



# **STAMFORD UNIVERSITY BANGLADESH**

**DEPARTMENT OF COMPUTER SCIENCE & ENGINEERING**

## **Online Restaurant Management System**

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**A Project Submitted in Partial Fulfillment of the Requirements for the Degree  
of Bachelor of Science in Computer Science & Engineering**

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# DECLARATION

We, hereby, declare that the work presented in this Project is the outcome of the investigation performed by me under the supervision of Tarin Kazi, Senior Lecturer, Department of Computer Science & Engineering, Stamford University Bangladesh. We also declare that no part of this Project and thereof has been or is being submitted elsewhere for the award of any degree or Diploma.

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# ABSTRACT

The Online Restaurant Management System provides convenience for the customers. It overcomes the disadvantages of the traditional queuing system. This system increases the takeaway of foods than visitors. Therefore, this system enhances the speed and standardization of taking the order from the customer. It provides a better communication platform. The user's details are noted electronically. This System set up menu online and the customers easily places the order with a simple mouse click. By using the food menu online anyone can easily track the orders, maintain customer's database and improve food delivery service. This system allows the user to select the desired food items from the displayed menu. The user orders the food items. The payment can be made online or pay-on-delivery system. The user's details are maintained confidential because it maintains a separate account for each user.

# ACKNOWLEDGEMENTS

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# **CHAPTER 1**

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## **INTRODUCTION**

## **1.1 Introduction**

This manuscript is proposing about all the features and dealings to develop the system. Especially it is containing details about objectives, possibility, plan replica, primary and functional requirements, database model and as final point coverage and analyzing the mechanisms. Once analyzing the mechanisms of the task that would be performed, the following point is to consider the problem and understand its framework. Online Restaurant Management System is a project which is referred to as a set of detail methods that is being used in handling the ordering process. Food ordering can be computerized or done manually. Those helps the customer to order their food themselves which is known as the customer self-ordering system. The customer self-ordering system can be defined as a computerized system that is being used by customers to place their own orders in the restaurant and allow the orders to be tracked, in order to prepare and deliver the food to the computers. Admin is the most powerful user of the system [1].

## **1.2 What is Online Restaurant Management System?**

Online restaurant is a process of ordering food from a local restaurant or food cooperative through a web page. Much like ordering consumer goods online, many of these allow customers to keep accounts with them in order to make frequent ordering convenient. A customer will search for a favourite restaurant, usually filtered via type of cuisine and choose from available items, and choose delivery or pick-up. Payment can be amongst others either by credit card or cash, with the restaurant returning a percentage to the online food company.

## **1.3 Background of the project**

The online restaurant management system is one of the latest services most fast food restaurants in the western world are adopting. With this method, food is ordered online and delivered to the customer. This is made possible through the use of electronic payment system. Customers pay with their credit cards, although credit card customers can be served even before they make payment either through cash or cheque. So, the system designed in this project will enable customers go online and place order for their food. Due to the great increase in the awareness of internet and the technologies associated with it, several opportunities are coming up on the web. So many businesses and companies now venture into their business with ease because of the internet. One of such business that the internet introduced is an online food ordering system. In today's age of fast food and take out, many restaurants have chosen to focus on quick preparation and speedy delivery of orders rather than offering a rich dining experience. Until recently, most of this delivery orders were placed over the phone, but there are many disadvantages to this system. It is possible for anybody to order any goods via the internet and have the goods delivered at his/her doorsteps. But while trying to discuss the transfer method of the goods and services, attention is focused on the payment mode. In other words, how possible is it to pay for goods and services via the

internet? This then leads to the discussion of the economic consequences of digital cash. What I propose is an online ordering system originally designed for use in college cafeterias, but just as applicable in any food delivery industry. The main advantage of this system is that it greatly simplifies the ordering process for both the customer and the restaurant. The system also greatly lightens the load on the restaurants end, as the entire process of taking orders is automated. Once an order is placed on the webpage that will be designed, it is placed into the database and then retrieved, in pretty much real-time, by a desktop application on the restaurants end. The greatest advantage of this system is its FLEXIBILITY [1].

## **1.4 Objective of the project**

This project Online restaurant aim to be developed and brought to the market for maximum use and to create an avenue through the web where users can log on to our server and make a selection of whatever goods or food they like and subsequently pay via the internet. The following are the objectives this would bring:

1. The home page of this web interfile provides an avenue where customers will be able to gather more and reliable information about what the fast food industry really does.
2. The products and services offered would provide the customers with all the different categories of available products that they can choose and select from.
3. This will provide a user friendly environment between the customer and employee thus increasing the efficiency of the food ordering system.
4. There will also be an online purchase form with which valued customers will be using to get in touch with any of their request whenever the need arises.
5. It will also help for easy retrieval of orders made by the customers.

## **1.5 Scope of the project**

In this project, a fast food company is designed to enable customers order for food and get it delivered accordingly and also to reduce the long queues of customers at the counter ordering for food and to reduce the work lord on the employees. The following things are among other things that are discussed and what the website would handle:

1. About the fast food company
2. The fast food and the services offered there
3. Online purchase
4. Type of food provided [1].

## 1.6 Overview of Document

In chapter 1 we talk about basic things of our project report, what is online restaurant management system, scope of this project, objective of this document etc. we also give an overall preview of this document in this chapter.

In Chapter 2 we describe how we analysis the system model, which model we follow to do this project. According to the software development life cycle we follow the waterfall model for complete our project.

In Chapter 3 we describe the requirements gathering procedure and its constraints. Methodological explanation of the project battered near peripheral viewers. This section includes information such as data requirements, functional requirements and an over-all narrative of the system and its interaction with users from the perspective of the customer.

In Chapter 4 we describe the system design parts designed by unified model language, we fully document this part to understand easily for the users.

In Chapter 5 we discuss and give some tables structures and screenshots of our system for the form design and helps customer to use this system easily.

In Chapter 6 we describe the maintenance procedure of this project. We also discuss about the activities and problem phases of maintenance.

Finally at the end in Chapter 7 we give the conclusion of this document and talk about limitations and future plans what we will implement in future we hope so.

## **CHAPTER 2**

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# **SOFTWARE DEVELOPMENT LIFE CYCLE**

## 2.1 Software Development Life Cycle

The software industry includes many different processes, for example, analysis, development, maintenance and publication of software. This industry also includes software services, such as training, documentation, and consulting. Our focus here about software development life cycle (SDLC). So, due to that different types of projects have different requirements. Therefore, it may be required to choose the SDLC phases according to the specific needs of the project. These different requirements and needs give us various software development approaches to choose from during software implementation [2].

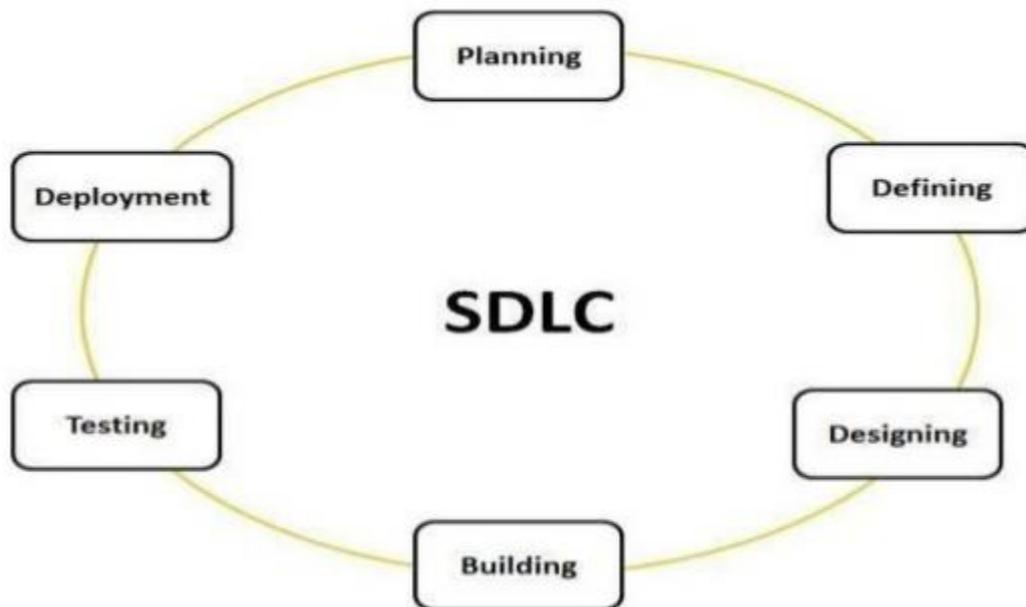


Figure 2.1.SDLC Phases

## 2.2 SDLC Models

There are various software development life cycle models defined and designed which are followed during software development process. These models are also referred as "Software Development Process Models". Each process model follows a Series of steps unique to its type, in order to ensure success in process of software development. Following are the most important and popular SDLC models followed in the industry [2]:

1. Waterfall model
2. V-Shaped model
3. Prototyping model
4. Spiral model
5. Iterative and Incremental model
6. Agile model
7. RAD model.

## 2.3 Scrutinizing Our Project Model

Selecting accurate model for developing of the software invention or request is very significant. Founded on the model the expansion and testing processes are accepted out. As Waterfall Model is more traditional and easy to gather requirements and analysing system, so we choose this model according to complete this project. This technique works well for big projects that may take numerous months to progress.

### 2.3.1 Waterfall Model

The Waterfall Model was first Process Model to be introduced. It is also referred to as a linear-sequential life cycle model. It is very simple to understand and use. In a waterfall model, each phase must be completed before the next phase can begin and there is no overlapping in the phases. Waterfall model is the earliest SDLC approach that was used for software development .The waterfall Model illustrates the software development process in a linear sequential flow; hence it is also referred to as a linear-sequential life cycle model. This means that any phase in the development process begins only if the previous phase is complete. In waterfall model phases do not overlap [3].

### 2.3.2 Waterfall Model Design

Waterfall approach was first SDLC Model to be used widely in Software Engineering to ensure success of the project. In "The Waterfall" approach, the whole process of software development is divided into separate phases. In Waterfall model, typically, the outcome of one phase acts as the input for the next phase sequentially. Following is a diagrammatic representation of different phases of waterfall model [3].

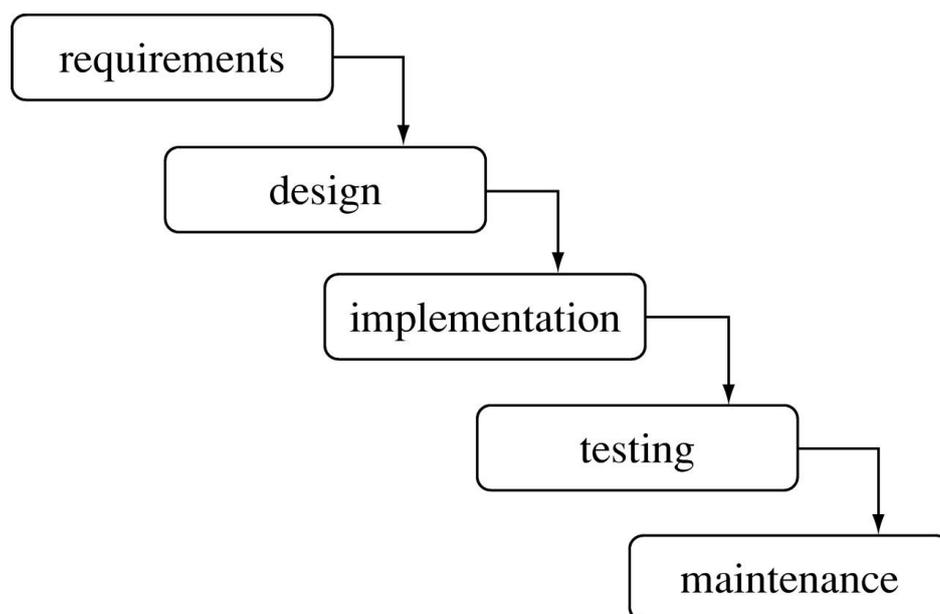


Figure 2.2. Waterfall Model

## 2.3.3 Waterfall Model Phases

The sequential phases in Waterfall model are:

**1. Requirement Gathering and analysis:** All possible requirements of the system to be developed are captured in this phase and documented in a requirement specification doc.

