

Online Food Ordering System in C

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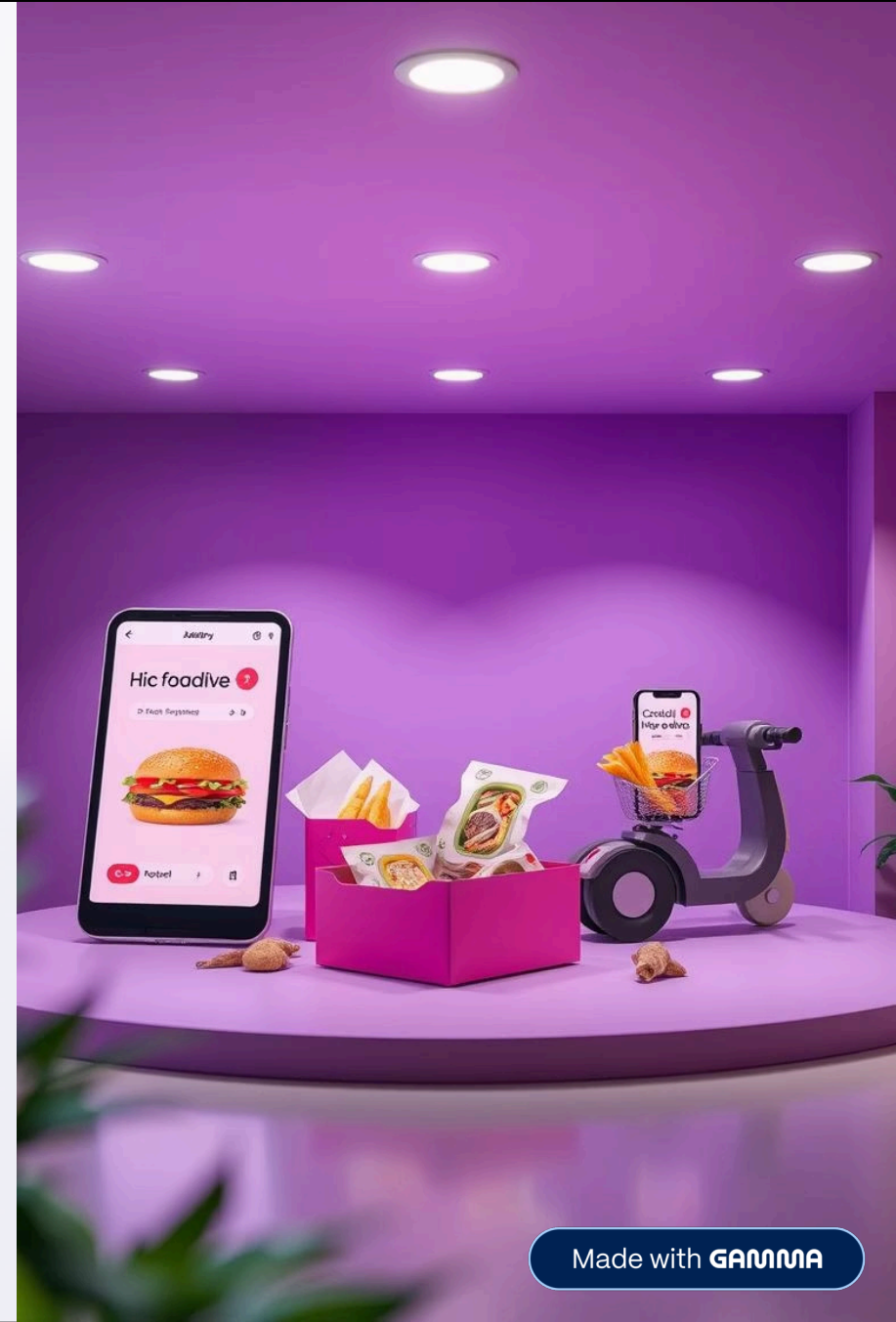
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Introduction

Problem Statement

Manual food orders are slow, inefficient, and prone to errors.

Objective

Develop a digital console-based food ordering system using C language.

Scope

Console application facilitating easy order placement and billing.



