**RESTAURANT MANAGEMENT SYSTEM DOCUMENTATION**

#### Application Launch

* Launching the program opens the main window with 5 buttons:
  1. **Table Orders** (Food & Drinks)
  2. **Reports**
  3. **Delivery Orders**
  4. **Inventory Management**
  5. **Exit**
* Initializes by loading inventory from restoran\_food.txt file
* Displays inventory in terminal: (Code, Name, Quantity, Price)

#### 1. Table Orders

**Table Selection Window:**

* Valid inputs: Table numbers 1-3
* Auto-focused input field | Always-on-top window
* Error handling for invalid inputs
* Confirm with "Enter" key | Cancel with "Escape" key

**Order Management Window:**

* Displays selected table number
* Features:
  + Refresh List button
  + Code input field (auto-focused)
  + Quantity input field
  + "Add to List" button
  + "Clear Fields" button
  + "Back" button
  + Order list display
  + "Void Item" button
  + "Pay" button
* Validations:
  + Invalid code/nonexistent item
  + Insufficient stock quantity
  + Incorrect quantity format
* Successful orders:
  + Display item name, quantity, price
  + Update total sum
  + Deduct from inventory

**Voiding Items:**

* Opens voiding window with order list
* Select item → "Confirm" to void
* Voided items appear with negative value
* Adjusts total sum and inventory

**Payment Processing:**

* Displays: Table number, timestamp, total amount
* "Confirm" or "Enter" to finalize payment
* Clears table's order list
* Error if no orders exist

#### 2. Reports

**Report Generation Window:**

* Input: Table number (1-4, where 4=delivery)
* "Print Report" button
* "Clear Field" button
* Validations:
  + Invalid table number
  + Unpaid orders
  + No orders exist
* Successful report:
  + Generates report\_[table#]\_[datetime].txt
  + Clears table's order history

#### 3. Delivery Orders

**Delivery Management Window:**

* Features:
  + Address input (disabled after first item added)
  + Code/quantity inputs
  + "Add" button
  + Order list
  + "Void Item" button
  + "Pay" button
* Same validations as table orders
* Voiding/payment functions identical to table system

#### 4. Inventory Management

**Inventory Control Window:**  
Four functional sections:

1. **Add/Update Items:**
   * Inputs: Code, Name, Quantity, Price
   * Validations:
     + New items: Unique code/name required
     + Existing items: Updates quantity/price
   * "Confirm" button
   * "Clear Fields" button
2. **Delete Items:**
   * Enter code → Opens confirmation window
   * Shows item name before deletion
   * "Confirm" or "Cancel"
3. **Check Items:**
   * Enter code → Displays full item details
   * Error for invalid codes
4. **Inventory Reports:**
   * "Print Inventory" button
   * Generates stock\_[date].txt with all items

#### 5. Exit Conditions

* Program only closes if:
  + All tables have paid orders
  + No pending deliveries
* Force-close possible via window header (testing feature)
* Error messages for unpaid tables/deliveries