FOOD ORDERING APP PROJECT

### MARK KAAVE

REQUIREMENTS

* TEXT EDITOR (VS CODE /PYCHARM)
* TKINTER, CUSTOMTKINTER
* SQLITE3

PROJECT OVERVIEW

The Food Ordering App is a user-friendly application designed to simplify the process of ordering food from the ‘my restaurant’ app. It allows users to select items from the listed food items and select the number of items and track their orders. This app is targeted towards individuals who prefer convenient and hassle-free food ordering experience. It is built using the CustomTkinter python GUI .

APP FEATURES

The Food ordering app offers the following features:

* User-name authentication: users can only order products if they enter a correct name
* Item selection: Users can explore and select desired food items
* Database: the food ordering app has a database where the products are stored and managed
* Customer Bill: when food items are ordered, the customer is able to view their bill in a file ‘orders.txt’

USER INTERFACE

The app’s user interface is designed to be intuitive and user-friendly. It features a clean layout with clear navigation. Users can easily view items and interact with various components such as buttons dropdowns and input fields. screenshots of the UI can be found in the PowerPoint slides.

ARCHITECTURE AND DESIGN

The food ordering app follows a modular architecture, separating different functionalities into distinct components. The app’s design promotes code reusability and extensibility, allowing for easy addition of new features or modifications.

CODE ORGANIZATION

The codebase of the app is organized into directories, modules and files. Major components include user management and order tracking. Each component is responsible for specific tasks and has well-defined functions that handle related functionality

KNOWN ISSUES AND LIMITATIONS

While efforts have been made to ensure a smooth user experience, the app may have some known issues, bugs or limitations. A list of these issues, along with possible workarounds or planned solutions are included in the documentation.