

FOOD RESERVATION SYSTEM

Submitted in partial fulfillment of the requirements for the degree of
Bachelor of Engineering

by

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This is to certify that the project entitled Title of project is a bonafide work of RIDA KHAN(15ET03) DANISH SHAIKH (15ET42) and ASHISH TAWARE (15ET46) submitted to the University of Mumbai in partial fulfillment of the requirement for the award of the degree of Bachelor of Engineering in Department of Electronics and Telecommunications Engineering.

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Project II Approval for Bachelor of Engineering

This project entitled FOOD RESERVATION SYSTEM by Rida Khan (15ET03) Danish Shaikh (15ET42) and Ashish Taware (15ET46) is approved for the degree of Bachelor of Engineering in Department of Electronics and Telecommunications Engineering.

Examiners

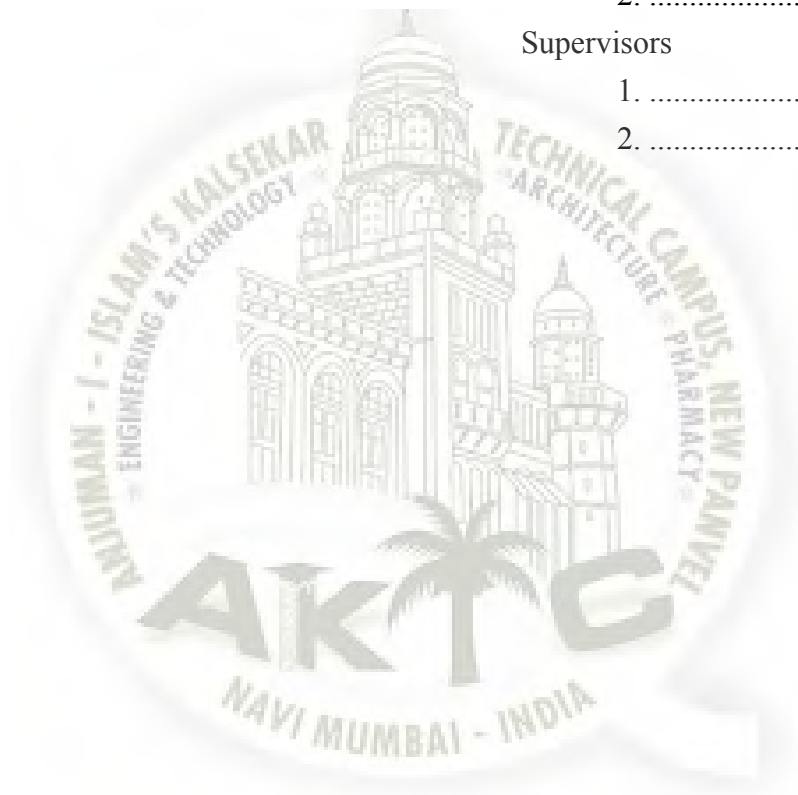
1.

2.

Supervisors

1.

2.



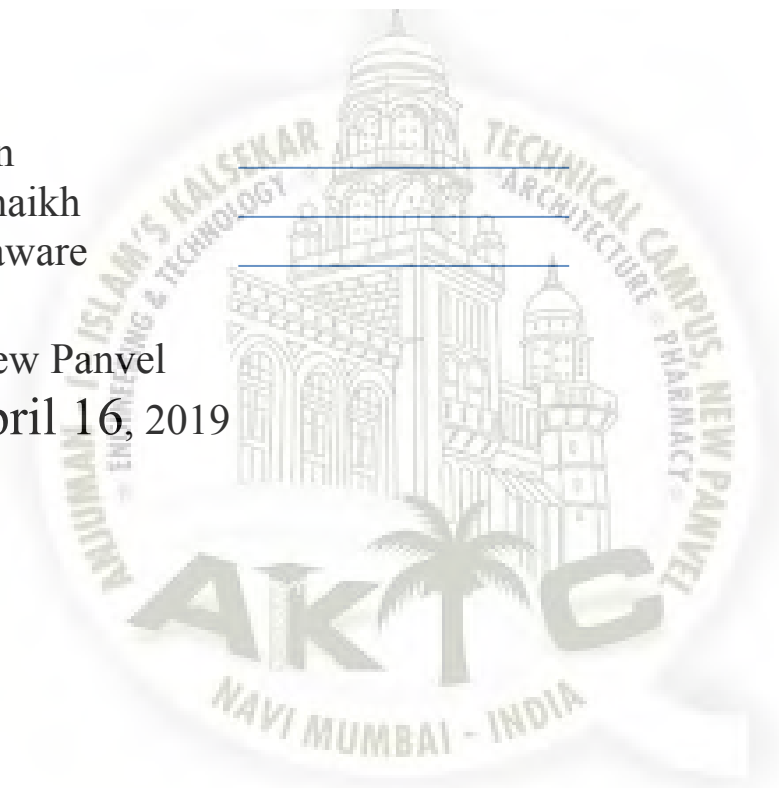
Declaration

I declare that this written submission represents my ideas in my own words and where others ideas or words have been included, I have adequately cited and referenced the original sources. I also declare that I have adhered to all principles of academic honesty and integrity and have not misrepresented or fabricated or falsified any idea/data/fact/source in my submission. I understand that any violation of the above will be cause for disciplinary action by the Institute and can also evoke penal action from the sources which have thus not been properly cited or from whom proper permission has not been taken when needed.

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Place: New Panvel

Date: April 16, 2019



ABSTRACT

Smart phone is considered an important innovation that has changed the human life in several aspects. Mobile based transactions are among some of the fastest growing areas in Information Technology today. Restaurant reservations first began with managers, hostesses, or other staff taking phone calls and penciling in names and times on paper. This took away a lot of time from hostesses and other staff members who could be clearing tables or helping customers. However, as technology advances, and more and more people have constant access to the internet, companies have developed various restaurant reservation software to make the process quicker and more convenient for both the restaurant staff and customers. This software has allowed for the emergence of online restaurant reservations, which can be made on a restaurant's personal website, or through a third party reservation service. Depending on your venue's location, staff, and traffic, we can help you decide on the best restaurant reservation system for you.

So Reserve your food with just One Tap.



TABLE OF CONTENT

Sr. No.	Content	Pages
01	Keywords and Glossary	3
02	Introduction <ul style="list-style-type: none">➤ Statement Of Project➤ Motivation➤ Objective and Scope➤ Application Description	4 4 4 5
03	Literature Review <ul style="list-style-type: none">➤ About Paper➤ Weaknesses➤ How To Overcome	6 7 7
04	Technical Details <ul style="list-style-type: none">➤ Methodology➤ Project Requirements➤ Software Requirement	8 11 21
05	Conclusion And Future Scope <ul style="list-style-type: none">➤ Conclusion➤ Future Scope	26 29
06	References	30

KEYWORDS AND GLOSSARY

Keywords:

- ❖ Java
- ❖ Android Studio
- ❖ Fire-Base Database
- ❖ HTML-CSS
- ❖ Javascript
- ❖ Php

Glossary:

Java : Java is a programming language that produces software for multiple platforms. When a programmer writes a Java application, the compiled code (known as byte-code) runs on most operating systems (OS), including Windows, Linux and Mac OS. Java derives much of its syntax from the C and C++ programming languages.

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. It is a replacement for the [Eclipse Android Development Tools \(ADT\)](#) as primary IDE for native Android application development.

Fire-Base Database : The Fire-base Real-time Database is a cloud-hosted database. Data is stored as JSON and synchronized in real-time to every connected client. When you build cross-platform apps with our iOS, Android, and JavaScript SDKs, all of your clients share one Real-time Database instance and automatically receive updates with the newest data.

Html-Css : HTML is the standard markup language for creating Web pages. HTML stands for Hyper Text Markup Language .HTML describes the structure of Web pages using markup. HTML elements are the building blocks of HTML pages. HTML elements are represented by tags. HTML tags label pieces of content such as "heading", "paragraph", "table", and so on. Browsers do not display the HTML tags, but use them to render the content of the page . **CSS** stands for **Cascading Style Sheets**. CSS describes how HTML elements are to be displayed on screen, paper, or in other media.

Javascript : [JavaScript](#) is a programming language mostly used client-side to make webpages interactive. You *can* create amazing webpages without JavaScript, but JavaScript opens up a whole new level of possibilities

jQuery : jQuery is a fast, small, and feature-rich JavaScript library. It makes things like HTML document traversal and manipulation, event handling, animation, and Ajax much simpler with an easy-to-use API that works across a multitude of browsers. With a combination of versatility and extensibility, jQuery has changed the way that millions of people write JavaScript.

Php : PHP is a server scripting language, and a powerful tool for making dynamic and interactive Web pages. PHP is a widely-used, free, and efficient alternative to competitors such as Microsoft's ASP.

CHAPTER 01

INTRODUCTION

With the rapid development of information technology, web application and Android application have been increasing in recent years. Compared with the desktop application, the advantages of web application for users are:

- No need to install and update
- Easily visit through browsers

The advantage of the Android application:

- Mobile application is convenient to carry
- Global partnerships and large install base
- Powerful development framework
- Open marketplace for distributing apps

Based on the advantages of both applications, I motivated myself to develop a combination project between web and Android application.

Meanwhile, with the number of customers increasing, the new problem occurs. Because the space of the restaurant is limited, the restaurant can only seat a certain number of customers at the time, therefore, the full customer resource cannot be utilized.

Mobile Food Ordering Application is the key to solve this problem. Using this application, the customers need not go to the restaurant by themselves, but they can order the dishes through computers and Android mobiles anywhere.

The Background Management platform in this application was designed for the administrator. The Administrator will be able to manage food dishes, dish orders and company employees here.

MOTIVATION AND OBJECTIVES :

Take-away orders (Phone)

Time-consuming and error-prone method

New way of making orders (E-Commerce)

More ways to make an order, the more business can be covered

Therefore, a web-based electronic ordering system has been development.

APPLICATION DESCRIPTION :

There are certain requirements the proposed application must fulfil to meet the objectives of the project.

1. The requirements to be achieved:

-In Background Management Platform:

-Administrator can add and modify food categories.

-Administrator can add, modify and query food information.

-Administrator can add, modify and query employee information.

-Administrator can manage orders produced from the web application and Android application.

2. In the Website Public Page and Android Application:

-Customer can view food information, such as category, name, price, image, description and so on.

-Customer can order food.

-Customer can modify food item, food amount in Shopping Cart.

Produce food order.

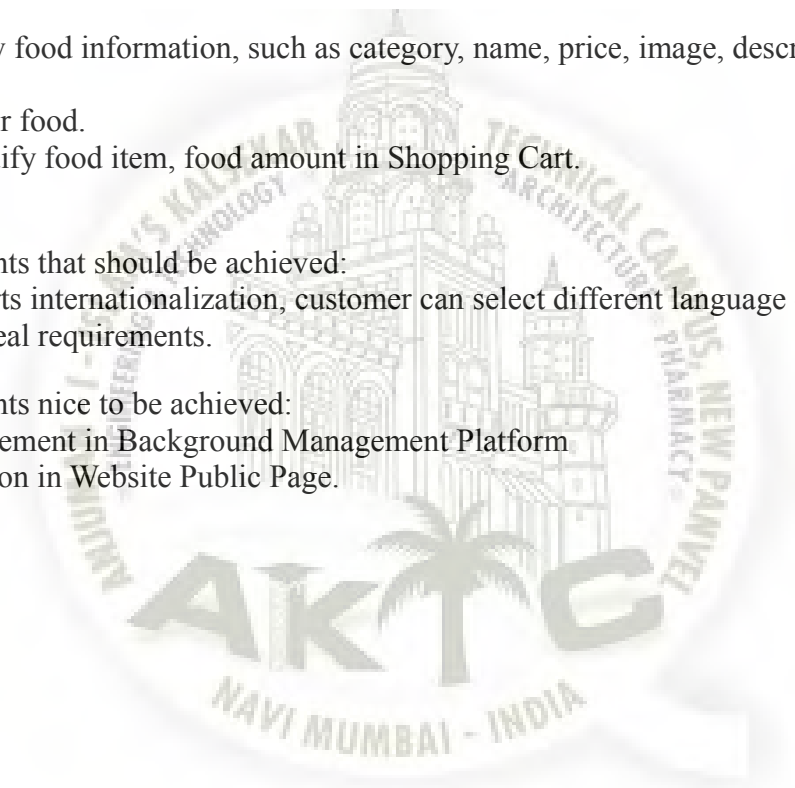
3. The requirements that should be achieved:

-The project supports internationalization, customer can select different language environments according to their real requirements.

4. The requirements nice to be achieved:

-Permission Management in Background Management Platform

-Query Dish Function in Website Public Page.



CHAPTER 02

LITERATURE REVIEW :

1. MICHAEL YOSEP RICKY :

The Purpose Of This Research Is Making An Ordering Food Application Based On Android With New Order, Order History, Restaurant Profile, Order Status. The Research Method Used In This Research Is Water Model Of System Development Life Cycle (Sdlc). Method With Different Phases. The Result Of This Research Is An Ordering Food Application For Customer And Courier Use. The Conclusion Of This Research Is To Help Customer In Making Order Easily And In Efficient Way. This Application Can Be Developed To Another Platform Such As Ios And Blackberry. By Adding Payment Method Such As Visa, Mastercard. Integrate It With Facebook And Twitter.

2. R.THAMIZHARASI :

The Google Play app store has been growing at breakneck speed and with almost as many apps as the Apple app store. This, for entrepreneurs and developers, is the chance of a lifetime to make even more money and reach an even broader audience base. This paper gives a complete knowledge of how to develop an application in Android studio. With The Upgradation Of Newer Version Of Android Studio More And More Libraries Will Be Available To Design And Implement The App.

3. CHUNNU KHUWAS :

The web application has become more and more reliant upon large amount of database and unorganized data such as videos, images, audio, text, files and other arbitrary types. Firebase is a relatively new technology for handling large amount of unstructured data. This paper focuses on the application of Firebase with Android and aims at familiarizing its concepts, related terminologies, advantages and limitations. Google Has Been Updating Firebase On Regular Basis, AdSense Is The Beta Phase Of Firebase. It Can Not Only Be Used In Android But Also To Connect Cross Platform. The Work Can Be Further Extended By Adding New Features And Exploring New Possibilities In Android Applications.

