

## Restarant \$ystem R008

by

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Submitted in Partial Fulfillment of the
Requirements for the Degree of Master of Science in Information Technology Assumption University

MSIT<br>St. Gabriel's Library, Au

## Restaurant System 2003

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# The Faculty of Science and Technology 

## Master Project Approval

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Restaurant System 2003

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#### Abstract

Currently, restaurants are not able to give the best convenience to customers. Therefore, some restaurants have started bringing in technology in order to help them manage the shop and provide customer satisfaction. Information Technology can help restaurants to keep its information in proper order and in a systematic way, and enable them to retrieve information at any time. This would significantly reduce the cost in the long run. Technology would also enable restaurants to discover the real cost of each food item by taking all the raw materials needed for that particular food item into account. For the better service to the customer, we would have the picture of each of the food item accompanied with its ingredients and price so that customer would have the information before he would make a decision. Each of the customer table would have a PC with the software installed, which would enable customers to order the food item from the PC. This would also reduce our human work.


We choose Microsoft Visual Basic 6.0 as our development tool and use Microsoft SQL Server 2000 as our DBMS. The reason behind this is MS VB 6.0 is one of the most popular compiler when working with database and MS SQL Server 2000 is a DBMS which have all the features that we need and it is easy to use and manage and it can be accessed by more than one user at the same time. We have a LAN environment, which would enable communication between the clients and the server.

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## CHAPTER 1

## IN'TRODUCTION

### 1.1 Problem Statement

As you know, restaurants can be considered as one of the best type of business. With a good management, each restaurant could make a lot of profit. However, in reality, almost all restaurants are still depending on papers when taking orders from customers, checking whether the customer has received what he has ordered and checking the total. Apart from this, the current process depends mostly on human beings and, as you know, human errors are unavoidable. Hence, in order to avoid or minimize this type of error, the work, which is currently done by humans, should be made computerized. As the computer does everything, people would be less involved in the process and this would automatically reduce the occurrence of human errors.

### 1.2 Objectives

This study will emphasize on the practice of building a Computerized Restaurant System. The main objectives of this study are:

1. To study existing paper-based restaurant systems.
2. To propose and design a model in order to develop a prototype of Computerized Restaurant System.

### 1.3 Scope of the Study

This project will emphasize on developing a Computerized Restaurant System that will have the following features:

- Customer Information
- Employee Information
- Ordering System
- Inventory System
- Accounting System


### 1.4 The Proposed Development Methodology

To achieve all project objectives, two main steps of the proposed development methodology will be pursued:

## Step 1: System Design

This step involves designing the Data flow diagram, Entity relationship diagram and the database structure. Moreover, we have to define the features of our system.

Step 2: Prototype Development of Restaurant System

Based on the design in step 1, the prototype of Restaurant System will be implemented by using the following softwares:

- Developing tools: Microsoft Visual Basic 6.0
- DBMS: Microsoft SQL Server 2000
- OS: Windows 2000 Server/Advanced Server
- Reporting tools: Crystal Report 9.0


## CHAPTER 2

## THE EXISTING SYSTEM

The existing system is a paper-based system used in restaurants all over the world. Below is the break down of the tasks performed in the restaurants using the paper-based system. Moreover, the disadvantages of using this paper-based system are shown in the following tasks.

### 2.1 Table Reservation

Usually, if a customer wants to book a table he calls the restaurant and leaves his name and number of seats with the reservation staff. The staff then writes down the information on the paper and places a reserved sign on a table.

The problem with this method is that sometimes the paper can get lost and this can create a lot of confusion. Even in some cases, the handwriting of a particular staff can be mis-read by another staff. Moreover, sometimes the reserved sign can be misplaced and there is no way this will be known by the staff and the table might be allocated to another group.

### 2.2 Ordering System

When the customer gives an order, the staff will write down the order on a piece of paper which in turn would be sent to the kitchen as well as to the cashier.

The problem with this approach is that the note can be lost on its way to the kitchen and the cashier and sometimes the staff taking the order can note down the wrong order. There is a chance of making mistakes in the order. In some rare cases, the customer can even deny placing a particular order.

