

Implementation of Web Based Application to order snacks in the Stadium Via using QR code

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Abstract-This chapter describes basic terminologies and the introductory concepts of the project. The chapter also describes the basic definitions of the project and the concepts. The different types of functions and methods have been used in this project that we have seen in this chapter. Here we introduce shortly that why and where this project will be helpful for the people, as well as how the people will use this system. This is a system of ordering snacks and drinks from the stadium canteen through internet. In this system the customers will search the snacks as they want from the menu card. All of the system is based on the QR code. This online and easier snacks ordering system will save the time as before system. Here by QR code we are going to buy the Snacks and Drinks. A QR code is the type of the bar code that holds lots of information as we know. Here we use the QR code to open the system to order the snacks. The information that can be contained by the QR code can be decoded by the Scanner.

Keywords—

HTML,CSS,JAVASCRIPT,SQL,DATABASE,PHP.

I. INTRODUCTION

As we know that in the stadium we get all of the facilities that we required accept snacks or food. Sometimes waiters come to the people sitting in the stadium but they are unable to reach all the people and after that there is a restriction to hold food or snacks from our side we have to purchase snacks from the stadium only. But during the matches no one wants to miss their entertainment so that we think this project which will help the people for their facility.

This is the online portal in which we can order snacks or get snacks service by scanning QR code in the stadium. Here we provide different QR codes for each seat. We can implement this in restaurant also.

This system which is used to order the snacks in the stadium through the internet. The main part of this system is the QR code. A customer should have to scan the QR code, after the scanning QR code we reach Home page where there are some options that we have to select. There are three options that are Customers, Consumers and about us.

In the customer page, customer should have to enter their seat number and their Name also for the identity. After the submission of the ticket id and name they move to the menu card where there are so many items for the customer, customers should have to choose only the items and proceed which moves to the payment option. Customers should have to pay the total amount and press OK. If order is placed they have to press exit button to exit the system. This is all about the customer blog of

the system to place order. After that we move towards the consumer page, in this blog consumer should have to make login id for the registration. After the login, consumer should have to press the button given in the page of name view order. After the pressing that button consumer will see all the orders that have come from the customers. To know that the order is coming there is a message tone will be ringing to know the order is coming. After seeing the order waiter

takes that order and moves to distribute that order to the particular seat. After that there is an option of the about us which describes all about us. Additionally because of their volume they can usually negotiate cheaper advertising online.

The website provides one on one facility to the house owner and tenant which makes easy for the user to find Room. This website also provides facilities for accommodation of people who travel from one place to another. This website provides the rooms on rent. The purpose of this website is to provide a platform for house-owner provide each & every information of rooms to the tenants. In this website users can browse and search for rooms.

II. PROBLEM STATEMENT

As we see inside any stadium it may be difficult to buy foods or snacks. If anybody wants it they have to miss their entertainment. Because of long rows of the people in front of the canteen of the stadium. Sometimes waiters come to the stadium but are unable to reach to all the people they distribute snacks to the people who seats outer area that means near the way of enter and exit so that all people can't get service of the snacks. So that after thinking on this statement of the problem we decide to make this type of project which will definitely help to the people who get this type of problems.

Some problems that have been analyzed are as:

- [1] Due to the traditional technique it consumes lots of time that means there was lots of waste of time.
- [2] It is not so easy and convenient for the people.

Objectives

General Objectives of this project is as:

- To provide easy and convenient way to get snacks during the entertainment.
- To entertain people much more than before by adding some delicious service.
- After applying this system to the stadium nobody will wait in a queue for the snacks and does not miss their entertainment.

Main Objectives of this project as:

- To bring people into the new generation.
- To come up and grow with the new technology to get convenient service.
- The main and actual use of this project is in the stadium. After the successful implementation we can use it in theater or in an restaurant also.

III. TECHNIQUES

There are two techniques As

1) Traditional technique

2) Modern Technique(Snacks fairy)

1)Traditional Techniques(Existing Techniques): In traditional technique, the customer has to wait long time in the stadium to buy snacks in an row. Which for itself is a drawback for the time due to which peoples should not enjoy properly. Accept that the food given by the stadium not so good as people required due to this system or the technique people losses both that is entertainment as well as time.

2)Modern Technique: In modern technique, This QR based application enables the users to order just by Scanning QR code go to customers blog, enter the seat number and name and submit, after that go to the menu page where there are so many items according to the customers After making an cart of the snacks and the drinks people should have to conform the order we moves to the payment section. Here we have to pay the amount digitally. After that consumer get a message from the user of particular seat. Once they get message they proceed further procedure that they view customers order and deliver it to the particular seat to customer. This is the time saving application for the users. It also helps to not to miss the entertainment.