**2. System Design:** The requirement specifications from first phase are studied in this phase and system design is prepared. System Design helps in specifying hardware and system requirements and also helps in defining overall system architecture.

**3. Implementation:** With inputs from system design, the system is first developed in small programs called units, which are integrated in the next phase. Each unit is developed and tested for its functionality which is referred to as Unit Testing.

**4. Integration and Testing:** All the units developed in the implementation phase are integrated into a system after testing of each unit. Post integration the entire system is tested for any faults and failures.

**5. Deployment of system:** Once the functional and non-functional testing is done, the product is deployed in the customer environment or released into the market.

**6. Maintenance:** There are some issues which come up in the client environment. To fix those issues patches are released. Also to enhance the product some better versions are released. Maintenance is done to deliver these changes in the customer environment.

All these phases are cascaded to each other in which progress is seen as flowing steadily downwards (like a waterfall) through the phases. The next phase is started only after the defined set of goals are achieved for previous phase and it is signed off, so the name "Waterfall Model". In this model phases do not overlap [3].

## 2.4 Advantages and Disadvantages of Waterfall Model

### 2.4.1 Advantages of Waterfall Model:

- 1) Waterfall model is simple to implement and also the amount of resources required for it are minimal.
- 2) In this model, output is generated after each stage (as seen before), therefore it has high visibility. The client and project manager gets a feel that there is considerable progress. Here it is important to note that in any project psychological factors also play an important role.
- 3) Project management, both at internal level and client's level, is easy again because of

visible outputs after each phase. Deadlines can be set for the completion of each phase and evaluation can be done from time to time, to check if project is going as per milestones.

4) This methodology is significantly better than the haphazard approach to develop software. It provides a template into which methods of analysis, design, coding, testing and maintenance can be placed.

5) This methodology is preferred in projects where quality is more important as compared to schedule or cost.

## **2.4.2 Disadvantages of Waterfall Model**

1) Real projects rarely follow the sequential flow and iterations in this model are handled indirectly. These changes can cause confusion as the project proceeds.

2) It is often difficult to get customer requirements explicitly. Thus specifications can't be frozen. If that case arises baseline approach is followed, wherein output of one phase is carried forward to next phase. For example, even if SRS is not well defined and requirements can't be frozen, still design starts. Now if any changes are made in SRS then formal procedure is followed to put those changes in baseline document.

3) In this model we freeze software and hardware. But as technology changes at a rapid pace, such freezing is not advisable especially in long-term projects.

4) This method is especially bad in case client is not IT-literate as getting specifications from such a person is tough.

5) Even a small change in any previous stage can cause big problem for subsequent phases as all phases are dependent on each-other.

6) Going back a phase or two can be a costly affair [4].

## **CHAPTER 3**

---

# **REQUIREMENT GATHERING/ANALYSIS**

## **3.1 Requirement Analysis**

Requirements analysis in systems engineering and software engineering, encompasses those tasks that go into determining the needs or conditions to meet for a new or altered product or project, taking account of the possibly conflicting requirements of the various stakeholders, analysing, documenting, validating and managing software or system requirements.<sup>[2]</sup>

Requirements analysis is critical to the success or failure of a systems or software project.<sup>[3]</sup> The requirements should be documented, actionable, measurable, testable, traceable, related to identified business needs or opportunities, and defined to a level of detail sufficient for system design [5].

## **3.2 System Requirement**

Our system can be used in windows XP, windows 7, and windows 8 with 32 bit, and 64 bit operating system and also supported for other platform such as Linux OS X.

- For Windows XP based computers, a 486 / 66 MHz or higher processor with 8 MB.
- For Windows 7 and Windows 8 based computers, higher processor with 2 GB ram.

## **3.3 Software and Hardware Requirements**

### **3.3.1 Software Requirements:**

- Web server software: Apache Tomcat, Wamp.
- Server side scripting tool: PHP-5.6.
- Database tools: MYSQL DBMS.
- Compatible operating system: Windows, Mac.
- Front end design tool: Html5, CSS3, Java script, Word press, J Query.
- Software tools: Wordpress CMS, Revolution Slider, Newsletter subscription, Wocommerce, Social sharing.

### **3.3.2 Hardware Requirements:**

- Hardware recommend by all the software needed.
- RAM: 256MB or more
- Hard Drive: 10 GB or more
- Communication hardware to serve client request

## 3.4 User Requirements

To deliver the best service to the users we tried to find out the users necessities which are below:

### Administrator Aspect:

- Monitoring the whole system from admin panel.
- Taking back up of the database.
- Creating, deleting and modifying the records.
- Add users for the admin panel.
- Add customers and other staff.
- Keeping the customer's record like their details.
- Organizing their member registration system.
- Approve the notice to post.
- Monitoring the transaction system.

### Customer Aspect:

- Signing in and signing up to the system.
- Changing their password.
- Resetting forgot password.

## 3.5 Functional Requirements

In Software engineering and systems engineering, a functional requirement defines a function of a system or its component. A function is described as a set of inputs, the behaviour, and outputs.

Functional requirements may be calculations, technical details, data manipulation and processing and other specific functionality that define what a system is supposed to accomplish.<sup>[1]</sup> Behavioural requirements describing all the cases where the system uses the functional requirements are captured in use cases. Functional requirements are supported by non-functional requirements (also known as quality requirements), which impose constraints on the design or implementation (such as performance requirements, security, or reliability). Generally, functional requirements are expressed in the form "system must do <requirement>", while non-functional requirements are "system shall be <requirement>". The plan for implementing functional requirements is detailed in the system design. The plan for implementing non-functional requirements is detailed in the system architecture.

As defined in requirements engineering, functional requirements specify particular results of a system. This should be contrasted with non-functional requirements which specify overall characteristics such as cost and reliability. Functional requirements drive the application architecture of a system, while non-functional requirements drive the technical architecture of a system [6].

## 3.6 Non-functional Requirements

In systems engineering and requirements engineering, a non-functional requirement is a requirement that specifies criteria that can be used to judge the operation of a system, rather than specific behaviours. They are contrasted with functional requirements that define specific behaviour or functions. The plan for implementing functional requirements is detailed in the system design. The plan for implementing non-functional requirements is detailed in the system architecture, because they are usually Architecturally Significant Requirements. [7].

## 3.7 Business Requirements

Business requirements in the context of software engineering or the software development life cycle, is about eliciting and documenting business requirements of business users such as customers, employees, and vendors early in the development cycle of a system to guide the design of the future system. Business requirements are often captured by business analysts, who analyse business activities and processes, and often study As-is process to define a target To-be process.

Business requirements often include

- Business context, scope, and background, including reasons for change
- Key business stakeholders that have requirements
- Success factors for a future/target state
- Constraints imposed by the business or other systems
- Business process models and analysis, often using flowchart notations to depict either 'as-is' and 'to-be' business processes
- Logical data model and data dictionary references
- Glossaries of business terms and local jargon
- Data flow diagrams to illustrate how data flows through the information systems (different from flowcharts depicting algorithmic flow of business activities) [8].

## 3.8 Data and Category Requirements

There are dissimilar classes of users namely admin, customer and other staff. Depending upon the category of users the access rights are obvious. It means if the user is an administrator then he/she can be able to adjust the data delete, add etc. All other users expect the restaurant only have the rights to save the info about database. The database stores the detail of customer's proper time. Admin should be able to update restaurant records.

## **CHAPTER 4**

---

# **SYSTEM DESIGN (UML)**

## 4.1 Use Case

In software and systems engineering, a use case is a list of actions or event steps, typically defining the interactions between a role and a system, to achieve a goal [9].

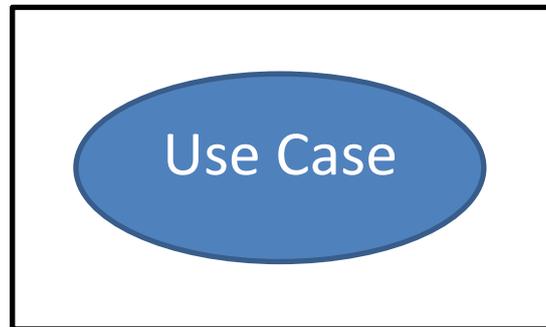


Figure 4.1 Use-case

### 4.1.1 Elements of Use Case Diagram

#### **Actor:**

An actor in the Unified Modelling Language (UML) specifies a role played by a user or any other system that interacts with the subject [10].

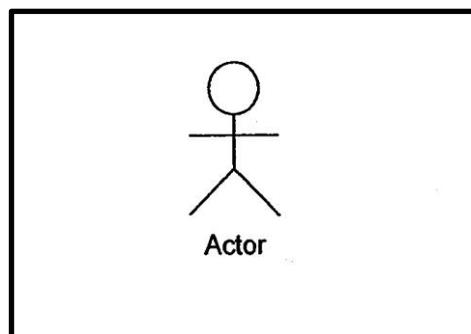


Figure 4.2 Actor

#### **Association:**

An association between an actor and a use case indicates that the actor and the use case somehow interact or communicate with each other [11]

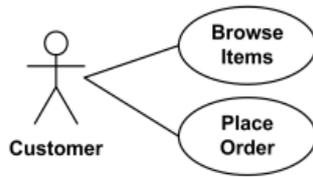


Figure 4.3 Associations in Use-Case

### Includes

**Include** is used to extract use case fragments that are *duplicated* in multiple use cases. The included use case cannot stand alone and the original use case is not complete without the included one. This should be used sparingly and only in cases where the duplication is significant and exists by design (rather than by coincidence [12]).

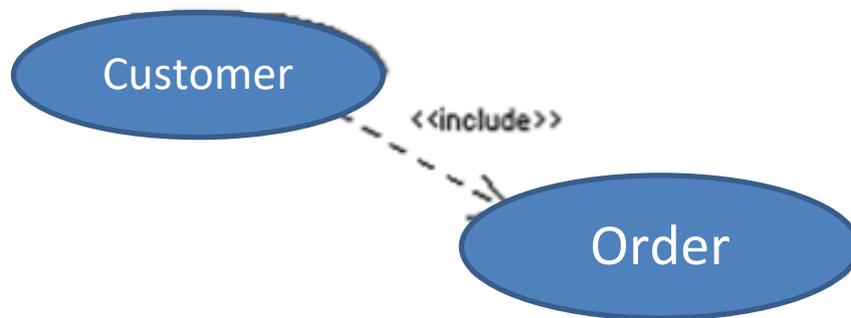


Figure: 4.4 Include Relation in Use-Case

## 4.1.2 Actor Depiction

Actors are exterior entities that cooperate with the structure. Actor pledges system activities for the determination of finishing some task. Actors in this project are as follows:

Admin: Monitor the system, add product, add customer, add others staff etc.

Customer: Signing in and signing up to the system, changing their password and resetting forgot password.

## 4.1.3 Use-Case Diagram for Online Restaurant Management System

A use case diagram at its simplest is a representation of a user’s interaction with the system and depicting the specifications of a use case. A use case diagram can portray the different types of a system and the various ways that they interact with the system.