### 2.3 Cashier System

After the customer finishes his meal, he asks for the bill. The cashier staff collects all the order notes and the checks the prices of each item. The staff then sums up the total amount to the customer. The customer the pays the final amount and received a receipt from the cashier.

This approach can be too time-consuming if a large number of items is ordered. Moreover, there can be miscalculation on the part of the cashier.

### 2.4 Payment System

It is the restaurant policy to give $10 \%$ discount to the restaurant's members. Each member is given a card and this is the thing identifying whether he should be given discount or not.

In the old fashioned way of working, the customer needs to show up his member card in order to get a discount. The problem arises when a member customer asks for a discount and he didn't bring the card. Should the restaurant believe and give discount to him?

### 2.5 Inventory System

In the current system, the stock used per day is calculated by using the formula: Stock Used Per Day $=$ Opening Stock + Stock Bought In Today - Closing Stock. There is nothing wrong in the above formula; however, the problem is there is no way of tracing where all the used stock goes. In here, total value can be obtained but not the details.

As a result, there is no way to make sure that all the stock is used for the shop only and no one has taken it for personal use.

### 2.6 Customer Information System

In the traditional way of working, there is nowhere where we keep our customer records. We never have any way of telling how many times each customer visited our restaurant.

The drawbacks of this is that, since we have no customer information, nothing concerning with customers can be done. For example, campaigns cannot be started because we don't know the eating behavior of our target market. If the restaurant wants to give special gifts to people who visited us more than 50 times during the past year, it is impossible because we don't have the record of how may times each customer visited us.

## CHAPTER 3

## The PROPOSED SYSTEM

The most significant objective of bringing in IT into the system is to improve customer service and satisfaction. One of the key factors for improving customer satisfaction is speed. This can be done by minimizing the time the customer has to wait for the food. When the customer orders something, the order goes directly to the kitchen without passing through the waiter. This eliminates the time, which would be wasted if the waiter picks up the order and passes it to the kitchen. Moreover, this also prevents miscommunication between the customer and the waiter and therefore eliminates the chances of the customer getting what he didn't order.

The second major objective of this IT-integrated system is to minimize the paper work in the day-to-day operation of the business. Minimizing the paperwork involved would enable the restaurant managers to spend more time on the other management aspects such as advertising to increase the revenues or internal management to take care of employees' and labors' satisfaction with the work.

### 3.1 Menu Information System

In this new system, every menu item is recorded in the database. When a customer browses at our electronic menu to make order, he sees every piece of information related to the item, including the ingredients, promotion, picture and price. Customer can make the best
decision for his order by having all the item information before he make an order. This reduces the chances of customer ordering what he does not really want.

### 3.2 Customer Information System

In the new system, relevant information for each customer is kept in the system. Having customer information on hand would greatly help manager in decision-making process. For example, campaigns can be started to target those group of customers who rarely visit us in order to increase their visits or a discount can be given to customer who visited us for a particular number of times. Having customer addresses would also enables restaurant to send letters or vouchers to customers to let them know the current promotion or events of the restaurant.

### 3.3 Inventory Information System

Having inventory information in the system is of great advantage. First of all, we know the detailed flow for each inventory item. We know, for each item, when and how much stock comes in and go out. Moreover, we can cross check this information with the customer order and the Purchase Order to see whether the figures match or not. By doing this we can make sure that the inventory is used for restaurant purposes only. The second advantage is that current inventory level can be retrieved at any time. This enables us to examine for any item that is nearly out of stock so that an order for that item can be placed before the item goes out of stock.

### 3.4 Expense Recording System

In the new system, every expense of the restaurant is recorded into the system. The good point of this is that the manager would be able to know what are all the expenses that the business are paying and how much amount is it paying for each expense. Moreover, by analyzing the expense reports, the manager can cut out any expenses which he sees does not make any income to the business or which is unnecessary and can be eliminated.

### 3.5 Ordering System

In this new system, food ordering is made via computer system. There is no any need for a waiter to stand there and wait for the order. Customer can order for their food via the computer system, where they can browse the menu and check the details before making any ordering decision. Their order goes directly to the kitchen. This ordering system eliminates the waiter and therefore eliminates any chances of miscommunication between the customer and the waiter or the waiter and the kitchen. Moreover, employee cost can be reduced since lesser number of waiters is needed.

