

A Project Report On Drink Dispenser

**Rapid Application Development and
Visual Programming Technologies
CS 3101**

Members of The Group

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Abstract

Creating an application for taking drinks orders from users and provide service, manage payments and issue bill of the orders to the user, that can run without the supervision so to reduce manual workloads.

Drink Dispenser System is a standalone GUI application designed primarily for use in the drinks orders and delivery in restaurants. This system will allow restaurants to increase scope of business by reducing the labor cost involved. The system also allows to quickly and easily manage a menu which customers can browse and use to place orders with just few clicks. Restaurant employees then use these orders through an easy to navigate graphical interface for efficient processing.

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Introduction

The Drink Dispenser System in C# is a simple C# Language-developed desktop application. The project is based on the idea of generating the receipt of a client's total bills.

Speaking of the billing system project in C#, the user simply has to select the drinks and press the confirm button to see their order and the total price. After that the user can insert the amount that he wants to pay and click the "Pay" button to calculate the balance amount. And a message box will show the bill to the user.

The Drink Ordering System project helps in order management of a drink house within a short period of time. This desktop application project can be used for drink delivery too and it's easy to operate and understood by the customers. To run this project, you must have installed Visual Studio IDE on your PC. Drink Ordering System in C# is free to download with source code.

A billing system project in C# is very simple so that the user won't find any difficulties while working on it. This billing system C# code project does not use any external file as a database/to store records.

Features of the system

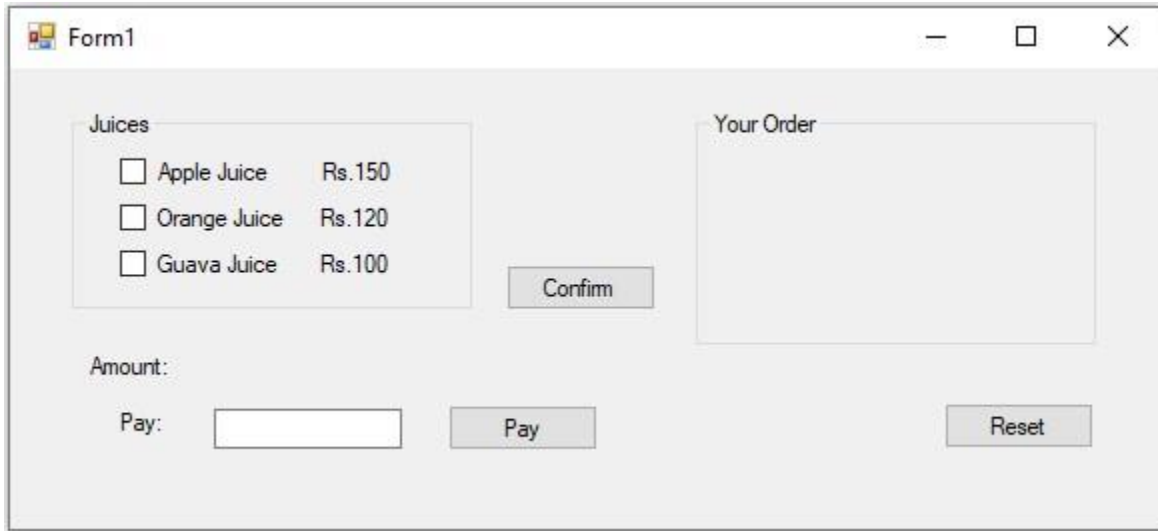


Figure 1: UI of the Drink Dispenser system

- **Menu** : Name of the 3 Drinks shown here with their checkboxes. The user can check the drinks they want.
- **Confirm** : After checked the box user want to click the “Confirm” button to confirm their order
- **Your Order**: After confirming the order the list of the drinks that the user selected their prices and the total amount of the order will show here
- **Pay** : After enter the amount that user want to pay in the textbox and click the “Pay” button, system will validate the amount. If the entered amount is greater than the bill amount, system will accept the payment and show a message box with the billed amount, entered amount and balance amount, otherwise system show an error message “enter a valid amount”
- **Reset** : After a purchase made or in middle of the buying process the user can reset the system by clicking this button to set the system to the starting state

