Algorithm

Catering system transactions

Problem definition: Design and develop an integrated solution of a caterer billing system to run a small scale business in a day to day event transaction activities. The solution provides complete details of the valid business details with user friendly environment along with the report details.

Used variables and data structures:

Global variables:

1. cat\_details : Contains a list of miscellaneous caterer details. Consists of:
   1. name (String) : String to store name of Catering company
   2. taxp (Float) : Tax Percentage
2. menu : Containing the menu list. Consists of:
   1. num\_menu (Integer) : Number of items in the menu
   2. pieces (Array of custom structure) : Consists of number of each inventory item, which can be accessed by “pieces[i]” where i is the i-th element (Considering the array to be zero-indexed). Each of these items further consist of :-
      1. name (String) : Name of the food item
      2. sprice (Float) : Selling price of the item
      3. pcost (Float) : Production of the item
3. last\_invoice : Stores the most recently generated/used invoice in the program. As at most one invoice is required to be loaded at once, only one such structure is used.
   1. recep (String) : Contains the name of the recipient the invoice is addressed to.
   2. item\_numbers (Array of tuples): Each item in this tuple, represents the corresponding entry in the menu-list, and the corresponding quantity, where the former is stored, in the item’s 0th index.
   3. pieces\_len (Integer) : Contains the number of items in
4. Invoice\_list : Stores a list of names of generated bills to generate the reports from, and has:
   1. num\_invoice (Integer) : Number of invoices generated so far
   2. invoice\_name\_list (Array of strings) : Contain the list of names of invoices generated so far

Used subroutines

All variables have access to the above variables as they are global, and may or may not return a return a value to the main program, and subroutines returning a value maybe used to evaluate expressions, or can be stored into variables for future use.

The format for presenting a subroutine below is : <function\_name>( [Argument type]:[Arguments] )

1. read\_cat\_det() : Load the caterer details file if present and return 1, else return 0
2. write cat\_det() : Save the ‘cat\_details’ structure in a file for reference.
3. print\_cat\_det() : Print out the caterer details in a formatted manner
4. read\_menulist() : Load the menu list file if present and return 1, else return 0
5. write\_menulist() : Save the ‘menu’ structure in a file for use.
6. print\_menulist() : Print the menu list for reference
7. input\_item\_number() : Prints the menu, and returns the choice the user has submit
8. read\_invoice\_list() : Load from storage the list of invoices
9. write\_invoice() : Make an invoice, and save it to storage
10. read\_invoice() : Load an invoice from memory
11. print\_invoice() : Print the invoice that has been loaded onto the memory.
12. report(): Generate report of number of items sold, and total sales, profit and tax.

Calls to the system to load a variable/structure state from storage has been denoted by the following functions:

1. FREAD( String: File name ) : Read a file name from memory
2. FWRITE( Variable/Data Structure, String: File name ) : Save to specified file path to storage
3. EXISTS(String: File name ) : Check if a given file exists or not, returns true (or 1) if exists, else returns false (or 0)

Main Program:

Step 01: START

Step 02: flag=1

Step 03: flag\_hasloadedmenu = read\_menulist()

Step 04: flag\_hasloadedcat = read\_cat\_det()

Step 05: while ( flag )

Step 06: INPUT choice

Step 07: If ( choice = 1 ) then

Step 08: If ( flag\_hasloadedcat = 1 ) then

Step 09: write\_cat\_det()

Step 10: else

Step 11: PRINT “Caterer details not present”

Step 12: Elseif ( choice = 2 ) then

Step 13: flag\_hasloadedmenu = read\_menulist()

Step 14: print\_cat\_det()

Step 15: Elseif ( choice = 3 ) then

Step 16: if ( flag\_hasloadedmenu = 1 ) then

Step 17: write\_menulist()

Step 18: else

Step 19: PRINT “Menu List not present”

Step 20: Elseif ( choice = 4 ) then

Step 21: flag\_hasloadedmenu = read\_menulist()

Step 22: print\_menulist()

Step 23: Elseif ( choice = 5 ) then

Step 24: write\_invoice()

Step 25: Elseif ( choice = 6 ) then

Step 26: read\_invoice()

Step 27: print\_invoice()

Step 28: Elseif ( choice = 7 ) then

Step 29: report()

Step 30: Else

Step 31: Endif

Step 32: End while

Step 33: STOP

Subroutines

1. read\_cat\_det() :

Step 01: START

Step 02: If( exists(“company.details”) ) then

Step 03: cat\_details = FREAD(“company.details”)

Step 04: RETURN 1

Step 05: Else

Step 06: RETURN 0

Step 07: Endif

1. write\_cat\_det()

Step 01: START

Step 02: INPUT cat\_details.name

Step 03: INPUT cat\_details.taxp

Step 04: FWRITE(cat\_details,“company.details”)

Step 05: RETURN

1. print\_cat\_det()

Step 01: START

Step 02: PRINT cat\_details.name, cat\_details.taxp

Step 03: RETURN

1. read\_menulist()

Step 01: START

Step 02: If( exists(“menu.details”) ) then

Step 03: menu = FREAD(“menu.details”)

Step 04: RETURN 1

Step 05: Else

Step 06: RETURN 0

Step 07: Endif

1. write\_menulist()

Step 01: START

Step 02: INPUT menu.num\_item

Step 03: for I = 0 to num\_item

Step 04: INPUT menu.pieces[I].name, menu.pieces[I].sprice, menu.pieces[I].pcost

Step 05: end for

Step 06: FWRITE(menu,”menu.details”)

Step 07: RETURN

1. print\_menulist()

Step 01: START

Step 02: for I = 0 to menu.num\_menu

Step 03: PRINT menu.pieces[i].name, menu.pieces[i].sprice, menu.pieces[i].pcost

Step 04: end for

Step 05: RETURN

1. input\_item\_number()

Step 01: START

Step 02: print\_menulist()

Step 03: INPUT choice

Step 04: RETURN choice

1. read\_invoice\_list()

Step 01: START

Step 02: If( exists(“menu.details”) ) then

Step 03: menu = FREAD(“menu.details”)

Step 04: RETURN 1

Step 05: Else

Step 06: RETURN 0

Step 07: Endif