Comparison and Subscription-Based Canteen Management System

**Ms. Priyanka Sonawane, Ms. Anuja Jadhav, Mr. Satyam Parkale,
Mr. Saurabh Kamble, Prof. Vidya Jagtap**

Department Of Information Technology,
JSPM'S Bhivarabai Sawant Institute of Technology and Research
Wagholi, Pune

Abstract: *The venture Users who use the online canteen system can reserve their meals in advance. Users must reserve their meals on the menu card. When customers make a reservation for meals, the chef receives the order and begins to prepare it. The current method is a manual one that requires paperwork for the billing system and maintenance of files as well. The user will have access to the menu in the proposed system, and payments will be done online. Users will be provided with a username and password so they may make reservations. This project will assist in outlining the process from material adaptation to the creation of an online environment. This assists both the user and the canteen owner by gathering all essentials in one location.*

Keywords: *RazorPay, OrderFood.*

1. INTRODUCTION

On the campus of JSPM BSIOTR, for instance, there are three messes. A lot of the time, food in a mess is eliminated in advance, but other wait time. This, along with the fact that the students are unaware of the mess's daily menu, leads to a better decision. Our plan is to create software that will allow the mess employees to post their daily menus. Students who have signed up for the service will select the mess they want to stay in and make the reservation one day in advance.

2. RELATED WORK

I. Functional Requirements:

Create a profile, their account management, enter the system, navigating the canteen system's menu in accordance with the things that are available at that moment. Choose something from the menu options to alter the chosen things. Add anything to their existing

order. Reviewing the customer's most recent order following the adjustment. Using the 'Remove' option to remove the products that were added to the current order.

II.   Menu Management System:

The online canteen system is given priority by the menu management system. Only the canteen staff and the specific canteen manager will be able to use the menu management system. The menu will be organized based on the things available at that moment. The correct menu will be provided to web ordering system users by controlling in this way. The menu management system uses a graphical user interface (VI) to manage and present the menu to the user. The menu management system provided features that allowed the user to control objects using a graphical user interface: Add a new, updated, or deleted item to or from a certain category on the canteen's menu. For a certain food item, add a new, update, or delete an opinion.

III.   Wallet Implementation:

Here we can able to book a food menu online and we don't need to pay extra money for that like, we just can add a money to the wallet and use that money for paying the menu price as to the mess range. This system is very helpful for student to balance their monthly food money, because they can analyze how much money they are spending regularly.

3. DESIGN TECHNIQUES

The following technologies have been used to make the app function: -Flutter using Dart and firebase.

4. SYSTEM ARCHITECTURE

A canteen system typically consists of multiple components that work together to provide a seamless experience for users. Here's a high-level overview of the system architecture for a canteen management system:

User Interface (UI):

Flutter framework for building a cross-platform mobile application. Develops a responsive and intuitive user interface with widgets and layouts. Implements screens for placing orders, making payments, viewing menus, and managing user accounts.
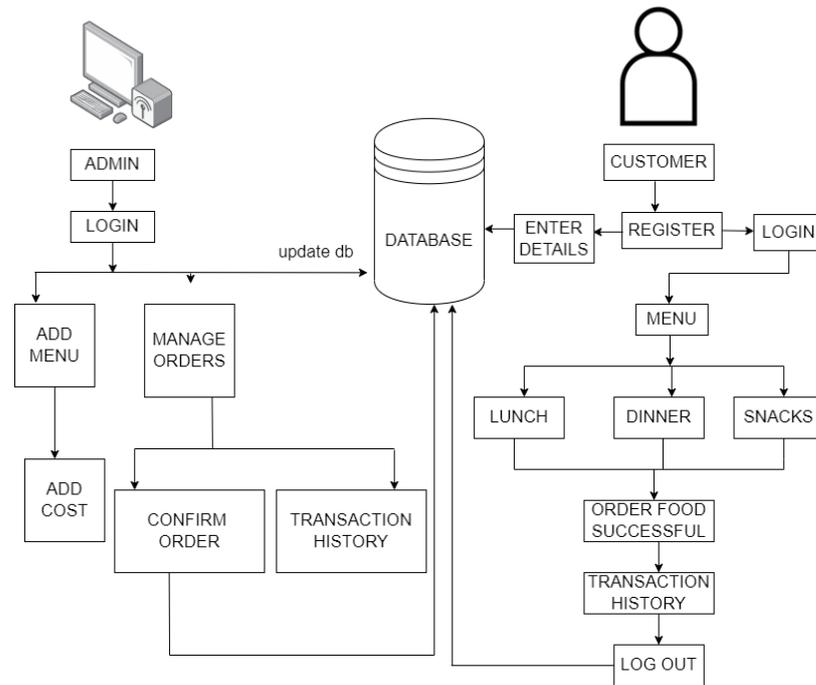
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Fig. 1 System architecture

