TASK 1 ALGORITHMS AND PROGAMMING AUTOMATIC PIZZA ORDERING PROGRAM WITH PYTHON

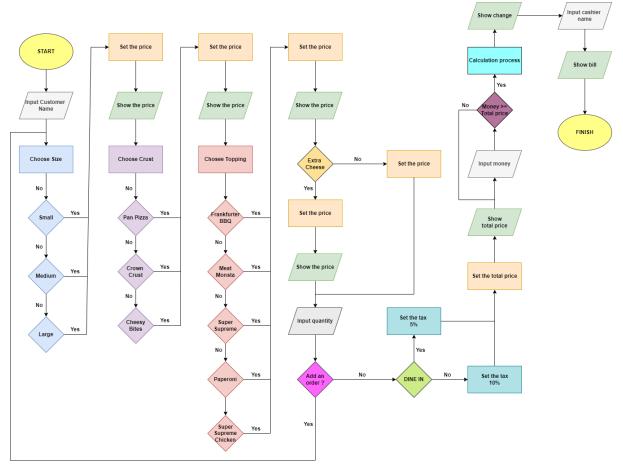


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A. Flowchart



Gambar 1. Flowchart

• Flowchart Analysis:

- 1. The process begins by inputting the customer's name to record the order.
- 2. Pizza size selection: The customer chooses one of the three pizza sizes: Small, Medium, or Large.
- 3. The system displays the price according to the selected size.
- 4. Crust selection: The customer selects one of the three available crust types: Pan Pizza, Crown Crust, or Cheesy Bites.
- 5. The system displays the price according to the selected crust type: Frankfurter BBQ, Meat Monsta, Super Supreme, Paperoni, or Super Supreme Chicken
- 6. Topping selection: The customer chooses one of the five available topping options.
- 7. The system displays the price according to the selected topping.

- 8. Extra cheese option: The customer can choose whether or not to add extra cheese. If yes, the price for the extra cheese is added to the total.
- 9. Input order quantity: If the customer wants to add another order, the process will return to the pizza selection step. If not, the process moves to the next step.
- 10. Dine-in selection: If the customer chooses to dine in, the system adds a 5% tax.
- 11. Takeaway selection: If the customer chooses takeaway, the tax added is 10%.
- 12. Total price determination: After all selections are made, the system calculates and displays the total price, including the tax.
- 13. Payment: The customer inputs the money to pay for the order. If the amount given is equal to or greater than the total price, the process continues to the change calculation step.
- 14. If the money provided is insufficient, the customer must enter more money until the total is met.
- 15. Change calculation: If the amount given is more than the total price, the system calculates and displays the change.
- 16. Cashier name input: The cashier's name is input into the system, and the system will display the receipt.
- 17. Finish: After all processes are completed, the transaction is closed, and the order is ready to be served or taken away.

B. Snippets Code

1. Input

```
| new_order = input("Add an orders?(yes/no); ").lower()
| if new_order = "yes";
| price = 0;
| quantity_prid = 0;
| input("Flosse input your order:")
| size1 = input("Flosse input your order:")
| price1 = 10000
| if size1 = "Size" = "Size"
```

Picture 2. Source Code

2. Output

```
PS D:\Semester 1\Alpro\Pizza> & C:/Users/Chalifatus/AppData/Loca
***********
  ==== WELCOME TO D'PIZZA NYELL ====
**********
What's your name?Fikro
Hallo Fikro! Please input your order:
Size Pizza:
S = Small
                         [10000]
M = Medium
                         [15000]
L = Large
                         [20000]
Choose Size: s
Small Size
                              [10000]
Crust Type:
1 = Pan Pizza
                         [20000]
2 = Crown Crust
                         [25000]
3 = Cheesy Bites
                         [30000]
Choose Crust: 2
Crown Crust
                             [35000]
Variant Toppings:
F = Frankfurter BBQ
                         [28000]
M = Meat Monsta
                         [35000]
S = Super Supreme
                         [42000]
P = Paperoni
                         [49000]
C = Super Supreme Chicken [56000]
Choose Topping: m
Meat Monsta
                              [70000]
Extra Cheese?(yes/no): yes
                              [83000]
Extra Cheese
Quantitiy: 3
Add an orders?(yes/no): no
Dine in?(yes/no): no
Sub-total
                              249000
Tax
                              24900.0
Grand-total
                              273900.0
Money: 300000
Change:
                              26100.0
Cashier name? Fitrya
```

