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|  | **Restaurant Application** |
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|  | ELF / HTD Training Programs  Java Basics / Advanced Java – Use Cases |

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# **1. INTRODUCTION**

This document outlines the Project. The project is to develop a restaurant application. This document contains the work flow of the system and gives guidelines on how to build the functionality gradually in each of the course modules.

# **2.** **PROBLEM STATEMENT**

Customers can see all the items along with the prices of each items. Customers will choose the items and after choosing the items customers should get the bill details. Finally, the customer should get options like would you like to process the order or not.

# **3. OBJECTIVE**

To reduce the manual efforts for billing and taking orders. This application will provide all the information about the eatables and the billing automated billing details.

# **4. IMPLEMENTATION**

1. Create an array of String and add eatable items.   
2. Display all the items using loop.   
3. Take the orders in console using scanner class, and repeat the menu till the user is done ordering.  
4. Calculate the total bill after eatables are selected and display the final bill.   
5. Finally get order successfully placed.