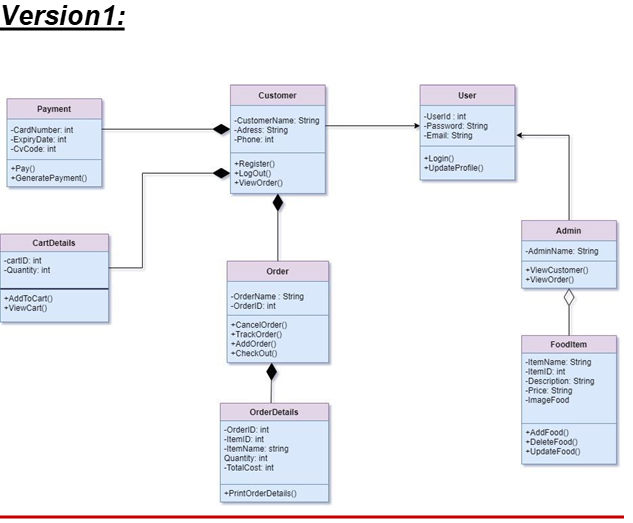
***Online Food Ordering System***

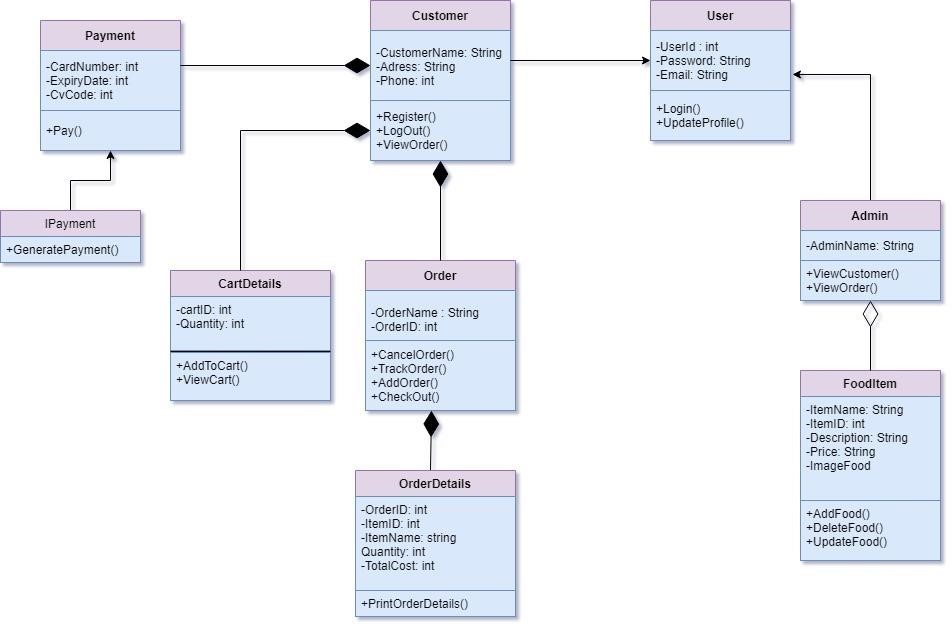
**Introduction (Description):**

The main purpose of online food ordering system is to make ordering easy to the user which can order form a long distance restaurant the food he wants and get the bill for that operations then put his name , his number and his address to make it easy for delivering food to him.