IV. FINDINGS

Online ordering or self-ordering in restaurant or from the home refers to taking orders from customers through applying various types of technologies such as internet and many others. It is successful when it is applied at restaurants in many other countries. The usage of self-ordering technology was proved that it is a good and convenient technology. So that we think that we can apply this technology in the stadiums or in the theatres also. Because there is an main problem is comes from word for the taking snacks they unable to buy the snacks till the end of movie or the match so that we think that we can apply online buying and delivering service in the stadiums also.

Online food and snacks ordering system is get particular place in the fashion of the modern generation. People want everything without any difficulty and without wasting their time by finding the problems and majority of the current fashion and technology we thought to make this system for the particular stadiums. This system summarized thetrend for the users who wants easy and convenient service.

V. DATA FLOW

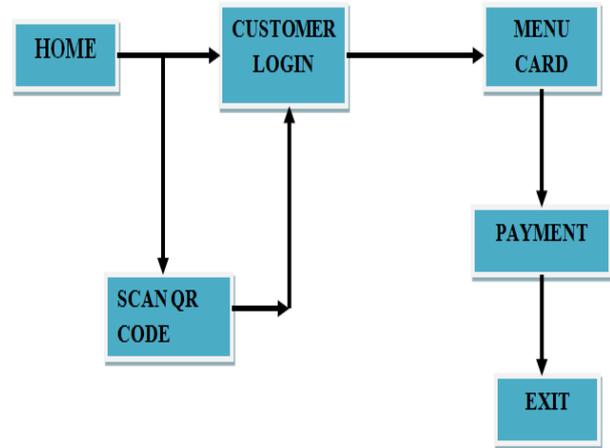


Fig. flow diagram of System.

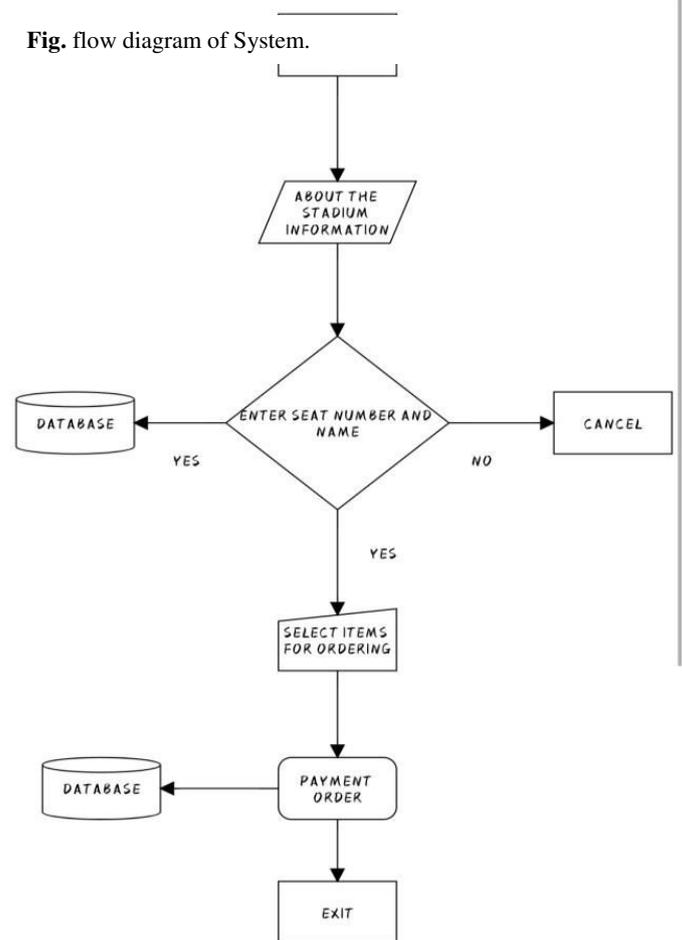


Fig. flow diagram for user as customer Usability

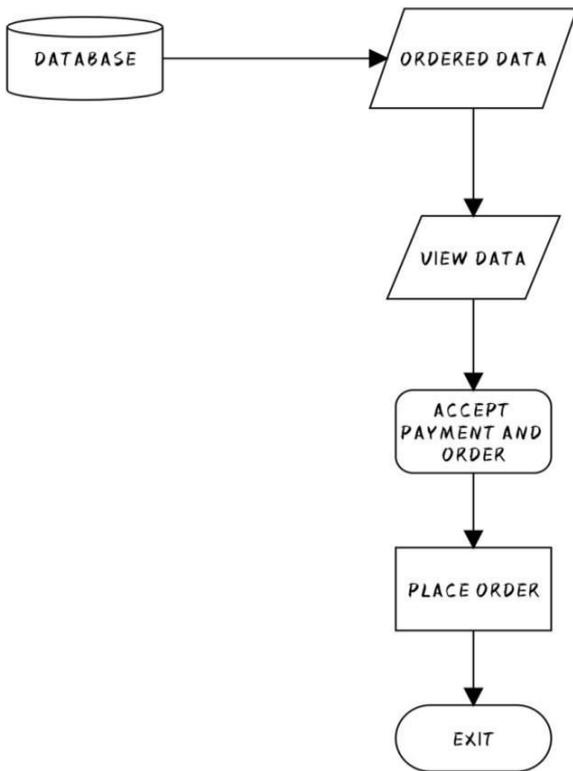


Fig. Flow Diagram for Shopkeeper Usability

VI. PROPOSED SYSTEM

Process of this online snacks ordering system using QR code is as follows:

