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Development of Food Mess Application Using Android Java

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ABSTRACT: This plan is to create a application which will help to a new platform for bulk size order management and proper order placement for user. this project will work on bulk size party, weddings, daily tiffin and more orders. This project is based on a food mess to create an platform for new users and customers. The customer can order any quantity of order in an instance and get there order on the time the have placed this will make it easy to place a bulk of food item in a easy and efficient way.

KEYWORDS: Android, food, application, database.

I. INTRODUCTION

This plan is to create a application which will take user to a new platform for bulk size order management and proper order placement for customer. Thus will make a ease contact between the user and the customer. this will make it easy without any complications and will be user friendly. This idea is to create a platform for food mess users which depends on a bulk ordering and made things harder for food mess users in management of orders. Are plan is to cure there stress and make it easier for them for a good bond between user and customer.

II. METHODOLOGY

His plan is to create a application which will take user to a new platform for bulk size order management and proper order placement for customer.

Purpose of this project is to satisfy users and customers wants and to create a healthy bond between them. After observation one can say this plan requires following roles:

1: MANAGER:

Manager will be the owner of this project who will control the main frame of this application. He will be the admin of this application to edit content and handle the application from his side. The manager will have direct control over the application to edit and direct the application.

The manager is responsible for following activities:

- 1) Controlling mediator
- 2) Controlling food products and services
- 3) Controlling customers
- 4) Controlling order purchases

1) Controlling mediators:

Mediators are staff or committee which is under mangers control to fulfill and handle duties assigned to them. They work under the guidance of the manger and does not have full access to the application. They can access to only task assigned to them.

2)Controlling food products and services:

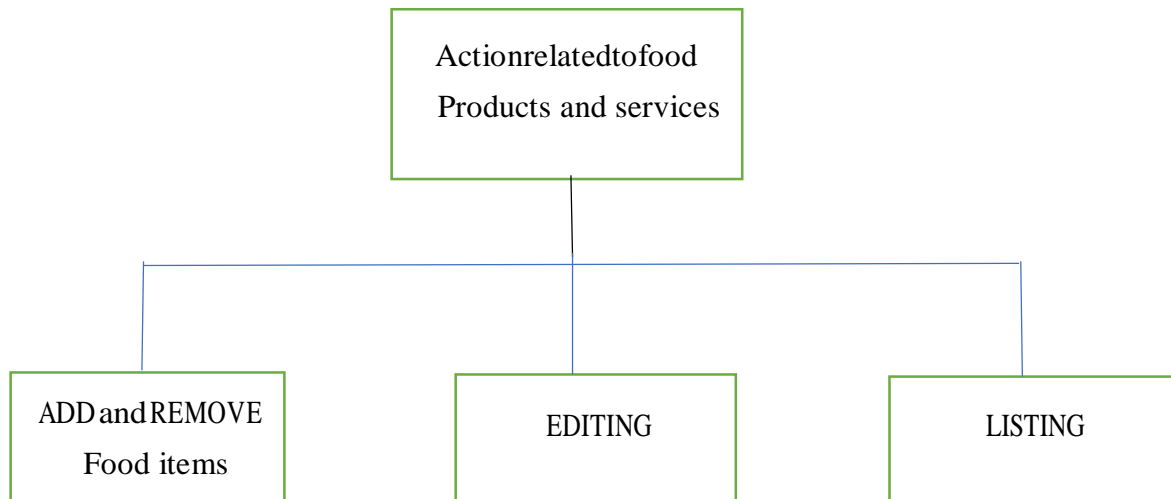
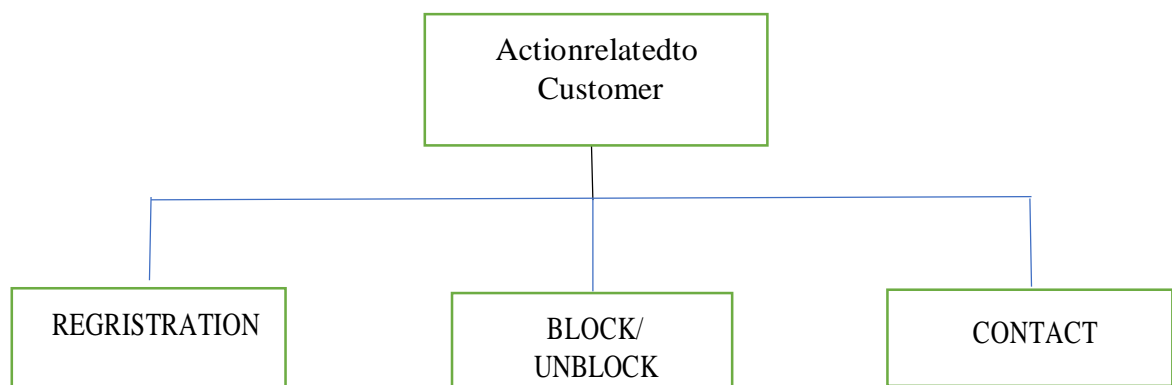


