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Project Report On
Food Information & Order System

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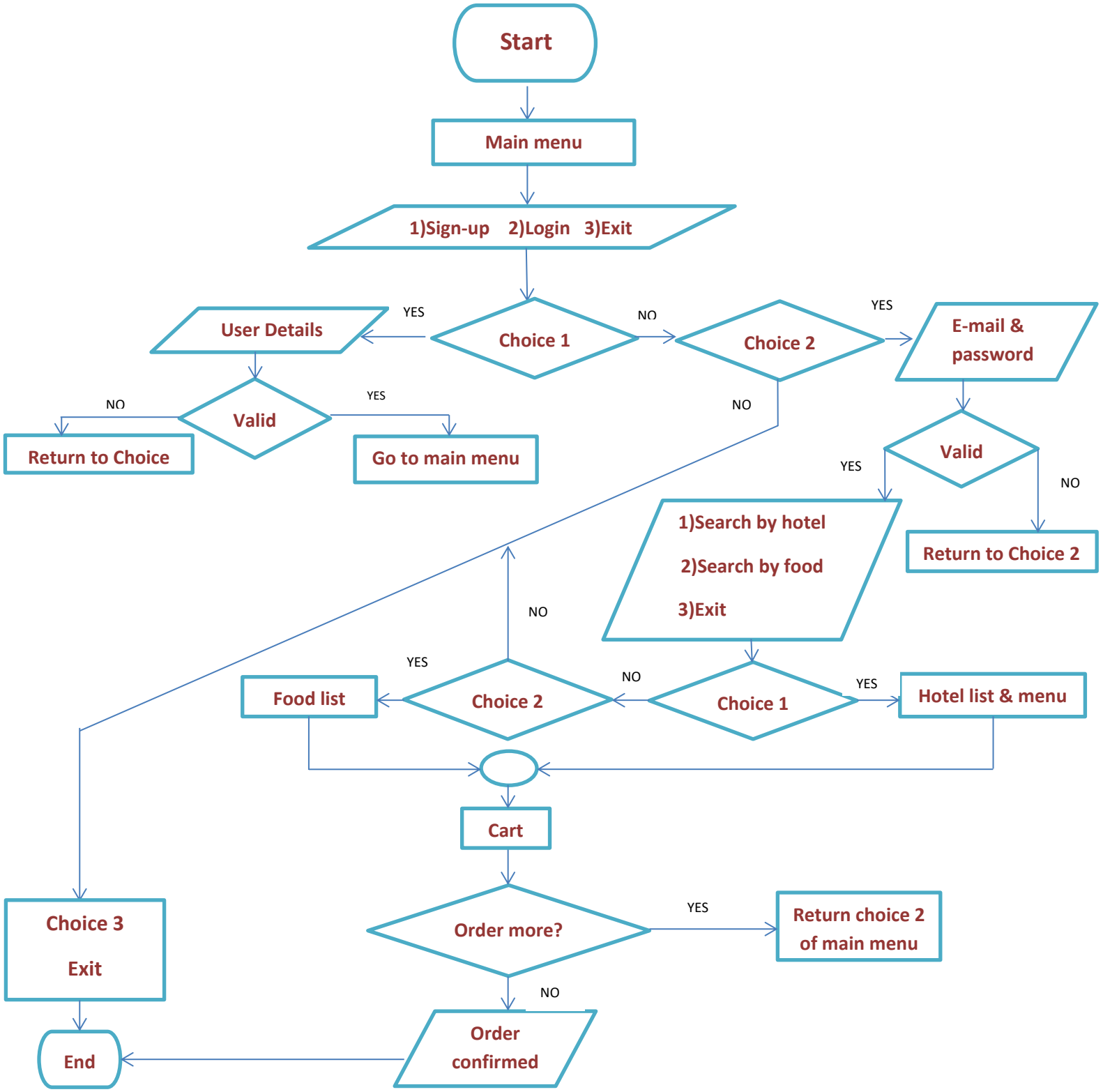
1. Introduction

The Food Ordering System is designed to facilitate users in ordering food online from various hotels. This system provides functionalities for users to sign-up, log in, search for hotels and food, and place orders.

Flowchart :



2. Functionalities

1. Sign-up & Login

- Sign-up: Users can create a new account by providing their details.
- Login: Users can log into their account using their email and password.

2. Validate User

- Validation: Checks the user's input details during sign-up to ensure they meet the required criteria (e.g., valid email, strong password).
- Account Check: Ensures the user does not already have an existing account.

3. Search by Hotel Name

- Users can search for available food options by selecting a specific hotel.

4. Search by Food Order

- Users can search for specific food items across various hotels.

5. Cart & Order Confirmation

- Cart: Allows users to view the total cost of selected food items.
- Order Confirmation: Users can confirm their order, and the system processes it accordingly.

3. Concepts Used

We have used C programming language for coding the program.

Source code

(Click on the icon)

4. Implementation Details

4.1. Data Structures

User Details

```
struct userDetails {
    int age;
    char userName[100];
    char email[100];
    char mobile[20];
    char password[20];
};
```

Hotel Details

```
struct hotelDetails {
    char hotel_name[100];
    char first_food[50];
    char second_food[50];
    char third_food[50];
    int first, second, third, fourth;
};
```

4.2. Initialization

- Hotel Details: Initialized with predefined hotel names, food items, and their prices.
- User Details: Stored in an array to keep track of multiple users.

4.3. Functions

1. Sign-up

```
void signup();
```

- Collects user details and validates them.

2. Account Check

```
void account_check();
```

- Checks if the user already exists in the system.

3. Validate User

```
int is_valid();
```

- Validates the user details such as name, email, password, age, and mobile number.

4. Login

```
void login();
```

- Authenticates the user and provides options to search by hotel or food.

5. Search by Hotels

```
void search_by_hotels();
```

- Displays a list of hotels for the user to choose from.

6. Search by Food

```
void search_by_food();
```

- Displays a list of food items for the user to choose from.

7. Food Order

```
void food_order(int food);
```

- Takes the user's food order and calculates the total cost.

8. Cart

```
void cart();
```

- Displays the total amount of the user's order and asks for confirmation.

4.4. Global Variables

- Various global variables are used to keep track of user inputs and states within the program.

4.5. Main Function

```c
int main()
{
    while (1)
    {
        printf("\n\n\t\tWelcome to our Food Ordering System\n");
        printf("\n1. Sign-up\n2. Login\n3. Exit\n");
        printf("Please enter your choice\n");

        scanf("%d", &choice);

        switch (choice)
        {
            case 1: signup(); break;
            case 2: login(); break;
            case 3: exit(1);
            default: printf("\n Please enter a valid choice\n"); break;
        }
    }
    return 0;
}
```

- The main function provides a menu for users to sign-up, log in, or exit the system.

5. Conclusion

The Food Ordering System is a comprehensive application designed to streamline the process of ordering food online. By incorporating a modular approach, it ensures the system is easy to understand, maintain, and extend in the future. The functionalities provided cater to the essential needs of users, allowing them to register, log in, search for food items, and place orders efficiently.