1. START

2. Initialize Application

    a. Load necessary libraries and dependencies

    b. Initialize user interface components

    c. Set up database connections

3. Check User Authentication Status

    a. IF user not logged in

        i. Display login screen

        ii. Prompt user to log in or create an account

        iii. Authenticate user credentials

        iv. Establish user session

4. Display Search Bar and Location Input

    a. Prompt user to enter location

    b. Validate user location input

    c. Fetch list of restaurants delivering to user's location from the database

    d. Display list of available restaurants

5. User Selects a Restaurant

    a. Capture user selection

    b. Fetch restaurant's menu from the database

    c. Display menu items, categorized by type (e.g., appetizers, main courses, desserts, beverages)

6. User Browses Menu and Selects Items

    a. Capture user item selections

    b. Validate item availability

    c. Add selected items to the cart

    d. Update cart summary with selected items and total price

7. User Reviews Cart

    a. Display cart summary

    b. IF user wants to modify the cart

        i. Allow user to add/remove items or change quantities

        ii. Update cart summary accordingly

8. User Proceeds to Checkout

   a. Display checkout screen

   b. Display order summary and total cost

9. User Enters Delivery Details

   a. Prompt user for delivery address and contact information

   b. Validate delivery details

10. Display Payment Options

   a. Fetch available payment methods from the database

   b. Display payment options (e.g., credit card, PayPal, cash on delivery)

11. User Selects a Payment Method

   a. Capture user payment method selection

   b. Validate payment details (e.g., credit card information)

12. Process Payment

   a. Send payment request to payment gateway

   b. Handle payment response (success/failure)

13. Confirm Order

   a. Generate order ID

   b. Save order details to the database

   c. Send order confirmation to user (e.g., email, SMS)

   d. Update restaurant with new order

14. Display Estimated Delivery Time and Order Tracking Details

   a. Fetch estimated delivery time from the restaurant

   b. Display order tracking information to the user

15. END

```
Start
  │
  ▼
Initialize variables
  │
  ▼
Generate random number
  │
  ▼
User inputs guess
  │
  ▼
Prompt user for new guess ──────────►
  ▲           ▲
Higher       Lower
  ▲           ▲
Is guess higher or lower?
        ▲
       No ◄──── Is guess correct?
                      │
                      ▼
                    Yes
                      │
                      ▼
              Display success message
                      │
                      ▼
                    End
```