Project Details

Form1.cs

```
using System;
using System.Collections.Generic;
using System.ComponentModel;
using System.Data;
using System.Drawing;
using System.Linq;
using System.Text;
using System.Threading.Tasks;
using System.Windows.Forms;

namespace DrinkDispenserProj
{
    public partial class Form1 : Form
    {
        public Form1()
        {
            InitializeComponent();

            int priceApple = 150;
            int priceOrange = 120;
            int priceGuava = 100;

            public int priceTotal = 0;

            private void button1_Click(object sender, EventArgs e)
            {
                orderLbl1.Text = "";
                orderLbl2.Text = "";
                orderLbl3.Text = "";

                orderTotalLbl.Text = "";
                amountLbl.Text = "";
                txtbxAmount.Text = "";
                priceTotal = 0;

                if (checkBoxApp.Checked)
                {
                    orderLbl1.Text = "Apple";
                    priceTotal += priceApple;
                }

                if (checkBoxOrng.Checked)
                {
                    orderLbl2.Text = "Orange";
                    priceTotal += priceOrange;
                }

                if (checkBoxGuav.Checked)
                {
                    orderLbl3.Text = "Guava";
                    priceTotal += priceGuava;
                }
            }
        }
    }
}
```

```

        orderTotalLbl.Text = $"Total: {priceTotal.ToString()}";

        amountLbl.Text = priceTotal.ToString();
    }

    private void paybutton_Click(object sender, EventArgs e)
    {
        String paymentAmount = txtbxAmount.Text;
        int payment = Convert.ToInt16(paymentAmount);

        if (payment > priceTotal)
        {
            int balance = payment - priceTotal;
            MessageBox.Show($"Total Amount = {priceTotal}\nYour Payment = {paymentAmount}\nBalance = {balance}\n\nThanks for buying");
        }
        else
        {
            MessageBox.Show("Enter a valid amount");
        }
    }

    private void btnReset_Click(object sender, EventArgs e)
    {
        checkBoxApp.Checked = false;
        checkBoxOrng.Checked = false;
        checkBoxGuav.Checked = false;

        orderLbl1.Text = "";
        orderLbl2.Text = "";
        orderLbl3.Text = "";

        orderTotalLbl.Text = "";
        amountLbl.Text = "";
        txtbxAmount.Text = "";
        priceTotal = 0;
    }
}
}

```

About System

Project Name	Drink Dispenser System
Programming Language Used	C#
Platform	.NET Framework
IDE Tool	Visual Studio 2019
Hardware Requirements: Processor RAM Hard disk	Intel Pentium 4 or Higher 64MB or Higher 100MB or Higher
Software Requirements: Operating System	Windows XP or Higher

Screenshots of the System

Form1

Juices

<input checked="" type="checkbox"/> Apple Juice	Rs.150
<input type="checkbox"/> Orange Juice	Rs.120
<input checked="" type="checkbox"/> Guava Juice	Rs.100

Confirm

Amount: 250

Pay:

Pay

Your Order

Apple

Guava

Total: 250

Reset

Total Amount = 250
Your Payment = 300
Balance = 50

Thanks for buying

OK

Form1

Juices

<input type="checkbox"/> Apple Juice	Rs.150
<input checked="" type="checkbox"/> Orange Juice	Rs.120
<input checked="" type="checkbox"/> Guava Juice	Rs.100

Confirm

Amount: 220

Pay:

Pay

Your Order

Orange

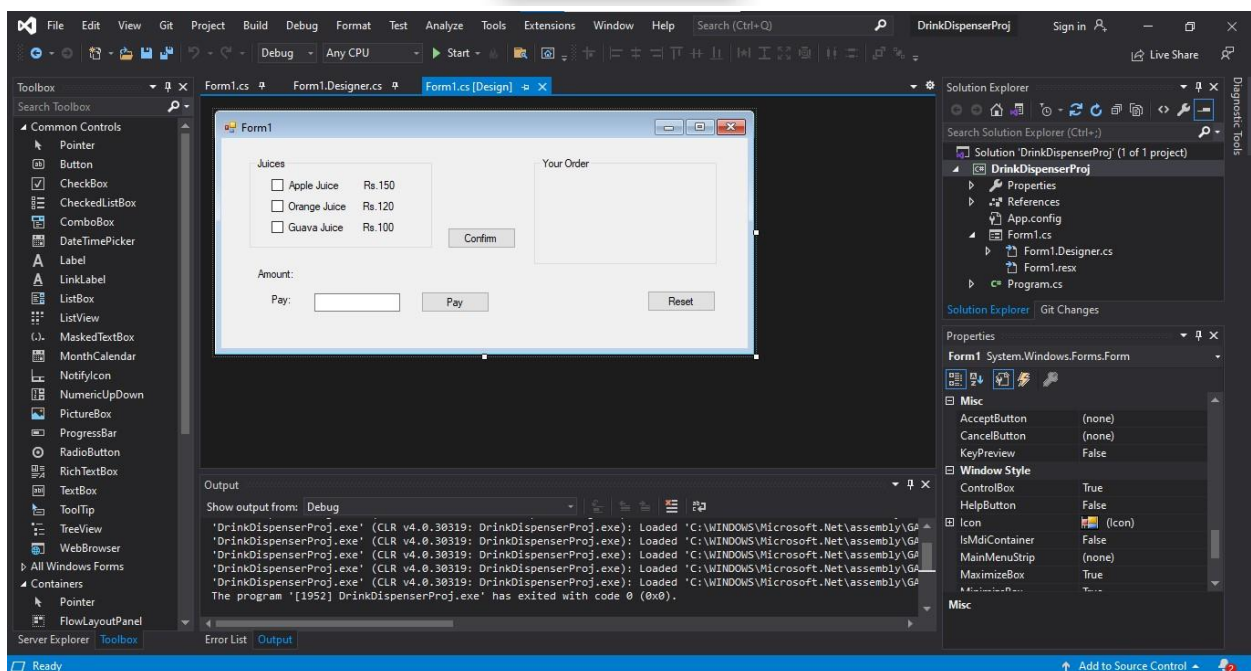
Guava

Total: 220

Reset

Enter a valid amount

OK



<https://www.w3schools.com/cs/index.php>

<https://youtu.be/gfkTfcpWqAY>

<https://youtu.be/GhQdlIFylQ8>

<https://stackoverflow.com>

<https://docs.microsoft.com/en-us/dotnet/csharp/>