

CHAPTER 1

INTRODUCTION

1.1 PREAMBLE

Food Blogging Web Portal is a web application that allows to access the whole information about all the various food recipes, readily scalable and adaptable to meet the complex need of users who are the key facilitator for the food industry. It is used for maintaining information about the various food items. The project includes two main modules admin and users.

The admin module focuses on maintaining the subscriber's information and checking the reviews periodically. He/She has a username and password using which they get access to the information of users who have subscribed and their reviews.

The people are provided with a facility of registering to become a user. Each member can inquire on a particular food recipe. The whole project makes work easier for every person using the software in their required category.

1.2 PROBLEM STATEMENT

The purpose of the food blogging web application is to simplify and automate the process of searching for a particular recipe in case of need and maintain the records of all the recipes, users, users who have subscribed for newsletters and their feedback to a particular recipe.

At present, the public can only know about a particular food through conventional media means such as radio, newspaper or television advertisements. There is no information regarding the recipe of those food items available on any of the portal.

There is no centralized database of various cuisines and its respective food. So, it becomes really tedious for a person to search various food recipes in case of need. The only option is to manually search umpteen places and find a recipe or then make phone calls to people who might know.

1.3 PROPOSED SOLUTION

The solution that is going to be developed is Food Blogging Web Portal (FBWP). This is a web-based database application portal that is to be used by the cooking enthusiasts or any person as a means to extend a helping hand to the common people to find all the recipes at one place and no longer making them dependent on various hoax like third party sources to help them find the recipes. The system keeps the record of all the users, recipes, newsletter subscribers and user's feedbacks.

This system also has the ability to keep track of the users who have a real interest in cooking and their decision to subscribe to newsletter and also every individuals respective feedback. This project intends to computerize the food recipe and blogging management system in a web portal in order to improve the record management efficiency due to the grown variety of foods.

CHAPTER 2

REQUIREMENT ANALYSIS

2.1 LITERATURE SURVEY

During the literature survey, we collected information about the different cuisines. We also researched about the variety of dishes in each cuisine and the recipes for some of these dishes.

Where most food related web applications simply allow ordering, in this project, we focus on putting out the best recipes of the dish thereby allowing users and viewers to try and make the dish on their own. The project also emphasises on receiving feedback be it about improving anything in the website or users experiences while trying out the recipe.

In this project, details of each dish include the ingredients, quantity, time to prepare and alternatives in case some ingredients are not available. Having such details can help the user be ready with all ingredients beforehand and hence be completely prepared before starting the process of actually cooking. The users can review feedbacks to see which steps of the recipe are more complex and which steps of the recipe they are to be most careful with. While giving feedback the users can also specify any variations that can be done to the recipe put up on the website. This way, the bloggers can either update their posted blogs or converse with the user as to why the variation isn't always the best option. The most conventional way to learn a recipe was to watch the process of making the dish. This was done by watching cooking shows, watching somebody make the dish or even simply listening to someone narrate the procedure. But this is not the most convenient way because we might miss out on some ingredients or little details about the procedure of making the dish. Having all the recipes in a single platform with all the details about the recipe along with feedback from users who have tried the recipes, food blogging is proven to be a better way of learning recipes for the cooking.

It is easily accessible to anyone who has an interest in cooking. It also provides the feature of registering to a newsletter so the users can constantly know about the new recipes being added and the updates on the existing recipes.

CHAPTER 3

SOFTWARE REQUIREMENT SPECIFICATION

Software Requirements:

Operating System : Windows 8

Front End : HTML, CSS, BOOTSTRAP, PHP 5.3.5

Back End : MySQL

Technology : XAMPP Server

Hardware Requirements:

Processor : Intel Core i3

Processor speed : 2.00GHz

Hard Disk : 256GB

RAM : 8GB

CHAPTER 4

ANALYSIS AND DESIGN

4.1 PRELIMINARY DESIGN

Preliminary design is basically concerned with deriving an overall picture of the system.

Deriving entire system into modules and sub-modules while keeping Cohesion and Coupling factors in mind, tools, which assist in preliminary design process, are Data Flow Diagrams.

4.1.1 ER DIAGRAM

An Entity Relationship Diagram is a type of flowchart that illustrates how “entities” such as people, objects or concepts relate to each other within a system. An Entity relationship diagram describes inter-related things of interest in a specific domain of knowledge.

An ER model is composed of entity types and specific that can exist between instances of those entity types.

The ER diagram shown below for the Food Blogging Web Portal contains 4 entity types:

- a. Admin
- b. Users
- c. Subscribers
- d. Feedback

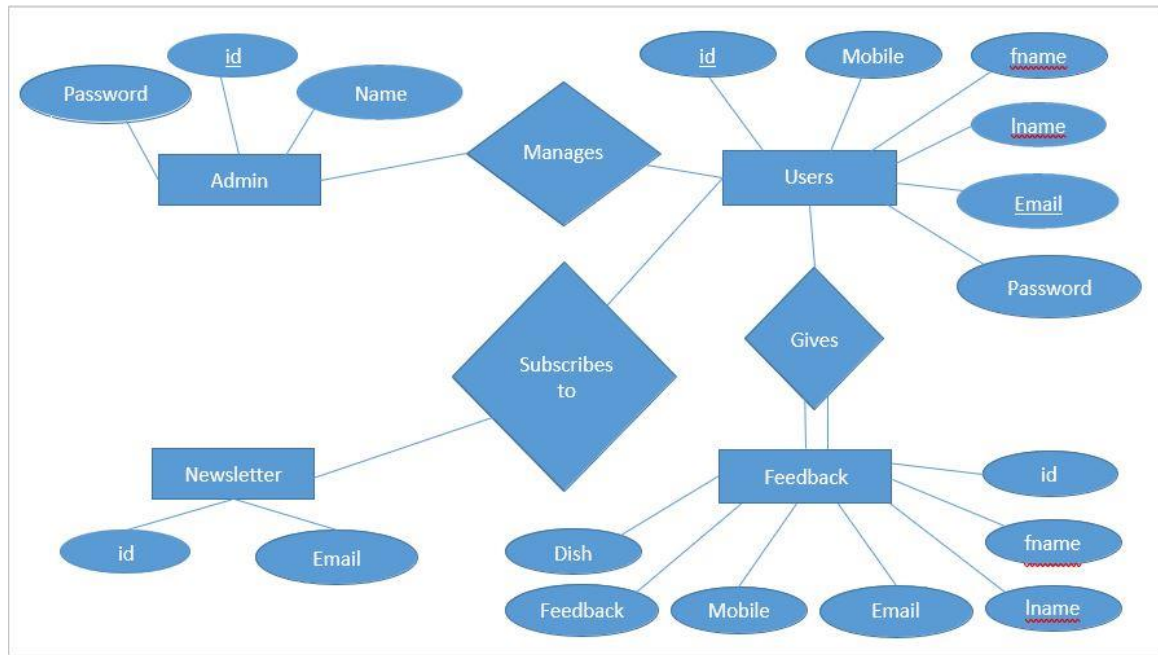


Fig:4.1 ER Diagram of FOOD BLOGGING WEB PORTAL

4.1.2 SCHEMA DIAGRAM

The schema diagram formulates all the constraints that are applied on the data. A Database schema defines its entities and the relationship among them. It contains a descriptive detail of the database which can be depicted by means of schema diagram.

Candidate Key: The minimal set of attributes which can uniquely identify a tuple is known as candidate key the value of the Candidate Key is unique and not-null for every tuple.

Super Key: The set of attributes which can uniquely identify a tuple is known as Super Key.

Adding zero or more attributes to candidate key generates super key.

Primary Key: There can be more than one candidate key in a relation out of which one can be chosen as primary key.

Foreign Key: If an attribute can only take the values which are present values of some other attributes, it will be foreign key to the attributes to which it refers.

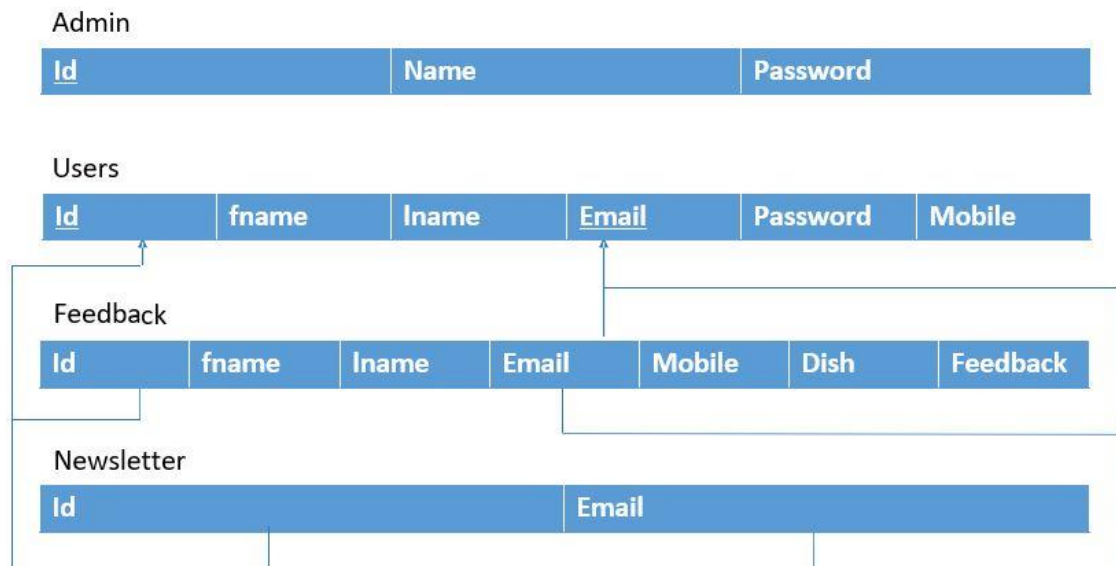


Fig: 4.2 SCHEMA Diagram of FOOD BLOGGING WEB PORTAL

CHAPTER 5

IMPLEMENTATION

5.1 INTRODUCTION

This project deals with designing and implementing a system for handling the information of behavioural evaluations. An analyst schedules subject evaluation and then analyses the recorded behaviours that occur during specified collection periods. The evaluations provide data that can be analysed in order to develop plans that will help treat the subject as needed. Our system also implements an admin user who is required for user management and behaviour data management.

The process flow implemented is as follows:

- > The admin adds various food recipes and also monitors it. He has all the authority to Delete, Update and Add details of food.
- > A user who logs in can get access to the available food details and also can request admin to delete their details by dropping a mail.
- >The user who wants to read about a particular food can do so by navigating through various available cuisines.
- >It will show all the details of the available food with information on its cooking.
- >The user then had sole right to drop a feedback about a particular food and also view various user's feedback.
- >Interested users have the option to subscribe to newsletters.
- .>All the details of food, users, feedbacks and subscribers are managed by the admin.

5.2 TECHNICAL ASPECTS

The application was developed using the WAMP approach, i.e. Windows, Apache, MySQL and HTML, JAVASCRIPT, PHP.

HTML

HTML is a standard markup language for creating web pages. HTML stands for Hyper Text Markup Language it is the building blocks of html pages. html element presented by tags. html is the label pieces of contents such as “heading”, ” paragraph”, ” table” and so on.

CSS

Cascading Style Sheet is a style sheet language used for describing the presentation of a document written in a markup language like HTML. CSS includes colors, layout, fonts etc.

BOOTSTRAP

Bootstrap is an open source toolkit for developing with HTML, CSS, and JS. Quickly prototype your ideas or build your entire app with our Sass variables and mixins, responsive grid system, extensive prebuilt components, and powerful plugins built on jQuery.

WINDOWS

The project was developed in a Windows environment using XAMPP

PHP

PHP is a widely-used general-purpose scripting language that is especially suited for Web development and can be embedded into HTML. All server-side code was written in PHP.

APACHE

The web server used is Apache with the PHP plug in. Apache is a very reliable web server on both.

MySQL

The database system used is MySQL which is an open source RDBMS. It is very light and highly functional. Also, with PHP and MySQL being used together very frequently a lot of online support was available.

