

```

#Importing my file named cafeclass to able to use the private class.
import cafeclass
cafe_tbs = cafeclass.cafe

#A list that contains all the tables that are available.
CafeTB_list = 1 "1. Table 1" 2 "2. Table 2" 3 "3. Table 3" 4 "4. Table 4"
5 "5. Table 5" 6 "6. Table 6"
#Lists that contains all the waiters
waiter_Sarah =
TBkeys_Sarah =
waiter_Thabang =
TBkeys_Thabang =
waiter_Lucy =
TBkeys_Lucy =
waiter_Pieter =
TBkeys_Pieter =
waiter_Motseki =
TBkeys_Motseki =
waiter_Sharon =
TBkeys_Sharon =
#A list to add the amount of customers to each table.
tableCS_list = cafe_tbs customers cafe_tbs customers cafe_tbs customers
cafe_tbs customers cafe_tbs customers cafe_tbs customers
#A list that contains the total prices for each table.
Totalprice = cafe_tbs orders cafe_tbs orders cafe_tbs orders cafe_tbs orders
cafe_tbs orders cafe_tbs orders
#A list that shows if the tables prepared a bill.
table_bill = cafe_tbs bill cafe_tbs bill cafe_tbs bill cafe_tbs bill
cafe_tbs bill cafe_tbs bill
#A list that contains each item that was ordered by the tables.
table_items = "None" "None" "None" "None" "None" "None"
#A list that contains quantities for the items that was ordered by the tables.
table_quantity = 0 0 0 0 0 0
#A list that contains prices for the items that was ordered by the tables.
table_price = 0 0 0 0 0 0
#A list that contains the items from the menu.
order_items = 'Coke' 'Fanta' 'Sprite' 'Garlic Snails' 'Calamari' 'Wings'
'Steak' 'Chicken' 'Pork' 'Ice-cream' 'Waffle' 'Cake'
#A list that contains the prices from the menu.
order_price = 25 25 25 55 70 65 120 109 110 56 73 45
#Lists used for the save bill in txt file
Bill_item =
Bill_quantity =
Bill_price =
Main_bill =

```

#Defining a function/creating a function that display the start menu/main menu of the application.

```
def main_menu
    print "\033[32m" + "What would you like to do today?" +
"\033[0m""\n\n""\033[36m" + "1. Assign Table" + "\033[0m""\n""\033[36m" + "2.
Change customres" + "\033[0m""\n""\033[36m" + "3. Add to Order" +
"\033[0m""\n""\033[36m" + "4. Prepare bill" + "\033[0m""\n""\033[36m" + "5.
Complete Sale" + "\033[0m""\n""\033[36m" + "6. Cashup" + "\033[0m""\n""\033[31m"
+ "0. Log Out" + "\033[0m"
```

#Defining a function/creating a function that display the order menu of the application.

```
def order_menu
    NM_order = 0
    print "Select an item from the list to add to order\n"
    with open 'Stock.txt' 'r' as file
        for line in file
            NM_order += 1
            item = line split ',' 0
            price = line split ',' 1 -1
            print f"{NM_order}. {item} R{price}"
```