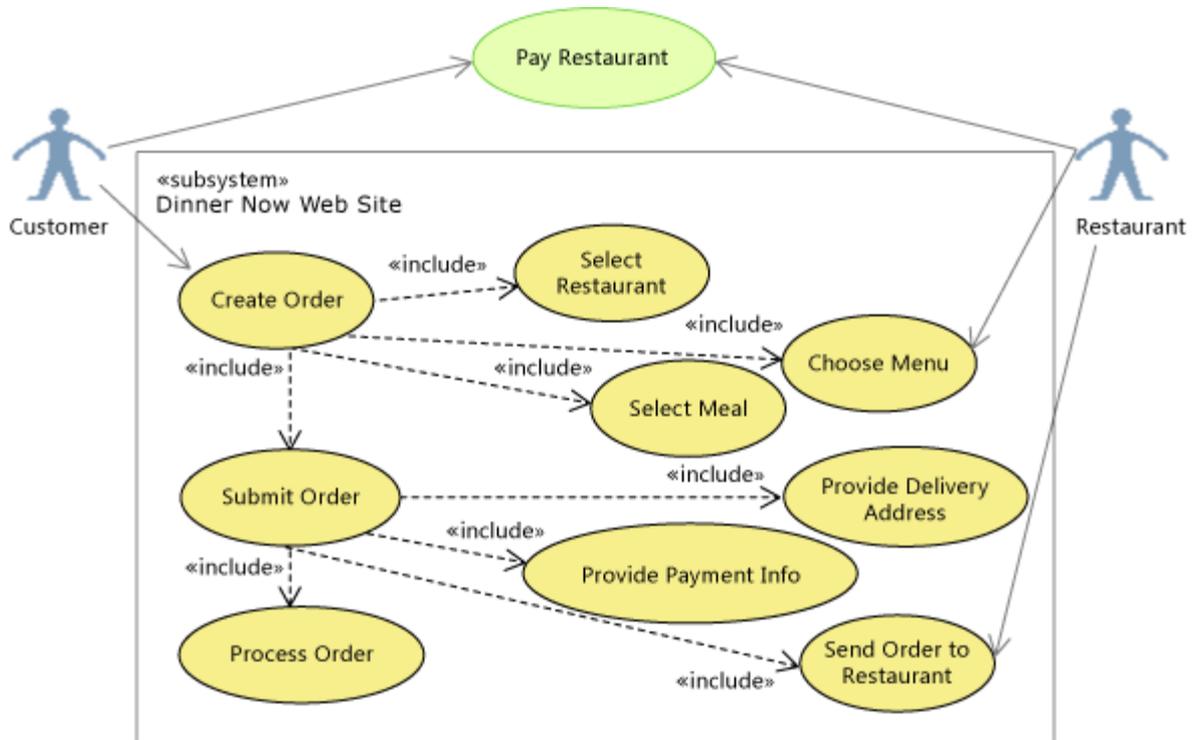


Figure: 4.5 Use-Case Diagram for Online Restaurant Management System

## 4.2 Class Diagram of Online Restaurant Management System

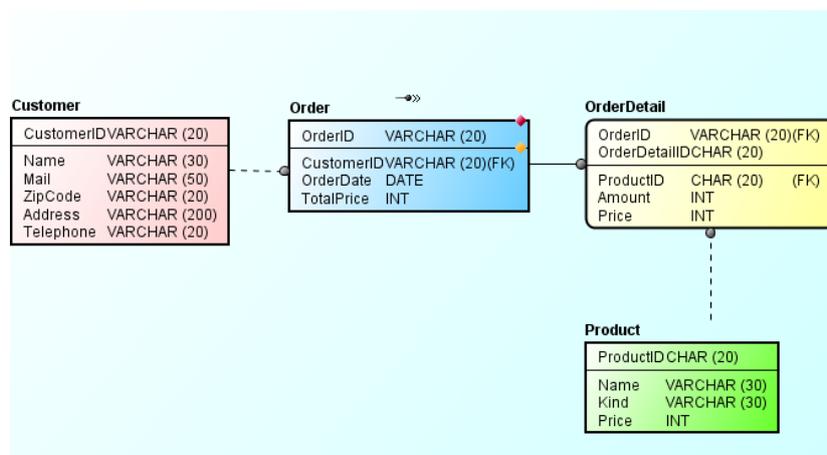


Figure: 4.6 Class diagram of Online Restaurant Management System

## 4.3 Sequence Diagram

A Sequence diagram is an interaction diagram that shows how objects operate with one another and in what order. It is a construct of a message sequence chart. A sequence diagram shows object interactions arranged in time sequence [13]