Literature Survey / Existing System

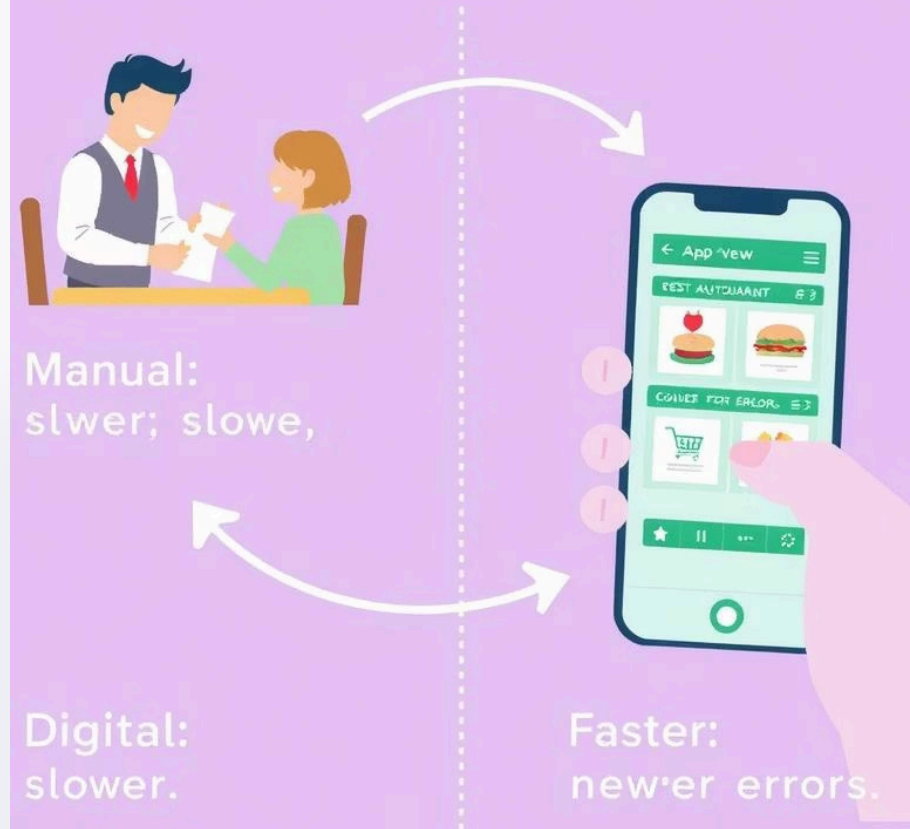
Manual vs Digital Ordering

Manual processes lack speed and accuracy compared to digital systems.

Inspiration

Basic functionality inspired by apps like Swiggy and Zomato, simplified.

MANUAL FOOD ORDERING VS DIGITAL ORDERING APPS



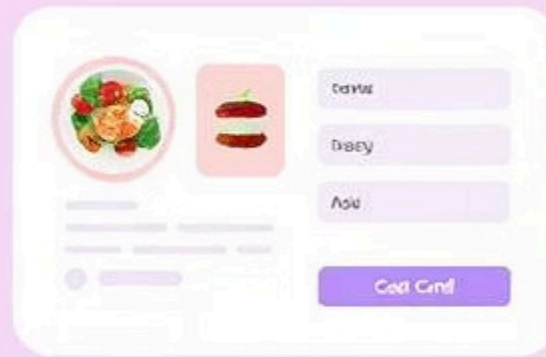
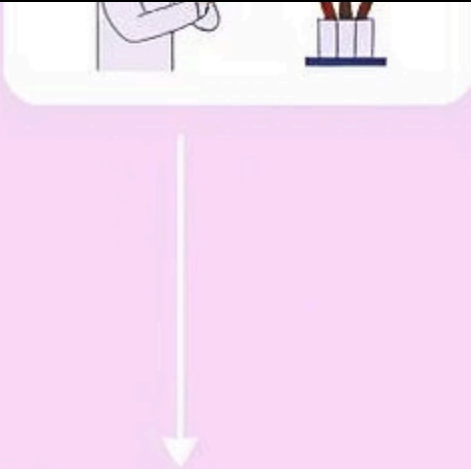
Software Requirement Analysis

Functional Requirements

- Display the food menu clearly
- Add items to order
- Generate and show bill

Non-Functional Requirements

- Console-based user interface
- Efficient usage of memory



System Design

1

Control Flow

Menu selection leads to ordering and then billing.

2

Modules

- Menu module uses static array for food items
- Order module uses dynamic linked list structure

```
8      price af Cn bcette int.lat())
14      de ight cond f iton et.imt ctat.li2l, sot()), }
17
18      orderMeld:
14
15      arlecHe {
```

Coding



Structs

Defined MenuItem and Order structures for data management



Key Functions

displayMenu, addOrder, and displayOrders handle core logic



Input Handling

Safely processes user input with error checking

Testing

Black Box Testing

- Valid and invalid item IDs
- Checking quantity inputs

White Box Testing

- Tested `addOrder` and `displayOrders` for correct logic flow

Output Screens

Sample Inputs

User inputs item ID and quantity for orders.