#Defining a function/creating a function that will be the main code for the application to be able to run.

```
def main_code
    Totale_sale = 0
    while True
        #Checking the login for the application.
        login_choice = input "\033[35m" + "Welcome to Highlands Cafe" +
"\033[0m""\n""\033[32m" + "1. Login" + "\033[0m""\n""\033[31m" + "2. Exit"+
"\033[0m""\n"
        if login_choice == "1"
            print "User login\n"
            while True
                waiter_username = input "Please enter username: "
                with open 'Login.txt' 'r' as file
                    for line in file
                        w_username = line split ',' 0
                        if w_username == waiter_username
                            valid = True
                            w_password = line split ',' 1 -1
                            waiter_password = input "Please enter password: "
                            if waiter_password == w_password
                                valid = True
                                file close
                                break
```

```

        else
            valid = False
            file.close()
            print "Invalid username or password, try again!"
            print " "
            break
    else
        valid = False
    if valid == True
        while True
            print "\033[34m" + f"\nWelcome {waiter_username}" +
"\033[0m"

            main_menu
            #Defining a function/creating a function that display the
            tables assign to the waiters.
            def display_wtTB
                if waiter_username == "Sarah"
                    for i in range len waiter_Sarah
                        print waiter_Sarah i
                elif waiter_username == "Thabang"
                    for i in range len waiter_Thabang
                        print waiter_Thabang i
                elif waiter_username == "Lucy"
                    for i in range len waiter_Lucy
                        print waiter_Lucy i
                elif waiter_username == "Pieter"
                    for i in range len waiter_Pieter
                        print waiter_Pieter i
                elif waiter_username == "Motseki"
                    for i in range len waiter_Motseki
                        print waiter_Motseki i
                elif waiter_username == "Sharon"
                    for i in range len waiter_Sharon
                        print waiter_Sharon i

            #When the waiter input 1 to select/assign to a table.
            waiter_choice = input ""
            if waiter_choice == "1"
                while True
                    print " "
                    print "Please select one of the available tables
or press 0 to exit"

                    print " "
                    for i in CafeTB_list values
                        print i

```

```

try
    table_option = int input ""
except ValueError
    print "Invalid input, try again!"
    break
if table_option == 0
    break
elif table_option > 0 and table_option <= 6
    if waiter_username == "Sarah"
        table_NM1 = CafeTB_list.pop(table_option)
        waiter_Sarah.append(table_NM1)
        TBkeys_Sarah.append(table_option)
        print f"Table {table_option} successfully
assigned to {waiter_username}."
        add_cst = input "Do you want to add
customers to the table? y/n: "
        lower
        if add_cst == "y"
            for i in range(len(waiter_Sarah)):
                print waiter_Sarah[i]
            select_tbl = int input "Select table
to assign customers or 0 to exit: "
            if select_tbl == 0
                break
            amount_cst = int input "How many
customers are seated at the table?: "
            amount_cst
            tableCS_list[select_tbl-1] = amount_cst
            break
        elif add_cst == "n"
            break
        else
            print "Invalid input! Try again."
            print " "
    elif waiter_username == "Thabang"
        table_NM2 = CafeTB_list.pop(table_option)
        waiter_Thabang.append(table_NM2)
        TBkeys_Thabang.append(table_option)
        print f"Table {table_option} successfully
assigned to {waiter_username}."
        add_cst = input "Do you want to add
customers to the table? y/n: "
        lower
        if add_cst == "y"
            for i in range(len(waiter_Thabang)):
                print waiter_Thabang[i]

```

to assign customers or 0 to exit: "

customers are seated at the table?: "

amount_cst

assigned to {waiter_username}."

customers to the table? y/n: " lower

to assign customers or 0 to exit: "

customers are seated at the table?: "

