

## THESIS^ APPROVAL STATUS FORM

JUDUL: **WIRELESS FOOD ORDERING SYSTEM (WFOS)**

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Wireless food ordering system (WFOS) / Tee You Suan.

## **WIRELESS FOOD ORDERING SYSTEM**

TEE YOU SUAN

This report is submitted in partial fulfillment of the requirements for the Bachelor of Information Technology (Software Development).

FAKULTI TEKNOLOGI MAKLUMAT DAN KOMUNIKASI  
KOLEJ UNIVERSITI TEKNIKAL KEBANGSAAN MALAYSIA  
2004

**ADMISSION**

I admitted that this project title name of  
**WIRELESS FOOD ORDERING SYSTEM**

is written by me and is my own effort and that no part has been plagiarized without  
citations.

STUDENT : \_\_\_\_\_ Date : \_\_\_\_\_  
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## DEDICATION

I wish to dedicate this thesis to my beloved parents. I thank them for performing this difficult task, and the journey does not end here.

## ACKNOWLEDGEMENTS

First of all, I would like to give a grand appreciation to my PSM supervisor, Miss Choo. Under the guidance of Ms Choo, I was able to get a better understanding regarding the preparation of the PSM proposal and presentation. Ms Choo has contributed her time and spirit to discuss the proposal with me. Other than that, she suggested a useful ideal for adoption into the system that I had developed.

Besides that, I would also like to thanks to Projek Sarjana Muda committee, which has given an introduction of the requirement to all of the students. The objective of the program, project milestone and report format has been explain by the committee during the PSM briefing.

## ABSTRACT

The project was to design and develop a wireless food ordering system that will potentially be used in the food court, to increase the performance and quality of the services. The project has been focused on the food ordering process at the food court. Unified Software Development Process (USDP) methodology has been chosen as the software development methodology for the project. The system has been analyzed and designed using the Unified Modeling Language (UML). This food ordering system was designed to allow customers to order and purchase food at the food court by using their handheld device, which will be connected to the food court's server through a wireless connection. An electronic menu has been provided for the customer to select their meal of choice before submitting their order. Customers have been required to use their handheld device such as Personal Digital Assistant (PDA) to connect to the server through a wireless Bluetooth connection. This system is also designed for the food court vendor to manage their menu and orders that have been sent by the customer. They are allowed to add, update or remove items from the food court menu. Besides that, they can also update the order status to differentiate the order which has not been prepared and those orders that have already been done. Other than that, customer service staffs can also use the system to serve their customers.

## ABSTRAK

Sebuah aplikasi penempah makanan di gerai makan telah direkabentuk dan dibangunkan dalam projek ini. Tujuan pembangunan aplikasi ini adalah untuk membantu mempertingkatkan taraf layanan di gerai makan serta mempercepatkan proses pembelian makanan. Projek ini menumpu pada gerai makan di pusat membeli-belah seperti Jaya Jusco. Unified Software Development Process (USDP) methodologi sebagai methodologi pembangunan application komputer dalam projek ini. Sistem yang dibangunkan telah dianalisa dan direkabentuk dengan menggunakan teknik Unified Modeling Language (UML). Dengan menggunakan aplikasi ini, pelanggan boleh membuat sebarang tempahan dengan menggunakan Personal Digital Assistant (PDA) yang akan berkomunikasi dengan pelayan (Server) gerai makan menerusi sambungan wireless. Selain itu pelanggan juga boleh melihat menu makanan yang terkini sebelum membuat sebarang tempahan. Aplikasi ini juga menyediakan kemudahan-kemudahan kepada penjual makanan untuk menguruskan menu makanan mereka serta menambah, mengubah dan menghapuskan item-item dalam menu tersebut. Di samping mengurus menu makanan gerai, penjual makanan juga boleh membaca dan menguruskan senarai tempahan makanan melalui komputer yang dipasang dalam gerai mereka sendiri. Ia bertujuan untuk membantu mereka dalam menguruskan tempahan pelanggan, secara langsung ia juga membantu mempertingkatkan daya pengeluaran gerai makanan.

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## ABBREVIATION

GUI - Graphical User Interface  
HCI - Human-Computer Interaction  
IT - Information Technology  
JJ - Jaya Jusco  
JSP - Java Server Pages  
J2ME - Java™ 2 Platform, Micro Edition  
LAN - Local Area Network  
PDA - Personal Digital Assistant  
POS - Point of Sales  
PSM - Projek Sarjana Muda  
UML - Unified Modeling Language  
USB - Universal Serial Bus  
USDP - Unified Software Development Process  
WFOS - Wireless Food Ordering System