



NEW HORIZON
COLLEGE OF ENGINEERING
Autonomous College Permanently Affiliated to VTU, Approved by AICTE & UGC
Accredited by NAAC with 'A' Grade, Accredited by NBA

**A MINI PROJECT REPORT
ON**

[RESTAURANT ORDERING PROGRAM]

Submitted in partial fulfillment for the award of
the degree of Bachelor of Engineering

In

COMPUTER SCIENCE AND ENGINEERING

Submitted by

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Certificate

This is to certify that the mini project work titled

[RESTAURANT ORDERING PROGRAM]

Submitted in partial fulfillment for the award of the
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[JITENDRA SAH]
[1NH17CS059]

During the academic year
2018-2019

Signature of Reviewer

Signature of HOD

Semester End Examination

Name of the Examiner

Signature with date

1.

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2.

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CONTENTS :

1. Abstract.
2. Project description.
3. Requirements.
4. Algorithm.
5. Screen shots.
6. Implementation.
7. Conclusion.
8. Future scope

Abstract:

In general, for taking about restaurant ordering waiter still use their old-fashioned way for taking order from the customer record for each customer i.e. using paper sheet. if a single sheet of paper is misplaced, a huge problem gets started. so to overcome this problem restaurant ordering program is built which allows waiter not only to save a customer's record but also to maintain their personal informational records.

Restaurant ordering program deals with the maintenance of the customer's food order details as well as their own personal records. It generates the member of the customer on the basis of presence in restaurant and can produce the result showing whether the customer was waiting for food or if the customer already escapes from the restaurant.

Project Description:

Restaurant ordering program is a software developed for daily customer ordering records in restaurant, hotel, pop, big five-star hotels in easy way. It facilitates to access the customer order information in particular date and time.

Purpose: -

The purpose of developing restaurant ordering program is to computerized the tradition way of taking orders from the customers. Another purpose for developing this software is to generate the report automatically at the end of the session and to get it stored for the backup purposes.

Scope:-

The scope of the project is the system on which the software is installed, i.e. the project is developed as a desktop application, and it will work for a particular company. But later on the project can be modified to operate it online.

Requirements:

Technology used:

Language : C

System requirements:

Minimum RAM: 1 GB

Hard Disk: 128 GB

Processor: Intel Pentium 4(1.50 GHZ) or
above

ALGORITHM:

I. First page is the selection page or menu page where user will be able to perform different operations.

1. Welcome to "RESTAURANT ORDERING PROGRAM"

Select an option to proceed:

Select an option to proceed:

- 1. A Take order.
- 1. B View order.
- 1. C Delete order.
- 1. D Exit.

1. A Take order

Create a node in linked list.

Set its pointer to new node.

Select an option from default menu.

The price of dish will get stored in a variable.

If you want to make another entry follow the above steps again.

1. B View order

Dishes that are stored in the file will be displayed with the total amount.