4. VAISHNAV KANADE :

Our proposed system is an online food ordering system that enables ease for the customers. The online food ordering system sets up a food menu online and customers can easily place the order as per their wish. Also with a food menu, customers can easily track the orders. For more secured ordering separate accounts are maintained for each user by providing them an ID and a password. The restaurants and mess can even customize online restaurant menu and upload images easily. Having a restaurant menu on internet, potential customers can easily access it and place order at their convenience. Thus, an automated food ordering system is presented with features of feedback and wireless communication.

5. Abhinav Kathuria :

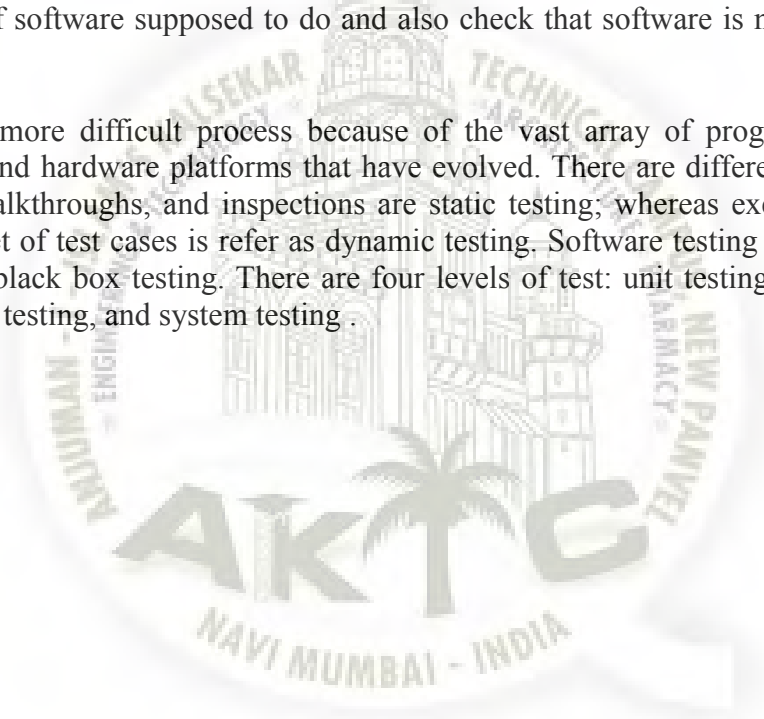
This research paper says technology is increasingly used by human being in every field. As people move from one place to another, many wireless technologies are available to remain in contact with others, without regard of the location. The increasing popularity of Smart Phones has drawn the attention of almost everybody. Along with making and receiving calls, users can send and receive messages, access the Internet, digital media, incorporate audio/video recording etc. Smart Phones also contain built-in keyboard, high resolution camera, front side camera for video conferencing, touch screen etc. Different smart phones have different operating systems. A mobile app, short for

mobile application or just app is an application which runs on smart phones, tablet or mobile phones. Apps are pre installed or downloadable pieces of software that can do almost everything. Apps make mobile more like portable computers having multi core processors, gigabytes of memory and a real operating system. Originally mobile apps are made available for informational purposes that include Gmail, calendar, weather information etc. With increase in technology and user demands, developers started to make apps for other purposes like games, banking, video chats etc. An app can show the data in a similar way as a website, along with other benefits to download the content that can be used offline, in case the Internet is not available. There are many apps available in market today for different Operating Systems i.e. Android, Blackberry and Apple etc., in which Android is having the maximum market share these days. depicts market share of different operating systems from 2011 to 2014.

6. Shikha Gautam :

Software testing is a process of executing a program or application with the intent of finding the errors or quality of the product. Software testing is conducted when executable software exists. Testing used to find out errors and fix them to support and improve software quality. Testing check what all functions of software supposed to do and also check that software is not doing what it not supposed to do.

Software testing is more difficult process because of the vast array of programming languages, operating systems, and hardware platforms that have evolved. There are different types of software testing. Reviews, walkthroughs, and inspections are static testing; whereas executing programmed code with a given set of test cases is refer as dynamic testing. Software testing methods are divided into white box and black box testing. There are four levels of test: unit testing, integration testing, component interface testing, and system testing .



CHAPTER 03

TECHNICAL DETAILS

➤ METHODOLOGY :

Our **FOODBORN** Application is being created by using Android Studio. The phases are:

1. Requirements definition :

Analyzes based on similar application and determines the necessary features in the application, as well as do the details about the features that will be created with function of each features.

Features that are needed in application for customer are as follows:

a. New Order

New Order is the main feature of the customer side application that will be used to make orders. There are two ways to make an orders, the first one is using Make anew order feature to make an order by choosing restaurant and menus provided freely, and the second one is using My Favorites feature to make an order by choosing one of the top three favorites restaurant.

b. Order History

Order History is the feature that will be used to show customer's order history. This feature is divided to three parts, which are Last order, Last 3 orders, and Last 7 orders that have been made by customer.

c. Restaurant Profile

Restaurant profile is the features that will be used to show restaurant profile. Customer can make a call directly to the restaurant through this feature.

d. Order Status

Order status is the feature that will used to show order status consist of "order received" means that order has been received by restaurant, "order confirmed" means that order has been confirmed by restaurant, "cooking" means that order has being prepare by restaurant, "delivering order" means that order has being delivery, and "done" means that order has been done. Customer can also show the delivery map while the status is on "delivering order".

e. Profile Setting

Profile Setting is the feature that will be used to show and to change customer profile, consist of name, address, email, and phone number.

Features that are needed in website for restaurant are as follows:

a. Profile

Profile is the feature that will be used to show restaurant profile. Restaurant can also modify its data including change password, edit profile, and change restaurant logo.

b. Order

Order is the feature that will be used to show incoming order. Restaurant can also update order status, assign courier, and show order history through this feature.

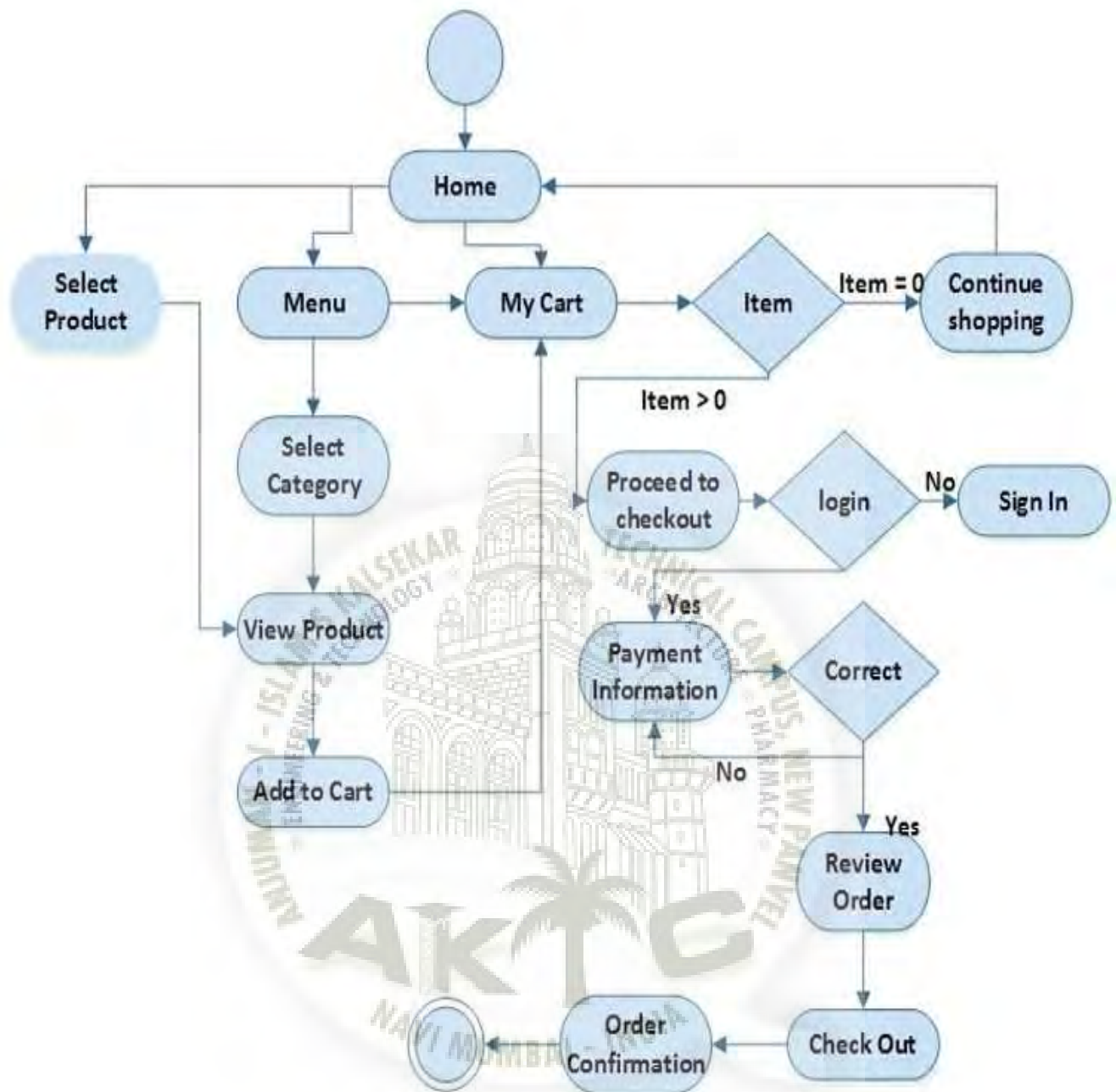
c. Menu

Menu is the feature that will be used to show the list of menus. There are two types of menu which are “food” and “beverage”. Restaurant can also modify its menu including change the availability status of each menu through this feature.

d. Courier

Courier is the feature that will be used to show the courier list of restaurant. Restaurant can also modify its courier data including change availability status and declare delivery starting to run by courier through this feature.





➤ SOFTWARE DETAILS :

ANDROID STUDIO :

Creating a New Android Project

Creating a new Android project is pretty straightforward with Android Studio. If you have just launched the Android Studio, it will display the screen shown in Figure 3-1 and list the Quick Start options.

1. To begin, click Start a new Android Studio project.
2. Name your application. Your application's name will be shown in the list of applications on the Android menu to launch the application. It's conventional to start an application name with a capital letter. As you can see in Figure 3-2, we named this example application Chapter Three.

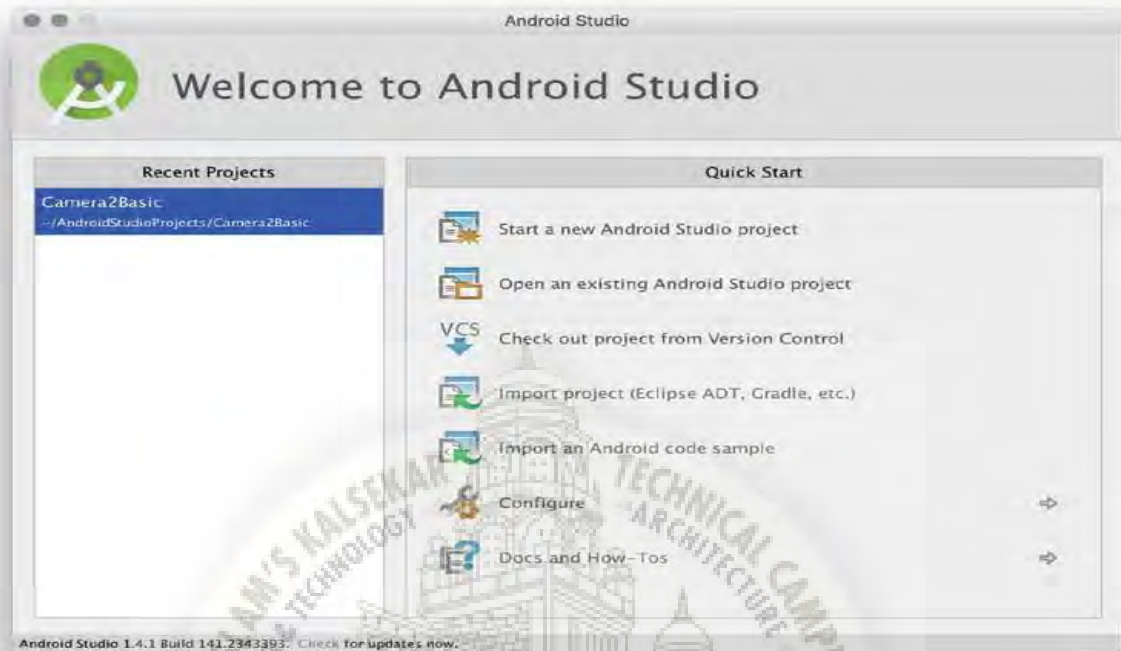
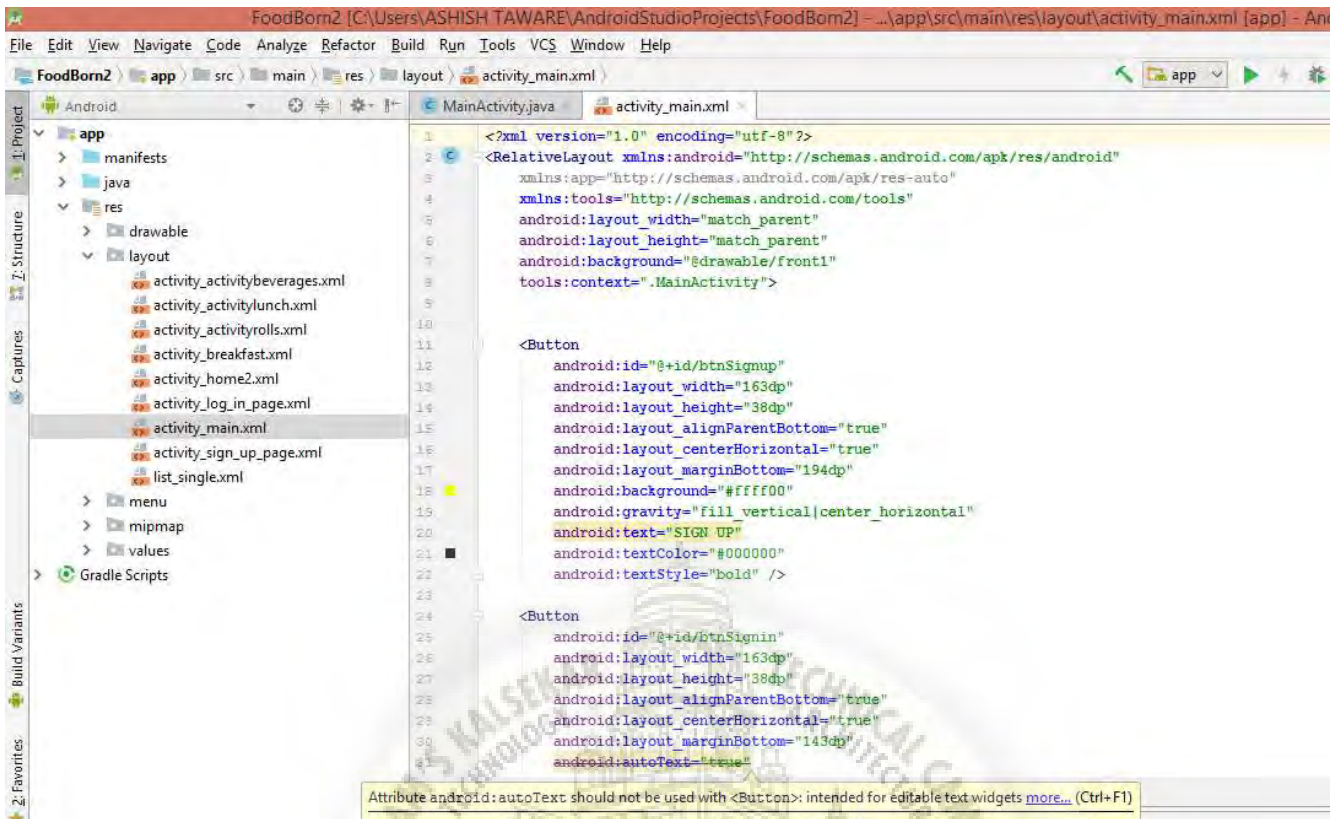


