INTERNATIONAL JOURNAL OF INNOVATIVE RESEARCH

IN COMPUTER & COMMUNICATION ENGINEERING

ISSN
INTERNATIONAL
STANDARD
SERIAL
NUMBER
INDIA

Impact Factor: 7.488

An In-depth Study and Novel Implementation of Mobile Food Delivery Application

Deep Nakhva[1], Prof. Nirupma Singh[2]

U.G. Student, School of Engineering, Ajeenkya DY Patil University, Pune, Maharashtra, India[1]

Assistant Professor, School of Engineering, Ajeenkya DY Patil University, Pune, Maharashtra, India[2]

ABSTRACT: India's web based business industry is projected to grow at a quicker rate than the remainder of the world by 2020, making it the world's quickest creating online business market. Web based business is currently seeing an expansion in online food and café conveyance administrations.

With a populace of over 1.2 billion individuals, India is verifiably one of the world's biggest customer markets. The vital impetus for e-exchange advancement in the field of Food Order Delivery has been the moving of business systems alongside exchange the board, expanded web network, and utilization of cell phones in developing business sectors .

In this report, an exertion was made to look at the connection among client and food business as far as segment factors like pay, calling, and age. Just as assessing client assumptions and wants that influence how they assess various administrations through e-installment exchanges. The investigation's point is to decide the main factor impacting their buys for food. In this exploration paper the specialist has made a food application like swiggy and Zomato.

KEYWORDS: Online food application, Swiggy , Zomato ,food

I. INTRODUCTION

According to a report conducted by market research, the Indian online food distribution market is expected to expand at a rate of 16.2 percent annually by 2023, reaching a value of 17.02 billion USD.

II. LITERATURE REVIEW

1. This paper is written by Anupriya Saxena and its says that Consumers are most inspired by Rewards & Cashbacks, followed by loyalty points or bonuses. Bad past experience, feedback, and word of mouth are all variables that deter people from using online food ordering applications. This principle of creativity will thrive if it provides reliable and efficient services. Companies will expand their businesses in the future by focusing on Tier 2 cities, which have a large number of working youth.

2. This paper is on service market of online food delivery .The research says that the following research would examine how the online food ordering system offers comfort for customers and how service executives can solve it. This method was improved with the standardization of consumer orders, which saved time and money. The online system was set up so that people could order food from their phones and get it delivered to their door in minutes. Also, a food ordering menu was created to make it easier to keep track of orders. This interface encourages the customer to pick requested food items from a menu that is presented. The food products are ordered by the customer. Payment information was entered electronically, or a pay-on-delivery system based on the customer's profile information is more reliable.

3. This paper was about Zomato food application and its advertising strategies . It says that zomato is known for offering better offers than its competitors. With the caption "Have great discounts at faster deliveries," Zomato advertises with animation and cartoons. When opposed to other companies, Zomato is more direct in terms of marketing; in reality, it employs guerrilla marketing.

4. This paper was about Uber Eats food application and its advertising strategies . It says Uber Eats is known for its high-end packaging as well as its lunch and dinner menus. It mostly targets IT professionals and recent graduates. Rather than focusing on restaurants, it focuses more on dishes.

5. This paper is a case study about Online FoodOrdering and Delivery: Perception about Quality of Services among Customers in Nashik .It says that the food market has been transformed by online food shopping and distribution systems. Customers favor online grocery shopping and distribution systems, according to the findings of the survey. In Nashik, the Uber Eats smartphone app is the preferred app for online food ordering and delivery services. The consistency of services offered by online food ordering and distribution services has a high level of customer satisfaction. Customers are pleased with the time it takes for food to be delivered to their homes through online food ordering and delivery services.

6. This paper was about Swiggy food applicationand its advertising strategies . It says that when opposed to its main rival Zomato, Swiggy is known for its hygienic packaging. Swiggy promotes the products by using elderly couples, friends attending a cricket match, and claims to produce food better than its rivals.

7. This paper is a study on online food ordering companies in India. The research says thatany employees are having trouble communicating with the company's management. Even if the businesses are profitable, they are also losing money due to the high discounts they would give in order to compete. As a result, businesses should improve safety precautions, invest in successful chatbots, and so on. On societies like India, online food companies have a large market to expand.