### 4.3.1 Sequence Diagram for Admin

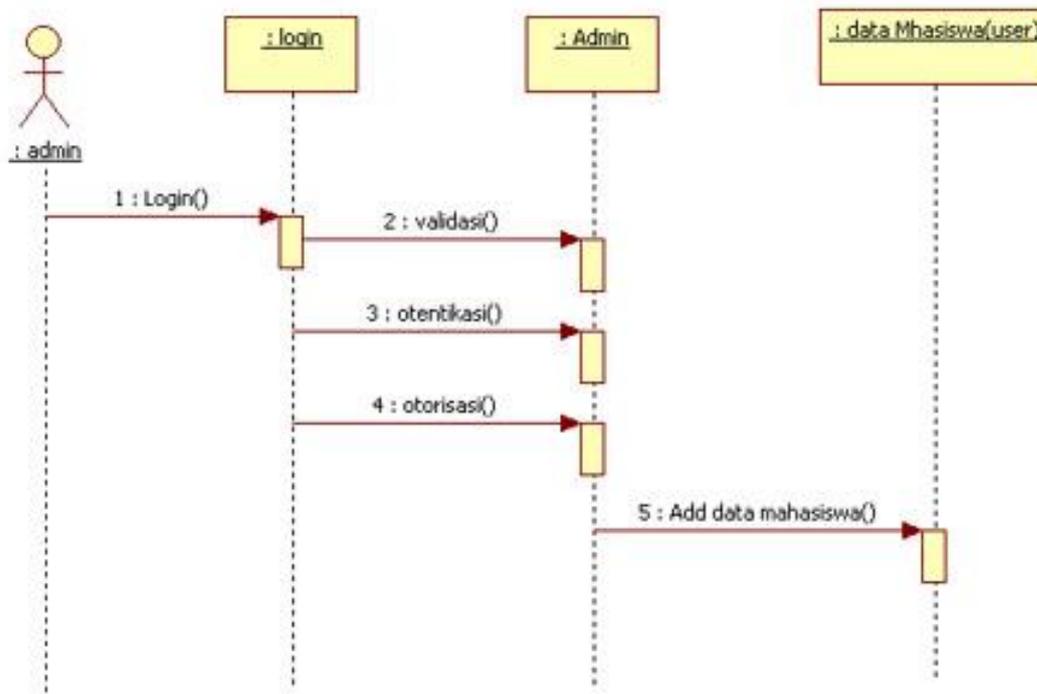


Figure: 4.7 Sequence Diagram for Admin

### 4.3.2 Sequence Diagram for Customer

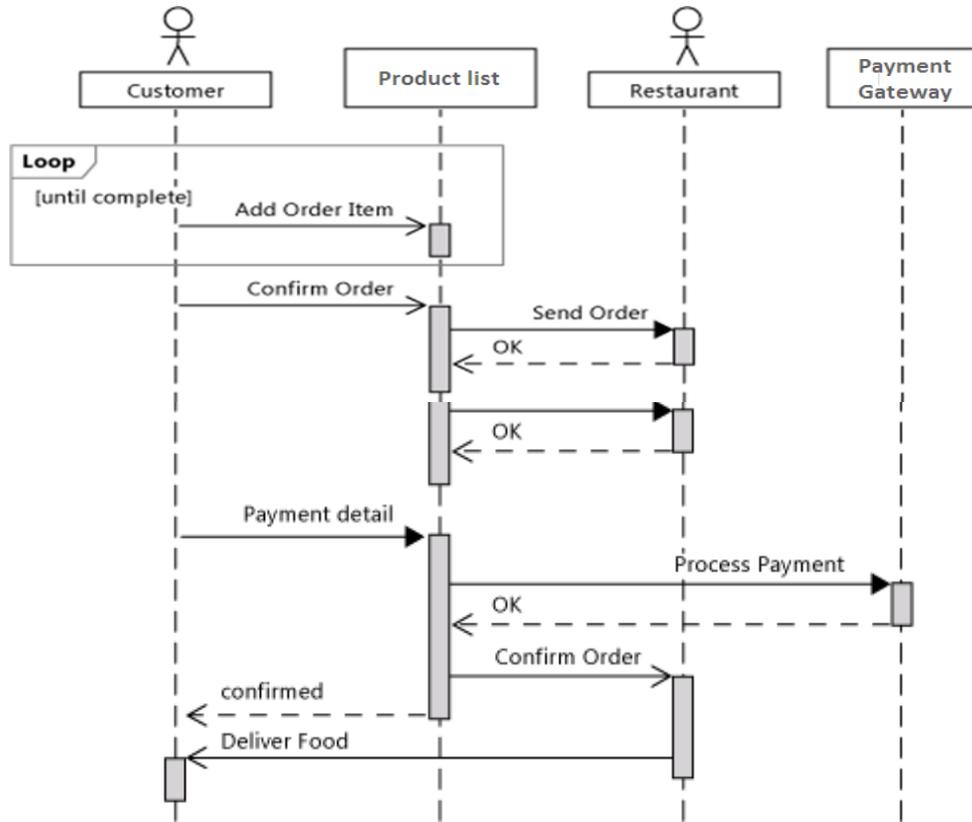


Figure: 4.8 Sequence Diagram for Customer

### 4.3.4 Sequence Diagram of Online Restaurant Management System

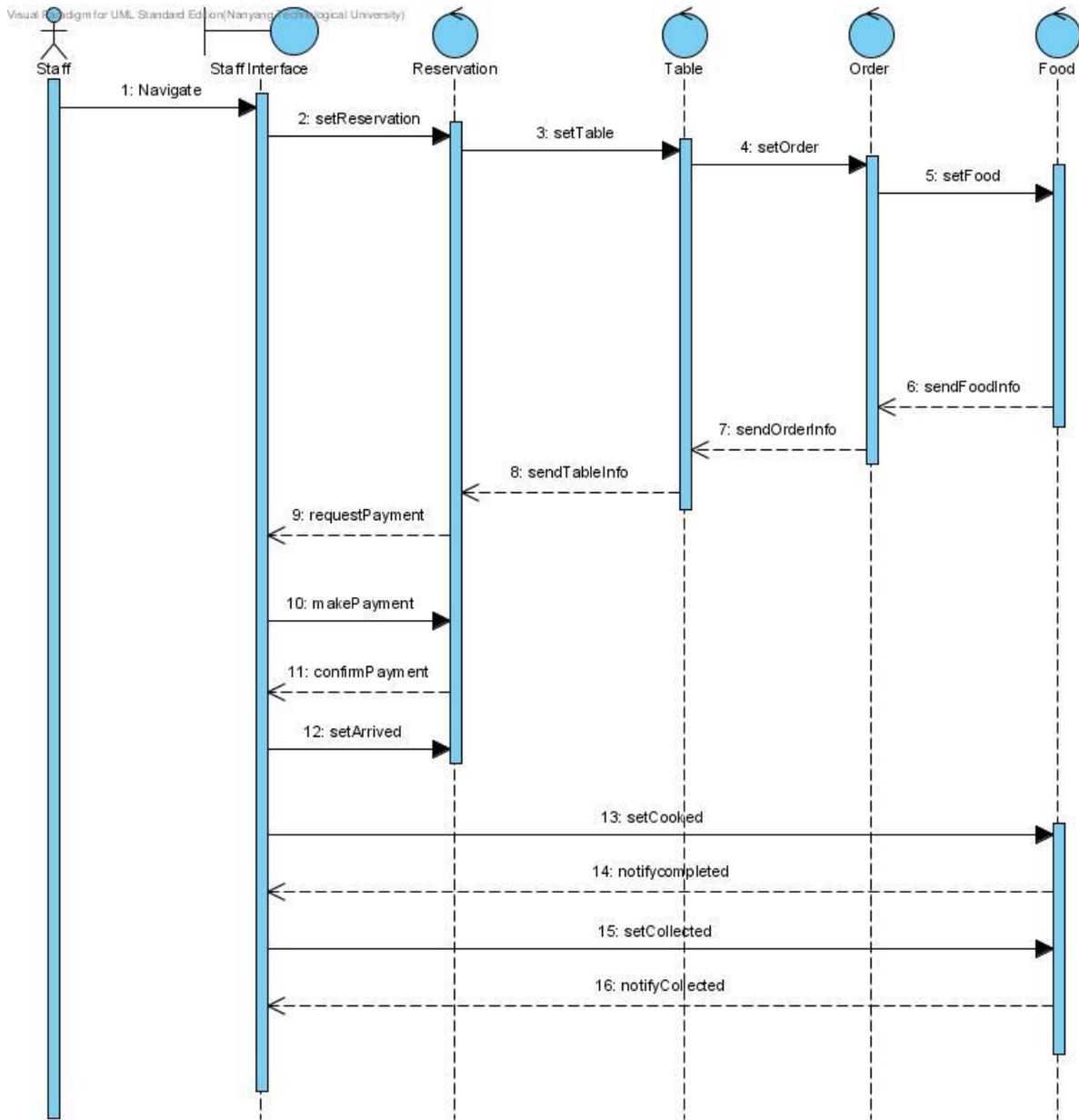


Figure: 4:9 Sequence Diagram of Online Restaurant Management System

## 4.4 Entity-Relationship Model

An entity relationship model, also called an entity-relationship (ER) diagram, is a graphical representation of entities and their relationships to each other, typically used in computing in regard to the organization of data within databases or information systems [14].

### 4.4.1 Entity-Relationship Diagram

An entity-relationship diagram (ERD) is a data modelling technique that graphically illustrates an information system's entities and the relationships between those entities. An ERD is a conceptual and representational model of data used to represent the entity framework infrastructure [15].

### 4.4.2 Relational Model for Online Restaurant Management System

User (id, user\_login, user\_pass, user\_nickname, user\_email, user\_url, user\_registered, user\_activation\_key, user\_status, display\_name)

Item (order\_item\_id, order\_item\_name, order\_item\_type, order\_id)

Options (option\_id, option\_name, option\_value, autoload)

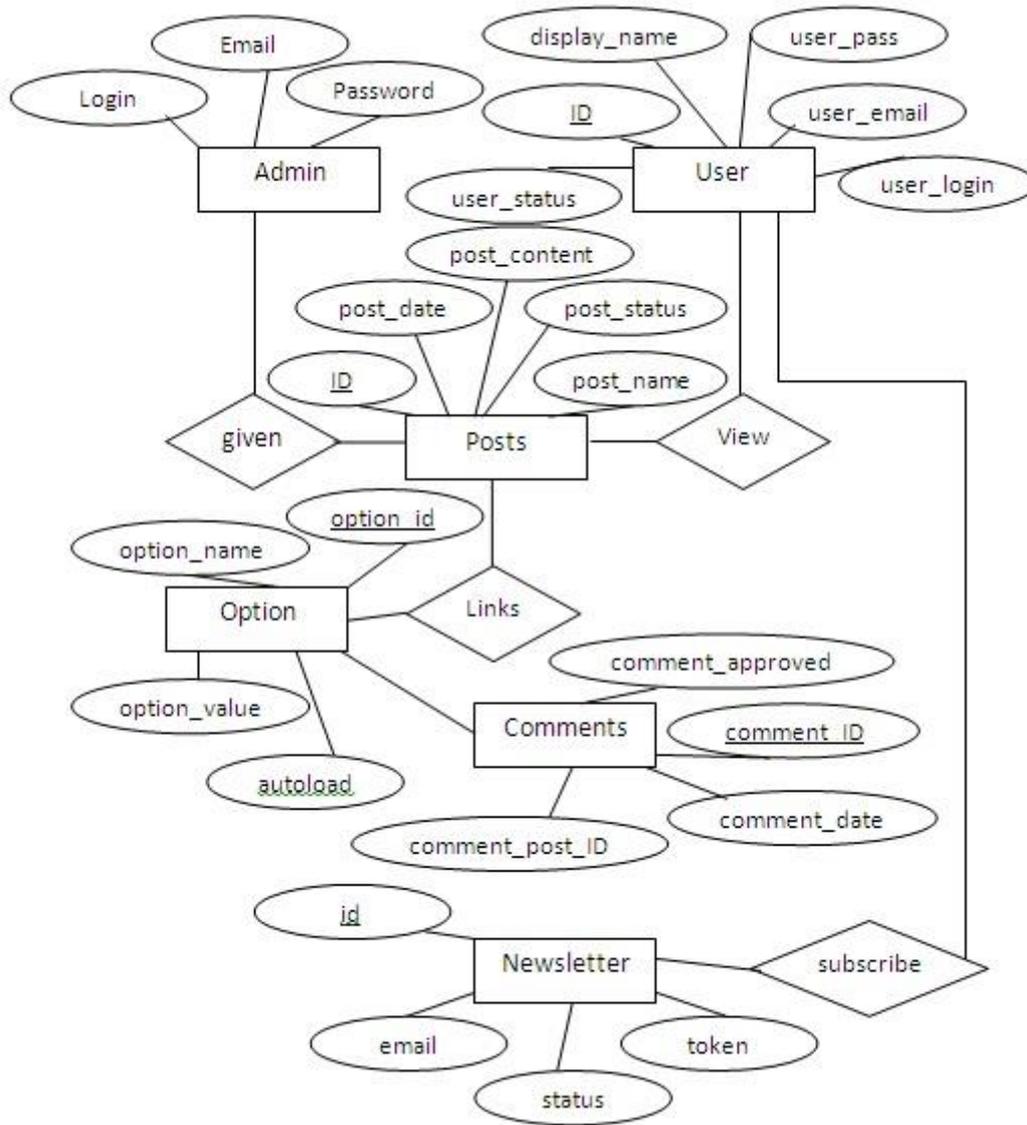
Usermeta (umeta\_id, user\_id, meta\_key, meta\_value)

Comments (comment\_id, comment\_post\_id, comment\_author, comment\_author\_email, comment\_author\_url, comment\_author\_IP, comment\_date, comment\_date\_gmt, comment\_content, comment\_karm, comment\_approved, comment\_agents, comment\_type, comment\_parent, user\_id)

Link (link\_id, link\_name, link\_image, link\_target, link\_description, link\_visible, link\_owner, link\_rating, link\_updated, link\_rel, link\_note, link\_rss)

Terms (term\_id, name, slug, term\_group)

### 4.4.3 E-R Diagram for Online Restaurant Management System



.Figure 4.10 E-R Diagram for Online Restaurant Management System

## **CHAPTER 5**

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# **DATA DEFINITIONS AND FORM DESIGN**

## 5.1 Data Definition

This section describes the tables those are used in the online restaurant management system.

### 5.1.1 Database Restaurant Online Management System

#### Table:

Different types of information tables those are used in this system discussed.

### 5.1.2 Table structure for commentmeta (pjtwp\_commentmeta)

The commentmeta data is the information you provide to viewers about each comment.

#	Name	Type	Collation	Attributes	Null	Default	Extra	Action
1	meta_id	bigint(20)		UNSIGNED	No	None	AUTO_INCREMENT	Change Drop Primary Unique Index Spatial More
2	comment_id	bigint(20)		UNSIGNED	No	0		Change Drop Primary Unique Index Spatial More
3	meta_key	varchar(255)	utf8mb4_unicode_ci		Yes	NULL		Change Drop Primary Unique Index Spatial More
4	meta_value	longtext	utf8mb4_unicode_ci		Yes	NULL		Change Drop Primary Unique Index Spatial More

### 5.1.3 Table structure for comments (pjtwp\_comments)

A comment is a text note added to source code to provide explanatory information, usually about the function of the code.

#	Name	Type	Collation	Attributes	Null	Default	Extra	Action
1	comment_ID	bigint(20)		UNSIGNED	No	None	AUTO_INCREMENT	Change Drop Primary Unique More
2	comment_post_ID	bigint(20)		UNSIGNED	No	0		Change Drop Primary Unique More
3	comment_author	tinytext	utf8mb4_unicode_ci		No	None		Change Drop Primary Unique More
4	comment_author_email	varchar(100)	utf8mb4_unicode_ci		No			Change Drop Primary Unique More
5	comment_author_url	varchar(200)	utf8mb4_unicode_ci		No			Change Drop Primary Unique More
6	comment_author_IP	varchar(100)	utf8mb4_unicode_ci		No			Change Drop Primary Unique More
7	comment_date	datetime			No	0000-00-00 00:00:00		Change Drop Primary Unique More
8	comment_date_gmt	datetime			No	0000-00-00 00:00:00		Change Drop Primary Unique More
9	comment_content	text	utf8mb4_unicode_ci		No	None		Change Drop Primary Unique More
10	comment_karma	int(11)			No	0		Change Drop Primary Unique More
11	comment_approved	varchar(20)	utf8mb4_unicode_ci		No	1		Change Drop Primary Unique More
12	comment_agent	varchar(255)	utf8mb4_unicode_ci		No			Change Drop Primary Unique More
13	comment_type	varchar(20)	utf8mb4_unicode_ci		No			Change Drop Primary Unique More
14	comment_parent	bigint(20)		UNSIGNED	No	0		Change Drop Primary Unique More
15	user_id	bigint(20)		UNSIGNED	No	0		Change Drop Primary Unique More

## 5.1.4 Table structure for links (pjtwp\_links)

A link is a selectable connection from one word, picture, or information object to another.

#	Name	Type	Collation	Attributes	Null	Default	Extra	Action
1	link_id	bigint(20)		UNSIGNED	No	None	AUTO_INCREMENT	Change Drop Primary Unique Index More
2	link_url	varchar(255)	utf8mb4_unicode_ci		No			Change Drop Primary Unique Index More
3	link_name	varchar(255)	utf8mb4_unicode_ci		No			Change Drop Primary Unique Index More
4	link_image	varchar(255)	utf8mb4_unicode_ci		No			Change Drop Primary Unique Index More
5	link_target	varchar(25)	utf8mb4_unicode_ci		No			Change Drop Primary Unique Index More
6	link_description	varchar(255)	utf8mb4_unicode_ci		No			Change Drop Primary Unique Index More
7	link_visible	varchar(20)	utf8mb4_unicode_ci		No	Y		Change Drop Primary Unique Index More
8	link_owner	bigint(20)		UNSIGNED	No	1		Change Drop Primary Unique Index More
9	link_rating	int(11)			No	0		Change Drop Primary Unique Index More
10	link_updated	datetime			No	0000-00-00 00:00:00		Change Drop Primary Unique Index More
11	link_rel	varchar(255)	utf8mb4_unicode_ci		No			Change Drop Primary Unique Index More
12	link_notes	mediumtext	utf8mb4_unicode_ci		No	None		Change Drop Primary Unique Index More
13	link_rss	varchar(255)	utf8mb4_unicode_ci		No			Change Drop Primary Unique Index More

## 5.1.5 Table structure for newsletter (pjtwp\_newsletter)

A newsletter is a regularly distributed publication generally about one main topic that is of interest to its subscribers

#	Name	Type	Collation	Attributes	Null	Default	Extra	Action
1	id	int(11)			No	None	AUTO_INCREMENT	Change Drop Primary Unique Index More
2	email	varchar(100)	utf8_general_ci		No			Change Drop Primary Unique Index More
3	name	varchar(100)	utf8_general_ci		No			Change Drop Primary Unique Index More
4	surname	varchar(100)	utf8_general_ci		No			Change Drop Primary Unique Index More
5	sex	char(1)	utf8_general_ci		No	n		Change Drop Primary Unique Index More
6	status	char(1)	utf8_general_ci		No	S		Change Drop Primary Unique Index More
7	created	timestamp			No	CURRENT_TIMESTAMP		Change Drop Primary Unique Index More
8	token	varchar(50)	utf8_general_ci		No			Change Drop Primary Unique Index More
9	feed	tinyint(4)			No	0		Change Drop Primary Unique Index More
10	feed_time	bigint(20)			No	0		Change Drop Primary Unique Index More
11	country	varchar(4)	utf8_general_ci		No			Change Drop Primary Unique Index More
12	list_1	tinyint(4)			No	0		Change Drop Primary Unique Index More
13	list_2	tinyint(4)			No	0		Change Drop Primary Unique Index More
14	list_3	tinyint(4)			No	0		Change Drop Primary Unique Index More
15	list_4	tinyint(4)			No	0		Change Drop Primary Unique Index More
16	list_5	tinyint(4)			No	0		Change Drop Primary Unique Index More

## 5.1.6 Table structure for newsletter emails (pjtwp\_newsletter\_emails)

The email newsletter is a powerful marketing and communication tool that has various useful functions. It reminds your users about you; it informs users about your products; it tells them what you have been up to; and it helps you build a unique relationship with them.