1. C Delete order

Select no. of ordered dishes to be deleted

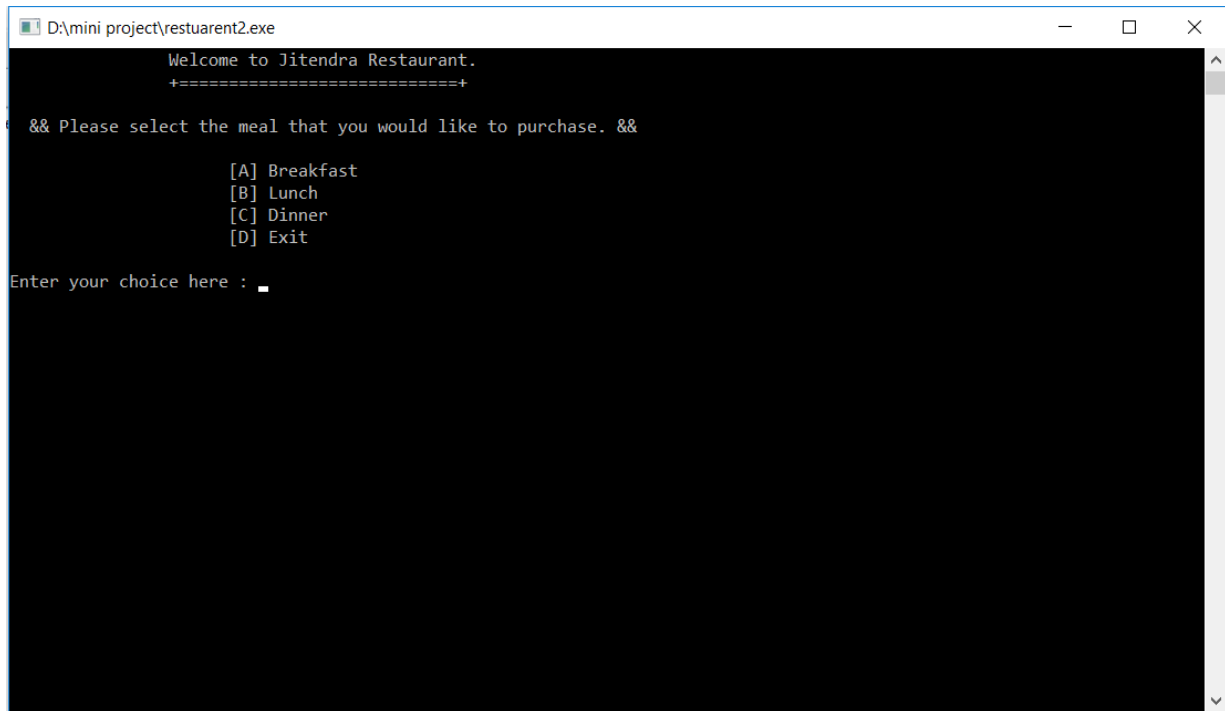
Entered no. of dishes will be deleted from the file with the help of loop.

If you want to delete another entry follow the above steps again.

1. D Exit

Press 4 when you want to EXIT the program, until then the menu screen will be repeated.

OUTPUTS:-



```
D:\mini project\restuarent2.exe

Welcome to Jitendra Restaurant.
+=====+

&& Please select the meal that you would like to purchase. &&

    [A] Breakfast
    [B] Lunch
    [C] Dinner
    [D] Exit

Enter your choice here : _
```

Ss pic:- 1

```
D:\mini project\restuarent2.exe
Welcome to Jitendra Restaurant.
+=====+

&& Please select the meal that you would like to purchase. &&

      [A] Breakfast
      [B] Lunch
      [C] Dinner
      [D] Exit

Enter your choice here : a
      -- Breakfast Menu --

&& Please select the food that you would like to purchase. &&

      [1] Toast - Rs 10
      [2] Egg omlete - Rs 15
      [3] Corn flakes - Rs 20

Enter your choice here :
```

Ss Pic:- 2

```
D:\mini project\restuarent2.exe

Welcome to Jitendra Restaurant.
+=====+

&& Please select the meal that you would like to purchase. &&

      [A] Breakfast
      [B] Lunch
      [C] Dinner
      [D] Exit

Enter your choice here : a
      -- Breakfast Menu --

&& Please select the food that you would like to purchase. &&

      [1] Toast - Rs 10
      [2] Egg omlete - Rs 15
      [3] Corn flakes - Rs 20

Enter your choice here : 1
Enter quantity : _
```