CHAPTER 6

TESTING

6.1 INTRODUCTION

Testing is vital for the success of any software. No system design is ever perfect. Testing is also carried in two phases. First phase is during the software engineering that is during the module creation. Second phase is after the completion of software. This is system testing which verifies that the whole set of programs hanged together.

WHITE BOX TESTING

In this technique, the close examinations of the logical parts through the software are tested by cases that exercise species sets of conditions or loops. All logical parts of the software checked once. Errors that can be corrected using this technique are typographical errors, logical expressions which should be executed once may be getting executed more than once and error resulting by using wrong controls and loops. When the box testing tests all the independent part within a module a logical decision on their true and the false side are exercised, all loops and bounds within their operational bounds were exercised and the internal data structure to ensure their validity were exercised once.

BLACK BOX TESING

This method enables the software engineer to device sets of input techniques that fully exercise all functional requirements for a program. Black box testing tests the input, the output and the external data. It checks whether the input data is correct and whether we are getting the desired output.

ALPHA TESTING

Acceptance testing is also sometimes called alpha testing. Be spoke systems, are developed for a single customer. The alpha testing proceeds until the system developer and the customer agree that the provide system is an acceptable implementation of the system requirements.

BETA TESTING

On the other hand, when a system is to be marketed as a software product, another process called beta testing is often conducted. During beta testing, a system is delivered among a number of potential users who agree to use it, the customers then report problems to the developers. This provides the product for real use and detects errors which may not be anticipated by the system developers.

UNIT TESTING

Each module is considered independently. It focuses on each unit of software as implemented in the source code. It is white box testing.

INTEGRATION TESTING

Integration testing aims at constructing the program structure while at the same constructing tests to uncover associated with interfacing the modules. Modules are integrated by using the top down approach.

VALIDATION TESTING

Validation testing was performed to ensure that all the functional and performance requirements are met.

SYSTEM TESTING

It is executing programs to check logical changes made in it with intention of finding errors. A system is tested for on line response, volume of transaction, recovery from failure etc. System testing is done to ensure that the system satisfies all the user requirements.

6.2 TEST CASES

Table 6.1: Test case for admin login module

Name: - Admin Login Module				
NO.	TEST CONDITION	EXPECTED RESULT	ACTUAL OUTPUT	STATUS
TEST 1	Click on Submit button without user name and password.	System does not allow admin to login.	System displays message and resume to the same page.	Pass
TEST 2	Click on Submit button with invalid user name and or password.	Message "Invalid Credentials" is shown.	As expected.	Pass
Test 3	Click on Submit button with correct username and password.	System allow admin to login.	System allow admin to access application based on right given to him.	Pass

Table 6.2: Test cases for user registration

Name: - User Registration				
NO.	TEST CONDITION	EXPECTED RESULT	ACTUAL OUTPUT	STATUS
Test 1	Click on Submit button without user name and password	System does not allow user to register.	System displays message and resume to the same page.	Pass
Test 2	Click on Submit button without username or password	Message "Please fill up the username or password" is shown.	System displays message and resume to the same page.	Pass
Test 3	Click in Submit by entering all requested details correctly.	System allows user to register.	System allow user to access application based on right given to him.	Pass

Table 6.3: Test cases for user login and feedback

Name: - User Login and Feedback				
NO.	TEST CONDITION	EXPECTED RESULT	ACTUAL OUTPUT	STATUS
Test 1	Click on Submit button with wrong username and password.	System displays a message "Invalid Credentials".	System does not allow user to login.	Pass
Test 2	Click on Submit button by entering a feedback.	Message registered successfully	System allows user to navigate from the same page.	Pass

CONCLUSION AND FUTURE ENHANCEMENT

CONCLUSION

The whole system activities are delivered into their parts like admin, user and subscribers. Each one has their own role to perform and system respond accordingly. Several agents have been created using web services and inter agent communication is done. Different ontologies have been created for the implementation of system, some of them are PHP, HTML, and MySQL. The back end of the system been designed using MySQL database and the front end is been designed using PHP and HTML. JavaScript is used only for validations in the project.

The system comprises of following features:

1. Management of food blogging.
2. Management of recipes according to corresponding cuisine.
3. User can request recipe for particular dish and ask queries.
4. Feedback management.
5. Subscriber management.
6. Contact information

FUTURE ENHANCEMENT

There are also few features which can be integrated with this system to make it more flexible. Below list shows the future points to be considered.

1. Videos on “Steps to follow while cooking” can be added.
2. Various other cuisines can be added and along with it its corresponding dishes.
3. Personalised user profile can be made where he/she can favourite the recipes and share it.
4. Users can send their own recipes along with videos via Assistance section.

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[2] <http://www.bootstrap.com/CDN/css>

[3] <https://stackoverflow.com/css>

Book referred:

[4] Database system Models, Languages, Design and Application Programming, Ramez Elmasri and Shamkant B. Navathe ,7th edition ,2017,Pearson.

[5] Randy Connolly, Ricardo Hoar,” Fundamentals of Web Development”, 1st edition, Pearson Education India.

APPENDIX A: SCREENSHOTS

SCREENSHOT 1:

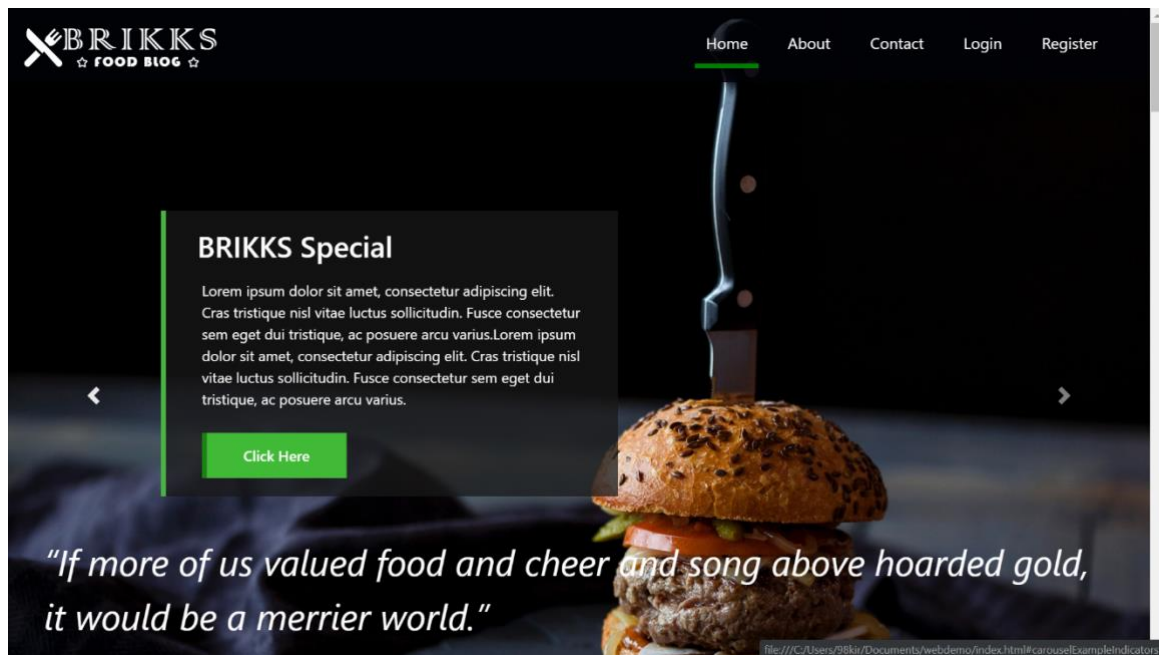


Figure A.1: Home Page-1

Figure A.1 is a snapshot of home page with all various cuisines.

SCREENSHOT 2:

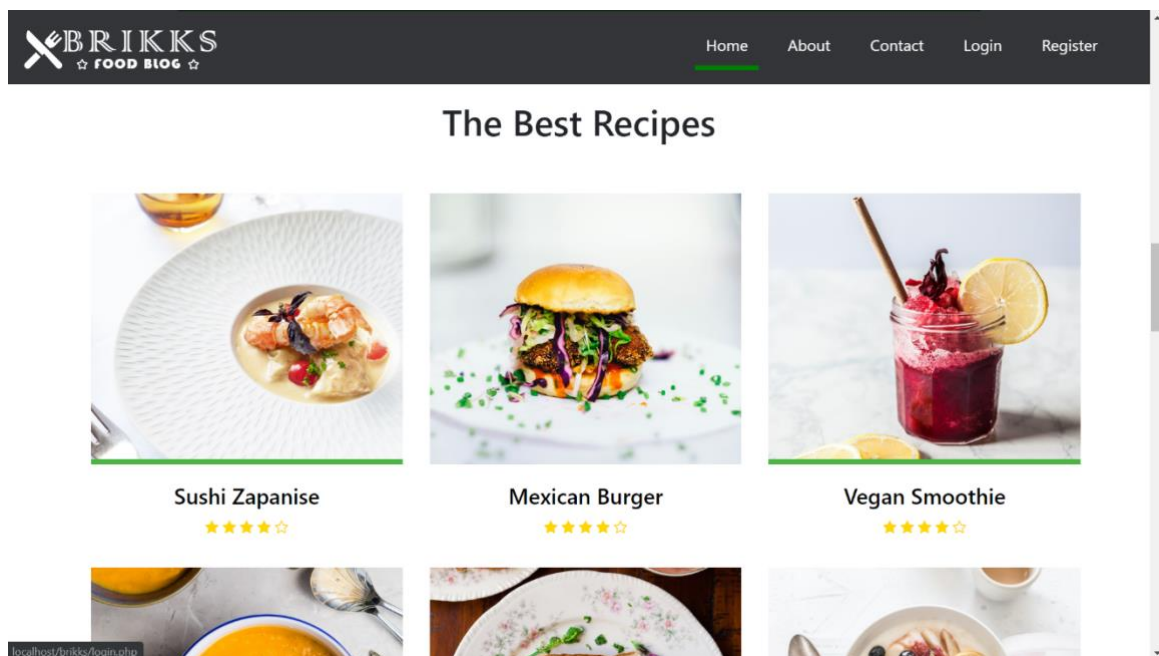


Figure A.2: Home Page-2

Figure A.2 is a snapshot of homepage with various food items.

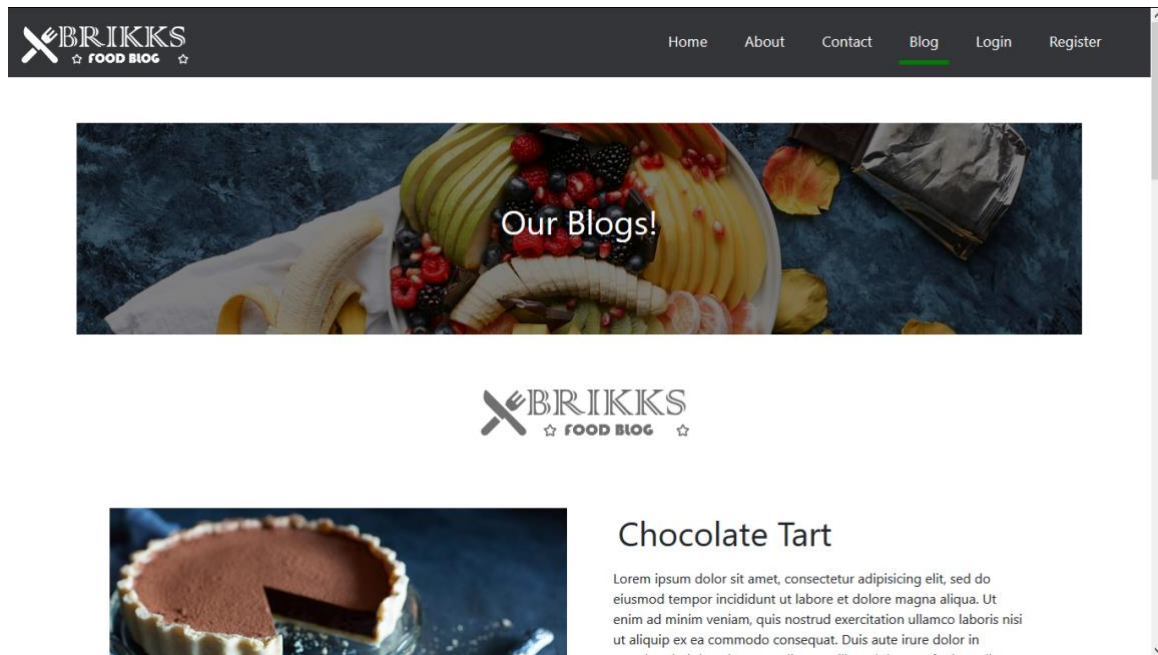
SCREENSHOT 3:

Figure A.3: Blog Page

Figure A.3 is a page where the admin blogs about various food items.