#	Name	Type	Collation	Attributes	Null	Default	Extra	Action
1	id	int(11)			No	None	AUTO_INCREMENT	Change Drop Primary Unique Index More
2	message	longtext	utf8_general_ci		Yes	NULL		Change Drop Primary More
3	message_text	longtext	utf8_general_ci		Yes	NULL		Change Drop Primary More
4	subject	varchar(255)	utf8_general_ci		No			Change Drop Primary More
5	type	varchar(50)	utf8_general_ci		No			Change Drop Primary More
6	created	timestamp			No	CURRENT_TIMESTAMP		Change Drop Primary More
7	status	enum('new', 'sending', 'sent', 'paused')	utf8_general_ci		No	new		Change Drop Primary More
8	total	int(11)			No	0		Change Drop Primary More
9	last_id	int(11)			No	0		Change Drop Primary More
10	sent	int(11)			No	0		Change Drop Primary More

## 5.1.7 Table structure for newsletter stats (pjtwp\_newsletter\_stats)

Newsletter stats (statistics) a number of newsletter open rate and CTR *statistics*. *Statistics* and studies that show benefits of email marketing.

#	Name	Type	Collation	Attributes	Null	Default	Extra	Action
1	id	int(11)			No	None	AUTO_INCREMENT	Change Drop Primary Unique Index More
2	user_id	int(11)			No	0		Change Drop Primary Unique Index More
3	email_id	int(11)			No	0		Change Drop Primary Unique Index More
4	link_id	int(11)			No	0		Change Drop Primary Unique Index More
5	created	timestamp			No	CURRENT_TIMESTAMP		Change Drop Primary Unique Index More
6	url	varchar(255)	utf8_general_ci		No			Change Drop Primary Unique Index More
7	anchor	varchar(200)	utf8_general_ci		No			Change Drop Primary Unique Index More
8	ip	varchar(20)	utf8_general_ci		No			Change Drop Primary Unique Index More
9	country	varchar(4)	utf8_general_ci		No			Change Drop Primary Unique Index More

## 5.1.8 Table structure for options (pjtwp\_options)

An option is a contract that gives the buyer the right, but not the obligation, to buy or sell an underlying asset at a specific price on or before a certain date.

#	Name	Type	Collation	Attributes	Null	Default	Extra	Action
1	option_id	bigint(20)		UNSIGNED	No	None	AUTO_INCREMENT	Change Drop Primary Unique Index Spatial More
2	option_name	varchar(191)	utf8mb4_unicode_ci		No			Change Drop Primary Unique Index Spatial More
3	option_value	longtext	utf8mb4_unicode_ci		No	None		Change Drop Primary Unique Index Spatial More
4	autoload	varchar(20)	utf8mb4_unicode_ci		No	yes		Change Drop Primary Unique Index Spatial More

## 5.1.9 Table structure for postmeta (pjtwp\_postmeta)

Post Meta is the information in WordPress that displays on a post and tells the reader archive information about the article or post.

#	Name	Type	Collation	Attributes	Null	Default	Extra	Action
1	meta_id	bigint(20)		UNSIGNED	No	None	AUTO_INCREMENT	Change Drop Primary Unique Index Spatial Fulltext More
2	post_id	bigint(20)		UNSIGNED	No	0		Change Drop Primary Unique Index Spatial Fulltext More
3	meta_key	varchar(255)	utf8mb4_unicode_ci		Yes	NULL		Change Drop Primary Unique Index Spatial Fulltext More
4	meta_value	longtext	utf8mb4_unicode_ci		Yes	NULL		Change Drop Primary Unique Index Spatial Fulltext More

## 5.1.10 Table structure for posts (pjtwp\_posts)

A post refers to an article published on an Internet newsgroup, forum, or other bulletin board area. It is also the act of publishing such a message.

#	Name	Type	Collation	Attributes	Null	Default	Extra	Action
1	ID	bigint(20)		UNSIGNED	No	None	AUTO_INCREMENT	Change Drop Primary Unique More
2	post_author	bigint(20)		UNSIGNED	No	0		Change Drop Primary Unique More
3	post_date	datetime			No	0000-00-00 00:00:00		Change Drop Primary Unique More
4	post_date_gmt	datetime			No	0000-00-00 00:00:00		Change Drop Primary Unique More
5	post_content	longtext	utf8mb4_unicode_ci		No	None		Change Drop Primary Unique More
6	post_title	text	utf8mb4_unicode_ci		No	None		Change Drop Primary Unique More
7	post_excerpt	text	utf8mb4_unicode_ci		No	None		Change Drop Primary Unique More
8	post_status	varchar(20)	utf8mb4_unicode_ci		No	publish		Change Drop Primary Unique More
9	comment_status	varchar(20)	utf8mb4_unicode_ci		No	open		Change Drop Primary Unique More
10	ping_status	varchar(20)	utf8mb4_unicode_ci		No	open		Change Drop Primary Unique More
11	post_password	varchar(20)	utf8mb4_unicode_ci		No			Change Drop Primary Unique More
12	post_name	varchar(200)	utf8mb4_unicode_ci		No			Change Drop Primary Unique More
13	to_ping	text	utf8mb4_unicode_ci		No	None		Change Drop Primary Unique More
14	pinged	text	utf8mb4_unicode_ci		No	None		Change Drop Primary Unique More
15	post_modified	datetime			No	0000-00-00 00:00:00		Change Drop Primary Unique More
16	post_modified_gmt	datetime			No	0000-00-00 00:00:00		Change Drop Primary Unique More

## 5.1.11 Table structure for rivslider css (pjtwp\_rivslider\_css)

In web design terminology, the term Slider is used for a slideshow added into a web page. A cascading style sheet (CSS) is a Web page derived from multiple sources with a defined order of precedence where the definitions of any style element .

#	Name	Type	Collation	Attributes	Null	Default	Extra	Action
1	id	int(9)			No	None	AUTO_INCREMENT	Change Drop Primary Unique Index Spatial Fulltext Distinct values
2	handle	text	utf8mb4_unicode_ci		No	None		Change Drop Primary Unique Index Spatial Fulltext Distinct values
3	settings	text	utf8mb4_unicode_ci		Yes	NULL		Change Drop Primary Unique Index Spatial Fulltext Distinct values
4	hover	text	utf8mb4_unicode_ci		Yes	NULL		Change Drop Primary Unique Index Spatial Fulltext Distinct values
5	params	text	utf8mb4_unicode_ci		No	None		Change Drop Primary Unique Index Spatial Fulltext Distinct values

## 5.1.12 Table structure for rivslider layer animations (pjtwp\_rivslider\_layer\_animations)

A layer of colorful graphics and spicy design techniques. Each item will *animate* and fade into the slider.

#	Name	Type	Collation	Attributes	Null	Default	Extra	Action
1	id	int(9)			No	None	AUTO_INCREMENT	Change Drop Primary Unique Index Spatial Fulltext Distinct values
2	handle	text	utf8mb4_unicode_ci		No	None		Change Drop Primary Unique Index Spatial Fulltext Distinct values
3	params	text	utf8mb4_unicode_ci		No	None		Change Drop Primary Unique Index Spatial Fulltext Distinct values

## 5.1.13 Table structure for rivslider settings (pjtwp\_rivslider\_settings)

A slider or track bar is a graphical control element with which a user may set a value by moving an indicator, usually in a horizontal fashion. In some cases user may also click on a point on the slider to change the setting .

#	Name	Type	Collation	Attributes	Null	Default	Extra	Action
1	id	int(9)			No	None	AUTO_INCREMENT	Change Drop Primary Unique Index Spatial Fulltext Distinct values
2	general	text	utf8mb4_unicode_ci		No	None		Change Drop Primary Unique Index Spatial Fulltext Distinct values
3	params	text	utf8mb4_unicode_ci		No	None		Change Drop Primary Unique Index Spatial Fulltext Distinct values

## 5.1.14 Table structure for rivslider slider (pjtwp\_rivslider\_slider)

In web design terminology, the term Slider is used for a slideshow added into a web page.

#	Name	Type	Collation	Attributes	Null	Default	Extra	Action
1	id	int(9)			No	None	AUTO_INCREMENT	Change Drop Primary Unique Index Spatial Fulltext More
2	title	tinytext	utf8mb4_unicode_ci		No	None		Change Drop Primary Unique Index Spatial Fulltext More
3	alias	tinytext	utf8mb4_unicode_ci		Yes	NULL		Change Drop Primary Unique Index Spatial Fulltext More
4	params	text	utf8mb4_unicode_ci		No	None		Change Drop Primary Unique Index Spatial Fulltext More

## 5.1.15 Table structure for rivslider slides(pjtwp\_rivslider\_slides)

A slides the images horizontally or vertically (usually horizontally) ... of all or featured images is up to the designer of the application in mind.

#	Name	Type	Collation	Attributes	Null	Default	Extra	Action
1	id	int(9)			No	None	AUTO_INCREMENT	Change Drop Primary Unique Index Spatial Fulltext More
2	slider_id	int(9)			No	None		Change Drop Primary Unique Index Spatial Fulltext More
3	slide_order	int(11)			No	None		Change Drop Primary Unique Index Spatial Fulltext More
4	params	text	utf8mb4_unicode_ci		No	None		Change Drop Primary Unique Index Spatial Fulltext More
5	layers	text	utf8mb4_unicode_ci		No	None		Change Drop Primary Unique Index Spatial Fulltext More

## 5.1.16 Table structure for rivslider static slides(pjtwp\_rivslider\_static\_slides)

a website design has *static* or *sliding* banners is one of those . meaning it will require a user to either wait for the slide

#	Name	Type	Collation	Attributes	Null	Default	Extra	Action
1	id	int(9)			No	None	AUTO_INCREMENT	Change Drop Primary Unique Index Spatial Fulltext Distinct values
2	slider_id	int(9)			No	None		Change Drop Primary Unique Index Spatial Fulltext Distinct values
3	params	text	utf8mb4_unicode_ci		No	None		Change Drop Primary Unique Index Spatial Fulltext Distinct values
4	layers	text	utf8mb4_unicode_ci		No	None		Change Drop Primary Unique Index Spatial Fulltext Distinct values

## 5.1.17 Table structure for termmeta (pjtwp\_termmeta)

Term Meta allows developers to store key/value pairs of data along with a category, tag, or any custom taxonomy.

