README FILE ANUSHA RANA 2023114 AP Assignment-4 (Byte-Me!)

1)The project includes two graphical interfaces, **MenuGUI** and **OrderGUI**, using SWING interfaces by JFrame

The **MenuGUI** allows users to view and interact with the menu, enabling admins to manage items by adding, updating, or removing them, and customers to browse items or search by category or name. I have added navigation buttons and Lists to display items.

The **OrderGUI** simplifies order management by letting users and admins select orders, filter by Order ID, and track and update their statuses such as "Pending" or "Served." It also have buttons for processing refunds, and reviewing and accepting special requests.

## 2) I/O Stream Management

The application uses Java's I/O streams for persistent storage and retrieval of data. Menu items, orders, and user credentials are saved in local files using serialization, which ensures efficient storage of complex objects.

- a. Customer.txt: gets created just after running Main; has pre registered users and directly feeds new registering users. It consists of name, email, password, VIP status.
- b. OrderHistory: gets created after placing an order and refreshing the page. Consists of Order ID, customer name, items ordered, availability of items and total bill.

## 3) JUnit Testing

The project integrates JUnit testing to validate functionality and ensure reliability.

- LoginTesting: Tests admin and customer login processes, including edge cases like incorrect credentials.
- **OrderTesting**: Ensures the accuracy of order placement, status tracking, and error handling for unavailable items or invalid input.