Figure3-1-Android studio welcome wind

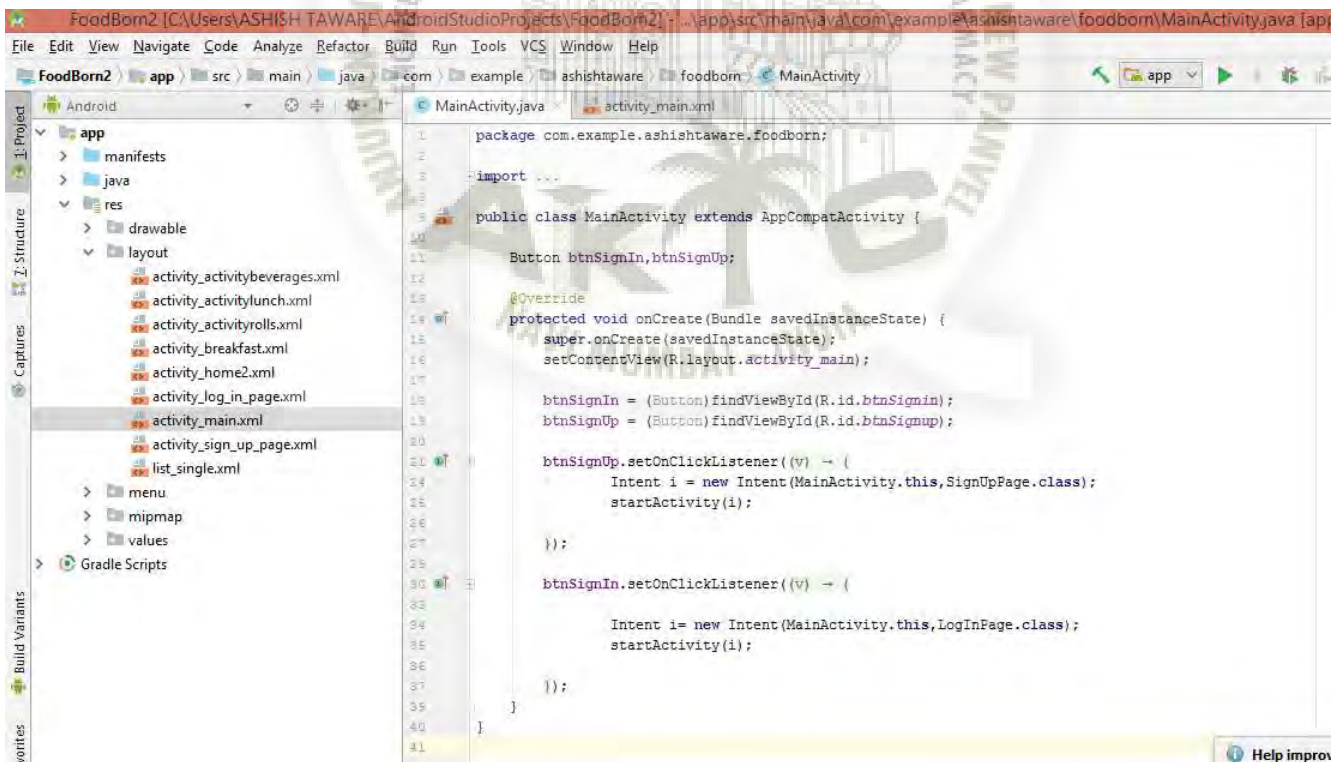
3. Configure your domain name for packaging application source files. Reserved domain name syntax is used by Android Studio to create a package name and store Java source files. Sun, later acquired by Oracle, recommends that developers use a company domain written in reverse for the package name to prevent name collisions for the Java classes. By default, Android Studio shows com.example, which is overwritten after you enter the domain name. You don't need to buy a domain name for your personal project but you need to make sure the domain name you are about to choose is unique. We named our first example's company domain with our book's title expertandroid.com (refer to Figure 3-2). You may choose your company's name as the domain name or just write any name.
4. Accept the default project location and click Next to select the device type and SDK version you want to deploy your application to. Deployment targets can be phones, tablets, wearables, TVs, or Android Auto applications. Throughout the book, Android SDK 6.0 (Marshmallow) is used, so for this example we selected Android SDK 6.0 for Phone and Tablet.