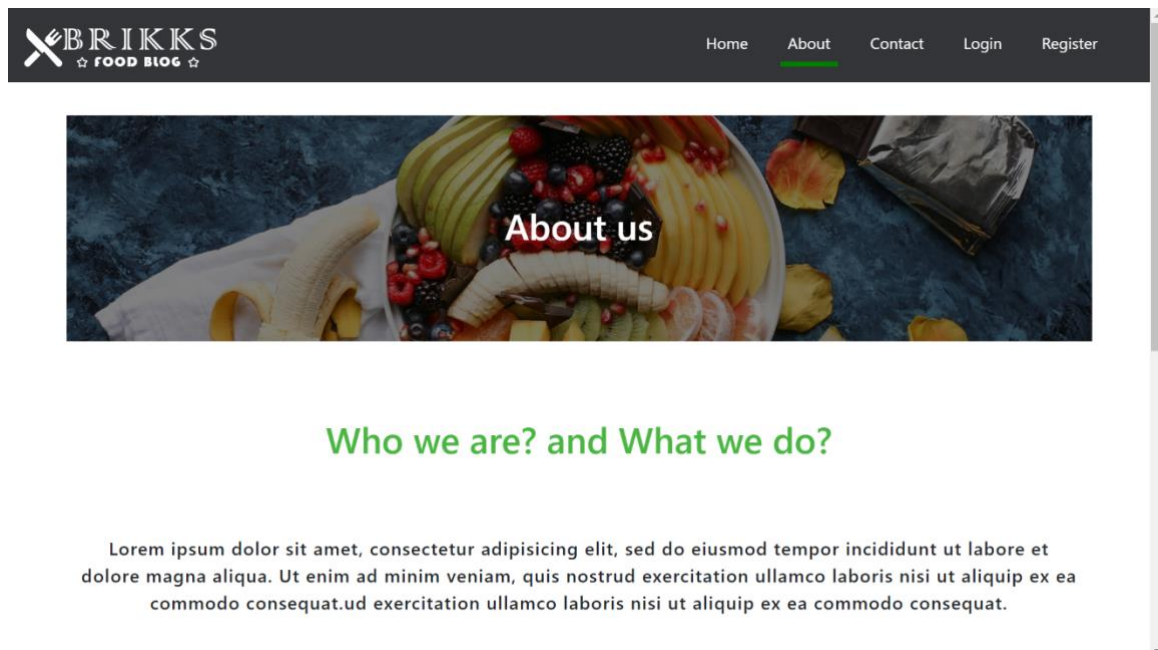
SCREENSHOT 4:

Figure A.4: About Page

Figure A.4 is a page that describes about our company and its role.

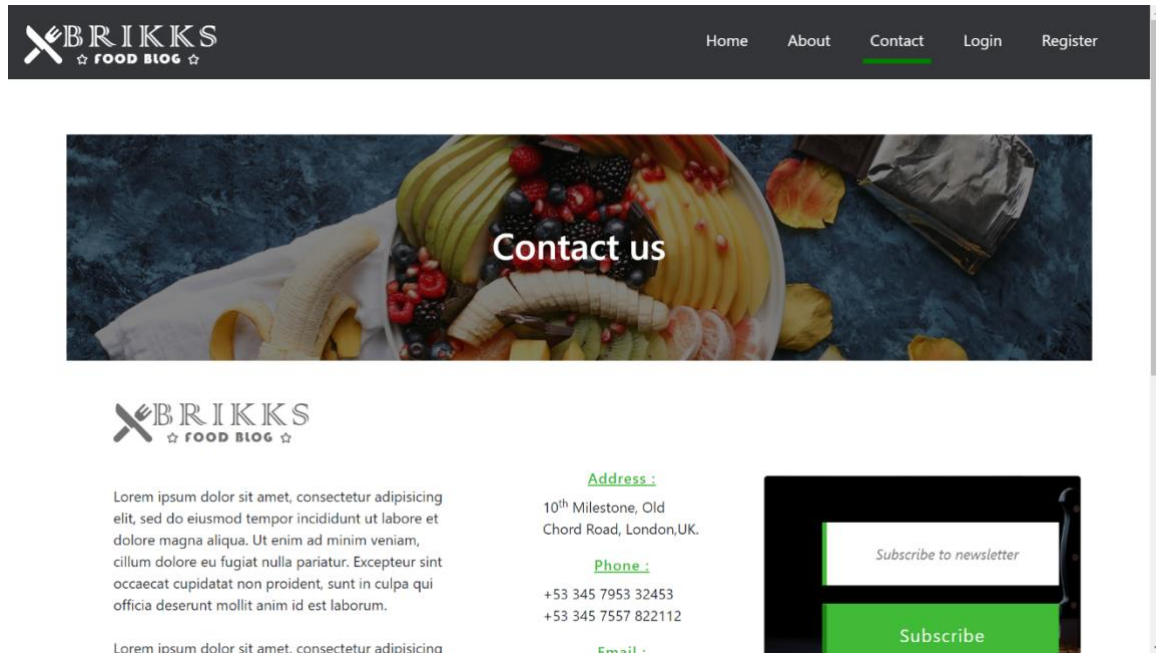
SCREENSHOT 5:**FIGURE A.5:** Contact Page

Figure A.5 is a page that gives out the information on how to reach out to us.

