

# A Mobile Application for Ordering Food in Mid-Range Food Courts in Sri Lanka Using Data Mining Techniques

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With time, information technology has grown up and has helped a lot to improve many aspects of the people. Mobile transactions, which is one of the fast-growing areas in the current world, is introducing so many improvements and advances in people's fast-paced life. Nowadays almost every teenage, middle-aged person and adult uses smartphones and society is already addicted to the use of these mobile devices. The major problem behind this study is to overcome the negatives that go through the food ordering processes in mid-ranged local food courts/restaurants. As people have become busier with their day-to-day lives, time management has become a challenge, and longer customer queues for food ordering process without any definition, has become a fact to be considered. In order to overcome the relevant issue on current food ordering and dining process of restaurants, a solution should be developed and implemented. This should be none other than "A Mobile Application for Ordering Food" developed for use with restaurants on shopping complexes. This will positively affect both customers and the restaurant staff's processes. Time wastage on food ordering processes can be significantly reduced and this would cause an easy dining experience for the customer. Android users will be targeted mainly and the application will be further developed for the IOS market. Also, by having this proposed system, the restaurants' sales would go high in demand and even real-time information will be provided to users.

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