#	Name	Type	Collation	Attributes	Null	Default	Extra	Action
1	meta_id	bigint(20)		UNSIGNED	No	None	AUTO_INCREMENT	Change Drop Primary Unique Index Spatial Fulltext More
2	term_id	bigint(20)		UNSIGNED	No	0		Change Drop Primary Unique Index Spatial Fulltext More
3	meta_key	varchar(255)	utf8mb4_unicode_ci		Yes	NULL		Change Drop Primary Unique Index Spatial Fulltext More
4	meta_value	longtext	utf8mb4_unicode_ci		Yes	NULL		Change Drop Primary Unique Index Spatial Fulltext More

## 5.1.18 Table structure for terms (pjtwp\_terms)

Fixed period for which a loan, insurance policy, or bond is issued, a time or fixed deposit is made, or a contract lasts

#	Name	Type	Collation	Attributes	Null	Default	Extra	Action
1	term_id	bigint(20)		UNSIGNED	No	None	AUTO_INCREMENT	Change Drop Primary Unique Index Spatial Fulltext More
2	name	varchar(200)	utf8mb4_unicode_ci		No			Change Drop Primary Unique Index Spatial Fulltext More
3	slug	varchar(200)	utf8mb4_unicode_ci		No			Change Drop Primary Unique Index Spatial Fulltext More
4	term_group	bigint(10)			No	0		Change Drop Primary Unique Index Spatial Fulltext More

## 5.1.19 Table structure for term relationships (pjtwp\_term\_relationships)

Term relationship is a common, contemporary term for intimate interpersonal relationships

#	Name	Type	Collation	Attributes	Null	Default	Extra	Action
1	object_id	bigint(20)		UNSIGNED	No	0		Change Drop Primary Unique Index Spatial Fulltext Distinct values
2	term_taxonomy_id	bigint(20)		UNSIGNED	No	0		Change Drop Primary Unique Index Spatial Fulltext Distinct values
3	term_order	int(11)			No	0		Change Drop Primary Unique Index Spatial Fulltext Distinct values

## 5.1.20 Table structure for term taxonomy (pjtwp\_term\_taxonomy)

Taxonomy, a set of terms that describe various types of military operations and equipment.

#	Name	Type	Collation	Attributes	Null	Default	Extra	Action
1	term_taxonomy_id	bigint(20)		UNSIGNED	No	None	AUTO_INCREMENT	Change Drop Primary Unique Index Spatial More
2	term_id	bigint(20)		UNSIGNED	No	0		Change Drop Primary Unique Index Spatial More
3	taxonomy	varchar(32)	utf8mb4_unicode_ci		No			Change Drop Primary Unique Index Spatial More
4	description	longtext	utf8mb4_unicode_ci		No	None		Change Drop Primary Unique Index Spatial More
5	parent	bigint(20)		UNSIGNED	No	0		Change Drop Primary Unique Index Spatial More
6	count	bigint(20)			No	0		Change Drop Primary Unique Index Spatial More

## 5.1.21 Table structure for usermeta (pjtwp\_usermeta)

If you're a developer and have ever used post, comment, or user meta, you're pretty much already familiar with the foundations of term meta.

#	Name	Type	Collation	Attributes	Null	Default	Extra	Action
1	umeta_id	bigint(20)		UNSIGNED	No	None	AUTO_INCREMENT	Change Drop Primary Unique Index Spatial Fulltext More
2	user_id	bigint(20)		UNSIGNED	No	0		Change Drop Primary Unique Index Spatial Fulltext More
3	meta_key	varchar(255)	utf8mb4_unicode_ci		Yes	NULL		Change Drop Primary Unique Index Spatial Fulltext More
4	meta_value	longtext	utf8mb4_unicode_ci		Yes	NULL		Change Drop Primary Unique Index Spatial Fulltext More

## 5.1.22 Table structure for users (pjtwp\_users)

A user is another name of an account capable of logging into a computer or service.

#	Name	Type	Collation	Attributes	Null	Default	Extra	Action
1	ID	bigint(20)		UNSIGNED	No	None	AUTO_INCREMENT	Change Drop Primary Unique More
2	user_login	varchar(60)	utf8mb4_unicode_ci		No			Change Drop Primary Unique More
3	user_pass	varchar(255)	utf8mb4_unicode_ci		No			Change Drop Primary Unique More
4	user_nicename	varchar(50)	utf8mb4_unicode_ci		No			Change Drop Primary Unique More
5	user_email	varchar(100)	utf8mb4_unicode_ci		No			Change Drop Primary Unique More
6	user_url	varchar(100)	utf8mb4_unicode_ci		No			Change Drop Primary Unique More
7	user_registered	datetime			No	0000-00-00 00:00:00		Change Drop Primary Unique More
8	user_activation_key	varchar(255)	utf8mb4_unicode_ci		No			Change Drop Primary Unique More
9	user_status	int(11)			No	0		Change Drop Primary Unique More
10	display_name	varchar(250)	utf8mb4_unicode_ci		No			Change Drop Primary Unique More

## 5.1.23 Table structure for woocommerce attribute taxonomies (pjtwp\_woocommerce\_attribute\_taxonomies)

In addition to product categories and tags — which are obvious but pretty pedestrian uses of taxonomies — WooCommerce has a neat feature called “product attributes”.

#	Name	Type	Collation	Attributes	Null	Default	Extra	Action
1	attribute_id	bigint(20)			No	None	AUTO_INCREMENT	Change Drop Primary Unique Index Spatial More
2	attribute_name	varchar(200)	utf8mb4_unicode_ci		No	None		Change Drop Primary Unique Index Spatial More
3	attribute_label	longtext	utf8mb4_unicode_ci		Yes	NULL		Change Drop Primary Unique Index Spatial More
4	attribute_type	varchar(200)	utf8mb4_unicode_ci		No	None		Change Drop Primary Unique Index Spatial More
5	attribute_orderby	varchar(200)	utf8mb4_unicode_ci		No	None		Change Drop Primary Unique Index Spatial More

## 5.1.24 Table structure for woocommerce downloadable product permissions(pjtwp\_woocommerce\_downloadable\_product\_permissions)

Grant access to downloadable products after payment grants access to files when Processing, rather than when the order is Completed.

#	Name	Type	Collation	Attributes	Null	Default	Extra	Action
1	permission_id	bigint(20)			No	None	AUTO_INCREMENT	Change Drop Primary Unique More
2	download_id	varchar(32)	utf8mb4_unicode_ci		No	None		Change Drop Primary Unique More
3	product_id	bigint(20)			No	None		Change Drop Primary Unique More
4	order_id	bigint(20)			No	0		Change Drop Primary Unique More
5	order_key	varchar(200)	utf8mb4_unicode_ci		No	None		Change Drop Primary Unique More
6	user_email	varchar(200)	utf8mb4_unicode_ci		No	None		Change Drop Primary Unique More
7	user_id	bigint(20)			Yes	NULL		Change Drop Primary Unique More
8	downloads_remaining	varchar(9)	utf8mb4_unicode_ci		Yes	NULL		Change Drop Primary Unique More
9	access_granted	datetime			No	0000-00-00 00:00:00		Change Drop Primary Unique More
10	access_expires	datetime			Yes	NULL		Change Drop Primary Unique More
11	download_count	bigint(20)			No	0		Change Drop Primary Unique More

## 5.1.25 Table structure for woocommerce order itemmeta (pjtwp\_woocommerce\_order\_itemmeta)

The ordered item (meta) so that when the customer goes to their account page to view the order, they see the serial number listed there under the product(s) that was purchased.

#	Name	Type	Collation	Attributes	Null	Default	Extra	Action
1	meta_id	bigint(20)			No	None	AUTO_INCREMENT	Change Drop Primary Unique Index Spatial More
2	order_item_id	bigint(20)			No	None		Change Drop Primary Unique Index Spatial More
3	meta_key	varchar(255)	utf8mb4_unicode_ci		Yes	NULL		Change Drop Primary Unique Index Spatial More
4	meta_value	longtext	utf8mb4_unicode_ci		Yes	NULL		Change Drop Primary Unique Index Spatial More

## 5.1.26 Table structure for woocommerce order items (pjtwp\_woocommerce\_order\_items)

Product shipping classes are a great way to group similar products for shipping. For example, if your store sells a couple of very large, bulky items you may want to put them in their own shipping class with their own unique shipping cost.

#	Name	Type	Collation	Attributes	Null	Default	Extra	Action
1	order_item_id	bigint(20)			No	None	AUTO_INCREMENT	Change Drop Primary Unique Index Spatial More
2	order_item_name	longtext	utf8mb4_unicode_ci		No	None		Change Drop Primary Unique Index Spatial More
3	order_item_type	varchar(200)	utf8mb4_unicode_ci		No			Change Drop Primary Unique Index Spatial More
4	order_id	bigint(20)			No	None		Change Drop Primary Unique Index Spatial More

## 5.1.27 Table structure for woocommerce tax rate (pjtwp\_woocommerce\_tax\_rate)

Tax rates is one of the first tasks you want to perform when setting up a store. Taxes can be a complex matter, but WooCommerce aims to make setup as straightforward as possible.

#	Name	Type	Collation	Attributes	Null	Default	Extra	Action
1	tax_rate_id	bigint(20)			No	None	AUTO_INCREMENT	Change Drop Primary Unique Index More
2	tax_rate_country	varchar(200)	utf8mb4_unicode_ci		No			Change Drop Primary Unique Index More
3	tax_rate_state	varchar(200)	utf8mb4_unicode_ci		No			Change Drop Primary Unique Index More
4	tax_rate	varchar(200)	utf8mb4_unicode_ci		No			Change Drop Primary Unique Index More
5	tax_rate_name	varchar(200)	utf8mb4_unicode_ci		No			Change Drop Primary Unique Index More
6	tax_rate_priority	bigint(20)			No	None		Change Drop Primary Unique Index More
7	tax_rate_compound	int(1)			No	0		Change Drop Primary Unique Index More
8	tax_rate_shipping	int(1)			No	1		Change Drop Primary Unique Index More
9	tax_rate_order	bigint(20)			No	None		Change Drop Primary Unique Index More
10	tax_rate_class	varchar(200)	utf8mb4_unicode_ci		No			Change Drop Primary Unique Index More

## 5.1.28 Table structure for woocommerce tax rate locaions (pjtwp\_woocommerce\_tax\_rate\_locaions)

This sales tax calculator returns sales tax rates based on geolocation, which is more accurate than sales tax rates based on ZIP codes, states or counties alone.

#	Name	Type	Collation	Attributes	Null	Default	Extra	Action
1	location_id	bigint(20)			No	None	AUTO_INCREMENT	Change Drop Primary Unique Index Spatial More
2	location_code	varchar(255)	utf8mb4_unicode_ci		No	None		Change Drop Primary Unique Index Spatial More
3	tax_rate_id	bigint(20)			No	None		Change Drop Primary Unique Index Spatial More
4	location_type	varchar(40)	utf8mb4_unicode_ci		No	None		Change Drop Primary Unique Index Spatial More

## 5.1.29 Table structure for woocommerce termmeta (pjtwp\_woocommerce\_termmeta)

Sometimes, something simple can cause big problems. The Problem WooCommerce recently made some significant changes to their plugin.

#	Name	Type	Collation	Attributes	Null	Default	Extra	Action
1	meta_id	bigint(20)			No	None	AUTO_INCREMENT	Change Drop Primary Unique Index More
2	woocommerce_term_id	bigint(20)			No	None		Change Drop Primary Unique Index More
3	meta_key	varchar(255)	utf8mb4_unicode_ci		Yes	NULL		Change Drop Primary Unique Index More
4	meta_value	longtext	utf8mb4_unicode_ci		Yes	NULL		Change Drop Primary Unique Index More

## 5.1.30 Table structure for yith wcwl (pjtwp\_yith\_wcwl)

The Wish List function itself serves as a way for your customers to select and track their desired items for purchase at a later date.