Figure: 3-2 Create new project

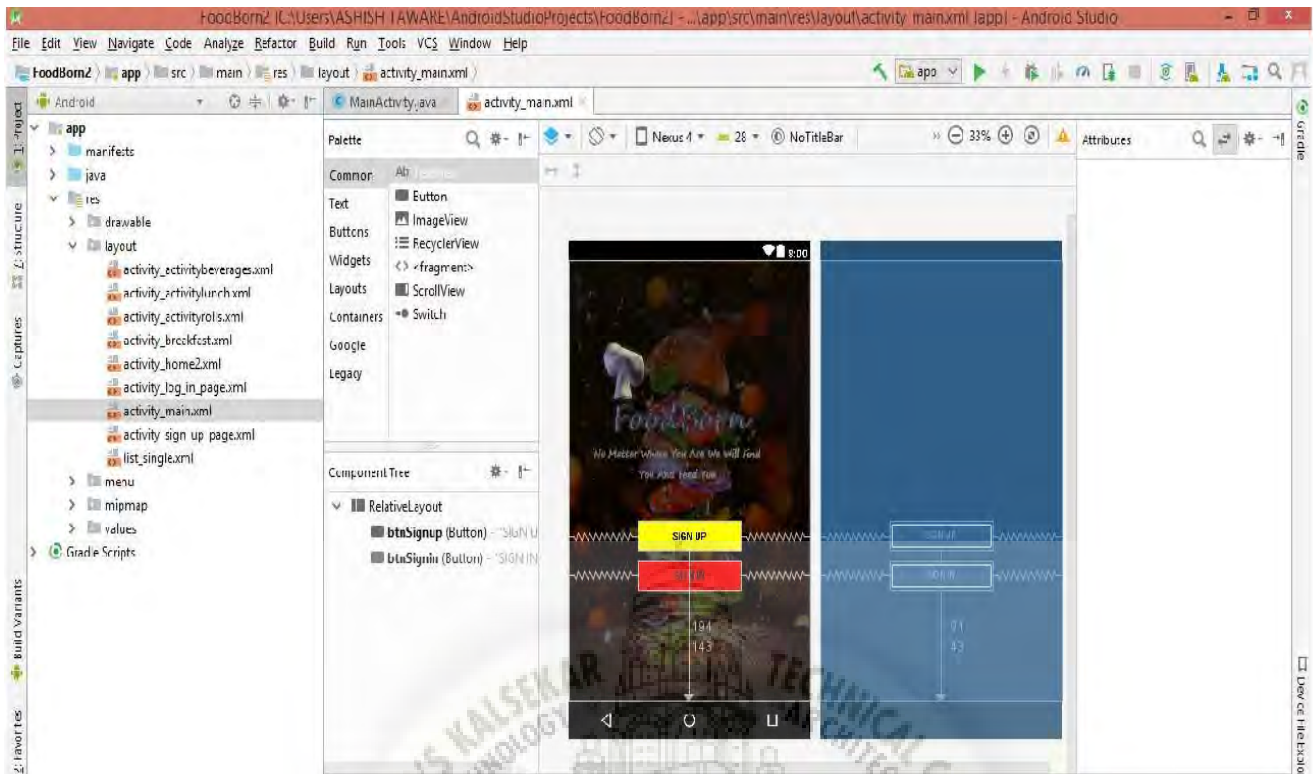




Front page of Foodborn

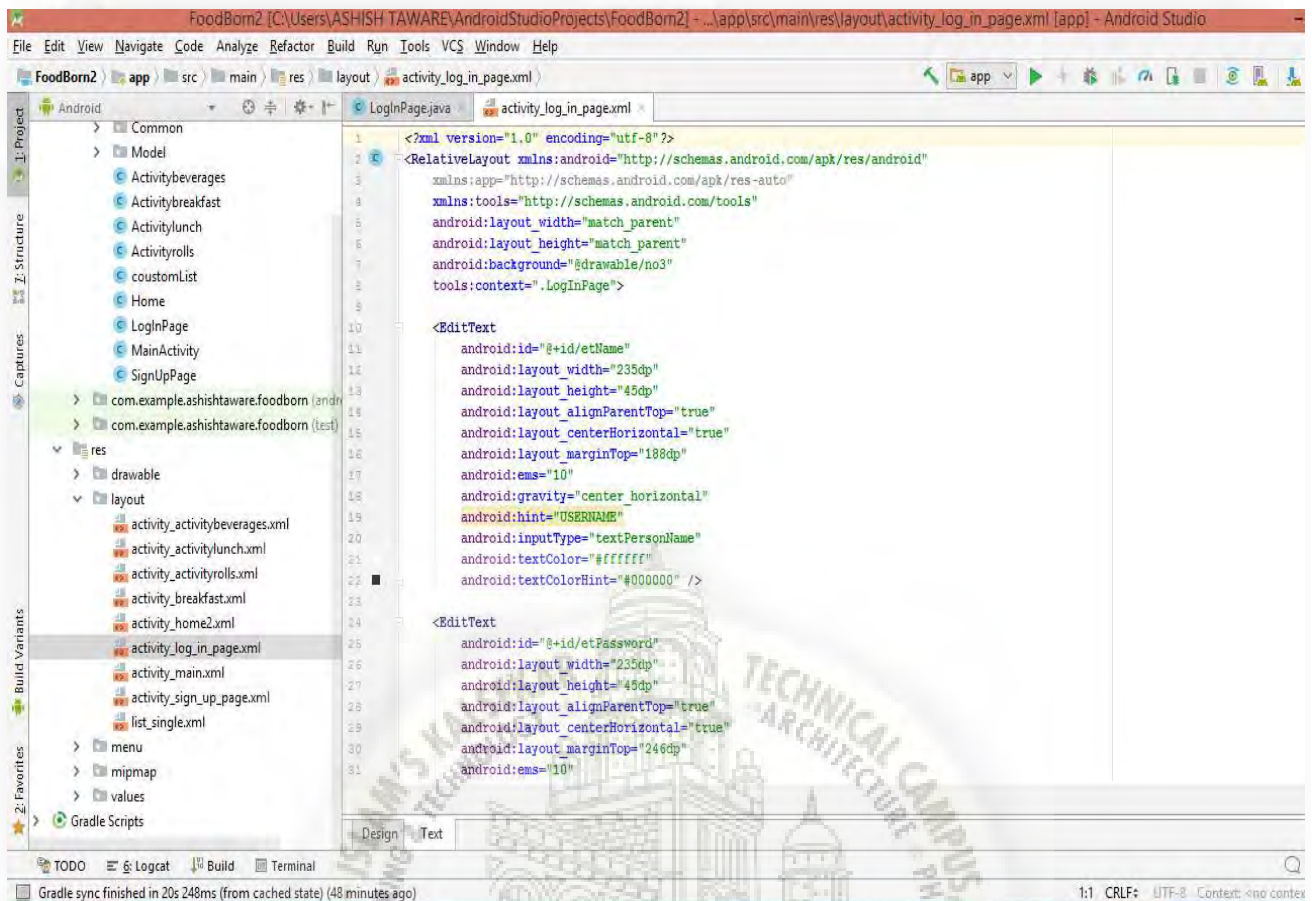


Java coding of page



Layout of front page





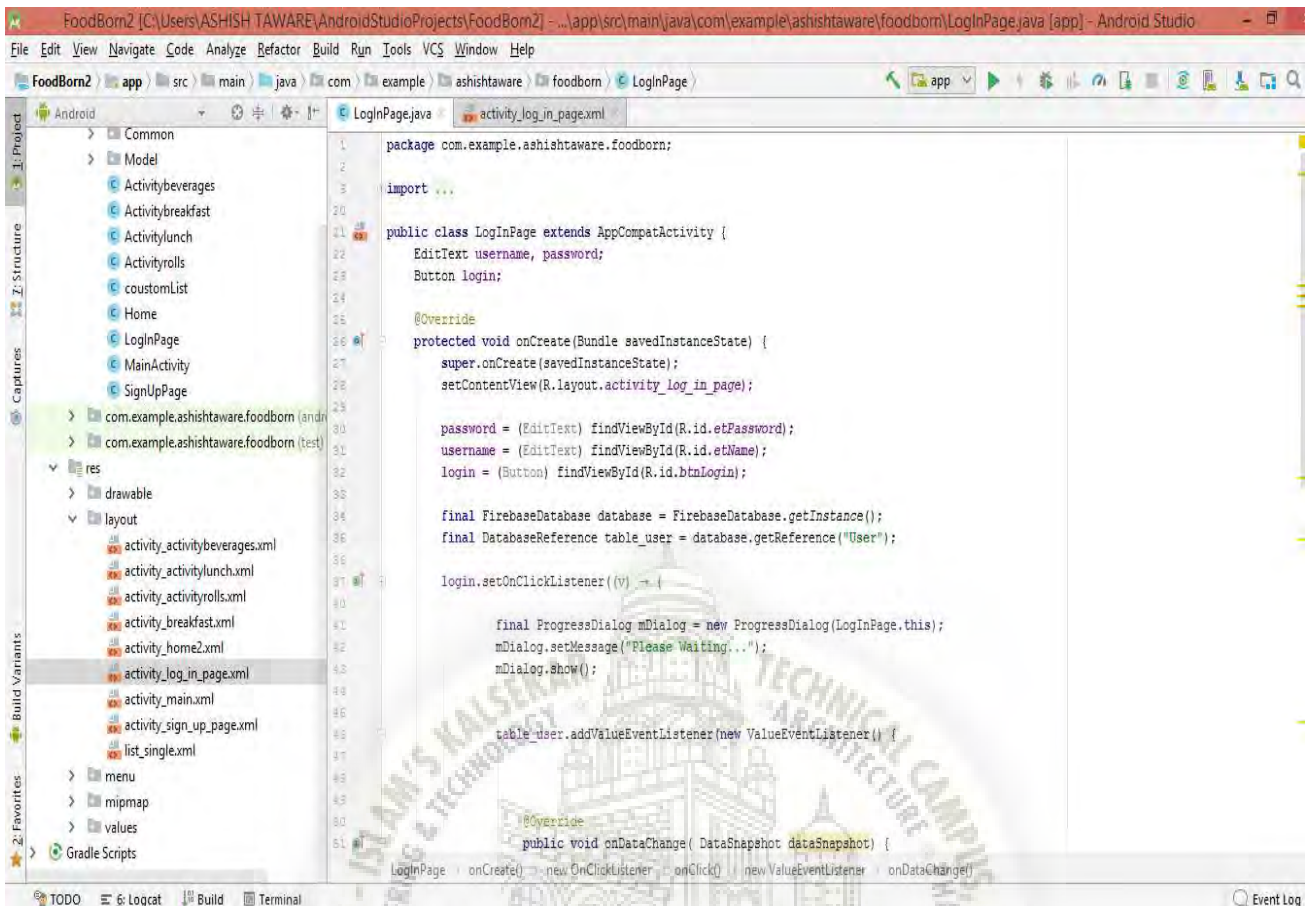
The screenshot displays the Android Studio interface with the XML code for the login page layout. The code defines a `RelativeLayout` container with two `EditText` views for username and password.

```
<?xml version="1.0" encoding="utf-8"?>
<RelativeLayout xmlns:android="http://schemas.android.com/apk/res/android"
    xmlns:app="http://schemas.android.com/apk/res-auto"
    xmlns:tools="http://schemas.android.com/tools"
    android:layout_width="match_parent"
    android:layout_height="match_parent"
    android:background="@drawable/no3"
    tools:context=".LoginPage">

    <EditText
        android:id="@+id/etName"
        android:layout_width="235dp"
        android:layout_height="45dp"
        android:layout_alignParentTop="true"
        android:layout_centerHorizontal="true"
        android:layout_marginTop="188dp"
        android:ems="10"
        android:gravity="center_horizontal"
        android:hint="USERNAME"
        android:inputType="textPersonName"
        android:textColor="#ffffff"
        android:textColorHint="#000000" />

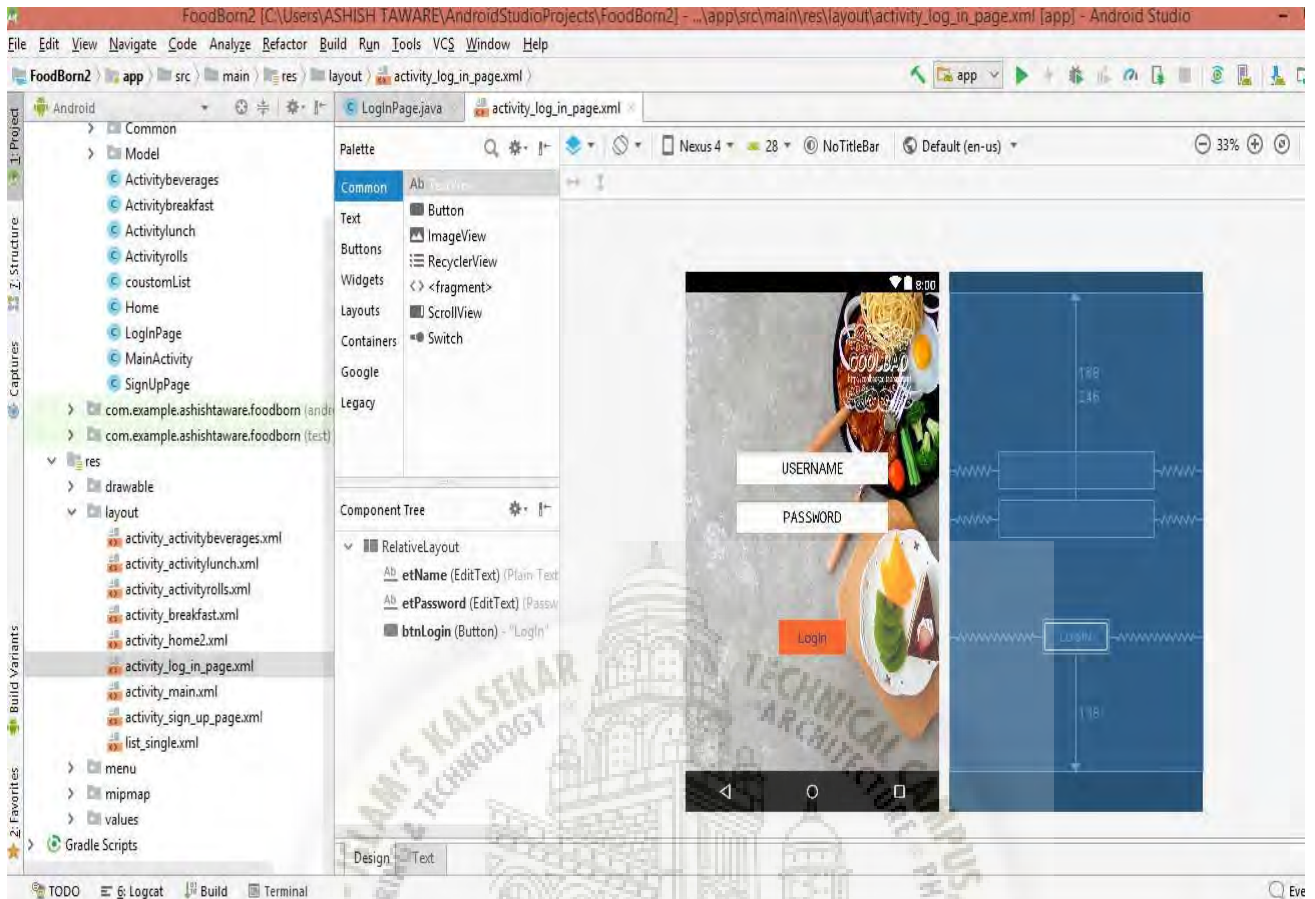
    <EditText
        android:id="@+id/etPassword"
        android:layout_width="235dp"
        android:layout_height="45dp"
        android:layout_alignParentTop="true"
        android:layout_centerHorizontal="true"
        android:layout_marginTop="246dp"
        android:ems="10"
        />
</RelativeLayout>
```

Login xml coding

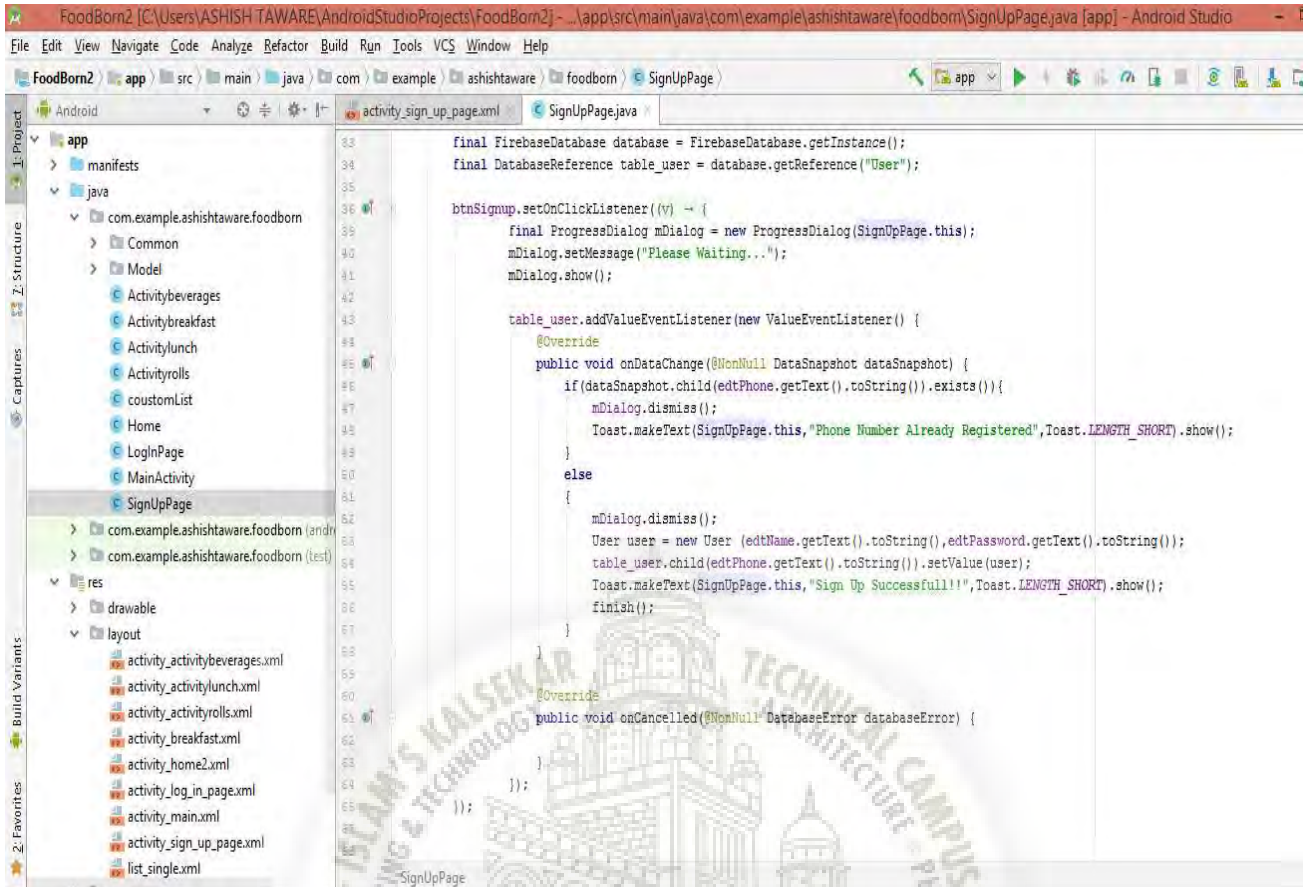


```
1 package com.example.ashishtaware.foodborn;
2
3 import ...
4
5 public class LoginActivity extends AppCompatActivity {
6     EditText username, password;
7     Button login;
8
9     @Override
10    protected void onCreate(Bundle savedInstanceState) {
11        super.onCreate(savedInstanceState);
12        setContentView(R.layout.activity_log_in_page);
13
14        password = (EditText) findViewById(R.id.etPassword);
15        username = (EditText) findViewById(R.id.etName);
16        login = (Button) findViewById(R.id.btnLogin);
17
18        final FirebaseDatabase database = FirebaseDatabase.getInstance();
19        final DatabaseReference table_user = database.getReference("User");
20
21        login.setOnClickListener((v) -> {
22
23            final ProgressDialog mDialog = new ProgressDialog(LoginPage.this);
24            mDialog.setMessage("Please Waiting...");
25            mDialog.show();
26
27            table_user.addValueEventListener(new ValueEventListener() {
28
29                @Override
30                public void onDataChange( dataSnapshot ) {
31
32                }
33            });
34        });
35    }
36}
```

