A Survey on Real Time Communication for Connecting Food Courts in Mall Using Mobile App.

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ABSTRACT:

Wireless networks are often considered as not suitable to support time-critical distributed control applications, like those at the shop-floor of industrial plants. Framework has been presented that fits the needs of soft real-time applications, combining centralized transmission and retransmission scheduling and seamless redundancy. Feasibility analysis is used to ensure that the percentage of timely data exchanges always exceeds required thresholds under time-invariant independent channel error probability. Framework has been presented that fits the needs of soft real-time applications, combining centralized transmission and retransmission scheduling and seamless redundancy. Feasibility analysis is used to ensure that the percentage of timely data exchanges always exceeds required thresholds under time-invariant independent channel error probability. Relating and taking into consideration of today's Mall systems, the concept of paper provides easy efficient and more reliable way to cope and deal with customer's needs. The idea works over the traditional system which takes too much time of customers and the situation of long queues and billing hassle. The system is an application i.e. Android Application supported with wifi network, to facilitate communication between restaurants and their target customers for order management and billing.

Keywords:

Computer communication network, Open system interconnection reference model, Security and protection (e.g. Firewall), Network operation, Network Management, Network Monitoring, Public network.

I. INTRODUCTION:

It is known globally that, in today's market, it is extremely difficult to start a new small-scale business and live-through the competition from the well-established and settled owners. In fast paced time of today, when everyone is squeezed for time, the majority of people are finicky when it comes to placing a food order. The customers of today are not only attracted because placing an order online is very convenient but also because they have visibility into the items offered, price and extremely simplified navigation for the order. Online ordering system that I am proposing here, greatly simplifies the ordering process for both the customer and the restaurant. System presents an interactive and up-to-date menu with all available options in an easy to use manner. Customer can choose one or more items to place an order which will land in the Cart. Customer can view all the order details in the cart before checking out. At the end, customer gets order confirmation details. Once the order is placed it is entered in the database and retrieved in pretty much real time. This allows Restaurant Employees to quickly go through the orders as they are received and process all orders

efficiently and effectively with minimal delays and confusion.

II. PROBLEM STATEMENT:

In the busy schedule of life people used to visit malls on weekends. So there are some possibilities often occurs like crowd on same place. So waste of time, and some inconvenience people as well owners have to face. There is no such current system that enables you to choose the things to eat by sitting on the table at Malls. Time consumption and too much rush in queues.

III. LITERATURE SURVEY:

Paper 1
Title: Digital Ordering System for Restaurant Using Android, 2013
Description:
System increases quality and speed of service, also increases attraction of place for large range of customers. Implementing this system gives a cost-efficient opportunity to give your customers a personalized service experience where they are in control choosing what they want, when they want it – from dining to ordering to payment and feedback.

Paper 2
Title: Smart Restaurant Menu Ordering System, 2016
Description:
It helps to solve the problem faced by the restaurant entrepreneur in the attempt to organize the restaurant more efficiently skilled. It can also be used to reduce the lateness and the error caused on ordering foods by the customer's by waiters. By using system, the complaints about the services are eliminated. This can further be improved using tabs and help in development of more efficient food ordering system.

Paper 3

Title: Improve the Performance of the Work of the Restaurant Using PC Touch Screen, 2014
Description:
Use touch screen phone and provide it to the customer to choose meal directly without waiters. To solve the problem in restaurants, the customers do not need to ask waiters what drink and food available in restaurant. The customer finds all food and drinks list in his mobile screen. Besides, he/she finds price of each type of food, drink and time of preparing.

Paper 4
Title: Automated Food Ordering System with Real-Time Customer Feedback, 2013
Description:
System is convenient, effective and easy thereby improving the performance of restaurant's service. It will also increase customer satisfaction. This is a fabulous food ordering system for the restaurant sector, made by combining the Android and Wireless technology.

Paper 5

Title: e-Commerce versus m-Commerce: Where is the Dividing Line, 2014
Description:
Useful to identify the characteristics that help define and delineate between e- and m- Commerce. The paper concludes that characteristics of mobility, ubiquity and immediacy provide a clearer and simpler template to distinguish between e-Commerce and m- Commerce.

IV. CONCLUSION:

By using wireless communication and mobile application will enable efficient ordering and payment system to reduce queues at food courts in mall. The system discussed in the paper will essence good service and improves overall food court experience of customer making the poor order management process simple for the counters at the food court. Also infrastructure needed is less

expensive. Hence it is a Very useful solution to the queues problem faced at food courts in malls.

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