

Live Event Food Service

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Abstract:

Nowadays internet technology is the most important factor for people like the audience or we can say viewers of any live events like watching a match in a stadium, watching a movie in the theatre, etc. The people are facing the problem of going to the food court. Waiting in a queue for a turn, waiting till the food is been prepared. In this period of time, they can miss the part of their event. So, to overcome the efforts and time of the audience. We are developing an application in android which will help them to view the menu of food and order the food from their seats. Also, we developing a web-based panel for food court to manage the food menu, view the order of their customers and customer details too. So, developing an application and web base panel our intent is to reduce the effort and their valuable time of the event of the audience or the viewers of any live event.

Keywords: Food Order, Tracking Order, Payment Gateway, Order Conformation, Login Customer, Login Admin.

I. INTRODUCTION

Online food ordering is the process of ordering food through the restaurant's website or mobile app, or through a multi-restaurant website or app. We are developing a software where any person sitting at the Live Event can order food online any hustle. The food ordered will directly be brought to the person's seat. The process consists of a customer choosing the food of their choice, scanning the menu items, choosing an item, and finally choosing for pick-up or delivery. Payment is then administered by paying with a credit card or debit card through the app or website or in cash at the restaurant when going to pick up. The website and app inform the customer of the food quality, duration of food preparation, and when the food is ready for pick-up or the amount of time it will take for delivery. The online food ordering market includes foods prepared by restaurants, prepared by independent people, and groceries being ordered online and then picked up or delivered. With the huge advent of young professionals into big cities, the online food ordering sector has started emerging day by day. Even many food deliveries companies have started accepting online food orders by adopting an online food ordering system to drive more sales online and to beat the competition. The first online food ordering service, World Wide Waiter knew as Waiter.com, was founded in 1995. The site originally serviced only northern California, later expanding to several additional cities in the United States. Restaurants just focus on preparing the order. The app services provide the service delivery staff who deliver the food to the consumer.

II. BJECTIVES

The food business in Live Event is being carried out in the same fashion for so many decades. In the stadium, when the customers visit the food court, they will read the large menu cards which just has the name of the item and price. They have to decide in moments and place the order just to wait in the queue for getting the ordered items on their table. Sometimes, the waiting time is so huge that the customers will lose interest in the item. Moreover, some customers might be lazy to come physically to the restaurant and eat. This will be the most profitable thing for them mainly.

III. LITERATURE SURVEY

- A. **Paper Name:** Netfood: A Software System for Food Ordering and Delivery.
- B. **Author:** Cristina-Edina Domokos Barna Séra Károly Simon Lajos Kovács Tas-Béla Szakács (2018)
- C. **Abstract:** This paper presents Netfood is an order management software for food delivery companies. It is a delivery-oriented system that allows clients to order from multiple restaurants at the same time, and provides the possibility to order individually or in a group. Orders can be placed by users through the web interface. The data related to restaurants, foods and orders is managed by administrators. A mobile application is used by the delivery personnel. Both client applications are served with data by a central server. The article presents the architecture and the

implementation of the software system. The technologies, tools and methods used during the development process are also described.

IV. TECHNOLOGIES AND TOOLS.

A. Android Studio

Android Studio is the official integrated development environment (IDE) for Google's Android operating system, built on JetBrains' IntelliJ IDEA software and designed specifically for Android development. It is available for download on Windows, macOS and Linux based operating systems.

B. Php MyAdmin

PhpMyAdmin is a free software tool written in PHP, intended to handle the administration of MySQL over the Web. phpMyAdmin supports a wide range of operations on MySQL and MariaDB. Frequently used operations (managing databases, tables, columns, relations, indexes, users, permissions, etc.) can be performed via the user interface, while you still have the ability to directly execute any SQL statement.

C. Retrofit

The communication between the server and client is based on REST requests and it is implemented using the Retrofit framework. Retrofit is a REST client for creating, sending, receiving and processing requests. It also solves the serialization and deserialization of the objects. Three elements are required for working with Retrofit. The first one is an interface with annotated methods (@GET, @POST, @PUT, @DELETE) for the REST requests. The second one is the Retrofit class which helps the implementation of the previously mentioned interface. In order to avoid code duplication, the Service Generator class is used. The interface is implemented with the use of the create Service () method. The third element is a set of POJO classes. These classes represent the data model which is similar to the model created on server side.

D. Smartphones

Users can access food ordering service via Smartphones by using Live event food service Application which is compatible and supports from android version 4.0 KitKat to all latest Versions. It is User-friendly or Easy to handle.

V. ARCHITECTURE DIAGRAM

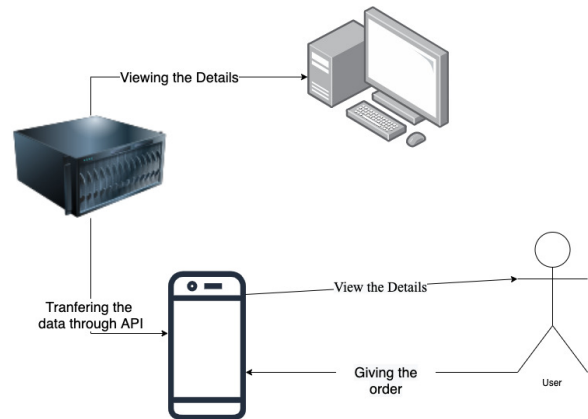


Fig. 1: System architecture diagram

VI. PROBLEM STATEMENT

To design and implement an application for online food orders from the live event.

VII. PROPOSED SYSTEM

Proposed system mainly consists of two modules.

A. Users of the System:

The users of the system include the customers and the employees. The employees of the system are responsible for updating the menu items as well as the delivery of the item to a particular address. The customers will visit the website, check for the items available in the menu, order for one or more items in the menu. All the activities such as ordering items online, delivery of the items by employees, the vehicle used to deliver the items etc. will be recorded in the database for all the events

B. Summary of the System:

There is a lot of scope online food ordering business and we can tap it to the max extent possible as everyone has access to an online ordering facility via the internet. Food business usually will have high demand and hence online business prospect for food ordering should be profitable. We will provide an easily accessible interface wherein the customer can view and place the order easily.

VIII. PROJECT SCOPE

- A. Order Food online.
- B. Upload food photos online.
- C. Add, edit, delete food items.

- D. Send order confirmation via email.
- E. Manage online order.
- F. Forum for customer comments about the site.
- G. Generates various report and many more.

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CONCLUSION

We Have Research and We Concluded that this application may get help for the Customer and the website will help the food court Manager. The developed website will help the food court manager for managing food orders and delivery of food and the application will help the user to give the food order from the seat.

Customer's Efforts are managed. It will give profit and provide the best way for marketing in the Food Service Industry or Organization.

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