**Food Ordering System**

**Group ID : O**

**Batch No :**

**Campus : Kandy**

**Group Details:**

|  |  |  |
| --- | --- | --- |
|  | **Student Registration Number** | **Student Name** |
| **1** | **IT17115858** | **D.T.E.Weihena** |
| **2** | **IT17094764** | **S.M.T.I.Suriyamudali** |
| **3** | **IT17115780** | **H.M.T.D.B.Herath** |
| **4** | **IT17148900** | **D.T.Wijayathilaka** |
| **5** | **IT17123846** | **K.M.H.N.Bandara** |

**Date :**

**#include”Customer.h”**

**#include”Order.h”**

**#include”ShoppingCart.h”**

**#include”Receptionist.h”**

Class Customer

{

Private:

char name[20];

char address[50];

string CID;

char menu;

int items;

Order\*myOrder;

ShoppingCart\*myShoppingCart;

Receptionist+rlist[10];

Public:

Customer(){};

void loginTothesystem();

void createOrder();

void printDetails();

void addOrder(char oname[], int oitems);

void addShopingCart(char sitems[], int squantity);

void addReceptionist(Receptionist\*r);

~Customer();

};

**Customer.cpp**

Customer::Customer() { }

Void Customer::loginToTheSystem() { }

Void Customer::CreateOrder() { }

Void Customer::PrintDetails() { }

Customer::~Customer() { }

**#include”Receptionist.h”**

“Class Receptionist

{

Private:

char order(20);

char items[];

Public:

Receptionist();

Void manageOrders();

Void managefoodItems();

Void checkOrders();

~ Receptionist();

};

**Receptionist.cpp**

Receptionist::Recep() { }

Void Receptionist::ManageOrder() { }

Void Receptionist::ManageFoodItems() { }

Void Receptionist::CheckOrders() { }

Receptionist::~Recep() { }

**#include”ShoppingCart.h”**

Class Shoppingcart

{

Private:

char items[10];

int quantity;

Public:

shoppingCart();

void addItems();

void updateQuantity();

void delectItems();

~ Shoppingcart();

};

**Shoppingcart.cpp**

ShoppingCart::ShoppingCart() { }

Void ShopingCart::addItems() { }

Void ShoppingCart::updateQuantity() { }

Void ShoppingCart::deleteItems() { }

ShoppingCart::~ShoppingCart() { }

**#include”Manager.h”**

Class Manager

{

Private:

char uname[20];

char address[50];

string uId;

Public:

Manage();

void updateSystem();

void manageUsers();

~Manage();

};

**Manager.cpp**

Manager::Manager() { }

Void Manager::UpdateSystem() { }

Void Manager::ManageUsers() { }

Manager::~Manager() { }

**#include”Oreders.h”**

**#include”ProductManager.h”**

**#include”Meal.h”**

Class Orders

{

Private:

char name[20];

char items[20];

ProductManager\*pmlist[10];

Meal\*mlist[10];

Public:

Orders;

void addOrderDate();

void comfirmOrder();

void addProductManager(ProductManager\*pm);

void addMeal(Meal\*m);

~Orders();

};

**Orders.cpp**

Order::Order() { }

Void Order::AddOrderDetails() { }

Void Order::ConfirmOrder() { }

Order::~Order() { }

**#include”Accountant.h”**

Class Accountant

{

Private:

float payments;

float price;

public:

Accountant();

void Mangepayments();

void Updateprices();

void Checkreports();

~Accountant();

};

**Accountant.cpp**

Accountant::Accountant() { }

Void Accountant::ManagePayments() { }

Void Accountant::UpdatePrices() { }

Void Accountant::CheckReports() { }

Accountant::~Accountant() { }

**#include”Menu.h”**

Class Menu

{

Private:

char Items (10);

float prices;

Public:

Menu();

void Additems();

void Updateitems();

void Manageprices();

~Menu();

};

**Menu.cpp**

Menu::Menu(){}

Void Menu::AddItems() { }

Void Menu::UpdateItems() { }

Void Menu::ManagePrices() { }

Menu::~Menu() { }

**#include”Productmanager.h”**

Class Productmanager

{

Private:

char stocks[50];

Public:

Productmanager();

void HandlingStocks();

void Qulitycheckings();

~ productmanager();

}**;**

**Productmanager.cpp**

ProductManager::ProductManager() { }

Void ProductManager::HandlingStocks() { }

Void ProductManager::QulityChecking() { }

ProductManager::~ProductManager() { }

**#include”Payment.h”**

Class Payment

{

Private:

float price;

char Paymentsdetails[10];

float discount;

Public:

Payment();

void paymintdetails();

void calcualateprices();

void getdiscount();

~payments();

};

**Payment.cpp**

Payment::Payment(){}

Void Payment::PaymentDetails() { }

Void Payment::CalculatePrices() { }

Void Payment::GetDiscount() { }

Payment::~Payment() { }

**#include”Cook.h”**

Class Cook

{

Private:

Char items[10];

Char order[10];

Public:

Cook();

void Makeitems();

void Orderdetails();

void Addmenu();

void Deletemenu();

~cook();

};

**Cook.cpp**

Cook::Cook() { }

Void Cook::MakeItems() { }

Void Cook::OrderDetails() { }

Void Cook::AddMenu() { }

Void Cook::DeleteMenu() { }

Cook::~Cook() { }