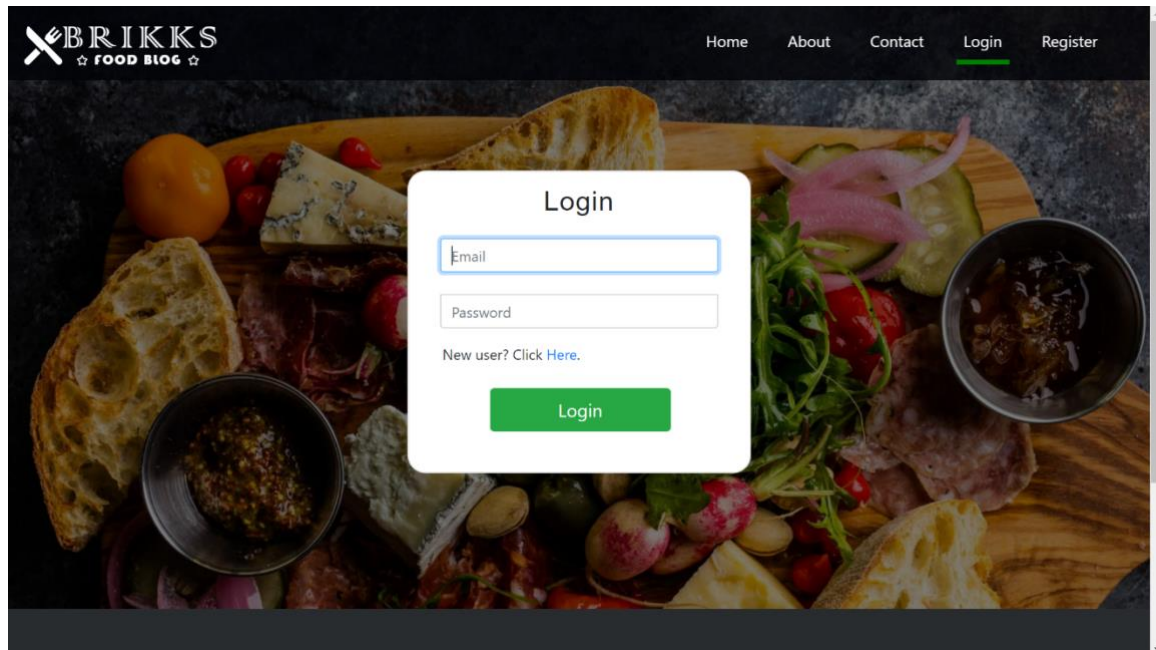
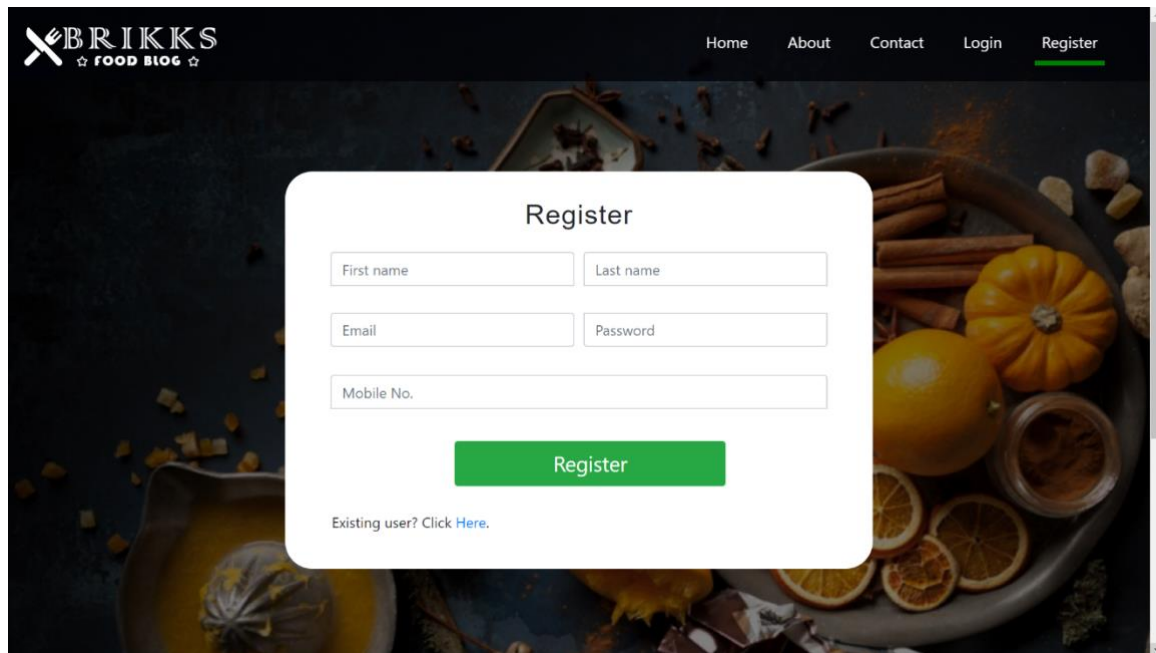
SCREENSHOT 6:**FIGURE A.6:** User Login Page

Figure A.6 is the page where the user can login via the credentials.

SCREENSHOT 7:

BRIKKS
☆ FOOD BLOG ☆

Home About Contact Login Register

Register

First name Last name

Email Password

Mobile No.

[Register](#)

Existing user? Click [Here](#).

FIGURE A.7: User Registration Page

Figure A.7 is the page where user has to enter his personal details and register.