- In this System User should have to open the application. Where there is an home page where there are some options are given such as Customer, Consumer and About us.
- First we see about the Customer page which will be open after the scanning QR code which moves towards the page where user should have to enter their details such as Seat number and users Name for Identity.
- After the submission of the seat number and users name we move towards the digital menu card, where there are so many items are listed. Customer just have to put their order to the cart and press the order button.
- After the pressing order button user should moves to the next page that is of payment. In this page customer should have to pay the amount through the internet as we say that digitally.
- After the placing snacks order customer may left the application.
- Now we go to the next blog of the consumer where consumer should have to make a login id first.
- There are two options that is sign up and login. After the

logged in consumer will moves to the page of view order, where all the order have been stored ordered by the customers from the particular seats.

- After the seeing order staffs of the canteen will take an action to deliver the snacks as well as drinks to the customers in the stadium at the particular seats.
- This is the complete process to use this system.

VI ADMIN MODULE

In this Admin module contain the complete details about customer and order placed by the customers.

There modules like login, view order. Login is use to create Id and password for the Admin. The page view order contain the order placed by the customer.

1. LOGIN
2. VIEW ORDER
3. DELIVER

VII USER MODULE

User Modules contain the every user details who register as the user. Actually user do not contain user id and password, their seat number and users name while will be acts as an id password of the user. After that they should have to place the order of the snacks as they want and make payment and exit. It will be saved in the database and viewed by the admin.

1. FILL GIVEN INFORMATION AS LOGIN
2. PLACED THE ORDER
3. PAYMENT
4. EXIT

This are the modules contains detail of the user as well as Admin. Here for both the person should have to make their id and



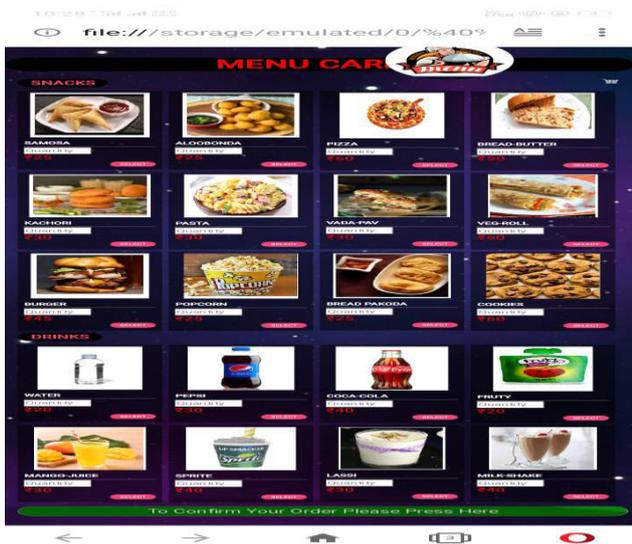
password to continue or to perform all of the process of ordering and delivering the snacks.

VIII SCREENSHOTS

HOME
CUSTOMER PAGE



MENU CARD



PAYMENT

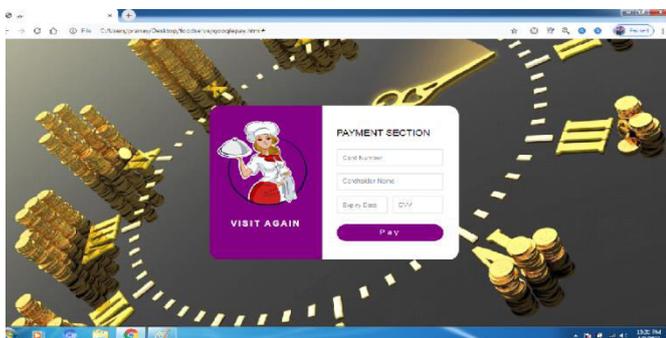


Fig: Future scope of this project

X. CONCLUSION

This project helps us in gaining valuable information and practical knowledge on the several topics like web pages designing using HTML & CSS as well as java script also . And database connection using php and management of database using MySQL.

The main purpose of this project is to develop an web page/Application for the online snacks ordering system in the stadiums. After the successful implementation we can apply in in ththetare as well as in restaurant also. Here we learned so many things about the project as well as the techniques used in this project also.

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