Picture 3. Pizza ordering view

######################################	าการการการการการการการการการการการการการ
***************************************	""""""""""
Class of 2024D with NIM	117-110
Name: Fikro	
== Take Away ==	
Bill Number: ORDER-0001	
Date: 2024-10-03 16:58:35.0	912116
Cashier: Fitrya	
Pizza 3	
Small Size	10000
Crown Crust	25000
Meat Monsta	35000
Extra Cheese	13000
Sub-total	249000
Tax	24900.0
GRAND TOTAL	273900.0
Cash	300000
Change	26100.0
Closed Bill	
71.1	
===== Thank you for your Enjoy your meal	
< JANGAN HUTANG!!	!>

Picture 4. Bill of purchase view

```
PS D:\Semester 1\Alpro\Pizza> & C:/Users/Chalifatus/App
***********
 ==== WELCOME TO D'PIZZA NYELL ====
**********
What's your name?Fikro
Hallo Fikro! Please input your order:
Size Pizza:
S = Small
                          [10000]
M = Medium
                          [15000]
L = Large
                          [20000]
Choose Size: m
                              [15000]
Medium Size
Crust Type:
1 = Pan Pizza
                          [20000]
                          [25000]
2 = Crown Crust
3 = Cheesy Bites
                         [30000]
Choose Crust: 2
Crown Crust
                              [40000]
Variant Toppings:
F = Frankfurter BBQ
                          [28000]
M = Meat Monsta
                          [35000]
S = Super Supreme
                          [42000]
                          [49000]
P = Paperoni
C = Super Supreme Chicken [56000]
Choose Topping: p
                              [89000]
Paperoni
Extra Cheese?(yes/no): yes
Extra Cheese
                              [102000]
Quantitiy: 1
1
Add an orders?(yes/no): yes
Please input your order:
Size Pizza:
S = Small
                          [10000]
M = Medium
                          [15000]
L = Large
                          [20000]
Choose Size: s
Small Size
                              [10000]
```

Picture 5. Pizza menu view

~~~~~~ D'PI			
***************************************			
Class of 2024D with NIM 117-110			
Name: Fikro			
== Dine in ==			
Date: 2024-10-03 Cashier: Fitrya	3 17:02:16.9	962769	
Pizza	1		
Pizza Medium Size	1	15000	
	1	15000 25000	
Medium Size	1		
Medium Size Crown Crust	1	25000	
Medium Size Crown Crust Paperoni Extra Cheese Pizza	2	25000 49000	
Medium Size Crown Crust Paperoni Extra Cheese Pizza Small Size		25000 49000 13000	
Medium Size Crown Crust Paperoni Extra Cheese Pizza Small Size Cheesy Bites		25000 49000 13000 10000 30000	
Medium Size Crown Crust Paperoni Extra Cheese Pizza Small Size		25000 49000 13000	
Medium Size Crown Crust Paperoni Extra Cheese Pizza Small Size Cheesy Bites Super Supreme No Extra Cheese		25000 49000 13000 10000 30000	
Medium Size Crown Crust Paperoni Extra Cheese Pizza Small Size Cheesy Bites Super Supreme No Extra Cheese		25000 49000 13000 10000 30000 42000	
Medium Size Crown Crust Paperoni Extra Cheese Pizza Small Size Cheesy Bites Super Supreme No Extra Cheese		25000 49000 13000 10000 30000 42000 266000 13300.0	
Medium Size Crown Crust Paperoni Extra Cheese Pizza Small Size Cheesy Bites Super Supreme		25000 49000 13000 10000 30000 42000	
Medium Size Crown Crust Paperoni Extra Cheese Pizza Small Size Cheesy Bites Super Supreme No Extra Cheese		25000 49000 13000 10000 30000 42000 266000 13300.0	

Picture 6. Order bill view

```
Crust Type:
1 = Pan Pizza
                           [20000]
2 = Crown Crust
                           [25000]
3 = Cheesy Bites
                           [30000]
Choose Crust: 3
                                [40000]
Cheesy Bites
Variant Toppings:
F = Frankfurter BBQ
                          [28000]
M = Meat Monsta
                          [35000]
S = Super Supreme
                          [42000]
P = Paperoni
                           [49000]
C = Super Supreme Chicken [56000]
Choose Topping: s
Super Supreme
                                [82000]
Extra Cheese?(yes/no): no
Quantitiy: 2
Dine in?(yes/no): yes
Sub-total
                                266000
Tax
                               13300.0
Grand-total
                               279300.0
Money: 290000
Change:
                                10700.0
Cashier name? Fitrya
```

Picture 7. Pizza menu view

```
Closed Bill

---- Thank you for your order ----
Enjoy your meal!