SS pic:- 3

```
D:\mini project\restuarent2.exe
Welcome to Jitendra Restaurant.
+=====+

&& Please select the meal that you would like to purchase. &&

      [A] Breakfast
      [B] Lunch
      [C] Dinner
      [D] Exit

Enter your choice here : a
      -- Breakfast Menu --

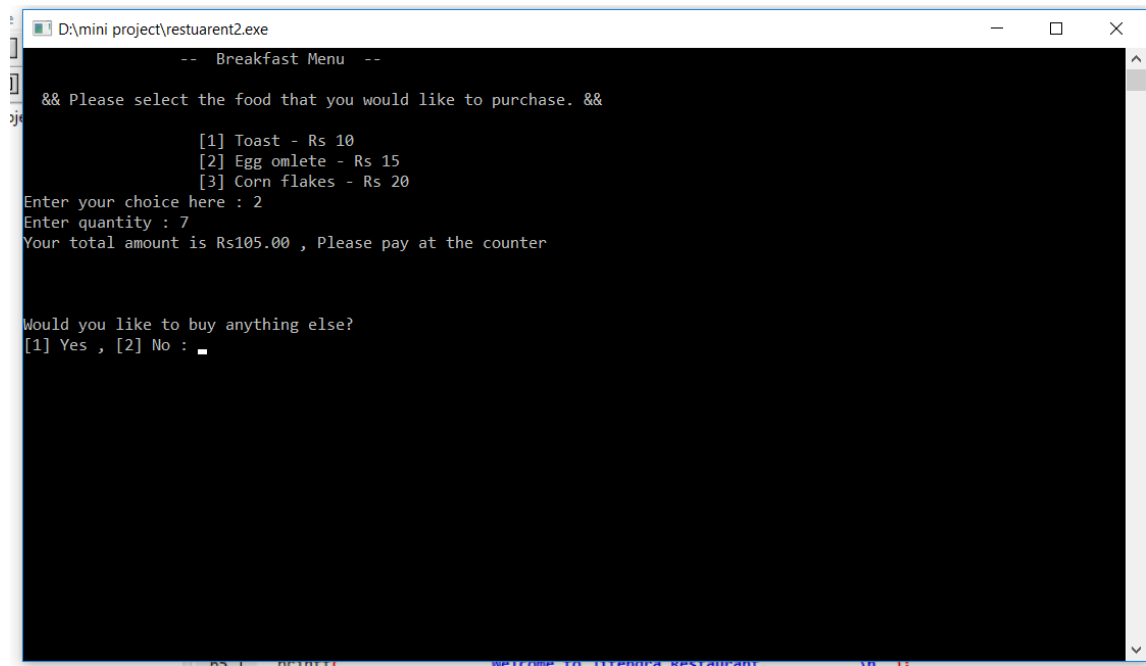
      && Please select the food that you would like to purchase. &&

      [1] Toast - Rs 10
      [2] Egg omlete - Rs 15
      [3] Corn flakes - Rs 20

Enter your choice here : 1
Enter quantity : 5
Your total amount is Rs50.00 , Please pay at the counter

Would you like to buy anything else?
[1] Yes , [2] No :
```