8. This paper was on Food Panda food application . It says that Food Panda's operating income in 2017 was 64 crores, up 64% from the previous financial year. Food Panda has not announced its 2018 annual earnings, but third-party reports say it had a revenue of 78 crores in the previous fiscal year. Food Panda received 30,000–35,000 orders a day in September 2018.

9. This paper is about a study of the two alcohol delivery systems ,the online aggregators swiggy and Zomato and the individual Shop Delivery, in India. To summarize, Swiggyand Zomato provide for the filling of a variety of systemic voids, such as illicit liquor consumption, adjudication processes, knowledge asymmetry, and reputation, that are not addressed by individual alcohol establishment distribution systems. Furthermore, a business structure of individual alcohol shops' distribution systems is monopolistic, whereas a market structure with Swiggy and Zomato is a duopoly with the potential to become a monopoly. Given all of the above considerations, a duopoly corporate arrangement would be extremely favorable to the market, since customers would profit from the high degree of technical advances. In addition, reaching economies of scale would be beneficial to customers.

III. FLOWCHART
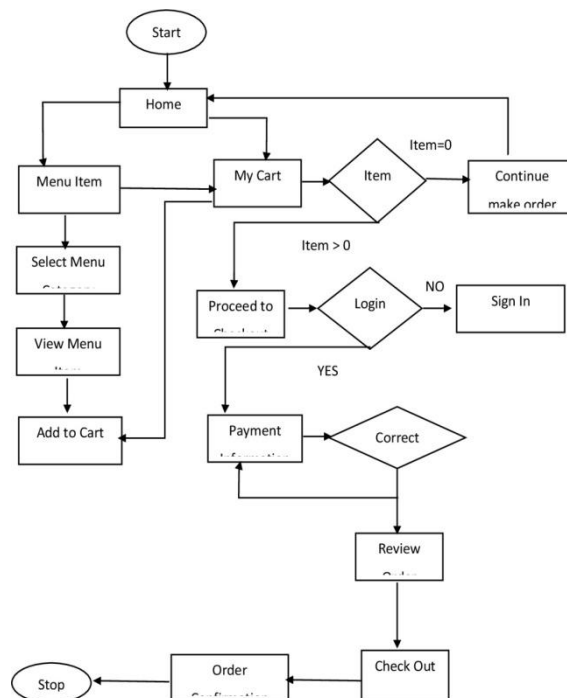
IV. PROPOSED METHODOLOGY

1. Firebase Authentication for Google Signup, Facebook Sign Up and Otp Sign In

Numerous applications need to know client personality. Knowing a client's personality application permits a safe and secure access and saves the information to the Realtime data set and gives a similar occasion to all the client's gadgets. I have utilized Firebase validation for clients to login into the application by its certifications. The client can sign in by utilizing email id and secret key, Google Sign In, Facebook Sign In and one more alternative for individuals who would prefer not to connect their records to login into application i.eOtp Sign In highlight.

2. Firebase Data Storage Realtime Database Module

With the assistance of NoSQL distributed storage, we can store and match up information. Information is synchronized continuously across all the customers and is usable regardless of whether the application is killed. Firebase Realtime Database is facilitated in a cloud. Information which is put away in a realtime data set is put away as JSON design and sync across all connected customers. Clients' information as in their name, email id, passwords, profile photographs, addresses, versatile number,
and so forth are put away in an information base table in firebase. Clients can store just as bring their information for instance, for the
visit work in whatsapp we need to permit our contacts to store in that application to talk with somebody like this for putting away contacts and bring that contacts I have utilized firebase information base.

3. Firebase Cloud Messaging for Chat Notifications

Firebase cloud informing or FCM is an assistance which permits us to send messages securely and safely at no
cost. With the assistance of FCM we can send a warning to a customer application that has new mail or other notice to synchronize. Application notice as in new updates, highlights, message every one of these things are sent on the head of the cell phone with assistance of the firebase cloud warnings.