Main java coding for log in page

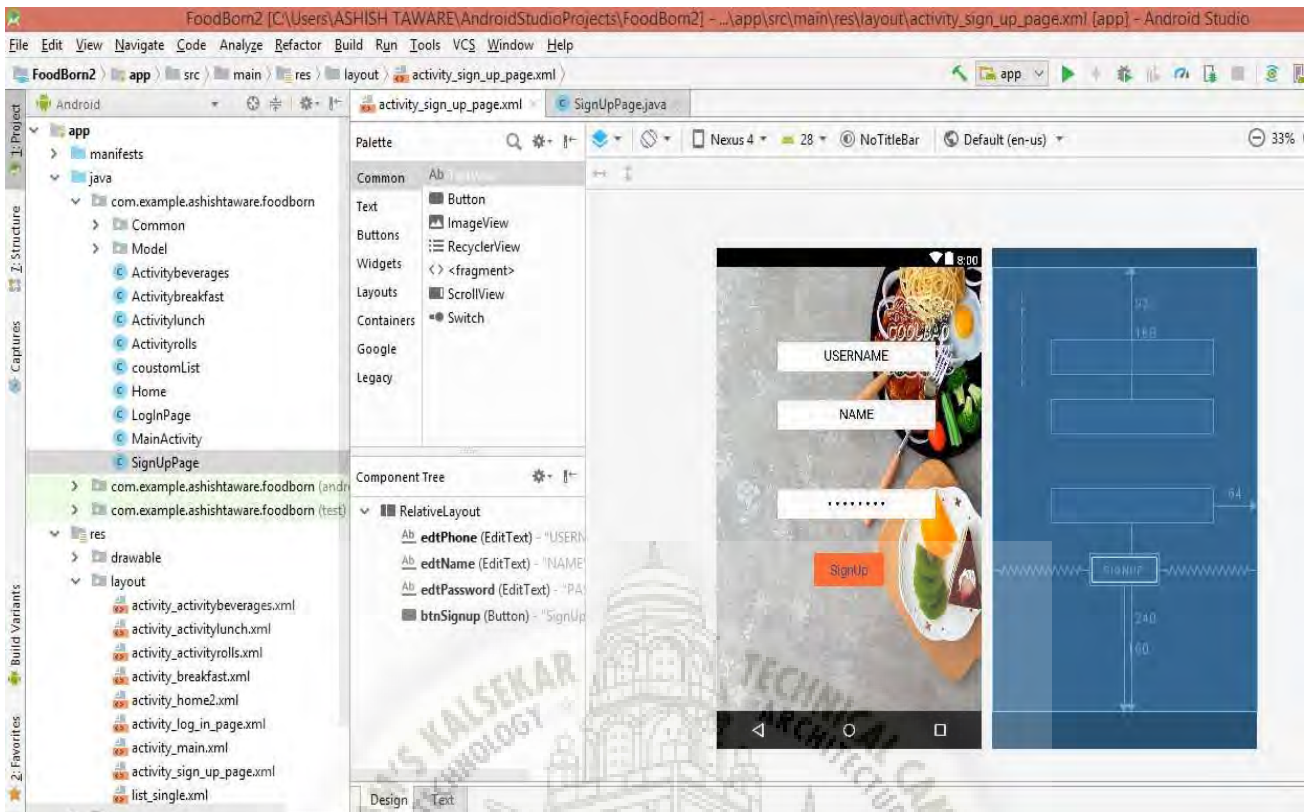


Log in page layout



Main java sign up page





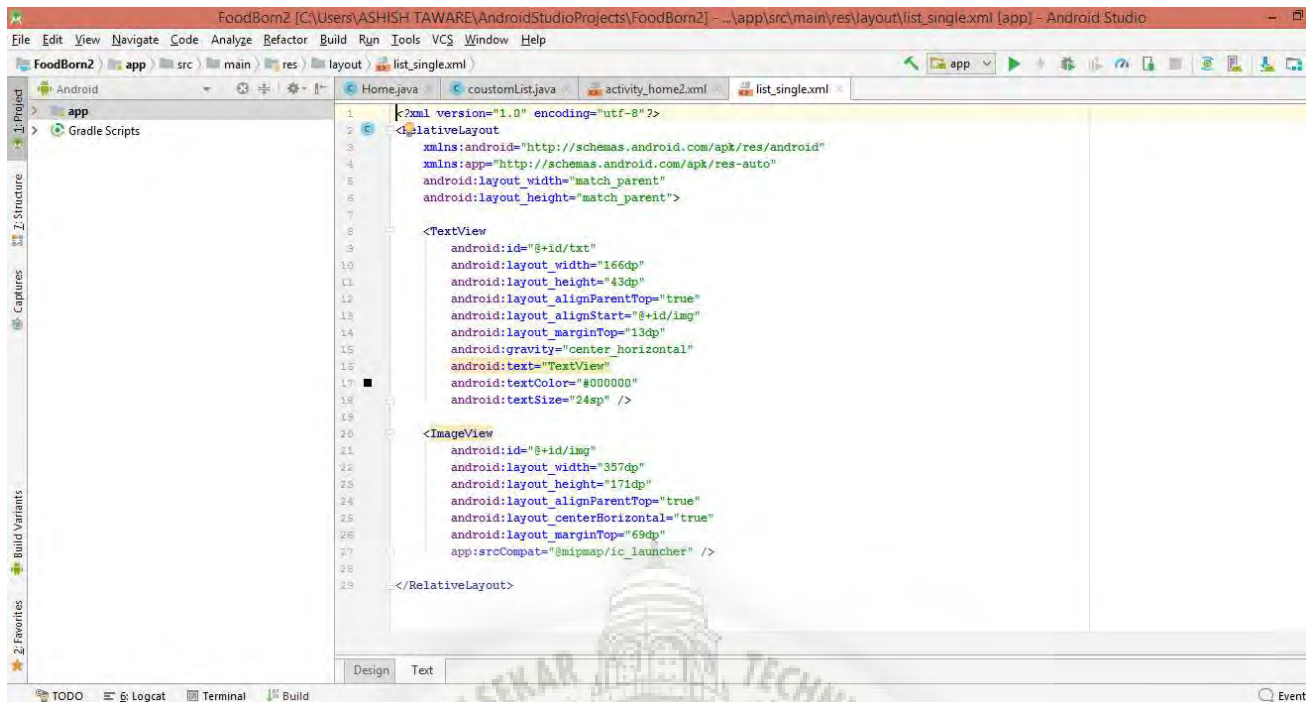
Sign up page layout



```
1 <?xml version="1.0" encoding="utf-8"?>
2 <RelativeLayout xmlns:android="http://schemas.android.com/apk/res/android"
3     xmlns:app="http://schemas.android.com/apk/res-auto"
4     xmlns:tools="http://schemas.android.com/tools"
5     android:layout_width="match_parent"
6     android:layout_height="match_parent"
7     android:background="@drawable/no3"
8     tools:context=".LoginPage">
9
10    <EditText
11        android:id="@+id/edtPhone"
12        android:layout_width="235dp"
13        android:layout_height="45dp"
14        android:layout_alignParentTop="true"
15        android:layout_alignStart="@+id/edtPassword"
16        android:layout_marginTop="93dp"
17        android:ems="10"
18        android:gravity="center_horizontal"
19        android:hint="Phone Number"
20        android:inputType="textPersonName"
21        android:text="USERNAME"
22        android:textColor="#000000"
23        android:textColorHint="#000000" />
24
25    <EditText
26        android:id="@+id/edtName"
27        android:layout_width="235dp"
28        android:layout_height="45dp"
29        android:layout_alignParentTop="true"
30        android:layout_alignStart="@+id/edtPhone"
31        android:layout_marginTop="168dp"

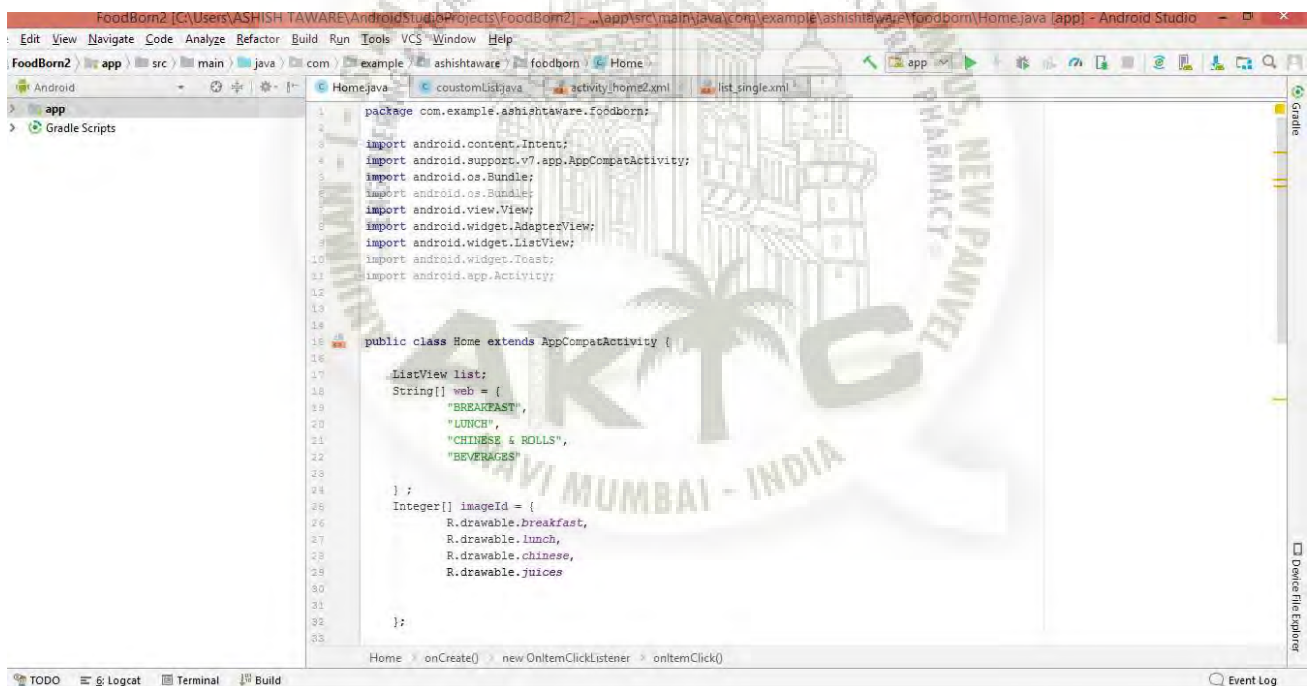
```

Sign up xml page



```
1 <?xml version="1.0" encoding="utf-8"?>
2 <RelativeLayout
3     xmlns:android="http://schemas.android.com/apk/res/android"
4     xmlns:app="http://schemas.android.com/apk/res-auto"
5     android:layout_width="match_parent"
6     android:layout_height="match_parent">
7
8     <TextView
9         android:id="@+id/txt"
10        android:layout_width="166dp"
11        android:layout_height="43dp"
12        android:layout_alignParentTop="true"
13        android:layout_alignStart="@+id/img"
14        android:layout_marginTop="13dp"
15        android:gravity="center_horizontal"
16        android:text="TextView"
17        android:textColor="#000000"
18        android:textSize="24sp" />
19
20     <ImageView
21         android:id="@+id/img"
22         android:layout_width="357dp"
23         android:layout_height="171dp"
24         android:layout_alignParentTop="true"
25         android:layout_centerHorizontal="true"
26         android:layout_marginTop="69dp"
27         app:srcCompat="@mipmap/ic_launcher" />
28
29 </RelativeLayout>
```

listView xml page



```
1 package com.example.ashishtaware.foodborn;
2
3 import android.content.Intent;
4 import android.support.v7.app.AppCompatActivity;
5 import android.os.Bundle;
6 import android.os.Bundle;
7 import android.view.View;
8 import android.widget.AdapterView;
9 import android.widget.AdapterView.OnItemClickListener;
10 import android.widget.AdapterView;
11 import android.widget.Toast;
12 import android.app.Activity;
13
14
15 public class Home extends AppCompatActivity {
16
17     ListView list;
18     String[] web = {
19         "BREAKFAST",
20         "LUNCH",
21         "CHINESE & ROLLS",
22         "BEVERAGES"
23     };
24
25     Integer[] imageId = {
26         R.drawable.breakfast,
27         R.drawable.lunch,
28         R.drawable.chinese,
29         R.drawable.juices
30     };
31
32 };
```

ListView Java page

Android Studio Buttons :

A button consists of text or an icon (or both text and an icon) that communicates what action occurs when the user touches it.



Depending on whether you want a button with text, an icon, or both, you can create the button in your layout in three ways:

With text, using the [Button](#) class:

```
<Button
android:layout_width="wrap_content"
android:layout_height="wrap_content"
android:text="Sign up"
/>
```

With an icon, using the [ImageButton](#) class:

```
<ImageButton
Android:layout_width="wrap_content"
Android:layout_height="wrap_content"
Android:text="Sign in"
/>
```

Android studio Text :

TextView :

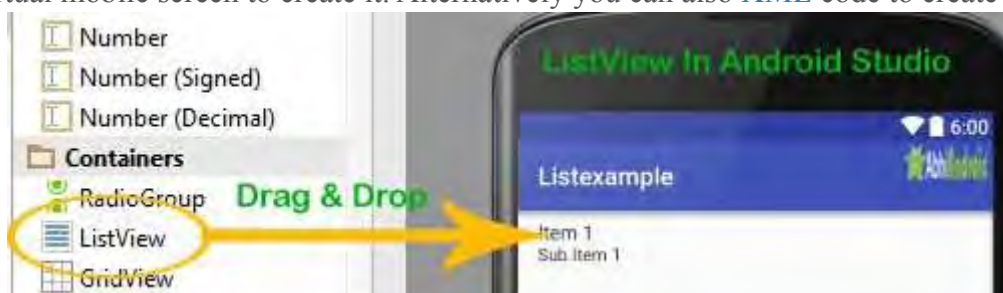
```
<TextView
Android:id="@+id/simpletextview"
Android:layout_width="wrap_content"
Android:layout_height="wrap_content"
Android_text="FoodBorn"/>
```

Edit TextView :

<EditText

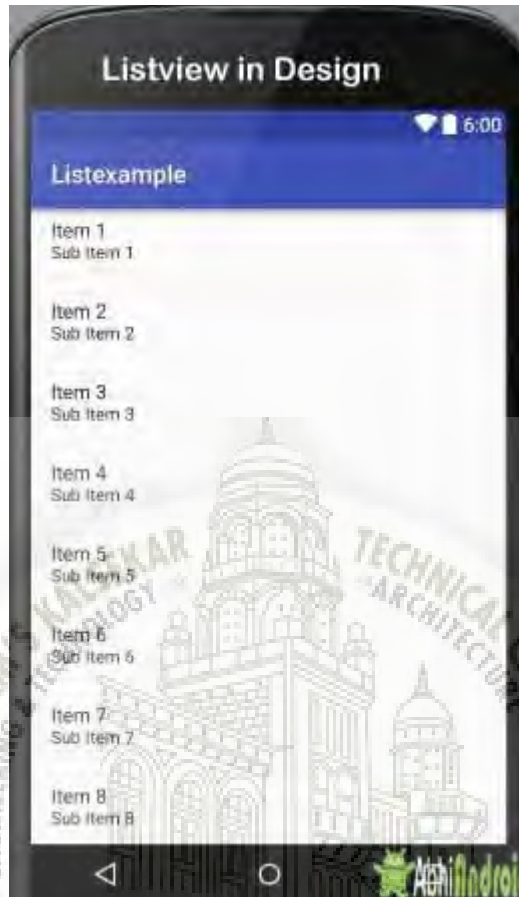
```
Android:id="@+id/simpleedittext"
Android:layout_width="wrap_content"
Android:layout_height="wrap_content"/>
```

List View in Android Studio: Listview is present inside Containers. From there you can drag and drop on virtual mobile screen to create it. Alternatively you can also [XML](#) code to create it.



Here is Android List-View XML Code:

List-view look in Design:



FIRE-BASE DATABASE :

Store and sync data with our NoSQL cloud database. Data is synced across all clients in realtime, and remains available when your app goes offline. The Firebase Realtime Database is a cloud-hosted database. Data is stored as JSON and synchronized in realtime to every connected client. When you build cross-platform apps with our iOS, Android, and JavaScript SDKs, all of your clients share one Real-time Database instance and automatically receive updates with the newest data.