SS pic:-4



```
D:\mini project\restuarent2.exe

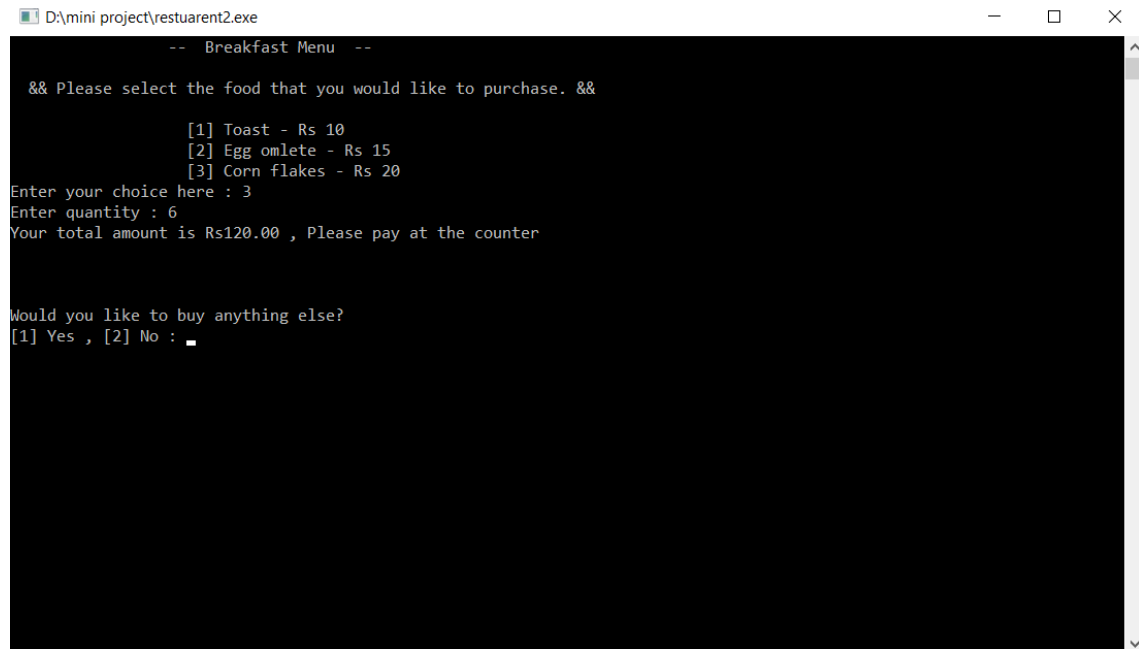
-- Breakfast Menu --

&& Please select the food that you would like to purchase. &&

      [1] Toast - Rs 10
      [2] Egg omlete - Rs 15
      [3] Corn flakes - Rs 20
Enter your choice here : 2
Enter quantity : 7
Your total amount is Rs105.00 , Please pay at the counter

Would you like to buy anything else?
[1] Yes , [2] No : 2
```

SS pic:- 5



```
D:\mini project\restuarent2.exe

-- Breakfast Menu --

&& Please select the food that you would like to purchase. &&

    [1] Toast - Rs 10
    [2] Egg omlete - Rs 15
    [3] Corn flakes - Rs 20
Enter your choice here : 3
Enter quantity : 6
Your total amount is Rs120.00 , Please pay at the counter

Would you like to buy anything else?
[1] Yes , [2] No : █
```

SS pic:- 6

IMPLEMENTATION:

DATA STRUCTURES :

Arrays:

Array is a non-primitive data structure that is the collection of data of homogeneous data type. There are two types of array, one is one-dimensional array which is like a list and other one is called two-dimensional array which is like a table.

The C language places no limits on the number of dimensions in an array, though specific implementations may. We declare array normally as declaring a normal variable along with braces[] and size.

Here in my project, I made utilization of only one dimensional array to store strings from files and user input

Linked List

A linked list is a linear data structure, in which the elements are not stored at contiguous memory locations. a linked list consists of nodes where each node contains a data field and a reference(link) to the next node in the list. The first node is called head. If the linked list is empty, then value of head is NULL.

Main Advantages of linked list over arrays is
Dynamic size and Ease of insertion/deletion.

Mainly following basic operations are performed on linked list:

1. Insertion
2. Deletion
2. Searching

Conclusion :

At the end of the program manager can have a summarized report for each customer's and can even access the detailed report for each food which gets stored in the pc with the help of files for any backup purposes. The goal of this restaurant ordering program software is to provide paperless experience to the manager of the restaurant and reduce the work load through some automations and reduce the most precious time for the teachers that gets wasted in those papers and replace it with just some few clicks.

Future Scope: -

➔ The future scope of doing this mini- project are given below: -

The aim of doing this mini-project to stop the complete paper works which are done in restaurant to take order of food. Doing this we can able to save the trees. A part from this, the manager can save their waiter salary and can utilize in the infrastructural of the restaurant/hotels. By using this software, they can also work in standard way and which saves the time and effort of workers as well as manager of the restaurant. These are the some scope of the making this software.