5. RESULT

User Application:

The following images from the user application where user can book the menu and select the different mess where he/she wants to book the food item. User also can check the book item and total money remains in wallet.
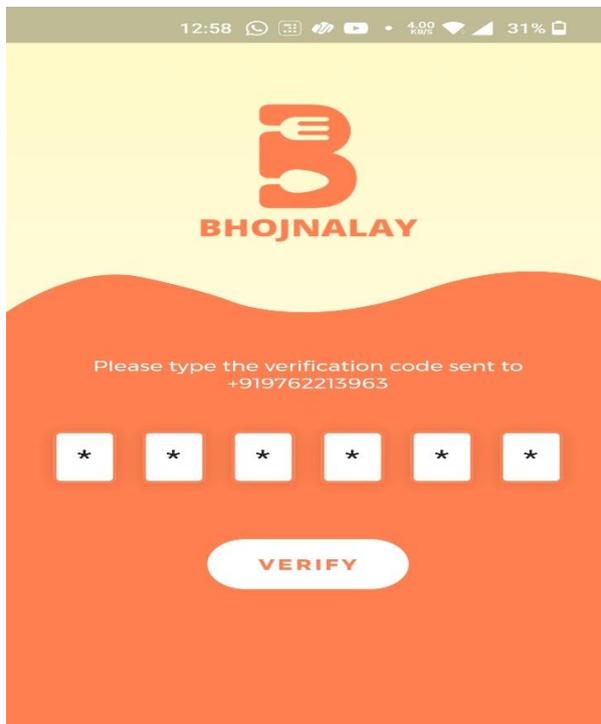

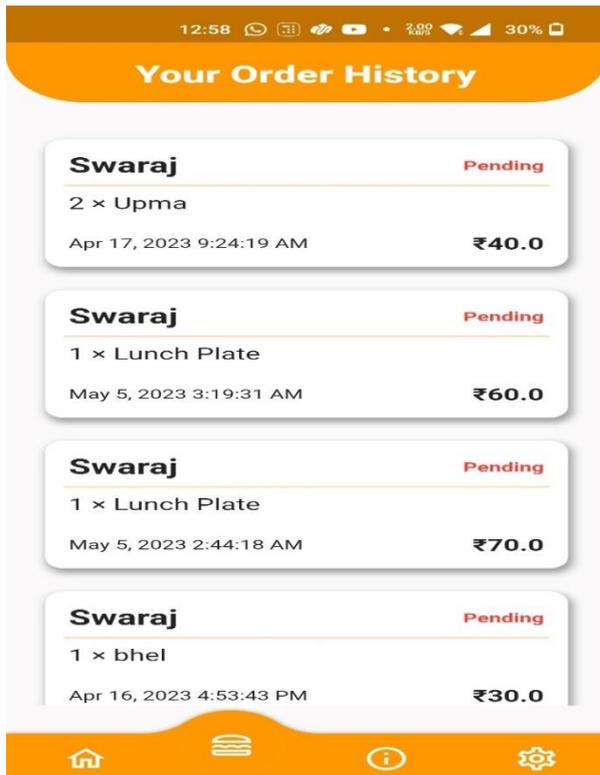*Fig. 2 Authentication of user*   *Fig.3 Mess of the campus*
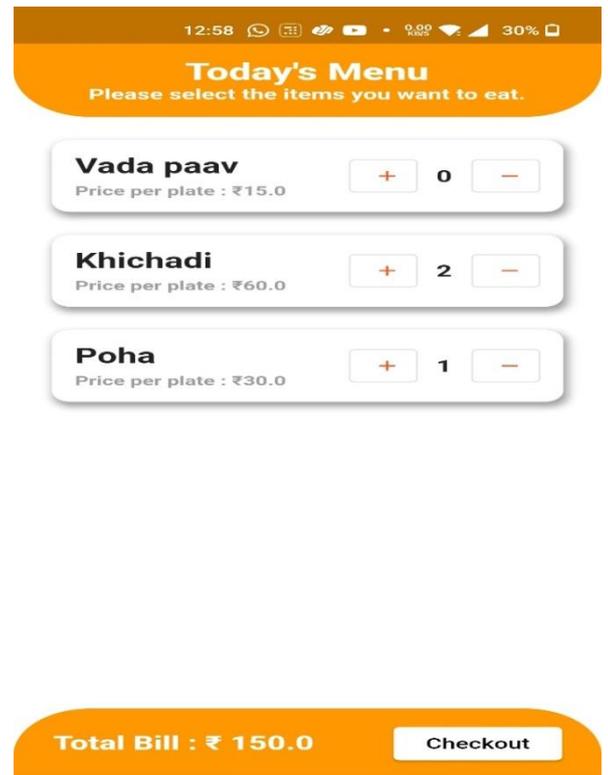
Fig. 4 Order history of the user

Fig. 5 Breakfast menu of the mess

Fig. 6 Lunch / Dinner menu of the mess

Fig. 7 Final cart of the user during checkout

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Owner Application:

The following results are from the owner application it will be handled by canteen person who can able to add the food or delete the food. The owner has the access to update the user data as well and can easily manage the food data.