Key capabilities :

Realtime	Instead of typical HTTP requests, the Firebase Realtime Database uses data synchronization—every time data changes, any connected device receives that update within milliseconds. Provide collaborative and immersive experiences without thinking about networking code.
Offline	Fire-base apps remain responsive even when offline because the Firebase Real-time Database SDK persists your data to disk. Once connectivity is reestablished, the client device receives any changes it missed, synchronizing it with the current server state.
Accessible from Client Devices	The Fire-base Real-time Database can be accessed directly from a mobile device or web browser; there's no need for an application server. Security and data validation are available through the Fire-base Real-time Database Security Rules, expression-based rules that are executed when data is read or written.
Scale across multiple databases	With Firebase Realtime Database on the Blaze pricing plan, you can support your app's data needs at scale by splitting your data across multiple database instances in the same Firebase project. Streamline authentication with Firebase Authentication on your project and authenticate users across your database instances. Control access to the data in each database with custom Firebase Realtime Database Rules for each database instance.

How does it work :

The Firebase Realtime Database lets you build rich, collaborative applications by allowing secure access to the database directly from client-side code. Data is persisted locally, and even while offline, realtime events continue to fire, giving the end user a responsive experience. When the device regains connection, the Realtime Database synchronizes the local data changes with the remote updates that occurred while the client was offline, merging any conflicts automatically.

The Realtime Database provides a flexible, expression-based rules language, called Firebase Realtime Database Security Rules, to define how your data should be structured and when data can be read from or written to. When integrated with Firebase Authentication, developers can define who has access to what data, and how they can access it.

The Realtime Database is a NoSQL database and as such has different optimizations and functionality compared to a relational database. The Realtime Database API is designed to only allow operations that can be executed quickly. This enables you to build a great realtime experience that can serve millions of users without compromising on responsiveness. Because of this, it is important to think about how users need to access your data and then [structure it accordingly](#).

Set up Firebase Realtime Database for Android :

Connect your app to Firebase

1. [Install the Firebase SDK](#).
2. In the [Firebase console](#), add your app to your Firebase project.

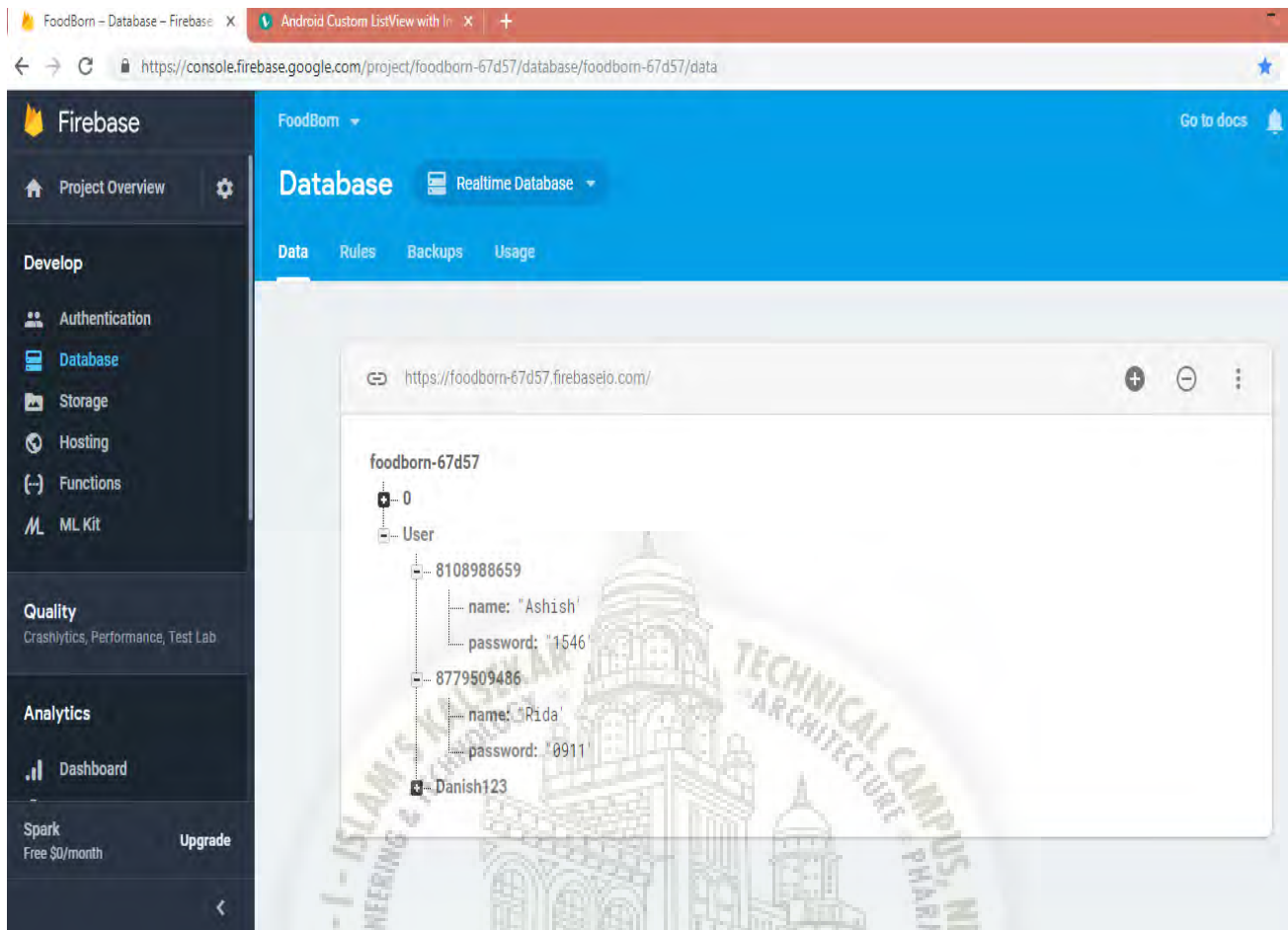
Add the Realtime Database to your app

Add the dependency for Firebase Realtime Database to your app-level build.gradle file:

```
implementation 'com.google.firebase:firebase-database:16.0.3'
```

Configure Firebase Database Rules

The Realtime Database provides a declarative rules language that allows you to define how your data should be structured, how it should be indexed, and when your data can be read from and written to. By default, read and write access to your database is restricted so only authenticated users can read or write data. To get started without setting up [Authentication](#), you can [configure your rules for public access](#). This does make your database open to anyone, even people not using your app, so be sure to restrict your database again when you set up authentication.



Html-Css : Hypertext Markup Language (HTML) is the standard [markup language](#) for creating [web pages](#) and [web applications](#). With [Cascading Style Sheets \(CSS\)](#) and [JavaScript](#), it forms a triad of [cornerstone](#) technologies for the [World Wide Web](#).

[Web browsers](#) receive HTML documents from a [web server](#) or from local storage and [render](#) the documents into multimedia web pages. HTML describes the structure of a web page [semantically](#) and originally included cues for the appearance of the document.

[HTML elements](#) are the building blocks of HTML pages. With HTML constructs, [images](#) and other objects such as [interactive forms](#) may be embedded into the rendered page. HTML provides a means to create [structured documents](#) by denoting structural [semantics](#) for text such as headings, paragraphs, lists, [links](#), quotes and other items. HTML elements are delineated by *tags*, written using [angle brackets](#). Tags such as `` and `<input />` directly introduce content into the page. Other tags such as `<p>` surround and provide information about document text and may include other tags as sub-elements. Browsers do not display the HTML tags, but use them to interpret the content of the page.

HTML can embed programs written in a [scripting language](#) such as [JavaScript](#), which affects the behavior and content of web pages. Inclusion of CSS defines the look and layout of content.

The [World Wide Web Consortium \(W3C\)](#), maintainer of both the HTML and the CSS standards, has encouraged the use of CSS over explicit presentational HTML since 1997.

Presentation related elements

- underline (u)(Deprecated. can confuse a visitor with a hyperlink.)
- strike-through (s)
- center (Deprecated. use CSS instead.)

- font (Deprecated. use CSS instead.)
- basefont (Deprecated. use CSS instead.)

Presentation related attributes

- background (Deprecated. use CSS instead.) and bgcolor (Deprecated. use CSS instead.) attributes for body (required element according to the W3C.) element.
- align (Deprecated. use CSS instead.) attribute on div, form, paragraph (p) and heading (h1...h6) elements
- align (Deprecated. use CSS instead.), noshade (Deprecated. use CSS instead.), size (Deprecated. use CSS instead.) and width (Deprecated. use CSS instead.) attributes on hr element
- align (Deprecated. use CSS instead.), border, vspace and hspace attributes on img and object (caution: the object element is only supported in Internet Explorer (from the major browsers)) elements
- align (Deprecated. use CSS instead.) attribute on legend and caption elements
- align (Deprecated. use CSS instead.) and bgcolor (Deprecated. use CSS instead.) on table element
- nowrap (Obsolete), bgcolor (Deprecated. use CSS instead.), width, height on td and th elements
- bgcolor (Deprecated. use CSS instead.) attribute on tr element
- clear (Obsolete) attribute on br element
- compact attribute on dl, dir and menu elements
- type (Deprecated. use CSS instead.), compact (Deprecated. use CSS instead.) and start (Deprecated. use CSS instead.) attributes on ol and ul elements
- type and value attributes on li element
- width attribute on pre element

Additional elements in Transitional specification

- menu (Deprecated. use CSS instead.) list (no substitute, though unordered list is recommended)
- dir (Deprecated. use CSS instead.) list (no substitute, though unordered list is recommended)
- isindex (Deprecated.) (element requires server-side support and is typically added to documents server-side, form and input elements can be used as a substitute)
- applet (Deprecated. use the object element instead.)

The language (Obsolete) attribute on script element (redundant with the type attribute).

Frame related entities

- Iframe
- Noframes
- target (Deprecated in the map, link and form elements.) attribute on a, client-side image-map (map), link, form and base elements. The Frameset version includes everything in the Transitional version, as well as the frameset element (used instead of body) and the frame element.

Frameset versus transitional

In addition to the above transitional differences, the frameset specifications (whether XHTML 1.0 or HTML 4.01) specify a different content model, with frameset replacing body, that contains either frame elements, or optionally noframes with a body.

Animations in Html-5 :

HTML5 canvas provides necessary methods to draw an image and erase it completely. We can take Javascript help to simulate good animation over a HTML5 canvas.

Following are the two important Javascript methods which would be used to animate an image on a canvas –

Sr.No.	Method and Description
1	setInterval(callback, time); This method repeatedly executes the supplied code after a given <i>time</i> milliseconds.
2	setTimeout(callback, time); This method executes the supplied code only once after a given <i>time</i> milliseconds.

JavaScript :

JavaScript is a cross-platform, object-oriented scripting language used to make webpages interactive (e.g. having complex animations, clickable buttons, popup menus, etc.). There are also more advanced server side versions of JavaScript such as Node.Js which allow you to add more functionality to a website than simply downloading files (such as realtime collaboration between multiple computers). Inside a host environment (for example, a web browser), JavaScript can be connected to the objects of its environment to provide programmatic control over them.

JavaScript contains a standard library of objects, such as Array, Date, and Math, and a core set of language elements such as operators, control structures, and statements. Core JavaScript can be extended for a variety of purposes by supplementing it with additional objects; for example:

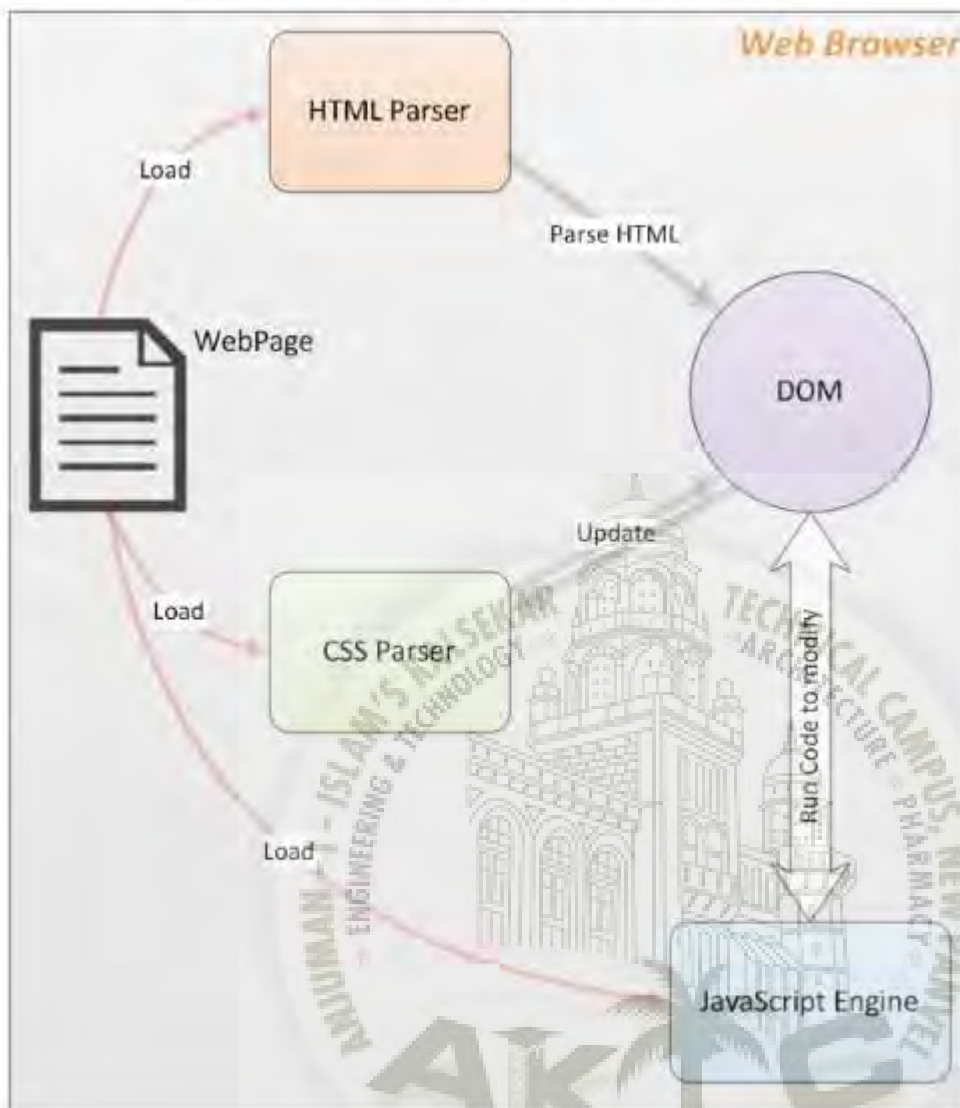
- **Client-side JavaScript** extends the core language by supplying objects to control a browser and its Document Object Model (DOM). For example, client-side extensions allow an application to place elements on an HTML form and respond to user events such as mouse clicks, form input, and page navigation.
- **Server-side JavaScript** extends the core language by supplying objects relevant to running JavaScript on a server. For example, server-side extensions allow an application to communicate with a database, provide continuity of information from one invocation to another of the application, or perform file manipulations on a server.