## CHAPTER 4

## PROJECT DESIGN

### 4.1 Database Design

Database consists of 23 tables as shown below:
1.Customer_Table

| Field Name | Data Type | Length | Desc |
| :---: | :---: | :---: | :---: |
| CusCode | char | 9 | Customer Code |
| CusName | varchar | 100 | Customer Name and Last Name |
| Gender | varchar | 10 | Customer Gender : Male or Female |
| Age | char | 3 | Customer Age |
| Addr1 | varchar | 100 | Customer First Address |
| Addr2 | varchar | 100 | Customer Second Address |
| Telephone | varchar | 20 | Customer Telephone Number |
| Mobile | varchar | 20 | Customer Mobile Number |
| Email | varchar | 20 | Customer Email Address |
| MemberStatus | varchar | 20 | Customer Member Status |
| CusCount | int | 4 | Customer Number of visits |

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2. Employee Table
$2236 e$

| Field Name | Data Type | Length | Desc |
| :---: | :---: | :---: | :---: |
| EmpCode | char | 9 | Employee Code |
| EmpName | varchar | 100 | Employee Name and LastName |
| Gender | varchar | 10 | Employee Gender |
| Addr1 | varchar | 100 | Employee First Address |
| Addr2 | varchar | 100 | Employee Second Address |
| Telephone | varchar | 50 | Employee Telephone Number |
| Mobile | varchar | 50 | Employee Mobile Number |
| Email | varchar | 50 | Employee Email Address |
| EmpPosition | varchar | 50 | Employee Position |
| LoginName | varchar | 8 | Employee Login Name |
| Passwd | varchar | 8 | Employee Password |
| LeaveDays | int | 4 | Employee Total Leave Days |
| Wages | numeric | 9 | Employee Wages |

3. ExpensePay Table

| Field Name | Data Type | Length | Desc |
| :---: | :---: | :---: | :---: |
| RowID | int | 4 | Record Identity |
| PayDate | datetime | 8 | Date of Payment |
| PayFor | varchar | 50 | Expense Type |
| TotalAmt | numeric | 9 | Total Amount Paid |
| PaidBy | char | 9 | EmpCode of the Employee who pays. |

4. ExpenseType_Table

| Field Name | Data Type | Length | Desc |
| :---: | :---: | :---: | :---: |
| ExpenseTypeCode | char | 2 | Expense Code |
| ExpenseTypeDesc | varchar | 50 | Expense Description |

5. Gender Table

| Field Name | Data Type | Length | Desc |
| :---: | :---: | :---: | :---: |
| GenderCode | char | 1 | Gender Code |
| GenderDesc | varchar | 10 | Gender Description |

6. MemberStatus_Table

| Field Name | Data Type | Length | Desc |
| :---: | :---: | :---: | :---: |
| MemberStatusCode | char | 2 | Member Status Code |
| MemberStatusDesc | varchar | 20 | Member Status Description |

7. Menu Table

| Field Name | Data Type | Length | Desc |
| :---: | :---: | :---: | :---: |
| MenuCode | char | 9 | Menu Code |
| MenuName | varchar | 100 | Menu Name |
| MenuType | varchar | 50 | Menu Category |
| MenuDesc | varchar | 100 | Menu Description |
| MenuPrice | numeric | 9 | Menu Price |
| MenuOrdered | int | 4 | Number of times ordered |
| MenuPromotion | varchar | 100 | Menu Promotion |
| MenuRemarks | varchar | 100 | Menu Remarks |
| MenuPic | varchar | 200 | Menu Picture FileName |


| Field Name | Data Type | Length | Desc |
| :---: | :---: | :---: | :---: |
| RowID | int | 4 | Record Identity |
| OrderDate | datetime | 8 | Order Date |
| OrderTime | datetime | 8 | Order Time |
| TableNumber | varchar | 3 | Table Number |
| MenuCode | char | 9 | Menu Code |
| Comment | varchar | 100 | Comment |
| OrderUnit | int | 4 | Quantity Order |
| PaidSts | char | 1 | Status of Payment * |
| ReceivedSts | varchar | 50 | Receive Status |
| CusNo | char | 9 | Customer Code |
| Price | numeric | 9 | Item Price |
| Cost | numeric | 9 | Item Cost |

* Status of Payment $0=$ Not Yet Paid, $1=$ Paid.