amount_cst

assigned to {waiter_username}."

```
select_tbl = int input "Select table\n\nif select_tbl == 0\n    break\namount_cst = int input "How many\n\ntableCS_list select_tbl-1 =\n\nbreak\nelif add_cst == "n"\n    break\nelse\n    print "Invalid input! Try agian."\n    print " "\n\nelif waiter_username == "Lucy"\n    table_NM3 = CafeTB_list.pop(table_option)\n    waiter_Lucy.append(table_NM3)\n    TBkeys_Lucy.append(table_option)\n    print f"Table {table_option} successfully\n\n    add_cst = input "Do you want to add\n\n    if add_cst == "y"\n        for i in range(len(waiter_Lucy)):\n            print waiter_Lucy[i]\n        select_tbl = int input "Select table\n\n        if select_tbl == 0\n            break\n        amount_cst = int input "How many\n\n        tableCS_list select_tbl-1 =\n\n        break\n    elif add_cst == "n"\n        break\n    else\n        print "Invalid input! Try agian."\n        print " "\n\nelif waiter_username == "Pieter"\n    table_NM4 = CafeTB_list.pop(table_option)\n    waiter_Pieter.append(table_NM4)\n    TBkeys_Pieter.append(table_option)\n    print f"Table {table_option} successfully
```

```

customers to the table? y/n: " lower

to assign customers or 0 to exit: "

customers are seated at the table?: "

amount_cst

add_cst = input "Do you want to add

if add_cst == "y"
    for i in range len waiter_Pieter
        print waiter_Pieter i
    select_tbl = int input "Select table

    if select_tbl == 0
        break
    amount_cst = int input "How many

    tableCS_list select_tbl-1 =

        break
    elif add_cst == "n"
        break
    else
        print "Invalid input! Try agian."
        print " "
elif waiter_username == "Motseki"
    table_NM5 = CafeTB_list pop table_option
    waiter_Motseki append table_NM5
    TBkeys_Motseki append table_option
    print f"Table {table_option} successfully

add_cst = input "Do you want to add

if add_cst == "y"
    for i in range len waiter_Motseki
        print waiter_Motseki i
    select_tbl = int input "Select table

    if select_tbl == 0
        break
    amount_cst = int input "How many

    tableCS_list select_tbl-1 =

        break
    elif add_cst == "n"
        break
    else
        print "Invalid input! Try agian."
        print " "
elif waiter_username == "Sharon"

```

```

table_NM6 = CafeTB_list.pop(table_option)
waiter_Sharon.append(table_NM6)
TBkeys_Sharon.append(table_option)
print f"Table {table_option} successfully

assigned to {waiter_username}."

customers to the table? y/n: " lower

to assign customers or 0 to exit: "

customers are seated at the table?: "

amount_cst

        tableCS_list[select_tbl-1] =

            break
        elif add_cst == "n":
            break
        else:
            print "Invalid input! Try again."
            print " "
    else:
        print "Invalid input, try again!"
        break

#When the waiter input 2 to add customers to the tables.
elif waiter_choice == "2":
    while True:
        print " "
        if waiter_username == "Sarah":
            for i in range(len(waiter_Sarah)):
                print waiter_Sarah[i]
        elif waiter_username == "Thabang":
            for i in range(len(waiter_Thabang)):
                print waiter_Thabang[i]
        elif waiter_username == "Lucy":
            for i in range(len(waiter_Lucy)):
                print waiter_Lucy[i]
        elif waiter_username == "Pieter":
            for i in range(len(waiter_Pieter)):
                print waiter_Pieter[i]
        elif waiter_username == "Motseki":

```

```

        for i in range len waiter_Motseki
            print waiter_Motseki i
    elif waiter_username == "Sharon"
        for i in range len waiter_Sharon
            print waiter_Sharon i
    try
        select_tbl = int input "Select table to
assign customers or 0 to exit: "
    except ValueError
        print "Invalid input, try again!"
        break
    if select_tbl == 0
        break
    elif select_tbl > 0 and select_tbl <= 6
        try
            amount_cst = int input "How many
customers are seated at the table?: "
        except ValueError
            input "Invalid input, try again!"
            break
        tableCS_list select_tbl-1 = amount_cst
        break
    else
        print "Invalid input ,try again!"
        break

#When the waiter input 3 to add a order.
elif waiter_choice == "3"
    while True
        print "Select a table to add orders to:\n"
        display_wtTB
        try
            select_tbl = int input "Please select a table
or 0 to exit: "

        except ValueError
            input "Invalid input, try again!"
            break
        if select_tbl == 0
            break
        elif select_tbl > 0 and select_tbl <= 6
            while True
                order_menu
                try
                    waiter_ord = int input "Choose item
to add: "