This means that in the browser, JavaScript can change the way the webpage (DOM) looks. And, likewise, Node.js JavaScript on the server can respond to custom requests from code written in the browser.

How Does JavaScript Work?

When the web browser loads a web page, the HTML parser begins parsing the HTML code and creating the DOM. Whenever the parser encounters a CSS or JavaScript directive (inline or externally loaded), it gets handed over to the CSS parser or the JavaScript engine as required. The JavaScript engine loads external JavaScript files and inline code, but does not run the code immediately. It waits for the HTML and CSS parsing to complete. Once this is done, the JavaScript is executed in the order they were found on the web page: variables and functions are defined, function invocations are executed, event handlers are triggered, etc. These activities result in the DOM being updated by the JavaScript and is rendered instantly by the browser.

How JavaScript Works on a Web Page



Loading JavaScript in a Webpage

The most common way to load JavaScript in a web page is to use the script HTML tag. Depending on your requirements, you can use one of the following methods.

Load an external javascript file into a web page as follows:

```
<script type="text/javascript" src="/path/to/javascript"></script>
```

You can specify the complete URL if the javascript is from a different domain from the web page as follows:

```
<script type="text/javascript" src="https://code.jquery.com/jquery-3.2.1.min.js"></script>
```

JavaScript can be directly embedded in the HTML. The following causes the web page to popup an alert box when it is loaded.

```
<script type="text/javascript">alert("Page is loaded");</script>
```

Other than these methods there are ways of loading JavaScript code dynamically on demand. In fact, there are whole frameworks dedicated to loading and running JavaScript modules with proper

dependencies resolved at run time. Discussion of these techniques must be deferred to an advanced article.



Php : Hypertext Preprocessor (or simply **PHP**) is a general-purpose programming language originally designed for web development. It was originally created by Rasmus Lerdorf in 1994; the PHP reference implementation is now produced by The PHP Group. PHP originally stood for *Personal Home Page*, but it now stands for the recursive initialism *PHP: Hypertext Preprocessor*.

PHP code may be executed with a command line interface (CLI), embedded into HTML code, or it can be used in combination with various web template systems, web content management systems, and web frameworks. PHP code is usually processed by a PHP interpreter implemented as a module in a web server or as a Common Gateway Interface (CGI) executable. The web server combines the results of the interpreted and executed PHP code, which may be any type of data, including images, with the generated web page. PHP can be used for many programming tasks outside of the web context, such as [standalone graphical applications](#) and robotic drone control.

The standard PHP interpreter, powered by the [Zend Engine](#), is [free software](#) released under the [PHP License](#). PHP has been widely ported and can be deployed on most web servers on almost every [operating system](#) and [platform](#), free of charge.

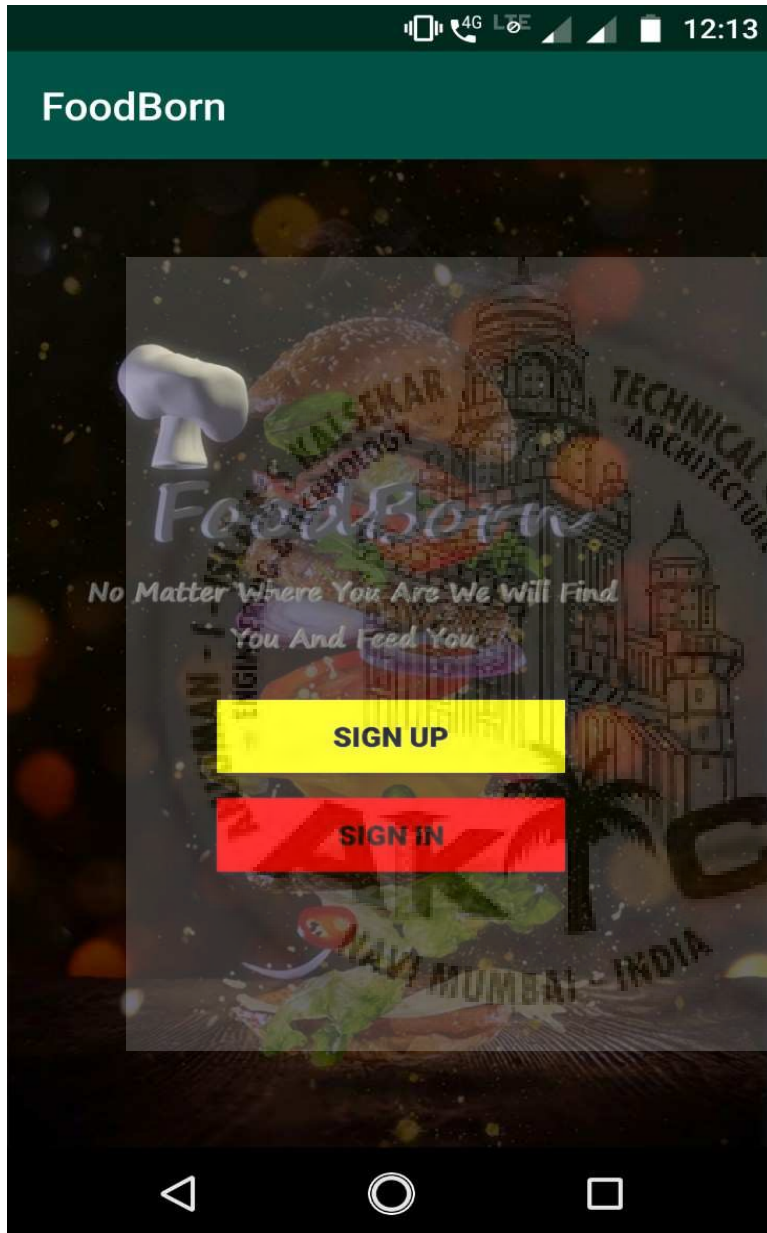
The PHP language evolved without a written [formal specification](#) or standard until 2014, with the original implementation acting as the *de facto* standard which other implementations aimed to follow. Since 2014, work has gone on to create a formal PHP specification.



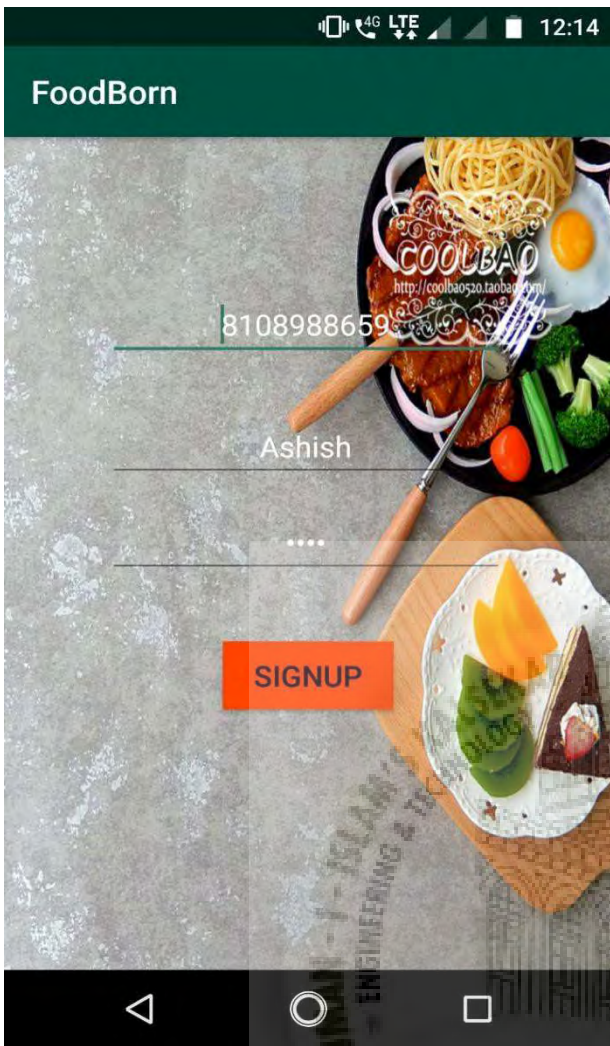
CHAPTER 04

CONCLUSION AND DISCUSSION :

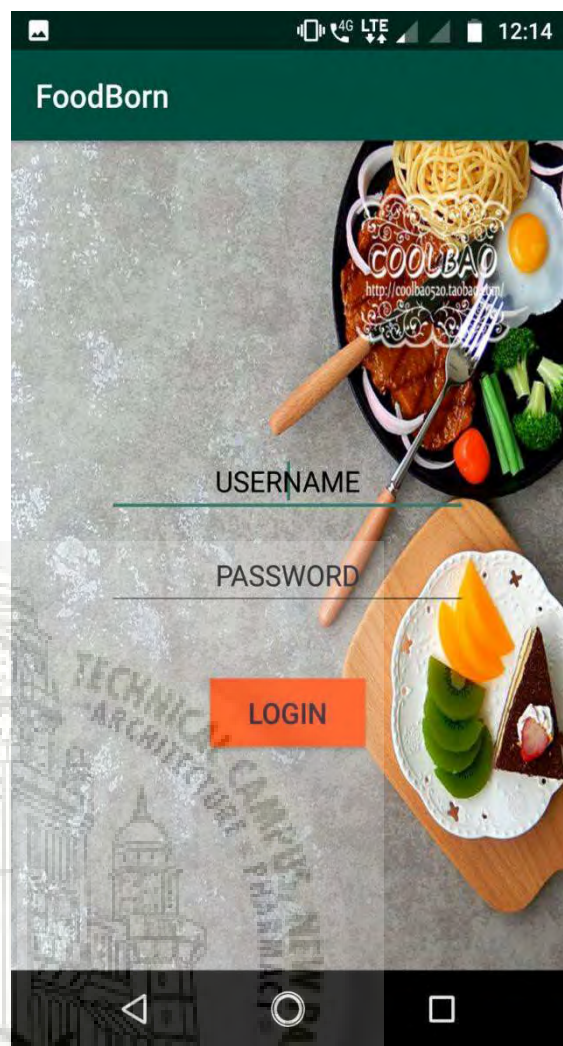
Screen shot of our Application :



