DESIGN AND IMPLEMENTATION OF FOOD ORDERING APP BUILD WITH REACT NATIVE FRAMEWORK

Krutik Koradia, Dhiraj Shirbhate

1Student, 2Professor
1Computer Engineering Department,
3Government College of Engineering, Yavatmal, India

Abstract— Typically, when ordering food at a restaurant, the process involves several steps to ordering the food, with the customer first beginning to navigate the paper menu and then notifying the waiter to order the items. Typically, the process requires the customer to be seated before beginning. An alternative method for customers is the "Online Food Ordering System Using a React-native based Application It is primarily for use in the food delivery industry. This solution will enable hotels and restaurants to expand their online food ordering capabilities. Customers can order food from the menu in just a few minutes. In the current food market, it enables for quick and easy delivery to the customer's location. Restaurant workers then send these orders to the customer's location via an easy-to-use graphical interface for quick processing.

Index Terms— Food Ordering App, API, React-native, Javascript, Android, Ios.

I. INTRODUCTION

In today's world, internet food ordering provides the convenience of food delivery or takeout from nearby restaurants or food cooperatives. Today, with the rapid growth of the use of the Internet and associated technologies, various opportunities are emerging on the web or in the mobile application. This is made possible by the employment of a computerized payment system.. The customer's credit or debit card can be used to make the payment. Anyone can order any product from anywhere on the internet and have products delivered to their doorstep. From everything from internet transaction announcements to digital cash economy, is the necessary tool for this telecom process with customers. The system becomes an important tool for the restaurant to improve the management aspect by using, instead of the data stored in it, the computer system connects every single meal order transaction. In addition, it can also bring efficiency to the restaurant by reducing time consumption, minimizing human errors or deliveries, and providing customers with good quality and service. With regard to the integrity and availability of the system provided, it can be concluded that this system represents an adequate solution, consumers have used online grocery ordering rather than essentially adopting self-service approaches.

Well-designed self-service ordering systems give customers real control over the pace of their transaction and allow them to limit the amount of face-to-face interaction with the restaurant A higher level of control, in most situations, leads to increased customer satisfaction and a stronger propensity to utilize or suggest the offered service A self-service system's perceived convenience also contributes to increased adoption and satisfaction. In this case, the definition of convenience mainly refers to the convenience of accessing and the convenience of the transaction.

A consumer looks for a preferred restaurant depending on their location and chooses from the menu items that are available. Payment can be made via either by credit card or cash. Restaurants can accept e-orders through their own online or mobile websites, as well as websites that serve several restaurants, and all restaurants can accept e-orders also accept orders through plus text messages through the point of purchase amount of sales as a result of accepting electronic orders. The restaurant now offers an updated interactive menu with all the options available in a user-friendly way.

II. LITERATURE REVIEW

Normal Service Restaurant:
The traditional food ordering process used in most full-service restaurants begins with a waiter bringing the paper menu to diners and then waiting for diners to select menu items and inform the waiter of the items on the menu. The process usually required diners to be seated in the restaurant and a waiter to help place the order. One of the most widely used grocery ordering systems is the traditional paper-based system. In this system, all records are stored on paper. The main disadvantage of this system is that papers can easily be lost or damaged. There is also wasted money, time and paper. Paper-based systems do not offer any dynamics. Even a small change requires the entire menu to be reprinted. It also requires a lot of human effort, this system doesn't work properly because it has some bugs, and from the customer's point of view, it's very time-consuming.

Self Service Restaurant:
This process required diners to order at the restaurant's service counter. Guests must decide in advance which menu items they want to order before reporting to the counter. The menu catalogue is mainly presented as a poster that is placed behind the order counter.

**Digital Food Ordering System:**
To reduce service costs and improve customer experience, few restaurants have invested in service automation systems. The automation system used to capture diners' food orders varied in many ways, but primarily consists of an electronic device with a screen that displays the menu and accepts user input to place the order. The first waiter takes the customer's order. After accepting the order, the server must enter this order into the system in which the PC was set up. In the kitchen, the information was displayed on the screen. The kitchen staff then prepared the dishes according to the order and after completing the order reported to the waiter who picked up the dishes and brought them to the respective tables. The system also informed the waiter about the availability of a dish. If a particular dish was not available, the waiter could request changes or even cancel a customer's order. After delivery of the order, the invoice was created according to the customer's order at the checkout. The address had full authority to access all customer data entered into the system. As computer and communication technology has improved, various systems have been brought onto the market to computerize the food ordering system.

### III. FOOD ORDERING APP

**Starting with React-Native:**
React Native is a JavaScript framework that allows you to create real-time, natively rendered mobile apps for iOS and Android. It's built on React, Facebook's JavaScript toolkit for creating user interfaces, although it's designed for mobile platforms rather than the web. In other words, web developers can now create mobile applications that look and feel fully "native," all while using the familiar JavaScript library. Furthermore, because most of the code you create can be shared across platforms, React Native makes it simple to develop for both Android and iOS at the same time.

**Workflow:**
Starting with log in authentication a user should have valid login id and if not he/she can create it using sign up after logging in it will be redirected to home page and then he can search the name of is city and all available restaurants will be appeared. Later he or she needs to select the restaurant then going through menu items. Selecting the food items adding to cart and then checkout. After clicking checkout adding order to firebase and confirming to user that your order has been placed.
After successfully Signing up

Log in screen please sign in

Search for your place and select restaurant

Add Items to cart and view cart

Final Checkout and placing order

Order Placed successfully

Fig 3.1 - workflow of project
IV. IMPLEMENTATION

Firstly we have made log in screen with the help of components of buttons and image then we have designed sign up screen similarly by taking components. For button components we have already coded it and importing this components.

[Image: login and sign up pages]

Fig 4.1- login and sign up pages

Now for giving functionalities to these buttons we used firebase to store user details of user id and password. After Successfully logging in we redirect user to home page here user have to select the place here we have used google API functionality for searching places and then selecting restaurant.

[Image: Homepage]

Fig 4.2- Homepage

Now, here all restaurant data is been fetched by using YELP fusion API which is very popular and we have hard coded the menu items. Further selecting restaurant and going through menu items adding them into cart.
Later on Viewcart checking Final amount And final checkout. Here the user will be presented by loading screen till the order is added to the firebase and then after successfully adding it to database user will be shown the final screen for confirmation of the order that has been placed.
V. CONCLUSION

Online Food Ordering system is done to help and solve one of the important problems of customer. Because Large number of customer can use the internet and phone. Various issues related to Mess/Tiffin Service will be solved by these system. Thus, implementation of Online Food Ordering system is done to help and solve one of the important problems of customer. It helps customer in making order easily and gives information needed in making order to customer place. The Food Ordering App is made for restaurant massive one help to receiving orders. The application is based on user requirements and is user centric. All issues related to all users included in this system are developed by this system. If the users know how to operate an Android smartphone, all kinds of people can use the app. This system solves the various problems related to the food servicing system. In order to support and solve people's big problems, the online food ordering system will be implemented. Based on the application, the following can be concluded: Orders are made easy through this system. The system provides the customer with the necessary information to place the order. Receiving orders and changing their details is possible through the app and also helps the admin to control the entire Food system.

REFERENCES


[3]. Available at: http://www.jetir.org/view?paper=JETIR1912034

