This program is being developed for a restaurant named "Little Valley Diner" and its customers. Users of the program would be diner staff and the usual type of customers a diner gets, such as adults, families, elderly, and teens. The purpose of our program is to help the restaurant expedite the process of customer orders by using electronic ordering and paying. This also helps support the customers since they do not need to wait for a server to get their orders.

The business functionality of the program would be similar to a kiosk system, where customers can order from Kiosks near the entrance or at tables. From there the customers can look through the menu and order what they would like from the selection of appetizers, entrees, sides, desserts, and beverages. The customer will be able to finish their order where they will be shown the total order and cost of their meal or to clear their order entirely.

The technical functionality is the display of a menu with paths to submenus that will allow the selection of food items and total the amount of cost together. When the customer first starts the program, the menu will show a selection of appetizers, entrees, sides, desserts, beverages, and the options to complete and clear the order. The customers will make use of a number system to select submenus and items. In the order displayed the keys 1 through 5 will open each menu while 6 completes the order. 0 is for clearing your order if there is a mistake or you decide to not order. Opening a submenu to order will display a list of what is offered under that specific category of food and pair each item with a number. When a customer has selected an item to order, they will be prompted with whether they would like to order another item in that category or be sent back to the main menu. The program will loop between the menus for as long as the customer is still ordering until the customer has selected complete the order (number 6). When the customer is finished and has decided to complete their order, they will be displayed the list of ordered items and total cost, after being shown they will be prompt to confirm their order. If they decide to not confirm they will be sent back to the main menu where they can continue to order. If they decide to confirm their order, the order will be processed and they will be given the message, "Thank you for your order! Your food will arrive shortly."

We believe this program would be a great example of using programming to support the workflow of a business like a restaurant.