

Developing a fast food ordering application for students on the SVOnline ecosystem platform

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Abstract: In the modern context, the use of food delivery applications is becoming an essential need for students. This topic aims to address the issues of inconvenience and lack of interactivity in the ordering process at traditional eateries by developing a mobile application on the SVOnline ecosystem platform. The research methodology includes conducting requirements analysis, user interface design, and software implementation. The expected outcome of the project is to create a convenient solution that enhances the experience for students while also supporting businesses in reaching their target customers.

Keywords: Mobile application, SVOnline, Fast food ordering