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#include<iostream>
#define MAX 8
using namespace std;
int id = 1;
class Node {
public:
int order_no;
Node* next;
};
class CLL {
public:
int count;
Node* head;
CLL() {
head = NULL;
count = 0;
}
void add_order(int x);
void Serve_order();
void Display();
};

void CLL::add_order(int x) {
static Node* last = NULL;
if (head == NULL) {
Node* temp = new Node();
temp->order_no = x;
head = temp;
last = temp;
temp->next = head;
count++;
id++;
}
else {
if (count < MAX) {
Node* temp = new Node();
temp->order_no = x;
last->next = temp;
last = temp;
temp->next = head;
count++;
id++;
} else {
cout << "Order has been placed" << endl;
}
}
}

void CLL::Display() {
if (head == NULL) {
cout << "No orders to display" << endl;
}
}

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return;
}
Node* ptr = head;
do {
cout << ptr->order_no << endl;
ptr = ptr->next;
} while (ptr != head);
}
void CLL::Serve_order() {
if (head == NULL) {
cout << "No orders to serve" << endl;
return;
}
Node* ptr = head;
Node* ptr1 = head;
while (ptr1->next != head) {
ptr1 = ptr1->next;
}
cout << "Order number served: " << ptr->order_no << endl;
head = ptr->next;
delete ptr;
ptr1->next = head;
count--;
}
int main() {
int choice;
CLL list;
do {
cout << "Welcome to Pizza Shop" << endl;
cout << "1. Place an order" << endl;
cout << "2. Display current orders" << endl;
cout << "3. Serve an order" << endl;
cout << "4. Exit" << endl;
cout << "Enter your choice: ";
cin >> choice;
switch (choice) {
case 1:
list.add_order(id);
break;
case 2:
cout << "Current orders placed:" << endl;
list.Display();
break;
case 3:
list.Serve_order();
break;
case 4:
exit(0);
default:
cout << "Invalid choice, please try again" << endl;

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}  
} while (choice != 4);  
return 0;  
}
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