



A SURVEY ON REAL TIME COMMUNICATION FOR CONNECTING FOOD COURTS IN MALL USING MOBILE APP.

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ABSTRACT: Remote systems are frequently considered as not appropriate to help time-basic conveyed control applications, similar to those at the shop-floor of modern plants. Feasibility analysis is utilized to guarantee that the percentage of auspicious information exchanges always exceeds required thresholds under time-invariant independent channel error likelihood. Relating and thinking about of the today's Mall frameworks, the idea of proposed system gives simple effective and more dependable approach to adapt and deal with client's needs. The traditional system waste too much time of customer in order/ delivery queues and billing queue. The system is an application i.e. Android Application supported with wi-fi network, to facilitate communication between restaurants and their target customers for order management and billing.

Keywords: Computer communication network, Open system interconnection reference model, Security And protection (e.g. Firewall), Network operation, Network Management, Network Monitoring, Public network.

I. INTRODUCTION:

It is known internationally that, in present market, it is extremely difficult to start a new small-scale business and live-through the competition from the entrenched and settled proprietors. In current world everybody does not want to stand in queue outside the food court when it comes to placing a food order. When customer order food through application he can see very clear information about item offers, price. Because of this today's customer attract towards the online food ordering system. Proposed system simplified the work of hotel manager/owner and provides great facility to customer. This system provide interactive and up-to-date menu with all available options in an easy to use manner. Customer can choose one or more items with quantity to give an order which will add in the Cart. Customer can view all the order details means added item and it's quantity in the cart before checking out. Toward the end, customer gets order confirmation details with bill amount and token. Once the order is placed it is entered in the database and retrieved in essentially ongoing. This order details also receive by kitchen admin and it allows restaurant Employees to go through the orders as they are received. Application can process all orders efficiently and effectively with minimal delays and confusion.

II. PROBLEM STATEMENT:

To Improve the Performance of Restaurants at the Food Court in Malls using Wireless Communication and Mobile Application to Reduce Time Consumption.

III. ALGORITHM:

Collaborative Filtering Algorithm:

Collaborative filtering (CF) is a popular recommendation algorithm that bases its predictions and recommendations on the ratings or behaviour of other users in the system. Content based system show the food rating in star symbol format. For development of proposed system use item based collaboration filtering algorithm to provide recommendations for a particular item. Based on item's similarity to other items. Similarity defined through the users who preferred the items or not means "People who liked this item also liked this other item".

IV.SYSTEM ARCHITECTURE:

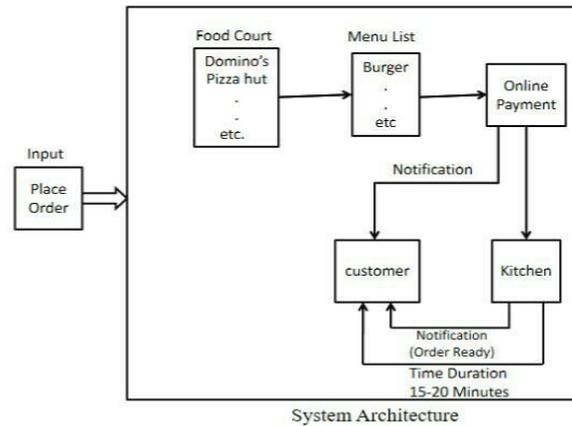


Figure: System Architecture

V. UML DIAGRAM:

Use Case Diagram:-

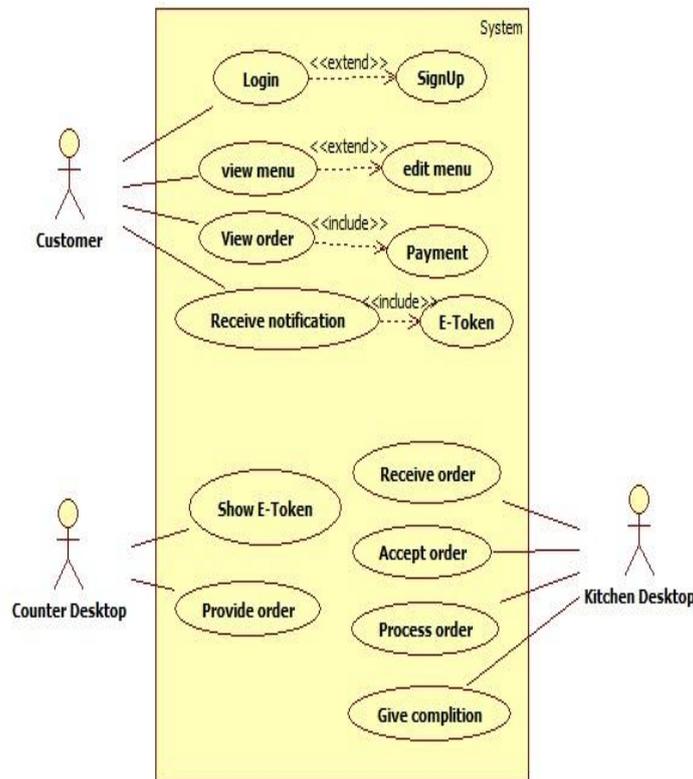


Figure: Use Case Diagram

In use case three actors are doing activities in application.

