

Information about dala3 kershak restaurant program

This C++ program simulates a simple restaurant ordering system for sandwiches and meals. It employs object-oriented programming principles to create classes for menu items, handle user input, calculate costs, and generate receipts. Key features include user-friendly navigation, clear item descriptions, and order summarization.

Program Structure:

Classes:

- Sandwich: Encapsulates data and methods for sandwiches, including menu display, user selection, and price calculation.
- meal: Encapsulates data and methods for meals, similar to the Sandwich class.

Menu Structures:

- The program utilizes the menu struct to model individual menu items, storing their name, description, and price.

User Interaction:

- The program guides users through the ordering process via clear prompts and input validation.
- It offers the flexibility to handle multiple orders within a single session.

Order Processing:

- The program accurately calculates the total cost of selected items, taking into account quantity.

It presents a final receipt with the total order price.

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