**Program Description**

The overall 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 inputted food order should be placed during the restaurant’s business hours and will be displayed back to the user in the order summary. The user will be able to interact with the program through the console during the selection of food items, when entering the address, and when entering the payment information used for the order. The user will also be able to pick a delivery date in a pop-up window using swing Java.

The user can select from the menu items, and based on this the program will output the price for each item, and thank the user for their purchase. The program will also use OOP (Object Oriented Programming) concepts such as inheritance, polymorphism, 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.The program will create an array list that stores the values of the food items selected and the prices associated with each chosen item that way these items and prices can be accessed throughout the program.

Even though our java project meets all the requirements and is satisfactory, all projects always have strengths, weaknesses, and room for improvement. A strength of this program is that the user is limited to selecting from the food items on the menu. The menu includes a wide variety of traditional food items hence the name “Regular Restaurant”. A 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.