know exactly what the foods they have ordered based on the picture displayed in the application. Previously, users will order the foods based on the name of the foods. So the customer cannot know exactly how the foods looked alike.

2. This system can help the restaurant to receive more order at a time. By using telephone calling or sms ordering, the restaurants can only accept limited order in a time.

3. The staffs of the restaurant can easily identify the location of the foods are going to be sent. Without using the application, the staffs of the restaurant cannot identify the exact location of the customers. They need a long time to find the place that their foods need to be sent.

1.4 Scope

This application will be used by public that asking for food delivery from the restaurant that using this system through their handphone. The restaurant that will use this system is Restoran Roti John Asli in Malacca. This will make the customer to make food order more easier and more accrate. It also enable the restaurant to provide their service more effective.

1.5 Project Significance

The importance for us to have this application is to help the restaurant's customers to order foods in an effective and easy way. Almost everyone has a smart phone in their hands. They just need to order foods using their smart phone and foods will be delivered to them. It is easier and relevant to order foods using mobile phone if compared with making call to order foods. Users can just see the image of the foods that displayed in the screen of their mobile phone screen to make decision in food ordering. In other hand by using the traditional method of ordering foods that is by phone calling, users can just imagine the looks of the foods and make ordering.

1.6 Expected Output

The expected output is the mobile application that are going to be used by public that asking for food delivery from the restaurant that using this system through their handphone. The restaurant that will use this system is Restoran Roti John Asli in Malacca. This will make the customer to make food order more easier and more accrate. It also enable the restaurant to provide their service more effective.

1.7 Conclusion

In conclusion, this application can bring ease to us in making food ordering. It can help the restauarnt handling food delivery ordering. In this new era society, restaurant need this type of application that can bring ease to their customers. I believe that by having this application, there will be more customer making delivery order from the restaurant