4. Get Contacts utilizing Recycler see with card see from Firebase

RecyclerView is more current innovation with further developed highlights, greater adaptability and with a more adaptableform of the listview. RecyclerView is indistinguishable from listview with the exception of recyclerview powers the

5.RecyclerView.

ViewHolder class to hold the information which isn't required in ListView. CardView is a UI Component which shows the information inside the cards. CardView is by and large used to show Contacts Components. Contacts which are put away in the firebase data set will be apparent in recyclerview by
methods for the cardview.

6. Send Location by utilizing Google Maps SDK

Sharing a client's area in a guide see permits clients to send their area with every one of the administrations in such a way that clients can without much of a stretch speak with live cooperation and offer other geo data. In spite of the fact that due to Google Play Services Maps SDK, one can share an area in google maps without opening it or straightforwardly to that area in the Google Maps. Longitude and Latitude are sent subsequent to tapping on the Send Area button.

7.Implemented Outcome

This food ordering app provides many functions and services which can help user to order food easily. The below figure are just prototype of application in which it has chat feature which in which user will be directed to restaurant authorities this will be done by using firebase.
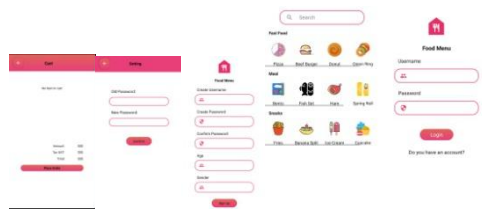
V. RESULT

FOOD ORDERING APP EMPLIMENTED android studio 4.1.3 and java coding language. The application is made in such a way that all versions of mobile can support it
This implementation contains different icons for easily recognizable as for voice calls,
ordering, selecting , location, etc. This app will provide user what to choose , many methods to pay, review. direct contact to restaurants, live location of delivery, coupon section, discount offers etc.This app contains many icons like login,signup,add,pay icons etc

VI. CONCLUSION

Accordingly, finish of the proposed framework depends on client's need and is client focused. The framework is created in considering all issues identified with all client which are remembered for this framework. Wide scope of individuals can utilize this on the off chance that they know
step by step instructions to work android advanced cell. Different issues identified with
Wreck/Tiffin Service will be settled by giving them a full- fledged framework. Consequently, execution of Online Food Requesting framework is done to help and tackle one of the significant issues of individuals.

In view of the consequence of this exploration, it very well may be finished up: It helps client in making request effectively; It gives data required in making request to client. The Food site application made for café and wreck can help eatery also, wreck in accepting requests and changing its information and it is additionally made for administrator so it helps administrator in controlling all the Food framework. With online food mentioning system, a restaurant and wreck menu online can be set up and the customers can without a doubt put demand. Moreover with a food menu online, following the orders is done viably, it keep up customer's data base and improve the food transport organization. The bistros and wreck can even change online bistro menu and move pictures with no issue. Having a bistro menu on web, potential customers can without a very remarkable stretch access it and spot demand at whatever point the circumstance is ideal. Hence, ancomputerized food mentioning system is given features of analysis and distant correspondence. The proposed structure would pull in customers and adds to the efficiency of keeping up the bistro and wreck mentioning and charging portions. Degree of the proposed structure is real considering the way that in huge total social classes are moving to different metropolitan networks so wide extent of
people can use proposed system.

REFERENCES

1. https://ejournal.lucp.net/index.php/ijrtbt/article/view/187
2. https://www.indianjournals.com/ijor.aspx?target=ijor:zijmr&volume=9&issue=4&article=040
3. https://www.indianjournals.com/ijor.aspx?target=ijor:tajmmr&volume=9&issue=7and8&article=001
4. http://indusedu.org/pdfs/IJREISS/IJREISS_2957_35179.pdf
5. http://ijrar.com/upload_issue/ijrar_issue_20542895.pdf
6. https://www.emerald.com/insight/content/doi/10.1108/GKMC-04-2020-0056/full/html
7. https://www.emerald.com/insight/content/doi/10.1108/GKMC-04-2020-0056/full/html

INTERNATIONAL JOURNAL OF INNOVATIVE RESEARCH

IN COMPUTER & COMMUNICATION ENGINEERING