

# **OOP Mini Project - Section 08**

## **Restaurant Booking Order System**

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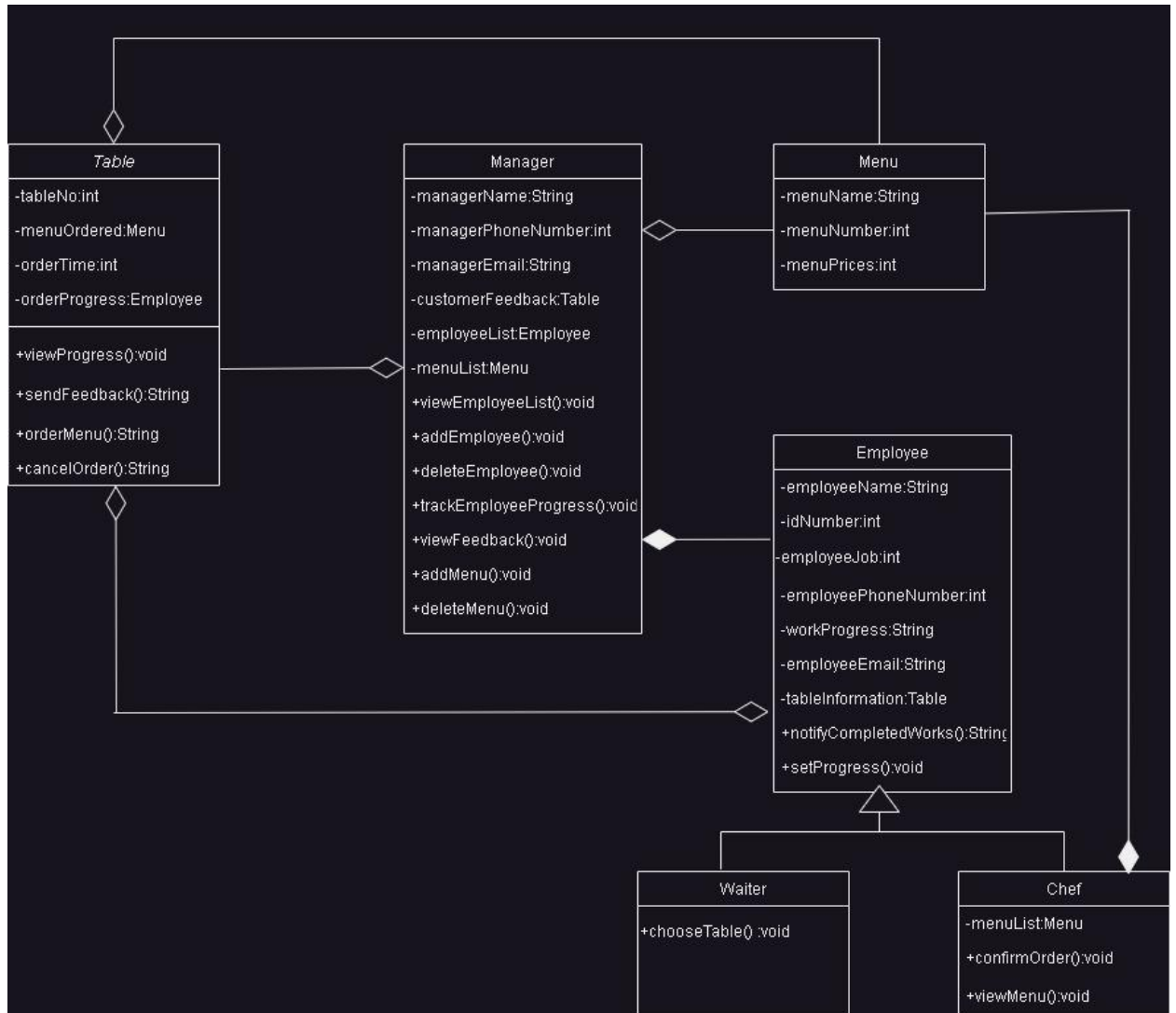
## **1. Introduction**

Restaurant usually provides an ordering service for food and drink to customer, so the customer's demand can be fulfilled and chef can know what is the customer's order list. But with the advancement of today technology, this conventional system can be replaced with digital system which provides graphical user interface for every stakeholders, database, and some automatic functionality. With this proposed system, the mistakes and failures during menu ordering can be prevented, therefore, customer service's quality can be more satisfied for customer, employee and manager, and profit of the restaurant can be improved too.

## **2. Problem statement**

The current ordering system at the food court faces significant challenges that hinder the seamless and efficient process of placing orders, leading to customer dissatisfaction and operational inefficiencies. The absence of a cohesive and intuitive system results in confusion, longer waiting times, and potential order errors, ultimately impacting customer experience and overall revenue generation for the food court. Therefore, there is an urgent need to implement an improved ordering system that simplifies the menu browsing process, facilitates accurate order placement, and allows for effortless order modifications and cancellations. This new system should enhance customer satisfaction, optimize operational efficiency, and contribute to a positive and hassle-free dining experience at the food court.

### 3. Class Diagram of the project



### 4. TECHNIQUES/SOFTWARE/TOOLS BEING USED,

- ☐ ENUM
- ☐ ARRAY LIST / VECTOR
- ☒ ARRAY
- ☒ ARRAY OF OBJECT
- ☒ FILE\*
- ☒ POLYMORPHISM\*
- ☒ INTERFACE CLASS\*
- ☒ GUI APPLICATION
- ☒ ASSOCIATION\*

- ☒ COMPOSITION
- ☒ AGGREGATION
- ☒ INHERITANCE\*
- ☐ STATIC METHOD
- ☒ ABSTRACT CLASS\*
- ☒ EXCEPTION HANDLING\*