CMSC 21 Fundamentals of Programming

First Semester AY 15-16

Create a system that manages the menu of a fast food and allows a customer to order. It should have a menu that has the following options:

MENU

- 1. Update Fast food Menu
- 2. Take Order
- 3. Exit

I. UPDATE FASTFOOD MENU

This option takes the user to another menu which has the following options:

MENU

- 1. Add Food Item
- 2. Remove Food Item
- 3. Update Food Price
- 4. Update Food Item Count
- 5. Update Food Category
- 6. View Food Items
- 7. Back to Main Menu

A. Add Food Item

This allows the user to add a food item to the fast food's menu. Each fast food item should have the following attributes:

- food item name (string of 32 characters)
 - > the name of the food item
 - > the name must be unique
- food item code (string of 16 characters)
 - > the code of the food item (e.g. C1, C2, etc.)
 - > the code must be unique
- food item count (integer, >0)
 - > the number of food items available for buying
- food item price (float, >0)
 - > the price of the food item
- food item category (string of 16 characters)
 - > the category where the food item belong
 - > there are only 4 possible categories: appetizer, main course, drinks, and desserts.

B. Remove Food Item

Deletes an item from the list of foods by getting the food code of the item to be updated.

C. Update Food Price

Gets the food code of an item and then updates the price of that food.

D. Update Food Item Count

Gets the food code of an item and then updates the count of the food available for the customer to buy.

E. Update Food Category

Gets the food code of an item and then updates the category where the food item belongs.

First Semester AY 15-16

F. View Food Items

This allows the user to view all food items that the store offers. The user must first choose which food category s/he wants to view. After specifying the food category, all items under that category must be shown. Food items that are not available (has a food item count equal to zero) should also be shown.

G. Back to Main Menu

Returns to the main menu.

II. TAKE ORDER

Takes the order of a customer which has the following menu:

MENU

- 1. Add order
- 2. View fastfood menu
- 3. Remove order
- 4. View orders
- 5. Cancel order
- 6. Edit quantity
- 7. Checkout
- 8. Back to Main Menu

A. Add order

Allows the user to order a food item. The food item can be ordered by either telling the (1) food code, or by telling the (2) food item. If the item exists, it will be added to the list of orders.

B. View fastfood menu

This allows the customer to view all food item that is CURRENTLY ON STOCK. The user must first specify which food category s/he wants to view. After specifying which food category s/he wants to view all items ON STOCK under the specified category must be shown. Food items that are not available must not be shown.

C. Remove order

Allows the customer to delete an order from his/her list of orders.

D. View orders

Allows the user to view all the orders of the customer.

E. Cancel order

Cancels all the orders of the customer. Before cancelling the order, the program must confirm it first.

F. Edit quantity

Edits the number of orders for an item by asking the customer the item code of the food.

G. Checkout

Prints all the orders of the user and the total price.

H. Back to Main Menu

Returns to the main menu.

Project Specifications

CMSC 21 Fundamentals of Programming First Semester AY 15-16

III. EXIT

This should terminate the program. Before terminating the program, all changes in the menu must be saved in a text file.