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Online Mess System

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Abstract: *The Online Mess System is a web-based application designed to simplify mess management. It allows users to view food and mess details, place orders, and provide feedback. The admin can add food items, manage mess details, view orders, and handle user information. The system uses technologies like HTML, CSS, JavaScript, JSP, and MySQL. This project reduces manual work, saves time, and provides an efficient and user-friendly way to manage mess services.*

Keywords: *Online Mess System*

I. INTRODUCTION

Retail food delivery is a courier service in which a restaurant, store, or independent food delivery company delivers food to a customer. An order is typically made either through a restaurant or grocer's website or phone, or through a food ordering company. The delivered items can include entrees, sides, drinks, desserts, or grocery items and are typically delivered in boxes or bags. The delivery person will normally drive a car, but in bigger cities where homes and restaurants are closer together, they may use bikes or motorized scooters. Customers can, depending on the delivery company, choose to pay online or in person, with cash or card. A flat rate delivery fee is often charged with what the customer has bought. Tips are often customary for food delivery service.

II. LITERATURE SURVEY

The Online Mess System is developed by studying existing food ordering and mess management applications. Many institutions still use manual methods to manage mess activities such as maintaining registers for attendance, menu display, and payment records. These traditional systems are time-consuming, error-prone, and difficult to manage. To overcome these issues, various web-based food ordering and mess management systems have been proposed.

Previous studies on online food ordering systems show that web applications provide better efficiency, accuracy, and user convenience. These systems allow users to view menus, place orders, and provide feedback through an online platform. Research also indicates that automation reduces paperwork and improves communication between users and administrators. Many existing systems use technologies such as HTML, CSS, JavaScript for front-end development and databases like MySQL for storing user and order information.

Some applications also include admin modules for managing food items, users, and order details. These systems help administrators monitor operations and generate reports easily. However, certain existing systems lack user-friendly interfaces, secure data handling, and efficient order tracking features.

Based on the study of these systems, the proposed Online Mess System aims to provide an improved solution with features like food management, mess details, order tracking, and feedback handling. The system is designed to reduce manual work, improve accuracy, and provide a reliable platform for both users and administrators.

III. SCOPE OF THE PROJECT

It would be very useful for user of the Mess Order web site which are user could directly give information about Food and Mess. The system that was implemented does not offer this functionality. However it is easy to Book the Mess or Food offers because it will be placed on the home page of the online community.

The Mess informer officer functionality could be easily implemented using asp, which is also used in order to implement the broadcast order that the user web site offers.

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Another useful functionality from which the user members could benefit would be if user wants information related to Mess or food easily ordered ,then user should inform to administrator via feedback. May feedback will be via email or by mobile number . The forum could also be used to ask some questions.

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IV. METHODOLOGY / APPROACH

The methodology used for developing the Online Mess System follows a structured approach to design and implement the application efficiently. The development process includes the following steps:

Requirement Analysis :

In this phase, system requirements are collected from users and administrators. The features such as user registration, food menu display, mess details, order placement, and admin management are identified.

System Design :

The overall system architecture is designed. Data Flow Diagrams (DFD), flowcharts, and database structure are prepared. Two main modules are designed: User Module and Admin Module.

Technology Selection :

The system is developed using HTML, CSS, and JavaScript for the front end. JSP is used for server-side scripting, and MySQL is used as the backend database.

Implementation :

The actual coding of the application is done. User interface pages such as home, login, food, and mess details are created. Admin pages for managing food, mess, and orders are also implemented.

Testing :

The system is tested using documentation testing, performance testing, and database testing to ensure proper functioning and remove errors.

Deployment :

After testing, the system is deployed on a server so users and administrators can access it.

Maintenance :

The system is monitored and updated when necessary to improve performance and add new features.

V. CONCLUSION

This project will be helpful for Mess order to know more about market information; will act as unique interface of order mess . Through this they will be always in touch of new technique and trends of mess. But some extends, new user may feel some kind of stress about its use. Overall this system is faster, secure and comfortable.

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