CANTEEN MANAGEMENT

IN C

**Project done by**:

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ECE

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**Aim:**

To create a canteen daily purchase management program using simple C concepts.

**Objective:**

To learn and work with basic C concepts like conditional statements, various types of variable definition, label statements by developing basic canteen purchase management program.

**Softwares Needed:**

* C Compiler Environment
* Editor – Visual Studio Code

**Program:**

#include <stdio.h>

int qty = 0, amt = 0;

void coffee()

{

    printf("\nCOFFEE");

    printf("\nEnter no of quantity:");

    scanf("%d", &qty);

    amt = amt + (qty \* 15);

}

void tea()

{

    printf("\nTEA");

    printf("\nEnter no of quantity:");

    scanf("%d", &qty);

    amt = amt + (qty \* 12);

}

void egg\_puff()

{

    printf("\nEGG PUFFS");

    printf("\nEnter no of quantity:");

    scanf("%d", &qty);

    amt = amt + (qty \* 18);

}

void veg\_puff()

{

    printf("\nVEG PUFFS");

    printf("\nEnter no of quantity:");

    scanf("%d", &qty);

    amt = amt + (qty \* 15);

}

void ice\_cream()

{

    printf("\nICE CREAM");

    printf("\nEnter no of quantity:");

    scanf("%d", &qty);

    amt = amt + (qty \* 30);

}

void total()

{

    printf("\n\n\tTotal amount : %d", amt);

}

int main()

{

    int ch;

select:

    printf("\n\tMENU CARD");

    printf("\n\t1.COFFEE");

    printf("\n\t2.TEA");

    printf("\n\t3.EGG PUFFS");

    printf("\n\t4.VEG PUFFS");

    printf("\n\t5.CONE");

    printf("\n\t6.MAKE A BILL");

    printf("\nEnter ur choice:");

    scanf("%d", &ch);

    switch (ch)

    {

    case 1:

        coffee();

        goto select;

        break;

    case 2:

        tea();

        break;

        goto select;

    case 3:

        egg\_puff();

        goto select;

        break;

    case 4:

        veg\_puff();

        goto select;

        break;

    case 5:

        ice\_cream();

        goto select;

        break;

    case 6:

        total();

        break;

    }

    return 0;

}

**Explanations:**

* #include <stdio.h>

This is **preprocessor directive** that includes standard input and output library functions using include directive.

* select:

This is a label used to perform unconditional jump in a c program which is widely used in complex and large kind of programs.

**Functions used:**

coffee()

* Buy coffee and calculate its prize.

tea()

* Buy tea and calculate its prize.

egg\_puff()

* Buy egg puffs and calculate its prize.

veg\_puff()

* Buy vegg puffs and calculate its prize.

Ice\_cream()

* Buy ice cream and calculate its prize.

total()

* Calculates the total amount to pay

**Sample output:**

MENU CARD

1.COFFEE

2.TEA

3.EGG PUFFS

4.VEG PUFFS

5.CONE

6.MAKE A BILL

Enter ur choice:1

COFFEE

Enter no of quantity:2

MENU CARD

1.COFFEE

2.TEA

3.EGG PUFFS

4.VEG PUFFS

5.CONE

6.MAKE A BILL

Enter ur choice:3

EGG PUFFS

Enter no of quantity:2

MENU CARD

1.COFFEE

2.TEA

3.EGG PUFFS

4.VEG PUFFS

5.CONE

6.MAKE A BILL

Enter ur choice:4

VEG PUFFS

Enter no of quantity:2

MENU CARD

1.COFFEE

2.TEA

3.EGG PUFFS

4.VEG PUFFS

5.CONE

6.MAKE A BILL

Enter ur choice:1

COFFEE

Enter no of quantity:1

MENU CARD

1.COFFEE

2.TEA

3.EGG PUFFS

4.VEG PUFFS

5.CONE

6.MAKE A BILL

Enter ur choice:5

ICE CREAM

Enter no of quantity:1

MENU CARD

1.COFFEE

2.TEA

3.EGG PUFFS

4.VEG PUFFS

5.CONE

6.MAKE A BILL

Enter ur choice:6

Total amount : 141

**Conclusion:**

Thus, the canteen purchase of items management in C using simple concepts is done successfully and understood the basic concepts in a better manner practically.