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11. OrderTotal_Table

| Field Name | Data Type | Length | Desc |
| :---: | :---: | :---: | :---: |
| PayDate | datetime | 8 | Pay Date |
| PayTime | datetime | 8 | Pay Time |
| TableNumber | varchar | 3 | Table Number |
| TotalAmt | numeric | 9 | Total Amount * |
| CashCredit | varchar | 20 | Pay by Cash or Credit Card |
| PaidAmt | numeric | 9 | Paid Amount ** |
| CusCode | char | 9 | Customer Code |

* Total Amount $=$ Total Amount before deducting membership discount.
** Paid Amount $=$ Total Amount after deducting membership discount.

12. POMain_Table

| Field Name | Data Type | Length | Desc |
| :---: | :---: | :---: | :---: |
| PONo | char | 9 | Purchase Order Number |
| PayDate | datetime | 8 | Date of Payment |
| TotalAmt | numeric | 9 | Total Purchase Amount |
| PaidBy | char | 9 | Employee Code |
| Paid | varchar | 20 | Paid Status * |
| PurchaseDate | datetime | 8 | Purchase Date |

* Paid Status: $0=$ Not Yet Paid, $1=$ Paid.

13. Position_Table

| Field Name | Data Type | Length | Desc |
| :---: | :---: | :---: | :---: |
| PositionCode | char | 2 | Position Code |
| PositionDesc | varchar | 50 | Position Description |

14. RawMat_Table

| Field Name | Data Type | Lenght | Desc |
| :---: | :---: | :---: | :---: |
| RMCode | char | 9 | Stock Code |
| RMDesc | varchar | 100 | Stock Name |

15. RMLevel Table

| Field Name | Data Type | Length | Desc |
| :---: | :---: | :---: | :---: |
| RMLevelCode | char | 2 | Level Code |
| RMLevelDesc | varchar | 2 | Level Desc |


| Field Name | Data Type | Length | Desc |
| :---: | :---: | :---: | :---: |
| RMCode | char | 9 | Stock Code |
| RMLevel | varchar | 2 | Level Desc |
| RMCost | numeric | 9 | Cost |
| RMQty | numeric | 9 | Quantity |

## 17. Running Table

| Field Name | Data Type | Length | Desc |
| :---: | :---: | :---: | :---: |
| KeyID | char | 20 | Key Identifier |
| KeyValue | char | 20 | Key Value |

18. Stock_Table

| Field Name | Data Type | Length | Desc |
| :---: | :---: | :---: | :---: |
| StockCode | char | 9 | Stock Code |
| StockName | varchar | 100 | Stock Name |
| StockType | varchar | 30 | Stock Category |
| StockUnit | varchar | 20 | Stock Unit |
| StockQty | numeric | 9 | Stock Quantity |


| Field Name | Data Type | Length | Desc |
| :---: | :---: | :---: | :---: |
| WDDate | datetime | 8 | Withdraw Date |
| WDTime | datetime | 8 | Withdraw Time |
| StockCode | char | 9 | Stock Code |
| WDQty | numeric | 9 | Withdraw Quantity |

20. StockPurchase Table

| Field Name | Data Type | Length | Desc |
| :---: | :---: | :---: | :---: |
| RowID | int | 4 | Record Identifier |
| PONo | char | 9 | Purchase Order Number |
| StockCode | char | 9 | Stock Code |
| StockType | varchar | 30 | Stock Category |
| PurQty | numeric | 9 | Purchase Quantity |
| PurUnit | varchar | 20 | Purchase Unit |
| PricePerUnit | numeric | 9 | Price Per Unit |
| TotalAmt | numeric | 9 | Total Amount |
| EmpCode | char | 9 | Employee Code |


| Field Name | Data Type | Length | Desc |
| :---: | :---: | :---: | :---: |
| StockTypeCode | char | 2 | Stock Category Code |
| StockTypeDesc | varchar | 30 | Stock Category |

