**Welcome To Sasta Swiggy**

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1. Overview
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* Create an account or log in
* If no menu auto opens menu creator
* If the menu is there opens the menu editor, which allows you to do the following stuff:

i) Create a completely new menu

ii) Add menu items

iii) Delete menu items

iv) View the current menu

* When ordered gives the option to accept or reject orders

1. How to use customer side

* Creating an account or logging in or Deleting an existing account
* Option to see order history
* Searching through menu
* Searching through food
* Ordering from restaurant
* Order confirmation and timer indicating time to arrive
* Feedback form after delivery

1. Developers

**Overview**

The C project is a Food Delivery Management system called SastaSwiggy. This Management System is easy to use and it can be accessed by only certain customers and restaurants who are aware of the username and password. However, new account creation is allowed. This app had a wide functionality, from simple order creation to server-related order confirmation.

**Features**

This Food Delivery Management System has many features which make it user-friendly, even a layman would not have any problem using it. It is a user-friendly interface from which you can order food from multiple restaurants online and also restaurants have the option to easily change their menu

**SastaSwiggy enables the following features:**

1. FOR CUSTOMER
2. Login and Signup and Delete an existing account
3. Allows you to see your order history which is stored in a file for every customer
4. Search
   1. restaurants\_list
   2. By item name or restaurant name(keyword search)
   3. Search by category of food item(veg, non-veg etc)(Filter search)
5. Order food from the desired restaurant
6. Once the food is ordered there is an option for the restaurant owner to accept or reject the order
7. After confirmation of the order shows a Timer indicating the time to arrive with messages about where the current driver is
8. After the order is delivered a feedback form is prompted

B) FOR Restaurant

1. Options for login and signup

2. Edit Menu

a. Create a new Menu

b. Delete items from menu

c. Add items to menu

d. View current menu

3. Confirm pending orders

**Using the interface**

**Setup**

**(u will see a list of commands executed displaying that the program has been compiled)**

**Install conio.h using** [**https://github.com/zoelabbb/conio.h**](https://github.com/zoelabbb/conio.h) **in some computers it is inbuilt**

**Type: make(if you are logging in as a customer)**

**Type: make -f ownermake sastaswiggy (if ur logging in as a restaurant)**

**The program reads from files, prompts the user for input, and interacts with other programs through the command line. The program takes one command-line argument, either "owner" or "customer". Depending on the argument, the program branches into two sections of code.**

**Restaurant**

**For the "owner" section, the program prompts the user to enter a number that will determine the action the user wants to take. If the user enters 1 we get the name of an existing restaurant owner from a file. If the user enters anything other than 1, then the restaurant signup window appears. Restaurant can now either create menu or open a menu editor or approve any pending orders from the Sasta swiggy interface**

**Customer**

**For the "customer" section, the program prompts the user to enter a number that will determine the action the user wants to take. If the user enters 1 program gets the name of an existing customer from a file. If the user enters anything other than 1 or 2, the program runs user signup. If the user enters 2, the program deletes the customer account. After logging in, the program prompts the user to enter "continue" to proceed, "history" to view previous orders, or anything else to print an error message.**

**If the user enters "continue", the program calls the menu search () function to help the customer search for his desired dish/restaurant. Here, the customer is provided with the option to search by dish or restaurant, keyword search, and filter search. Once the customer finds his desired restaurant, he can order from there.**

**Here, the user also has the option to say ‘history’ instead of continuing to view his order history.**

**Next, if the user enters "list", the program prints a list of all the restaurants in the system. Now the user is allowed to choose the restaurant of his choice. Then, you can type “start” to start ordering from the restaurant of your choice. It shows you the menu and you can enter the dish names and their respective quantities. It then asks you for your coordinates using which the estimated time of arrival is calculated. Finally, it shows you the bill and stores the order data in a separate file which is your order history which can be viewed by you.**

The bill is also stored in a temporary file, 'common.txt'. A signal is then sent to the restaurant owner's terminal which then opens the temporary file and prints the bill in the owner's bill. This is to display the order to the restaurant owner to prepare the order. The owner then gets two options, either to confirm the order or to deny the order. The response is using a 'Y' or a 'N' character. If the character 'Y' is entered, a signal is sent again from owner's terminal to the customer's terminal.

**If the order is confirmed, it asks you for your feedback and if you say yes, it shows you a feedback form, and that feedback form goes to the restaurant from which you are ordering.**

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