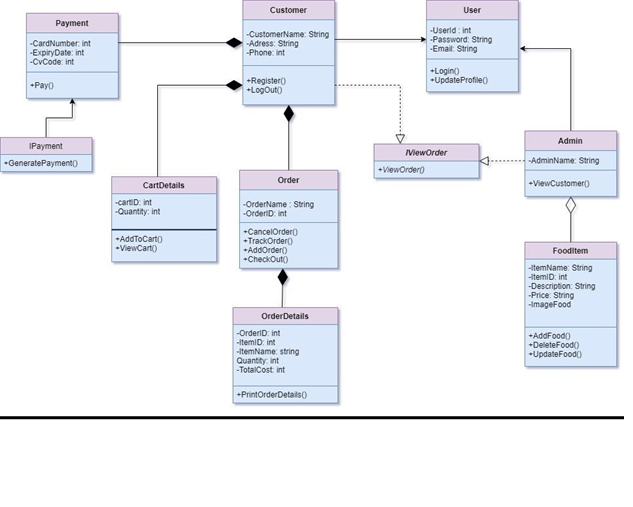
**Class diagram:**



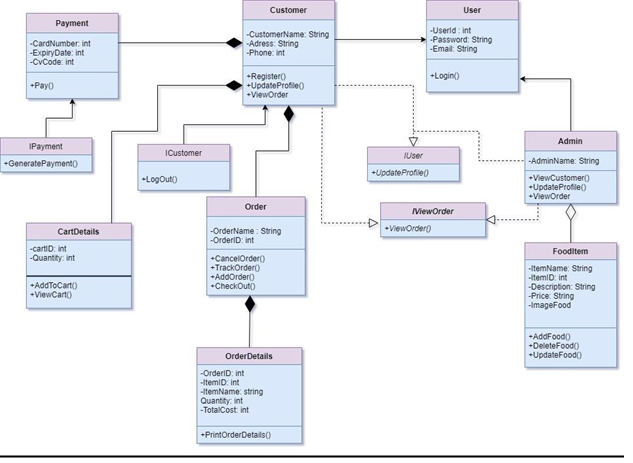
***Version 2:***



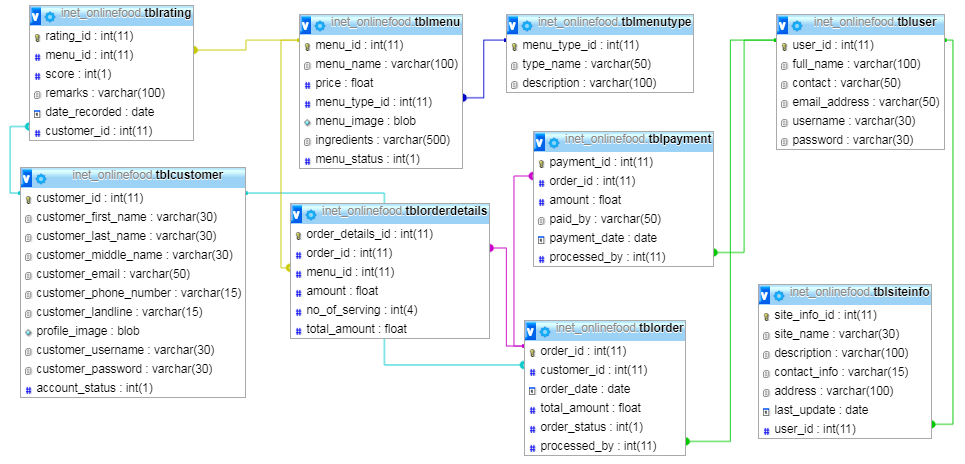
***Version 3:***



***Version 4:***

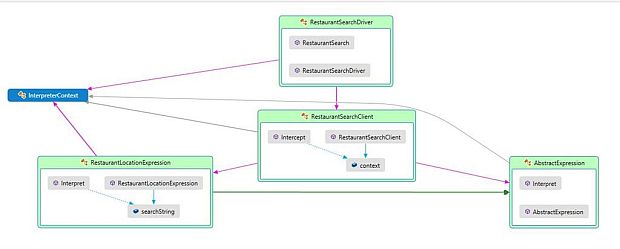


**Database Schema :**

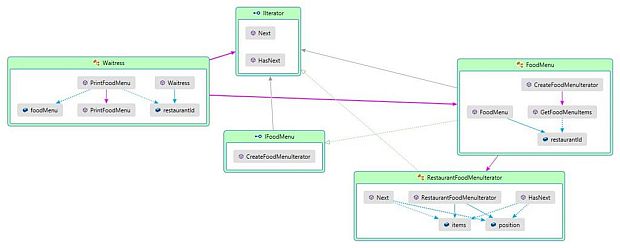
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**Design Pattern :**

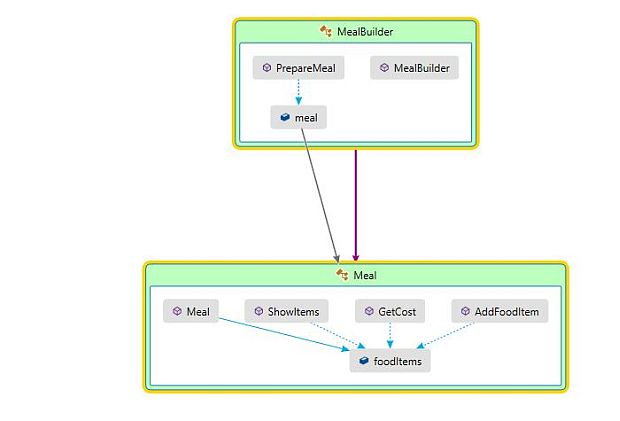
**Module 1 User can search different restaurants- (Interpreter Design Pattern):**

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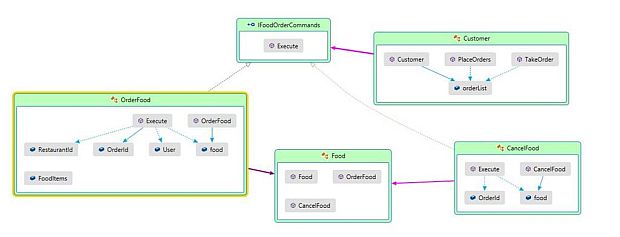
**Module 2 User Sees Menu - Iterator Pattern**

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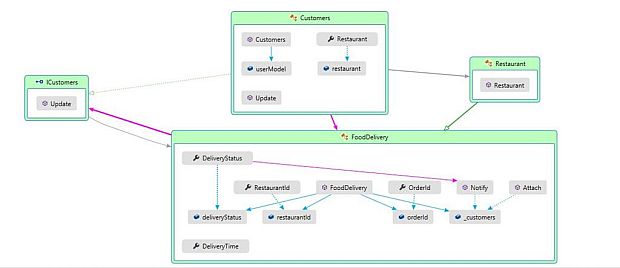
**Module 3 Adding food items for ordering - Builder Design Pattern**

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**Module 4 Order or Cancellation of Food or Meal - Command Design Pattern**

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**Module 5 Track an Order in Real Time - Observer Design Pattern**

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