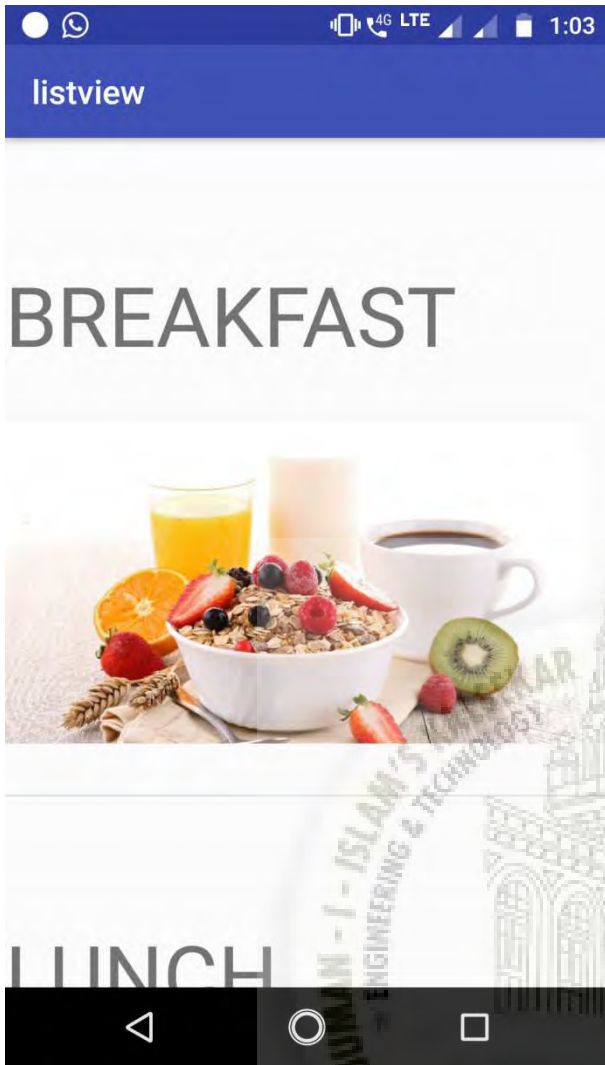
Sign up page of FoodBorn



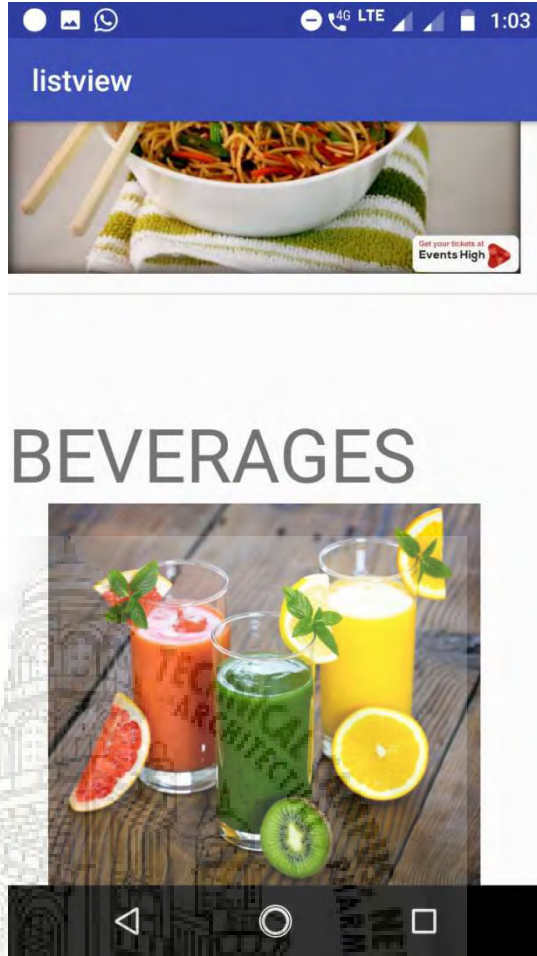
Registration page



Login page

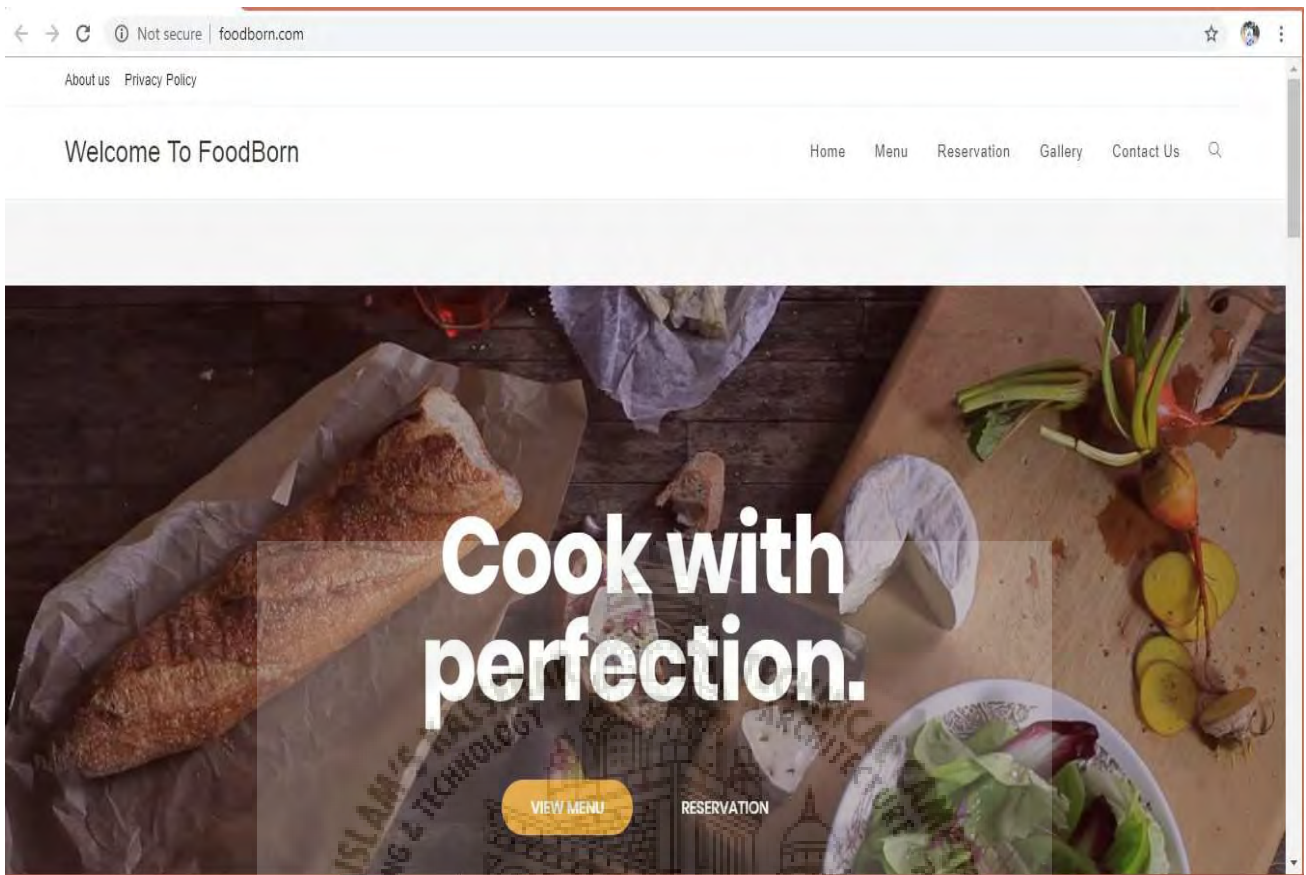


Menu pages



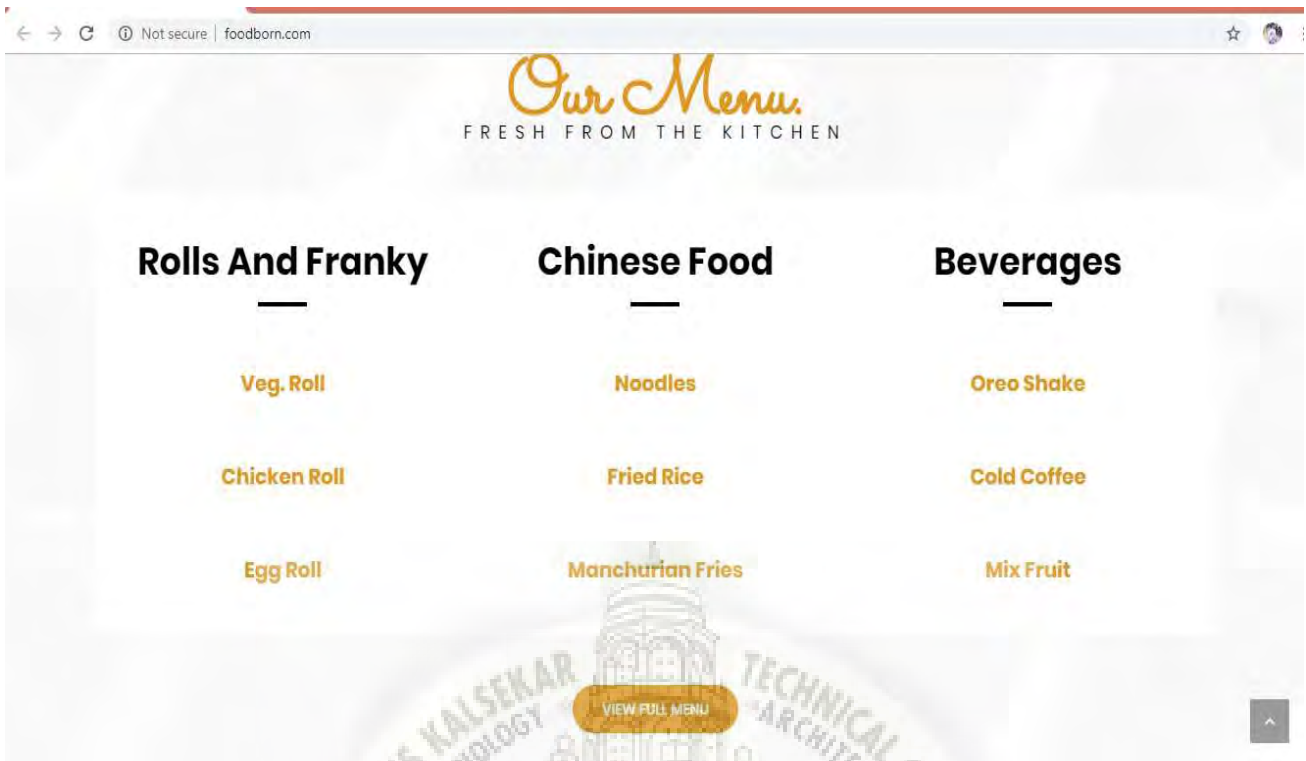
Menu pages





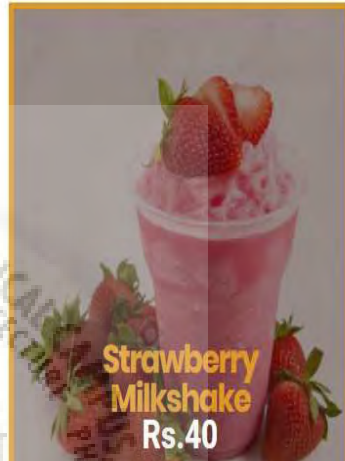
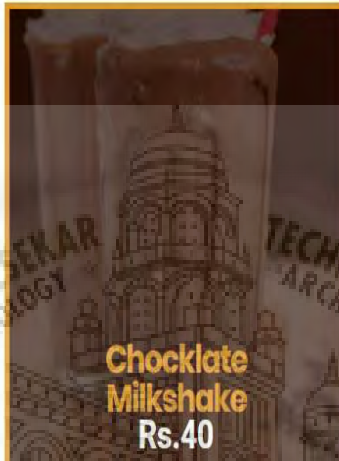
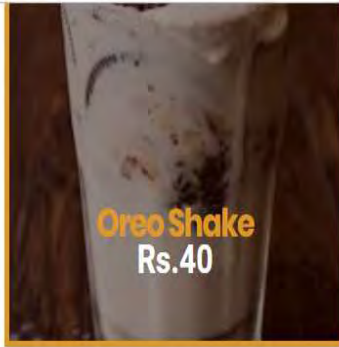
Home page

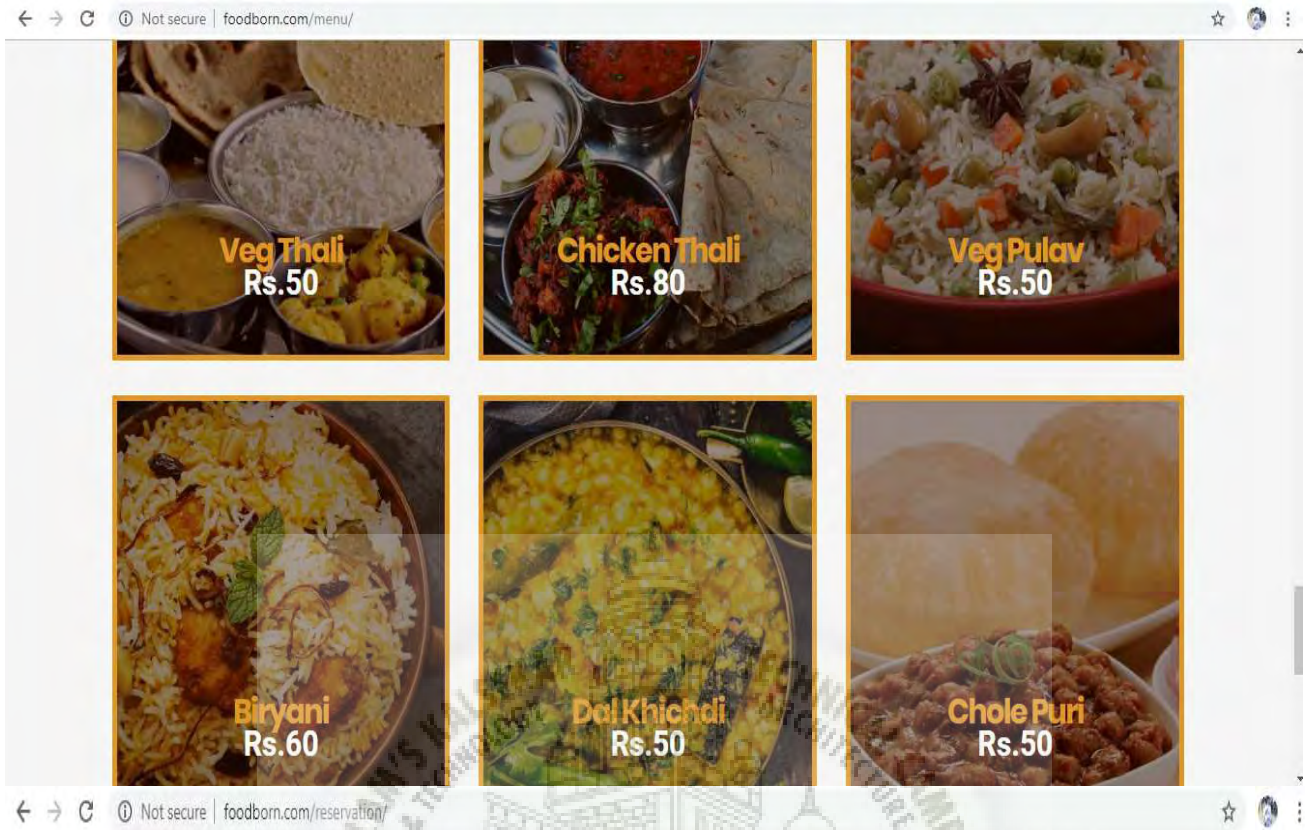




Menu Page







Working Hours.

8 AM - 5 PM

For online reservation.

foodborn@gmail.com

Phone reservation.

Call us in +022-4516 1248



Reservation Page



← → ↻ Not secure | foodborn.com/reservation/

FILL THE DETAILS HERE

Fields marked with an * are required

Full Name

Phone

Address

WHICH FOOD YOU WANT

TIME

SUBMIT

Form Of Reservation

Completed | Trashed Search Item

Bulk Actions ▾ Apply Reservation Form (ID: 2) ▾ Filter Forms Begin Date End Date Filter 6 items

<input type="checkbox"/> #	Full Name	Phone	Address	Single Line Text	Date
<input type="checkbox"/> 7	rida	8779509486	engg 301	chicken roll	March 30, 2019 5:16 pm
<input type="checkbox"/> 6	pratiksha	99672565	ajbjakbb	chinese	March 30, 2019 1:53 pm
<input type="checkbox"/> 5	sayyed alisha	9892879272	Lab 302	Shawrma	March 8, 2019 6:11 am
<input type="checkbox"/> 4	rida	8779509486	B.e et1 301		March 8, 2019 5:18 am
<input type="checkbox"/> 3	Saif kazi	7738858528	khargar belapur navi mumbai		March 1, 2019 2:53 pm
<input type="checkbox"/> 1	ASHISH TAWARE	8108988659	Chawl 55 , Sable Nagar Kurla (East)		March 1, 2019 2:26 pm
<input type="checkbox"/> #	Full Name	Phone	Address	Single Line Text	Date

[Edit](#) [Trash](#) [Export](#)

Bulk Actions ▾ Apply Download All Submissions 6 items

Dashboard

FUTURE SCOPE :

Below are some suggestions addressed to the next FoodBorn applications development :

1. For the next development, this application can be developed to another platform such as Blackberry and iOS, therefore other customers who are using Blackberry operating System and iOS can use this application and the target user segmentation will also be wider.
2. For next development this application can be developed by adding other payment method such as Paypal, bhim, paytm etc to facilitate customers in payment process.
3. For the next development , this application can be integrated with social media such as Facebook, Twitter, etc to facilitate customer in getting Foodborn application information.



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<https://www.udemy.com/share/1001X2BEcfdV5aTHQ=/>
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- [9] Canvas tutorial - MDC – Learn how to use HTML5 canvas feature in your web pages
- [10] Introduction to HTML5 – Learn how to use HTML5 in your web design or web application.
- [11] W3C Specifications List – A comprehensive list of W3C standards. You will find most latest versions available on this page.