#	Name	Type	Collation	Attributes	Null	Default	Extra	Action
1	ID	int(11)			No	None	AUTO_INCREMENT	Change Drop Primary Unique Index Spatial More
2	prod_id	int(11)			No	None		Change Drop Primary Unique Index Spatial More
3	quantity	int(11)			No	None		Change Drop Primary Unique Index Spatial More
4	user_id	int(11)			No	None		Change Drop Primary Unique Index Spatial More
5	dateadded	timestamp			No	CURRENT_TIMESTAMP		Change Drop Primary Unique Index Spatial More

## 5.2 Form Design

This section describes form those are used into the system.

### 5.2.1 Login page

Logins are used to gain access to and control of computers, networks, and bulletin boards, as well as other services and devices.

The screenshot shows the login page of the FoodCorner website. At the top, there is a navigation bar with the FoodCorner logo and several promotional banners: 'Free Shipping On All Products', 'Money Back Guarantee', and 'Special weekly Offer'. A search bar is located on the right side of the navigation bar. Below the navigation bar, there is a menu with categories: 'Burger', 'Cakes & Bakery', 'Juice Corner', 'Pizza', 'Shawarma', and 'Snacks'. A 'Recent Posts' section is also visible, listing items like 'Vegetables pizza', 'Vegetable Spring Rolls', and 'Vegetables Paneer Frankie / Kathi rolls'. The main content area is titled 'Login' and contains a form with the following elements:

- A title 'Login' in red text.
- A label 'Username or email address \*' above a text input field containing 'admin@1'.
- A label 'Password \*' above a password input field with masked characters '.....'.
- A 'Login' button and a 'Remember me' checkbox.
- A link 'Lost your password?' below the password field.

Figure: 5.1 Login page

## 5.2.2 Home page

A home page or a start page is the initial or main web page of a website or a browser. The initial page of a website is sometimes called main page as well.

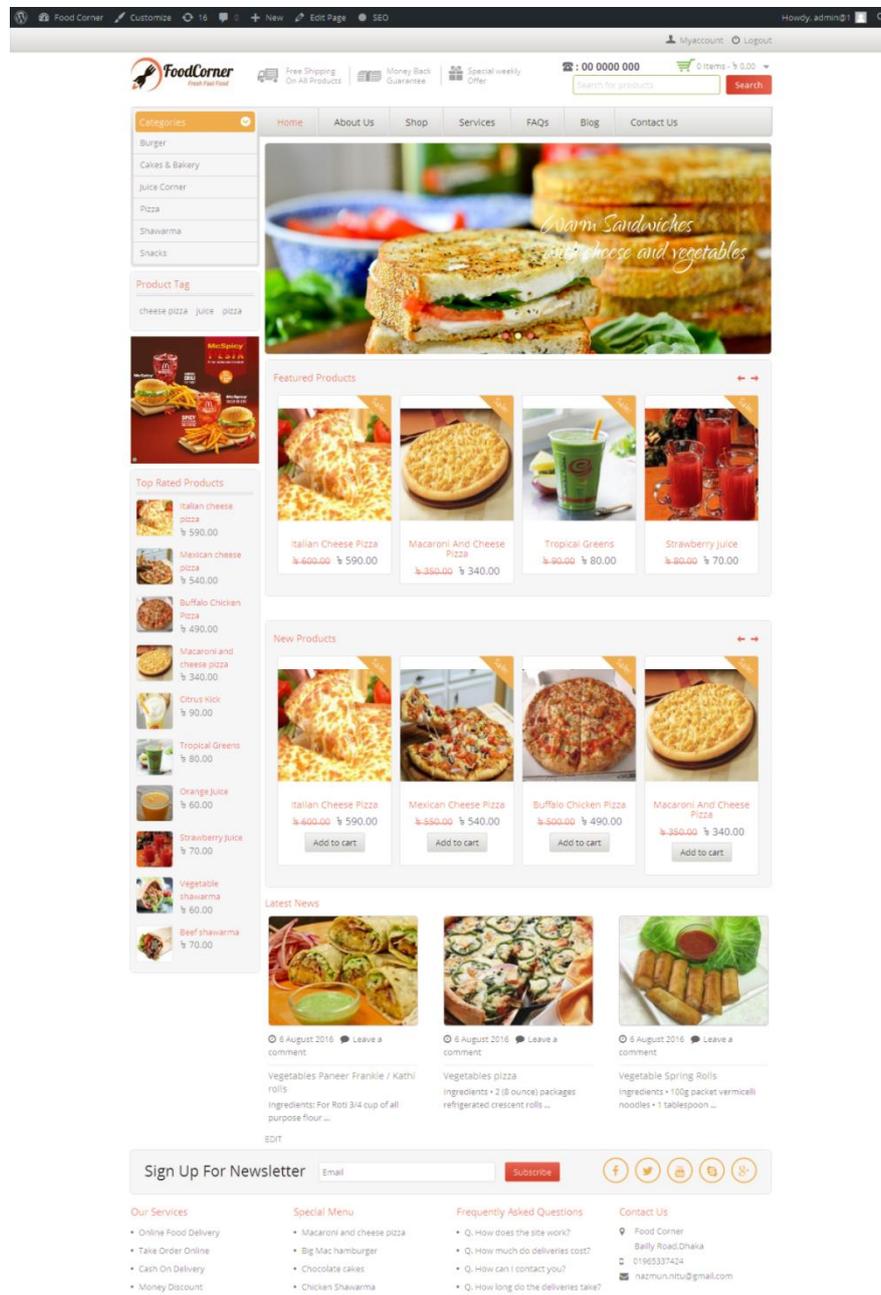


Figure: 5.2 Home page

## 5.2.3 About us page

About Us pages should provide information about the Restaurant. This is important as it will *define* the parameters of what is allowed.

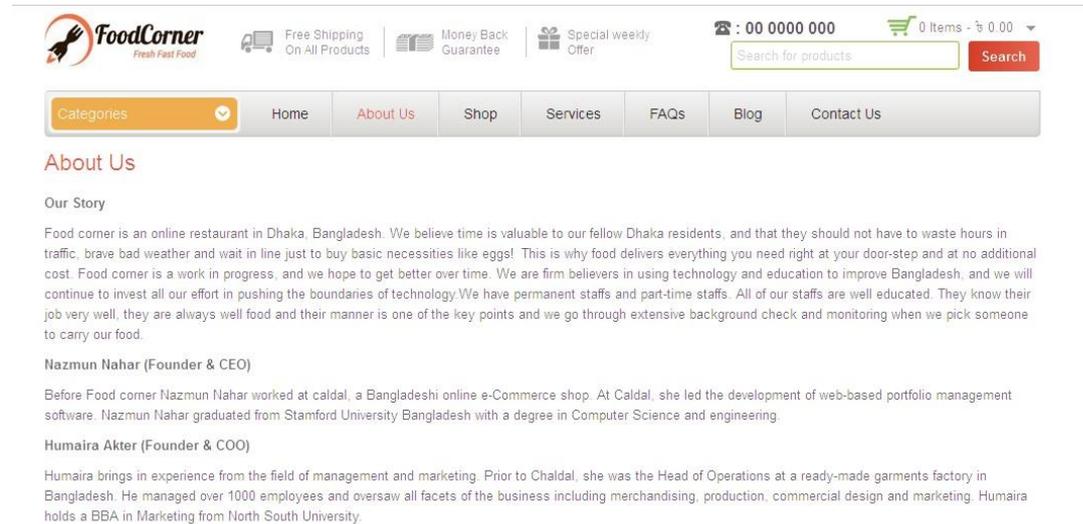


Figure: 5.3 About us page

## 5.2.4 Shop page

“Shop” page which will be used to display your recent products but also used in the theme's .

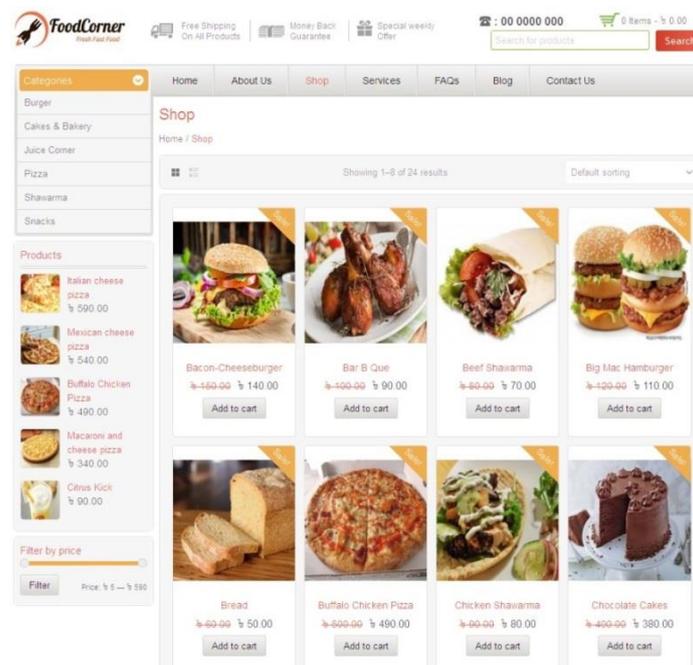


Figure: 5.4 Shop page

## 5.2.5 Search bar

A search box is usually a single-line text box with the dedicated function of accepting user input to be Web search engine.



Figure: 5.5 Search bar

## 5.2.6 Categories

A class or division of people or things regarded as having particular shared characteristics.



Figure: 5.6 Categories

## 5.2.7 PopUp

Containing folded cut-out pictures that rise up to form a three-dimensional scene or figure when the page is turned.

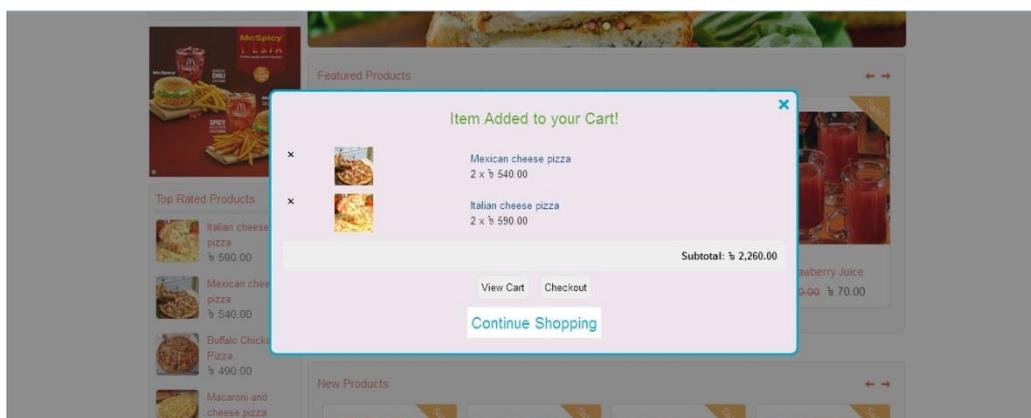
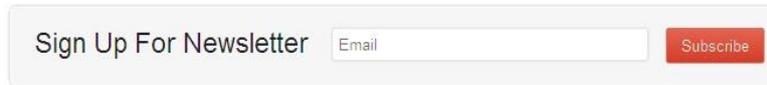


Figure: 5.7 PopUp

## 5.2.8 Newsletter

A newsletter is a regularly distributed publication that is generally about one main topic of interest to its subscribers. Newspapers and leaflets are types of newsletters.



A sign-up form for a newsletter. It features a text input field labeled "Email" and a red "Subscribe" button. The text "Sign Up For Newsletter" is positioned to the left of the input field.

Figure: 5.8 Newsletter

## 5.2.9 Social Share

Sending photos, videos, product recommendations and Web site links to friends with *social* networking accounts.