## 22. StockUnit_Table

| Field Name | Data Type | Length | Desc |
| :---: | :---: | :---: | :---: |
| StockUnitCode | char | 2 | Stock Unit Code |
| StockUnitDesc | varchar | 20 | Stock Unit Description |

23. TableInfo_Table

| Field Name | Data Type | Length | Desc |
| :---: | :---: | :---: | :---: |
| TableNumber | varchar | 3 | Table Number |
| Status | varchar | 30 | Table Status |
| CusCode | char | 9 | Customer Code |

## ENTTTY RELATIONSHIP DIAGRAM



### 4.3 Data Flow Diagram

## CONTEXT DIAGRAM





LEVEL 1 - PROCESS 2


LEVEL 1 - PROCESS 3



LEVEL 1 - PROCESS 5


LEVEL 1 - PROCESS 6




## CHAPTER 5

## PROJECT IMPLEMENTATION

### 5.1 Introduction

The system is designed to be implemented in a client/server environment. In order to use the system, we must have a server dedicated for a database server. The DBMS that is used in the system is Microsoft SQL Server 2000 Enterprise Edition. Other than this; each system's user must have a thin client with our software installed. As each user must be connected to the database server and retrieving data from the server time by time, the network infrastructure should be designed to support this.

### 5.2 Backup Implementation

Due to the importance of data to the system, database must have backup. A scheduled database backup must be performed so that if anything ever happen, the system can be put back in its last known good condition. Incremental backup can be processed on a daily basis whereas a full backup of the database must be done on a weekly basis. The backup of the database should not be stored in the same box as the database server because if the damage happened on the server hard disk, you will lose both your current database and backup database. It is recommended to have a backup database server for database backup. Apart from this, you are suggested to have the database backup on the tape in order to make sure that if anything ever happens to both database servers, the system can still be brought up.

For each client, after all the required software has been installed, a full system backup can be done so that if a damage happens to the client, the backup can be applied immediately to get the client back to the good functioning position.

### 5.3 System Requirements

System requirements are as follows:

Database Server:

- 10/100 Network Interface Card.
- Microsoft Windows 2000 Server or Advanced Server
- Microsoft SQL Server 2000 Enterprise Edition

Backup Database Server:

- 10/100 Network Interface Card
- Microsoft Windows 2000 Server or Advanced Server
- Microsoft SQL Server 2000 Enterprise Edition


## Clients:

- 10/100 Network Interface Card
- Display card that support $1024 \times 768$.
- Microsoft Windows 2000 Professional
- Restaurant Pro


## Hardware Requirements:

- 19 Client Computers (15 Tables + Cashier + Chef + Administrator + Manager)
- 2 Server Computers (DB Server + Backup DB Server)
- 21 UPS ( 19 clients +2 servers )
- Scanner
- Digital Camera
- 3 Laser Printer (Cashier + Administrator + Manager)
- 24 Ports Switch
- Tape Drive
- Tape Disk
- Network Cable


### 5.4 Cost Estimation

Estimated Cost:

- 19 clients X $25,000=475,000$
- 2 servers X $100,000=200,000$
- 21 UPS X $3000=63,000$
- 1 scanner X $4,000=4,000$
- 1 digital camera X $20,000=20,000$
- 3 laser printers $X 15,000=45,000$
- 24 ports switch X $16,500=16,500$
- 1 tape drive X
- 24 tape disk X
- 1000 yards network cable X


## CHAPTER 6

## CONCLUSION AND RECOMMENDATIONS

### 6.1 Conclusions

This prototype was developed in order to make restaurants more productive. This system can help restaurants to efficiently conduct their day-to-day operations. The system also helps the restaurant management to collect a lot of useful data and analysis.

The developed prototype can be used effectively in either a small-scale restaurant or a large-scale restaurant as it works on client-server technology. Data provided by the system if used intelligently can prove to be a decisive factor in the outcome of the success of the system.