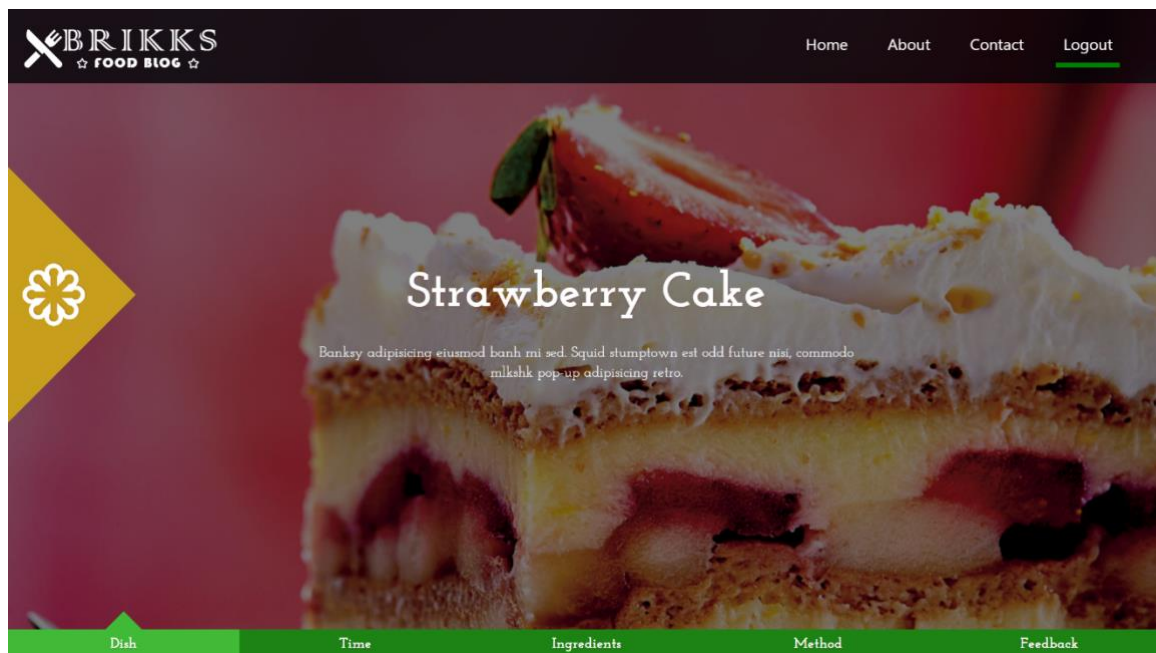
SCREENSHOT 8:**FIGURE A.8:** Recipe Page 1

Figure A.8 is the main page on one of the recipe pages we have.

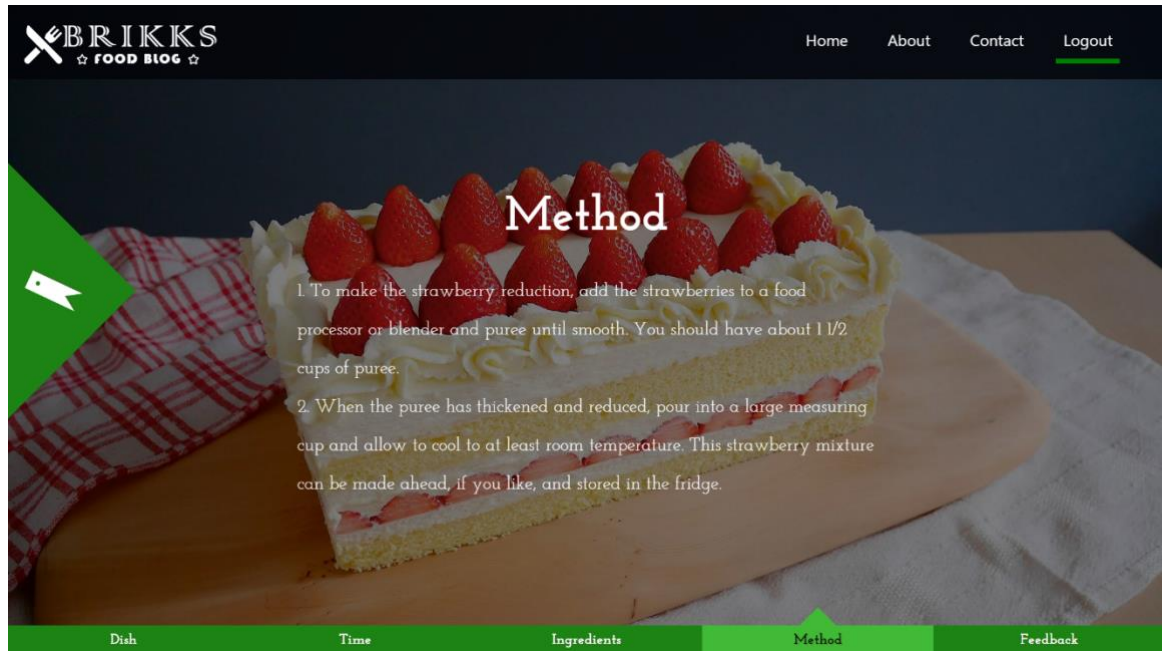
SCREENSHOT 9:**FIGURE A.9:** Recipe Page 2

Figure A.9 is another page that displays the method to cook a particular food item.

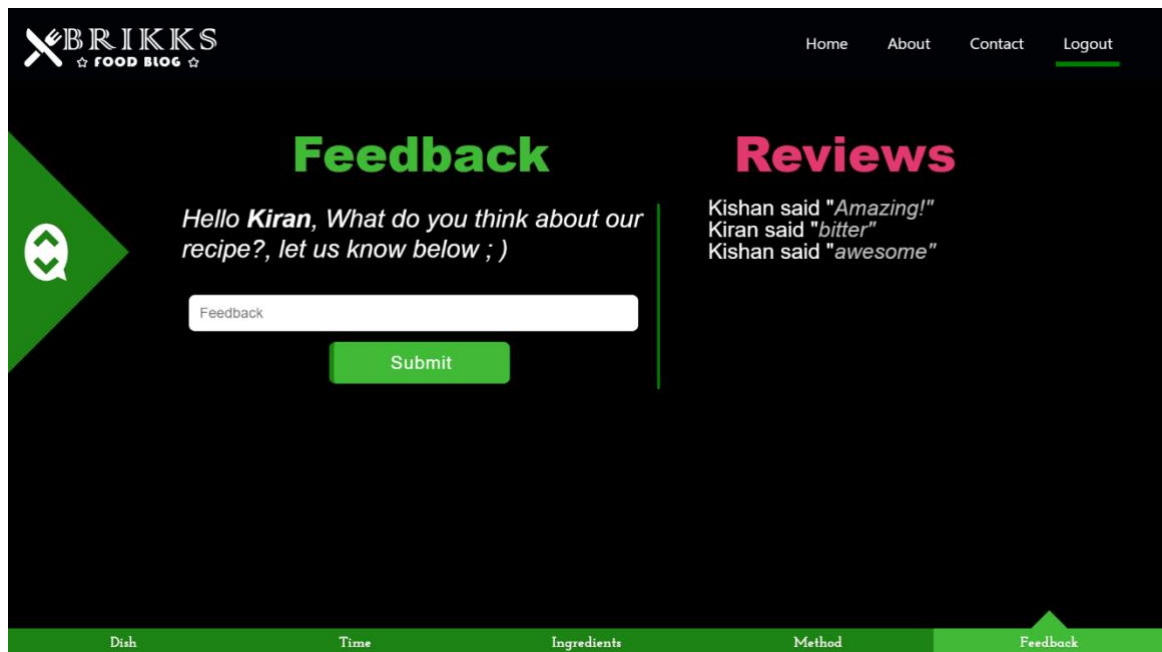
SCREENSHOT 10:**FIGURE A.10:** Feedback Page

Figure A.10 is the feedback section in the recipe page where user can give feedback.