Figure: 5.9 Social Share

## 5.2.10 Footer Link

Site after site that we visit lately has been showing a tendency for using footer links to run their internal SEO link structure and anchor text .

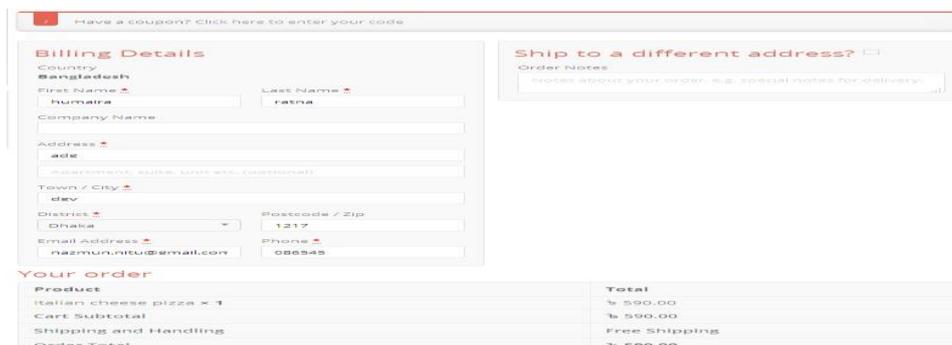


Footer navigation and contact information. It includes four columns of links: "Our Services" (Online Food Delivery, Take Order Online, Cash On Delivery, Money Discount), "Special Menu" (Macaroni and cheese pizza, Big Mac hamburger, Chocolate cakes, Chicken Shawarma), "Frequently Asked Questions" (Q. How does the site work?, Q. How much do deliveries cost?, Q. How can I contact you?, Q. How long do the deliveries take?), and "Contact Us" (Food Corner, Bally Road, Dhaka, 01965337424, nazmun.nitu@gmail.com). A horizontal line separates this from a footer menu: Home | About Us | Shop | Services | FAQs | Blog | Contact Us.

Figure: 5.10 Footer Link

## 5.2.11 Checkout Page

Procedure by which a hotel guest formally vacates his or her room and settles the hotel bill.



Checkout page form. It includes a coupon code field, "Billing Details" (Country: Bangladesh, First Name: Humaira, Last Name: Ratna, Address: acle, Town/City: dev, District: Dhaka, Postcode/Zip: 1217, Email: nazmun.nitu@gmail.com, Phone: 098545), "Ship to a different address?" checkbox, "Order Notes" field, and "YOUR ORDER" table.

Product	Total
Italian cheese pizza x 1	₳ 590.00
Cart Subtotal	₳ 590.00
Shipping and Handling	Free Shipping
Order Total	₳ 590.00

Figure: 5.11 Checkout page

**CHAPTER 6**

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**MAINTENANCE**

## 6.1 Software Maintenance

Software maintenance in software engineering is the modification of a software product after delivery to correct faults, to improve performance or other attributes.<sup>[1]</sup>

A common perception of maintenance is that it merely involves fixing defects. However, one study indicated that over 80% of maintenance effort is used for non-corrective actions.<sup>[2]</sup> This perception is perpetuated by users submitting problem reports that in reality are functionality enhancements to the system. More recent studies put the bug-fixing proportion closer to 21%. [16].

### 6.1.1 Software Maintenance Process

This section describes the six software maintenance processes as:

1. The implementation process contains software preparation and transition activities, such as the conception and creation of the maintenance plan; the preparation for handling problems identified during development; and the follow-up on product configuration management.
2. The problem and modification analysis process, which is executed once the application has become the responsibility of the maintenance group. The maintenance programmer must analyze each request, confirm it (by reproducing the situation) and check its validity, investigate it and propose a solution, document the request and the solution proposal, and finally, obtain all the required authorizations to apply the modifications.
3. The process considering the implementation of the modification itself.
4. The process acceptance of the modification, by confirming the modified work with the individual who submitted the request in order to make sure the modification provided a solution.
5. The migration process (platform migration, for example) is exceptional, and is not part of daily maintenance tasks. If the software must be ported to another platform without any change in functionality, this process will be used and a maintenance project team is likely to be assigned to this task.
6. Finally, the last maintenance process, also an event which does not occur on a daily basis, is the retirement of a piece of software [16].

The maintenance process model described in IEEE, the Standard for Software Maintenance, starts the software maintenance effort during the post-delivery stage and discusses items such as planning for maintenance and measures outside the process model. That process model with the IEEE maintenance faces is depicted in Figure.

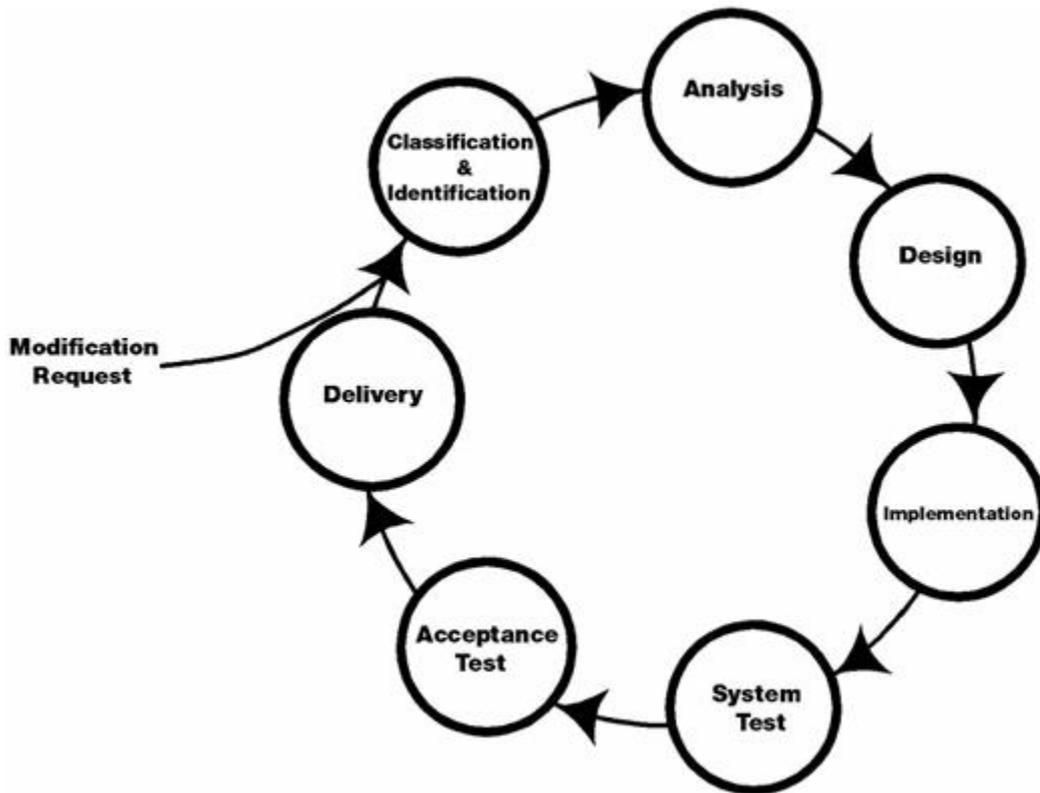


Figure: 6.1 Maintenance process model

## 6.1.2 Maintenance Activities

In the late 1970s, a famous and widely cited survey study by Lientz and Swanson, exposed the very high fraction of life-cycle costs that were being expended on maintenance. They categorized maintenance activities into four classes:

- Adaptive Maintenance
- Corrective Maintenance
- Perfective Maintenance
- Preventive Maintenance

**Corrective maintenance:** Reactive modification of a software product performed after delivery to correct discovered problems.

**Adaptive maintenance:** Modification of a software product performed after delivery to keep a software product usable in a changed or changing environment.

**Perfective maintenance:** Modification of a software product after delivery to improve performance or maintainability.

Preventive maintenance: Modification of a software product after delivery to detect and correct latent faults in the software product before they become effective faults.

There is also a notion of pre-delivery/pre-release maintenance which is all the good things you do to lower the total cost of ownership of the software. Things like compliance with coding standards that includes software maintainability goals. The management of coupling and cohesion of the software. The attainment of software supportability goals (SAE JA1004, JA1005 and JA1006 for example). Note also that some academic institutions are carrying out research to quantify the cost to ongoing software maintenance due to the lack of resources such as design documents and system/software comprehension training and resources (multiply costs by approx. 1.5-2.0 where there is no design data available) [16].

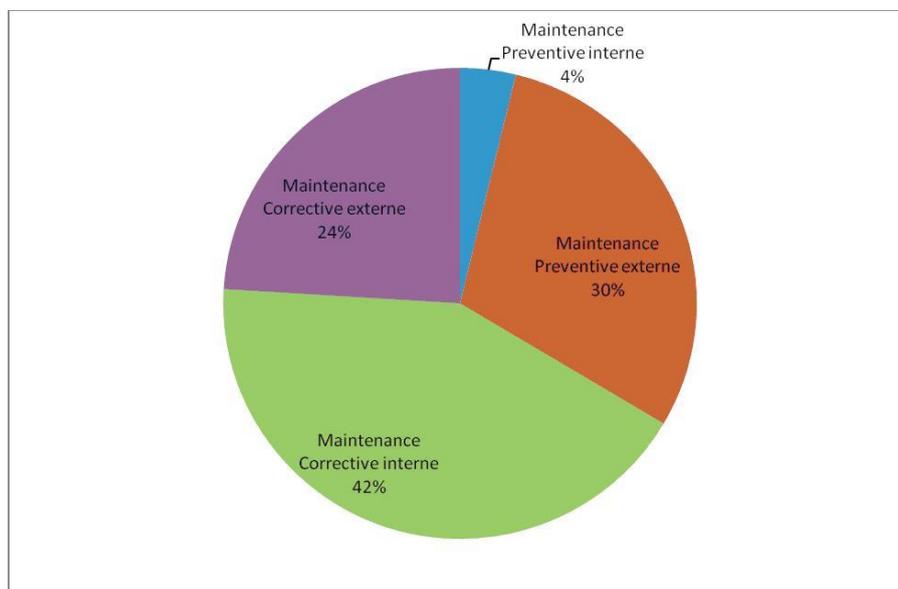


Figure: 6.2 Maintenance Activities

### 6.1.3 Difficulties of Maintenance

There are four key difficulties that can sluggish down the maintenance process.

- Formless code
- Maintenance programmers having inadequate knowledge of the system
- Documentation being inattentive
- Out of Date or inadequate

The achievement of the maintenance stage trusts on these problems being earlier in the life sequence. In our system we try to follow the maintenance phases to complete those activities. The code is structured and we have adequate knowledge about programming [16].

## **CHAPTER 7**

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## **CONCLUSION**

## **7.1 Conclusion**

The Online Restaurant Management System (ORMS) is for computerizing the working in a restaurant. It is a great improvement over the manual system. The computerization of the system has speed up the process. In the current system, the front office managing is very slow. The restaurant managing system was thoroughly checked and tested with dummy data and thus is found to be very reliable. The software takes care of all the requirements of an average restaurant and is capable to provide easy and effective storage of information related to customers that come up to the restaurant. It provides the home delivery facilities to the customer. It also billing facility such as cash on or pay with bkash. The system is also provides location flexibilities in Dhaka city.

## **7.2 Limitations**

For upcoming improvement, there are some proposals to advance our project abilities.

- There is no email verification system.
- There is no online bill payment system.
- There is no security protection such as SSL, SiteLock.
- SMS alert system is not available right now.
- There is no online secured payment getting system.

## **7.3 Future Plans**

- We will add more features to improve our project.
- There will be email verification system.
- We will add SSL security system.
- New product update newsletter will be added.
- SMS alert system is easier for the customer.
- We also work on online payment gateway integration.
- Additionally, it is just a beginning. Supplementary the system may be used in various other types of reviewing process.

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