The purpose of this project is to create a delivery service program that would allow the customer to select a food item from the menu and deliver it to the desired address. The user's food order must display an order summary and must be placed during the restaurant’s business hours. The user will be able to interact with the program through the console during the selection of food items and when entering the address and payment information used for the order.

The program will create individual objects for each food item. The user can select from one of these “menu items” and based on this, the program will output the price and delivery time for each object. The user will then receive a price based on their selection and the program will thank the user for their purchase. The program will also use OOP (Object Oriented Programming) concepts and packages so that the program functions efficiently.This program is designed to target customers that want to order food online conveniently so that they can do not have to order directly from the restaurant.

Even though our java project meets all of the requirements and is satisfactory, all projects always have strengths, weaknesses, and room for improvement. One strength of this program is that the program is influenced by what the user types into it from the array of food items. For example, the delivery time and price of one menu item may be different from another. As for the menu itself, it has a wide variety of food items from sandwiches to surf. One weakness of the program is that you can only choose from the prompts available and therefore the user cannot make a custom order. Future improvements would include more food items on the menu and the ability to customize a food order in more detail such as modifiers or substitutions to a food item.