

33.

```
#include <stdio.h>
```

```
#include <stdlib.h>
```

```
#include <string.h>
```

```
// Define a structure for menu items
```

```
struct MenuItem {
```

```
    char name[50];
```

```
    float price;
```

```
};
```

```
// Function to display the menu
```

```
void displayMenu(struct MenuItem menu[], int numItems) {
```

```
    printf("\nMenu:\n");
```

```
    printf("-----\n");
```

```
    printf(" %-30s %10s\n", "Item", "Price (Rs)");
```

```
    printf("-----\n");
```

```
    for (int i = 0; i < numItems; ++i) {
```

```
        printf(" %-30s %10.2f\n", menu[i].name, menu[i].price);
```

```
    }
```

```
    printf("-----\n");
```

```
}
```

```
// Function to place an order
```

```
void placeOrder(struct MenuItem menu[], int numItems) {
```

```
    int choice;
```

```
    int quantity;
```

```
    float totalAmount = 0.0;
```

```
    printf("\nPlace Order:\n");
```

```
    printf("Enter item number (1-%d): ", numItems);
```

```

scanf("%d", &choice);

if (choice < 1 || choice > numItems) {
    printf("Invalid choice. Please enter a valid item number.\n");
    return;
}

printf("Enter quantity: ");
scanf("%d", &quantity);

// Calculate total amount for the order
totalAmount = menu[choice - 1].price * quantity;

// Display order details
printf("\nOrder Summary:\n");
printf("-----\n");
printf(" %-30s %10s %10s\n", "Item", "Quantity", "Total (Rs)");
printf("-----\n");
printf(" %-30s %10d %10.2f\n", menu[choice - 1].name, quantity, totalAmount);
printf("-----\n");

// Additional logic for processing payment could be added here
}

int main() {
    // Define menu items
    struct MenuItem menu[] = {
        {"Paneer Tikka", 250.0},
        {"Chicken Biryani", 300.0},
        {"Masala Dosa", 150.0},
        {"Pasta Alfredo", 200.0},
    }

```

```

        {"Veg Burger", 120.0}
    };

    int numItems = sizeof(menu) / sizeof(menu[0]);
    int choice;

    do {
        // Display options
        printf("\nWelcome to MyRestaurant!\n");
        printf("1. Display Menu\n");
        printf("2. Place Order\n");
        printf("3. Exit\n");
        printf("Enter your choice: ");
        scanf("%d", &choice);

        switch (choice) {
            case 1:
                displayMenu(menu, numItems);
                break;
            case 2:
                placeOrder(menu, numItems);
                break;
            case 3:
                printf("Thank you for visiting MyRestaurant!\n");
                break;
            default:
                printf("Invalid choice. Please enter a valid option.\n");
        }
    } while (choice != 3);

    return 0;

```

}

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