FOOD ORDERING SYSTEM

By Christopher Lebovitz

What does it do?

The software will act as a POS system for a restaurant/cafeteria

The menu

- A menu is created giving the user food combos to order.
- The current setup for the options1-10 is .
  - A nested dictionary was used for fleshing out the options.
    - Each choice had 3 thing associated to it: the order, price, and the ticket information.
    - The dictionary is created only once
- Validate the user input to make sure only acceptable options can be chosen
- The user makes a choice and is passed into a function that return the information based off what was selected
  - If a burger or chicken sandwich was selected, then ask the user if they would like to modify the toppings
    - If no input was given the sandwich will come fully dressed.
    - Return a 4-order tuple
    - If anything else the function return a 3-order tuple
- Store the information for each order in a list to be used by the other functions

Cart

- Show the customer what has been order so far as well as a current tax amount and total rounded to the 2nd decimal place
  - If there is nothing in the cart give a message telling the user
- Give the options to proceed to checkout and pay for the food

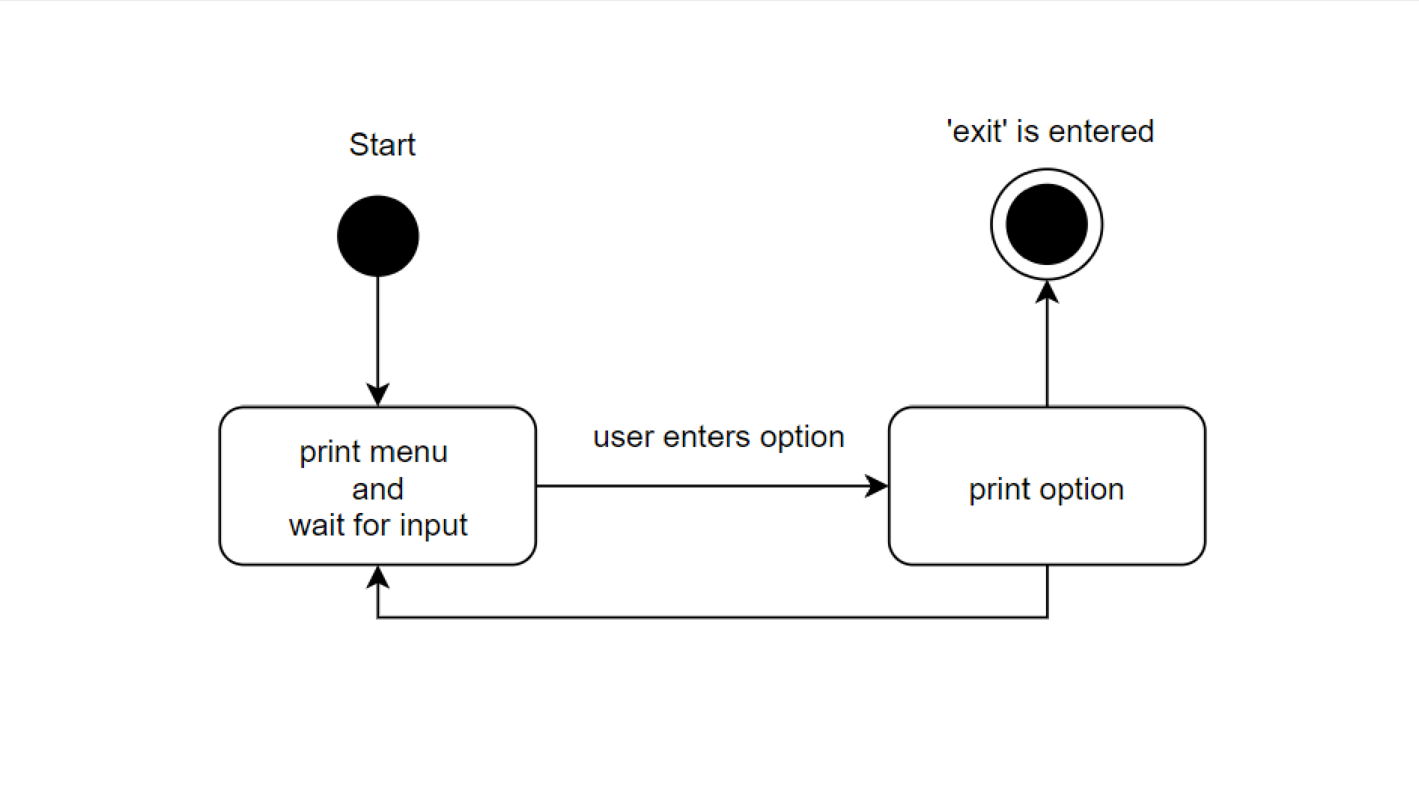
Receipt and pay

- Create a receipt file and write to it. Giving it a:
  - greeting
  - transaction number
  - order number
  - items ordered
  - Subtotal, Tax amount, and Total
- Round all numbers to the 2nd decimal place and right justify.
- Call the pay function to process the transaction.
  - Validate the input.
    - Make sure the user cannot enter amounts greater than 1000.00
    - Make sure that things other than number will not be entered.

Ticket

- for every order in the list count how many time a food item appears
  - Split the string that has the order information and store it in a tuple
  - Then use the build in function Counter to count the occurrence of each item
- Print out each item in the ticket
- Then if there is a 4-order tuple that means that there may be a modification for a sandwich

State Diagram


Start
'exit' is entered
print menu
and
wait for input
user enters option
print option