- 1] Customer:-Customer can login or register. Then he can place order and make payment. After successfully placing order he accepts delivery.
- 2] Counter Desktop:-Manager can see all order, pending order, in process and completed order.
- 3] Kitchen Desktop:-Receive order, change status in progress and complete order.

Sequence Diagram:-

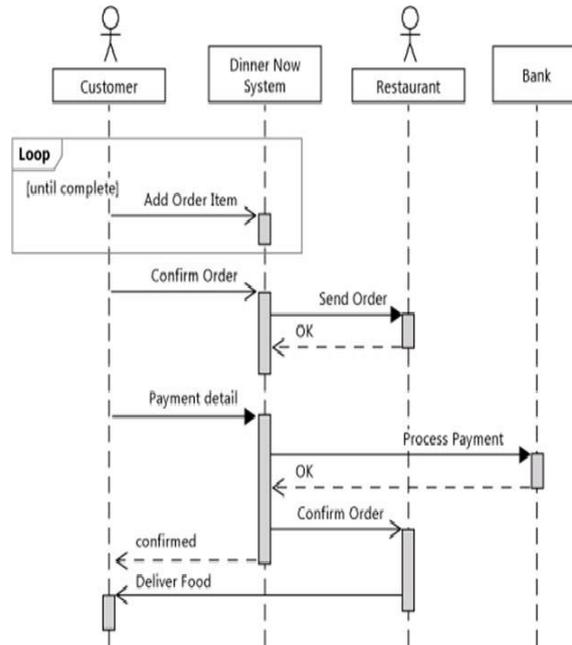


Figure: Sequence Diagram

Sequence diagram shows how object interact with each other. Here customers add items; confirm order then application sends order details to the restaurant then customer done a payment activity. After successful payment order details send to kitchen and also customer token.

Class Diagram:-

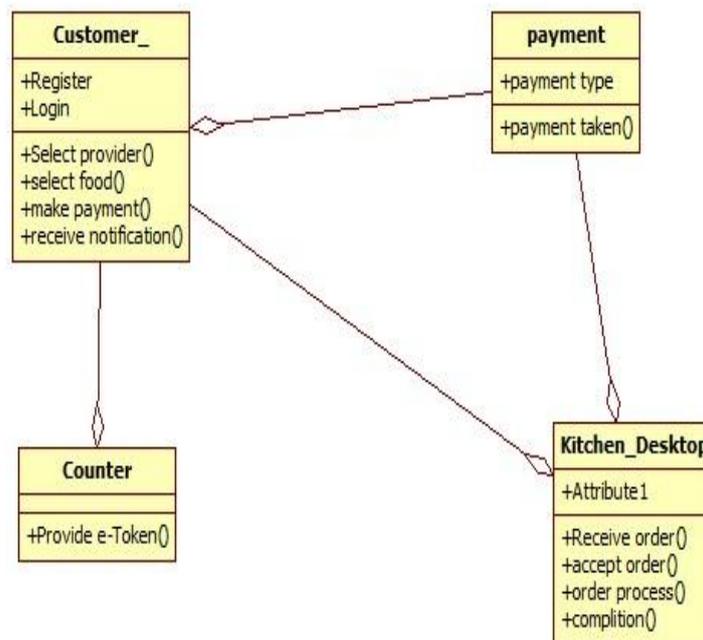


Figure: Class Diagram

Class diagram show classes and its parameter. For food mall four classes are defined

- 1] Customer:- Customer can do register or login. He can select provider and place order with payment activity. After completion of order he can receive notification.
- 2] Kitchen Desktop:- Kitchen admin can receive order, accept it. Admin can change status of order.
- 3] Counter:- Provide token to the customer and kitchen.
- 4] Payment:- Payment class accept the payment type. It stores the payment details.

VI. CONCLUSION:

This android application is use for place order by using Wi-Fi network of mall. This application simplifies the food ordering system. It will enable efficient ordering and payment system to reduce queues at food courts in mall. It provides good option for current food order system and provides better food delivery system for food court in mall. This system required less expensive infrastructure and it reduce the queue problem faces at every food court in mall.

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