CIS30A Project Documentation (Summary)

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With this program, small businesses, such as the pizza parlour example provided in the program, have a much easier way to handle, place and view their orders, as oppossed to other common methods, such as placing phone orders, where information maybe easily be misinterpreted, and isnt saved to a file they can just view later.

To solve these problems, the program provides a UI in through which customers or employees can easily place orders, with error checking to ensure sufficient information is inputted. Summaries of the orders are neatly organized and prepared for kitchen staff to see, without errors or miscommunication issues. Pricing is also never an issue, as the program effectively calculates the prices, utilizing the classes to handle all the price calculation accurately. This overall provides an easier way for a customer or employee to place an order, with a simple and straightforward UI.

In terms of the actual algorithm, the program is driven by the user inputs, using tkinter UI to trigger functions throughout the program. This inputs are also validated, checking for empty or insufficient fields before saving to the file. Dictionaries are also used, with mapped prices are used looked up for effective price management.

This program aims to make ordering food simpler and straightforward, with an easy to use UI, possibly allowing for an increase of sales, through better communication and management. It also makes the job for the employees easier, as they can receive the formatted output text that effectively conveys the order, without confusion.

In the UI, the user would first select the date they want from the calendar widget, selecting the month and date.The user can then select the items they want, and press the add order button to add it to their cart. The user can then finally confirm all their selections and save the order. Throughout the program, if fields are left empty, the user will be sent an error message that they will need to clear before continuing with the program. The user, or perhaps staff in this case is given the output file with the order summary.

There are however, a few limitations to this project. One obvious issue is the lack of connection between the customer and restaurant, and the lack of accessibility to the program(it wouldnt really make sense for the average customer to download files and run a script to use my program). Overall lack of real world implementation, like connecting user input to the restaurant, lack of payment inputs.

To fix these issues, I would need some way to make this more accessible, maybe trying to get it in an app form, and through a database, connect the user inputs to the restaurant. Along with

this, could try adding some sort of payment system, increased user input by adding specific times, instead of just the date, and perhaps some sort of database system to store some basic user info so it doesnt need to be inputted every time. Some sort of way to track your delivery order to see when it will arrive, or when your order is ready to pickup would also be helpful.