```



```

        amount_ord = int input "How many
items do you want to add?: "

    except ValueError
        print "Invalid input, try agian!"
        break
    item_price = order_price waiter_ord-1
    total_order = amount_ord * item_price
    Totalprice select_tbl-1 += total_order
    Totale_sale += total_order
    cafe_tbs items = order_items waiter_ord-1

1
    table_items select_tbl-1 =

    cafe_tbs quantity = amount_ord
    table_quantity select_tbl-1 =

    cafe_tbs quantity

    cafe_tbs price = total_order
    table_price select_tbl-1 =

    add_order = input "Add another item? y/n:

    if add_order == "n"
        break
    if add_order == "n"
        break
    else
        print "Invalid input ,try again!"
        break

#When the waiter input 4 to prepare the bill.
elif waiter_choice == "4"
    item = "Item"
    quantity = "Quantity"
    price = "Price"
    while True
        print "Please select a table:\n"
        display_wtTB
        try
            select_tbl = int input "Please select a table

or 0 to exit: "

        except ValueError
            print "Invalid input ,try again!"
            break
        if select_tbl == 0
            break

```

```

elif select_tbl > 0 and select_tbl <= 6
    if table_items select_tbl-1 == "None"
        print "You need to order first, to be
able to print the bill."
        break
    else
        print f"-----
-----\n
The bill for table {select_tbl}"
        print f"{item:>20}
{quantity:>20}\t\t{price:>10}"
        print " "
        for i in
range len table_items select_tbl-1
            print f"{table_items select_tbl-
1 i :>20} {table_quantity select_tbl-1 i :>20}\t\tR{table_price select_tbl-
1 i :>9}"
Bill_item append table_items select_tbl-1 i
Bill_quantity append table_quantity select_tbl-1 i
Bill_price append table_price select_tbl-1 i
        print f"The total of your order was R
{Totalprice select_tbl-1 }\n\n
You were helped by {waiter_username}\n\n
-----"
        table_bill select_tbl-1 = "Bill"
        Main_bill append Bill_item
        Main_bill append Bill_quantity
        Main_bill append Bill_price
        break
    else
        print "Invalid input ,try again!"
        break

#When the waiter input 5 to complete the sale.
elif waiter_choice == "5"
    while True
        print "Please select a table:\n"
        display_wtTB
        try
            select_tbl = int input "Please select a table
or 0 to exit: "
        except ValueError
            print "Invalid input ,try again!"
            break

```

```

        if select_tbl == 0
            break
        elif select_tbl > 0 and select_tbl <= 6
            if table_bill select_tbl-1 == "None"
                print "Please prepare bill before
completing sale."

                print " "
                break
            else
                bill_file = input "Enter a filename: " +
".txt"

                file = open bill_file '+w'
                file write str Main_bill
                file close
                print " "
                if waiter_username == "Sarah"
                    table_index =

                    clear_table =

                    clear_key =

                    CafeTB_list clear_key = clear_table
                    Totalprice select_tbl-1 = 0
                    table_bill select_tbl-1 = "None"
                    table_items select_tbl-1 = "None"
                    table_quantity select_tbl-1 = 0
                    table_price select_tbl-1 = 0

                elif waiter_username == "Thabang"
                    table_index =

                    clear_table =

                    clear_key =

                    CafeTB_list clear_key = clear_table
                    Totalprice select_tbl-1 = 0
                    table_bill select_tbl-1 = "None"
                    table_items select_tbl-1 = "None"
                    table_quantity select_tbl-1 = 0
                    table_price select_tbl-1 = 0

                elif waiter_username == "Lucy"