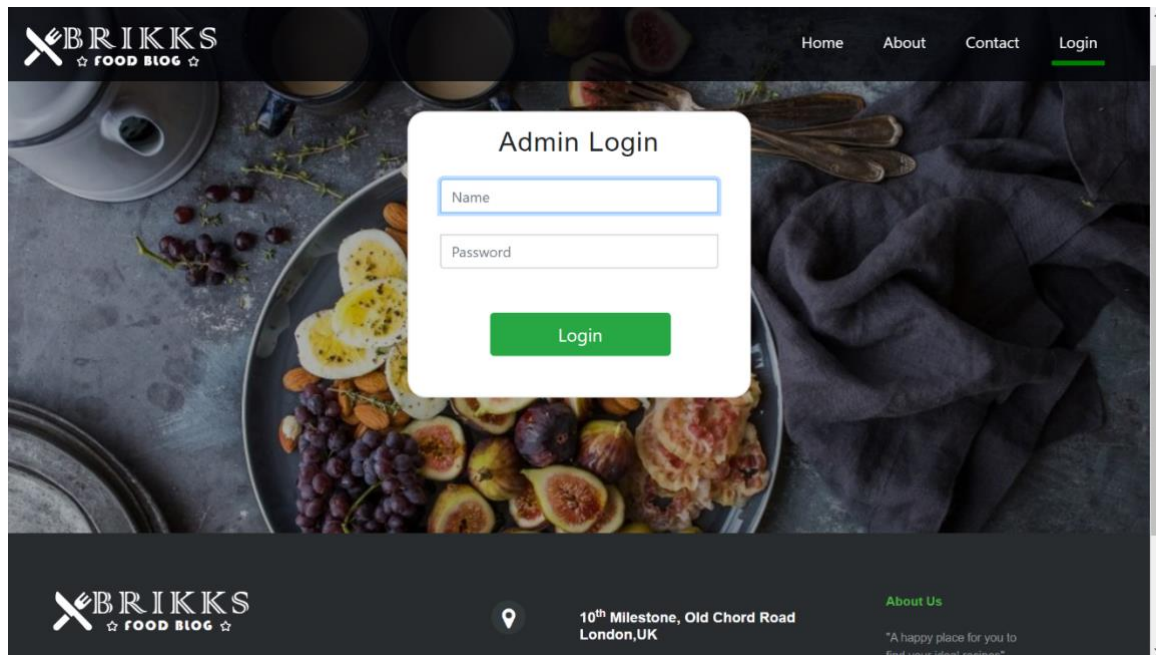
SCREENSHOT 11:**FIGURE A.11:** Admin Login Page

Figure A.11 is a page where admin has to enter credentials to login.

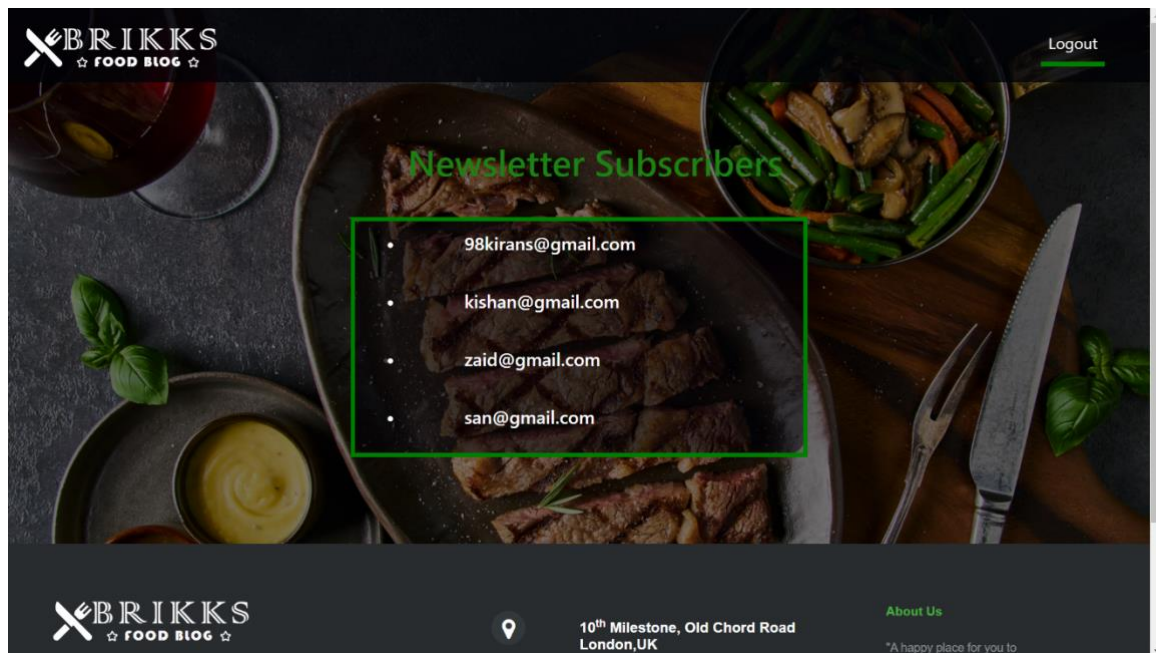
SCREENSHOT 12:**FIGURE A.12:** Subscribers Page

Figure A.12 is a page which displays a list of all the subscribers of newsletter.