### 6.2 Recommendations

This prototype system provides useful insights into many features that can be integrated in a Restaurant System. However, some features might be lacking in complexity or depth but enhancing the system based on the given features will make a good software.

Although the system has quite a lot of useful features, some important features are lacking. The system is not integrated with the web. Future work on this project can look at the possibility of the customer making reservations through the Internet or checking available seats at a particular time of the day.

## REFERENCES

- Modern System Analysis \& Design, Third Edition, International Edition - Jeffery A. Hoffer, Joey F. George, Joseph S. Valacich


## APPENDIX A: USER INTERFACE

## 1. Administrator Login



Figure A. 1 Login Screen

Enter your login name and password to get into the system.

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## 2. Food Item Information



Figure A. 2 Food Item Information

Create New, Make Changes or Delete the Food Item Information.

## 3. Customer Information



Figure A. 3 Customer Information

Create New, Make Changes or Delete Customer Information.

## 4. Employee Information



Figure A. 4 Employee Information

Create New, Make Changes and Delete Employee Information.

## 5. Stock Information



Figure A. 5 Stock Information

Create New, Make Changes and Delete Stock Information.

## 6. Purchase Order



Figure A. 6 Purchase Order

Create New Purchase Order
Search for a Purchase Order
Delete an item purchased from a Purchase Order

## 7. Item Purchasing



Figure A. 7 Purchase Item

Add an item purchased to a Purchase Order.

## 8. Payment for Stock Purchased



Figure A. 8 Payment for Stock Purchased

Make payment for a Purchase Order

## 9. Make Payment



Figure A. 9 Make Payment

Make Payment for a Purchase Order

## 10. Entering Expenses



Figure A. 10 Entering Expenses

Enter all the expenses into the system.

## 11. Table Reservation



Figure A. 11 Table Reservation

Enables customer to reserve a table.
12. Table Selection


Figure A. 12 Select Table

Enables customer to select a table.

## 13. Ordering Food



Figure A. 13 Ordering Food

Enables customer to order food item from the screen.

## 14. Checking Order Status



Figure A. 14 Order Status

Enables customer to check the status of all the ordered items.
15. Payment


Figure A. 15 Payment

Enables cashier to print out the bill and complete the payment.

## 16. Delivered Item Checking



Figure A. 16 Delivered Item Checking

Enables chef to mark the completed food item

## 17. Defining cost of the stock



Figure A. 17 Defining cost of the stock

Enables system administrator to set the quantity and cost for each level of a particular stock item.


Figure A. 18 Defining Food Item Cost

Enables system administrator to define the level of stock item needed for a particular food item.

## 19. Stock Report



Figure A. 19 Stock Report

Enables system administrator to know the current stock level in the system.

## 20. Sales Report



Figure A. 20 Sales Report

Enables system administrator to know the sales amount of the restaurant.

## 21. Incoming Stock Report



Figure A. 21 Incoming Stock Report

Enables system administrator to examine stock coming into the restaurant on a daily basis.

## 22. Outgoing Stock Report



Figure A. 22 Outgoing Stock Report

Enables system administrator to examine stock going out of the restaurant on a daily basis.

## 23. Sales Report - Food Category



Figure A. 23 Sales Report - Food Category

Enables system administrator to view the restaurant's sales bases on the type of the food sold.

## 24. Popular Food Item - Daily



Figure A. 24 Popular Food Item - Daily

Enables system administrator to know the most popular food item for a particular date.

## 25. Popular Food Item - Monthly



Figure A. 25 Popular Food Item - Monthly

Enables system administrator to know the popularity of the food item for a particular month.

## 26. Profit Report



Figure A. 26 Profit Report

Enables system administrator to examine the daily profit of the restaurant.

## 27. Discount Report



Figure A. 27 Discount Report

Enables system administrator to have an idea of the discount given to the customers.

## 28. Expense Report



Figure A. 28 Expense Report

Enables system administrator to know the expenses of the restaurant.

## 29. Customer Analysis



Figure A. 29 Customer Analysis

Enables system administrator to know the behavior of the customers and plan for future promotions or campaigns.