```

```
TBkeys_Lucy index select_tbl
```

```
waiter_Lucy pop table_index
```

```
TBkeys_Lucy pop table_index
```

```
TBkeys_Pieter index select_tbl
```

```
waiter_Pieter pop table_index
```

```
TBkeys_Pieter pop table_index
```

```
TBkeys_Motseki index select_tbl
```

```
waiter_Motseki pop table_index
```

```
TBkeys_Motseki pop table_index
```

```
TBkeys_Sharon index select_tbl
```

```
table_index =
```

```
clear_table =
```

```
clear_key =
```

```
CafeTB_list clear_key = clear_table
```

```
Totalprice select_tbl-1 = 0
```

```
table_bill select_tbl-1 = "None"
```

```
table_items select_tbl-1 = "None"
```

```
table_quantity select_tbl-1 = 0
```

```
table_price select_tbl-1 = 0
```

```
elif waiter_username == "Pieter"
```

```
table_index =
```

```
clear_table =
```

```
clear_key =
```

```
CafeTB_list clear_key = clear_table
```

```
Totalprice select_tbl-1 = 0
```

```
table_bill select_tbl-1 = "None"
```

```
table_items select_tbl-1 = "None"
```

```
table_quantity select_tbl-1 = 0
```

```
table_price select_tbl-1 = 0
```

```
elif waiter_username == "Motseki"
```

```
table_index =
```

```
clear_table =
```

```
clear_key =
```

```
CafeTB_list clear_key = clear_table
```

```
Totalprice select_tbl-1 = 0
```

```
table_bill select_tbl-1 = "None"
```

```
table_items select_tbl-1 = "None"
```

```
table_quantity select_tbl-1 = 0
```

```
table_price select_tbl-1 = 0
```

```
elif waiter_username == "Sharon"
```

```
table_index =
```

```

waiter_Sharon pop table_index

TBkeys_Sharon pop table_index

clear_table =

clear_key =

CafeTB_list clear_key = clear_table
Totalprice select_tbl-1 = 0
table_bill select_tbl-1 = "None"
table_items select_tbl-1 = "None"
table_quantity select_tbl-1 = 0
table_price select_tbl-1 = 0

break
else
    print "Invalid input ,try again!"
    break

#When the waiter input 6 to cashup.
elif waiter_choice == "6"
    print f"Today we made R {Totale_sale}\n"
    clear_total = input "Do you wish to clear the daily

total? y/n: " lower

    if clear_total == "y"
        Totale_sale = 0

#When the waiter input 0 to logout.
elif waiter_choice == "0"
    print " "
    break
else
    print "Invalid input, try again!"
if waiter_choice == "0"
    break
elif valid == False
    break

#When the waiter input 2 to exit the application.
elif login_choice == "2"
    print "\033[33m" + "Good bye." + "\033[0m"
    break
else
    print "Invalid input, try again!"
    print " "

#Calling the main_Code function.
main_code

```

#Creating a private class.

```
class cafe
```

```
    def __init__ self
```

```
        # Private variables or properties.
```

```
        self __customers = 0
```

```
        self __orders = 0
```

```
        self __items =
```

```
        self __quantity =
```

```
        self __price =
```

```
        self __bill = "None"
```

#Getter method to get the property using an object.

```
@property
```

```
def customers self
```

```
    return self __customers
```

#Setter method to change the value shop_Name using an object.

```
@customers.setter
```

```
def customers self amt_cst
```

```
    self __customers = amt_cst
```

#Getter method to get the property using an object.

```
@property
```

```
def orders self
```

```
    return self __orders
```

#Setter method to change the value shop_Name using an object.

```
@orders.setter
```

```
def orders self amt_ord
```

```
    self __orders = amt_ord
```

#Getter method to get the property using an object.

```
@property
```

```
def tableNum self
```

```
    return self __tableNum
```

#Setter method to change the value shop_Name using an object.

```
@tableNum.setter
```

```
def tableNum self table_Num
```

```
    self __tableNum = table_Num
```

```
@property
```

```
def items self
```

```
    return self __items
```

#Setter method to change the value shop_Name using an object.

@items.setter

```
def items self ord_item
    self __items append ord_item
```

@property

```
def quantity self
    return self __quantity
```

#Setter method to change the value shop_Name using an object.

@quantity.setter

```
def quantity self ord_qt
    self __quantity append ord_qt
```

@property

```
def price self
    return self __price
```

#Setter method to change the value shop_Name using an object.

@price.setter

```
def price self ord_pr
    self __price append ord_pr
```

#Getter method to get the property using an object.

@property

```
def bill self
    return self __bill
```

#Setter method to change the value shop_Name using an object.

@bill.setter

```
def bill self tbl_bill
    if self __bill == "None"
        self __bill = "None"
    else
        self __bill = tbl_bill
```