Fig 1. ER Diagram related to food products and services

1. ADD and REMOVE: The Manager ADD and REMOVE product as per his requirement and needs
2. EDITING: Manager can edit Price, Description and Availability and other details as required
3. LISTING: Manager is able to list and search products for his easy accessibility

3)Controlling Customers:



4)Controlling Order Purchase

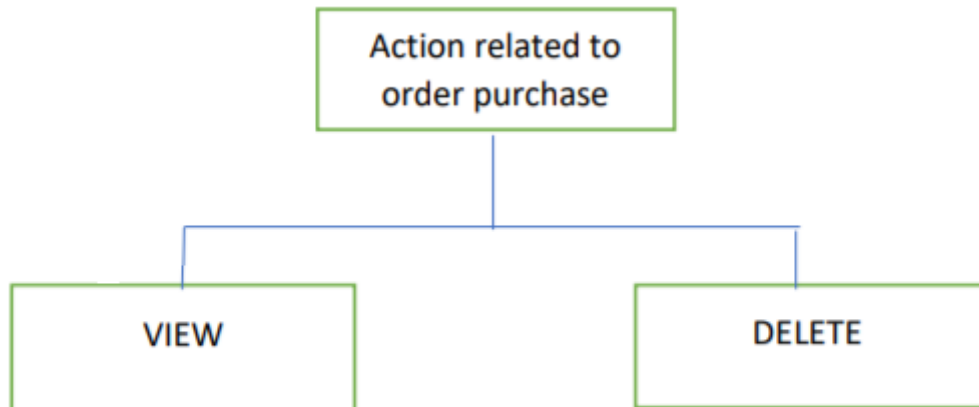


Fig3:..ER Diagram related to order and purchase

1.VIEW: Manager can view which consumer has order what in list with other customer details.

2.DELETE: Manager can Delete any order/purchase from the list if it has been delivered or if it is a fake order.

2:MEDIATOR:

Mediators are staff or committee which is under managers control to fulfill and handle duties assigned to them. They work under the guidance of the manger and does not have full access to the application. They can access to only task assigned to them.

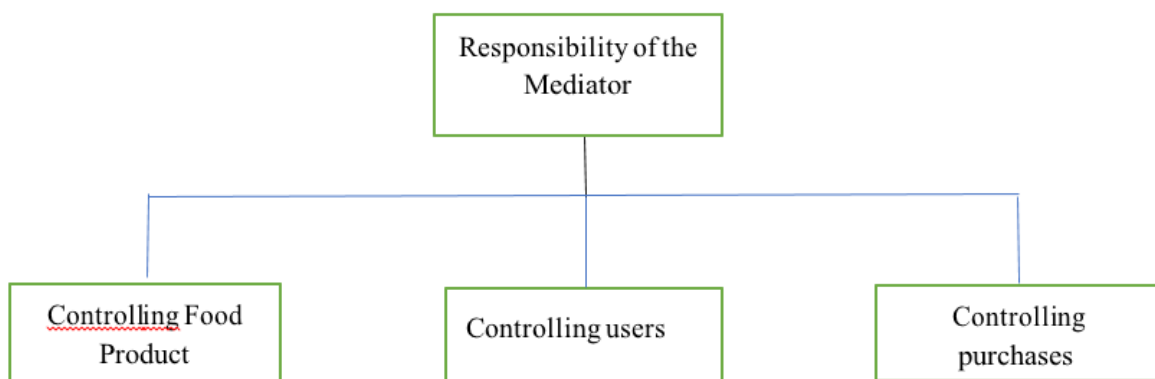


Fig 3: .ER Diagram related to order and purchase

Mediator also control food product details, purchases, orders, contact with users and more if the manager want to do so. Mediators works under the Manager and works as employees for application.

CONSUMER:

Consumers are the customer that purchase order from the application. Virtual food ordering has a great impact on applications. It makes it easy for the customer to easily purchase food sitting at home with an ease. if any problem for



customer arrives related he can report his problem on the application and also provides feedback facility too. so it becomes easy for the customer to trust the application.

1. SEARCH: Customer can search for any registered mess and any food products he wants.
2. ORDER PURCHASE: Customer can place order as per his needs.
3. EDIT: Customer can place or cancel order in a given period of time and can edit date time and location where order to be placed.
4. SIGN IN: A user can make a account a new registration in the application. He have to fill all asked details for registration.
5. LOGIN: The registered user can login any time in application using id and password.
6. EDIT PROFILE: User can edit profile anytime they want. they can edit address, name, password too.
7. PLACE ORDER: Selecting items quantity and placing order. And updating to the payment option for payment in multiple ways.
8. ORDER HISTORY: User account will also have previous purchased history to assist user and keep track.

III. CONCLUSION

The application is easy to use. This application is user friendly and error free. The plan is to create a user friendly application for bulk delivery order. the paper helped us to gain knowledge about the design and forum of application.

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