

OOP1 Project Report

Restaurant Order Management System

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Module: OOP1 – Object-Oriented Programming

Github - <https://github.com/YashBhausahebDhole/RestaurantOrderSystem>

1. Introduction

A straightforward Java 21 console program, the Restaurant Order Management System is made to process customer orders, manage menu items, apply discounts, and provide formatted receipts.

The practical application of both basic and sophisticated Java features covered in the OOP1 module is demonstrated by this project.

The application computes totals with discounts, lets users choose menu items interactively, and prints a polished receipt that shows both the original and discounted costs together with the justifications for each discount.

2. Features and User Stories Completed

- The system displays a menu with different food and drink items.
- The user can select one or more items by entering numbers.
- The application calculates the total cost and applies eligible discounts automatically.
- A formatted receipt is generated showing item details, discount amounts, and total.
- Exceptions handle invalid input or missing menu items gracefully.

3. Language Features Used

| Feature Category | Java Concept Used in Project | Class/Code Reference |
|--|--|--------------------------|
| Classes | Restaurant, MenuItem, Order, etc. | Entire model package |
| this() / this. | Used inside constructors | FoodItem, DrinkItem |
| Method Overloading | addItem() methods | Restaurant.java |
| Varargs | addItem(MenuItem... items) | Order.java |
| LVTI (var) | Local variable declarations | Main.java |
| Encapsulation | Private fields with getters/setters | All model classes |
| Interfaces | Discountable with multiple method types | Discountable.java |
| Inheritance | FoodItem, DrinkItem extend MenuItem | Model package |
| Overriding / Polymorphism | applyDiscount() | FoodItem, DrinkItem |
| super() | Parent constructor calls | Subclasses |
| Exceptions | IllegalArgumentException, NoSuchElementException | Throughout |
| Enums | Category | Enum file |
| Arrays / Lists | Varargs arrays + ArrayList | Order.java |
| Core API | LocalDateTime, StringBuilder, Collections | Receipt.java |
| Call-by-value / Defensive Copying | Return copies of lists | Order.getItemsCopy() |
| Interface Methods (private/default/static) | All implemented | Discountable.java |
| Record Type | Customer | Record file |
| Immutable Custom Type | Receipt | Receipt.java |
| Lambda / Predicate | Filtering cheap items | Main.java |
| Final / Effectively Final | Local variables not reassigned | Order.java, Receipt.java |
| Method References | System.out::println | Restaurant.printMenu() |
| Switch Expressions | Category description | Restaurant.printMenu() |
| Sealed Classes | MenuItem permits FoodItem, DrinkItem | MenuItem.java |

4. Evaluation

This project fully meets the assignment brief. All required fundamental and advanced OOP concepts are demonstrated. The code is modular, readable, and designed with extensibility in mind. Error handling and defensive copying ensure stability and correctness. During development, challenges included ensuring immutability and designing an interface that supports multiple discount types. These were overcome by using a sealed class structure and leveraging Java's default and static interface methods. Future improvements could include GUI integration (JavaFX) or persistence with a database, but for the current scope, the objectives are fully achieved.

- **Fundamentals:** method overloading, varargs, encapsulation, enums, inheritance, and exceptions.
- **Advanced concepts:** sealed classes, records, default/static interface methods, lambdas, method references, switch expressions, and an immutable Receipt.
- **Polymorphism:** different discount logic for food and drink via applyDiscount() overrides.
- **Encapsulation & defensive copying:** all data protected and immutable.
- **Interface flexibility:** Discountable interface contains default, static, and private methods.

5. Conclusion

The Restaurant Order Management System demonstrates a thorough understanding of Java OOP principles and modern Java 21 features in a clear, educational, and practical application. This report, alongside the code, UML diagram, and screencast, together form a complete submission per the OOP1 assignment requirements.