**# Rush meals**

It is a user interface for a cafeteria ordering app. In this project, I utilised my skills in HTML, CSS, and JavaScript to create a responsive and user- friendly interface for an application that allows users to select items from a list of restaurants, make online payments, and collect their meals from the cafeteria counter when ready. The focus of this assignment is to showcase your creativity, attention to detail, and proficiency in front-end web development.

**## Objective**

To design a responsive user interface for a cafeteria ordering app that meets the following criteria:

* Allow users to select items from a list of restaurants.
* Implement an online payment system.
* Provide notifications for order status updates.
* Ensure responsiveness across mobile, tablet, and desktop devices.

**## Technologies used**

This module required the following Technologies:

- Html

- CSS

- JavaScript

- Bootstrap

**## Description**

1. An html document named index.html containing all the contents of the home page, landing page.
2. A CSS file that styled it namely style.css
3. We had an cart.html, cart.css, cart.js files to unable the cart section.
4. We had an login.html, login.css, login.js files to unable the Account section.
5. We had an payment.html, payment.css, payment.js files to unable the checkout section.
6. We had an order.html, order.css, order.js files to unable a section to track the order details.
7. The page is made responsive using various media queries.