Order Summary

Displays item names, quantities, and total price clearly.

1 pe her

1 Meade:

2 x cheseburger:

1 x cheebingers

1 lamefriles

langfies:	\$7	\$3
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2 moodia	\$7	\$5
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3 each	\$3	\$9
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sada	\$2	0
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Total:

Total \$17

Conclusion and Further Work



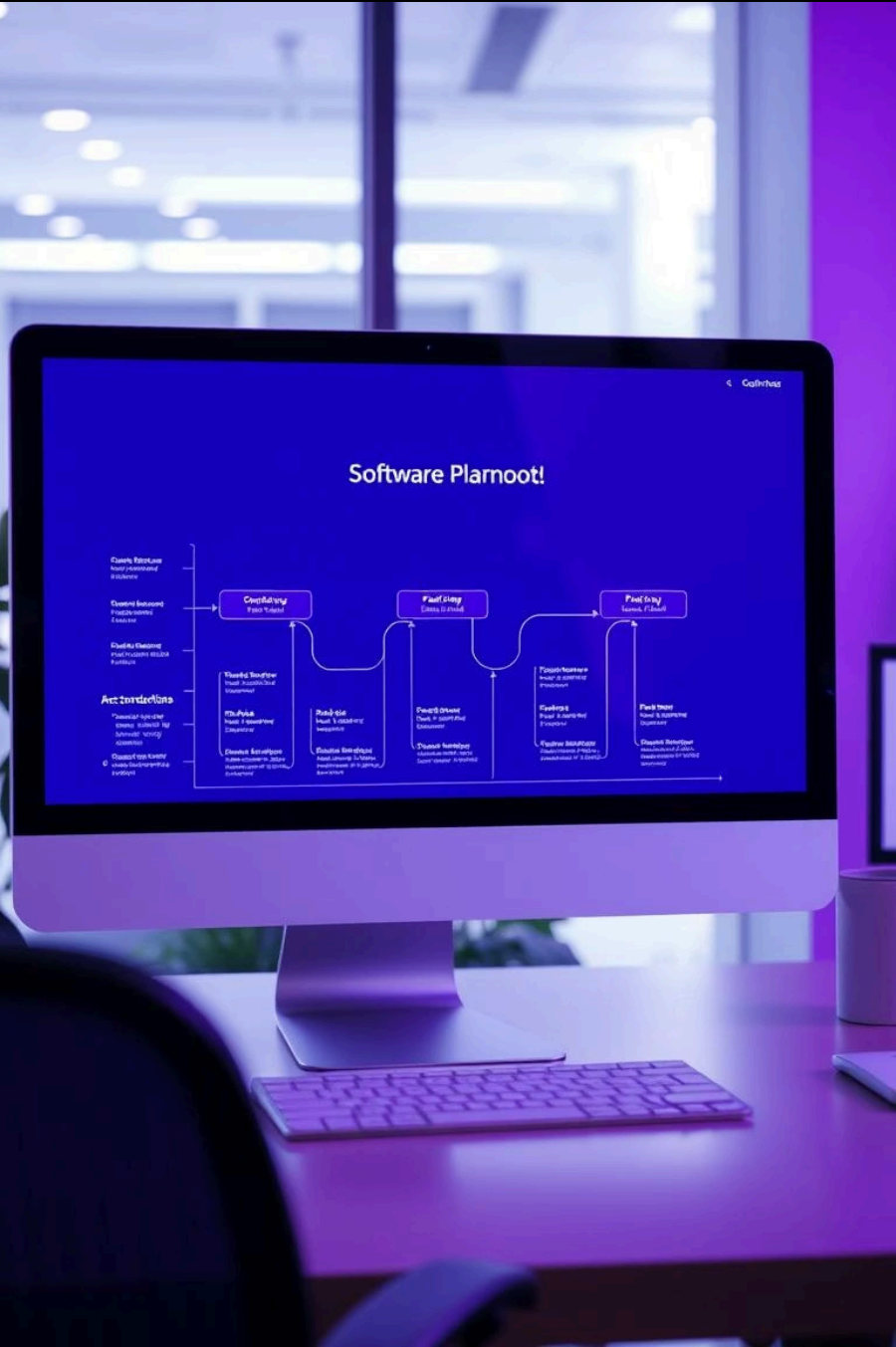
Project Achievements

Demonstrated use of static arrays and dynamic linked lists in C.



Future Enhancements

Add graphical user interface, file persistence, and multi-user support.





References

Books

Programming in ANSI C – E. Balagurusamy

Online Resources

- [GeeksforGeeks linked list tutorials](#)
- [TutorialsPoint C Programming Documentation](#)

THANK YOU