Fig. 8 Authentication of the mess owner
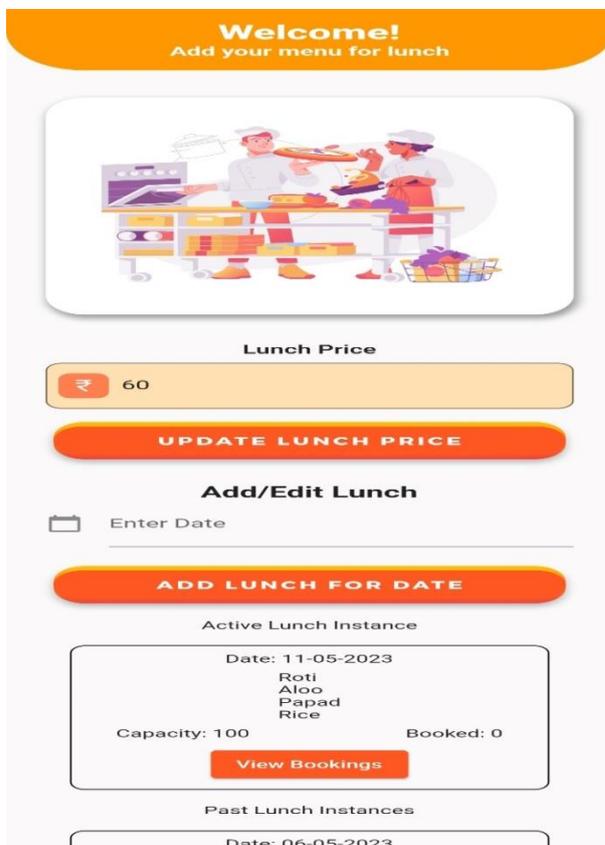

Fig. 9 Dashboard of the mess owner
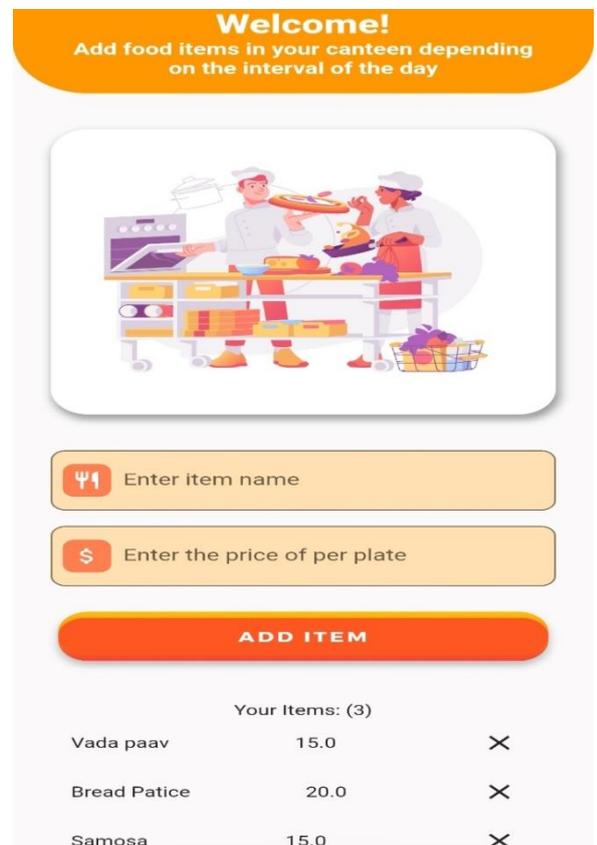

Fig. 10 Add / Edit lunch or dinner

Fig. 11 Add / Edit breakfast menu

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6. FUTURE SCOPE

The system will keep track of a certain organization's canteen information by location. Future versions of the device will also offer residential delivery. Also they can book the menu on any time like they don't need to book the menu prior, and pay the money instantly no need to add money to the wallet.

7. CONCLUSION

The user first accesses our apps, creates an Account, and follows the on-screen instructions. They are then directed to the following page, where they can peruse the available menu items and choose and confirm their order. They receive a summary of their order, and the user must confirm it. The summary is delivered to the owner of the canteen after confirmation, who subsequently prepares the food item.

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