<----- JANGAN HUTANG!!! ----->
PS D:\Semester 1\Alpro\Pizza>
```

Picture 8 . Final view of bill cover

#### C. Explanation of Source Code

## 1. Explanation of Each Code Section

```
pizza.py > ...
1 #import datetime is used to add a datetime module that functions to manipulate dates and times.
2 import datetime
```

Picture 9. Functions to manipulate dates and times

The above code is used to import the datetime module which allows us to manipulate dates and times. This module is useful for recording order times and creating receipts.

```
#The code below is used to display a welcome greeting, enter a name, and greet the customer.

welcome = print(f"{"*" * 38}\n{"==== WELCOME TO D'PIZZA NYELL ====":^38}\n{"*" * 38}")

client_name = input("What's your name?")

print(f"Hallo {client_name}! Please input your order:")
```

Picture 10. Welcome greeting, enter a name, and greet the customer

The code above displays a welcome to the customer and asks the customer to enter his name, then the customer will be greeted and asked to enter the order.

```
#The code below is used to display the size options and select the desired size.

price = 0;

while True:

size = input(f""Size Pizza:"}\n{"S = Small":<10} {"[10000]":>23}\n{"M = Medium":<10}{"[15000]":>24}\n{"L = Large":<10}{"[20000]"::

if size == "S":

price += 10000

fix = print(f"("Small Size":<32)[{price}]")

size_name = f"("Small Size":<30){10000}"

break

elif size == "M":

price += 15000

fix = print(f"("Medium Size":<32)[{price}]")

size_name = f"("Medium Size":<30){15000}"

break

elif size == "L":

price += 20000

fix = print(f"("Large Size":<32)[{price}]")

size_name = f"("Large Size":<30){20000}"

break

else:

print("Invalid order. Repeat your order, please!")
```

Picture 11. Size options and desired size

The code above displays the pizza size options along with the price and the customer is asked to enter the pizza size options using the codes already listed (S), (M), (L). If the customer does not enter the code as stated in the pizza size options, the customer will be asked to select the size again until the option entered is appropriate.

```
#The code below is used to display the pizza crust options and select the desired crust variant.

while True:

print(ff"("crust Type:")\n{"1 = Pan Pizza":<10} {"[20000]":>20}\n{"2 = Crown Crust":<10}{"[25000]":>19}\n{"3 = Cheesy Bites":<10}{

crust = int(input("Choose Crust: "))

if crust == 1:

price += 20000

fix = print(ff"("Pan Pizza":<32)[{price}]")

crust_name = ff"("Pan Pizza":<30){20000}"

break

elif crust == 2:

price += 25000

fix = print(ff"("crown Crust":<32)[{price}]")

crust_name = ff"("Crown Crust":<30){25000}"

break

elif crust == 3:

price += 30000

fix = print(ff"("Cheesy Bites":<32)[{price}]")

crust_name = ff"("Cheesy Bites":<32)[{price}]")

crust_name = ff"("Cheesy Bites":<30){30000}"

break

else:

print("Invalid order. Repeat your order, please!")
```

Picture 12. Crust options and crust variant

The code above displays a selection of pizza crusts along with the price and the customer is asked to enter the choice of pizza crust using the code that has been listed (1), (2), (3). If the customer does not enter the code as listed on the pizza crust option, then the customer will be asked to select the pizza crust again until the option entered is appropriate.

```
elow is used to display the pizza topping options and select the desired topping variant
while True:
    if topping == "F":
        price += 28000
fix = print(f"{"Frankfurter BBQ":<32}[{price}]")</pre>
        topping_name = f"{"Frankfurter BBQ":<30}{28000}</pre>
    elif topping == "M":
        fix = print(f"{"Meat Monsta":<32}[{price}]")
topping_name = f"{"Meat Monsta":<30}{35000}"</pre>
   elif topping == "S":
        price += 42000
        fix = print(f"{"Super Supreme":<32}[{price}]")
topping_name = f"{"Super Supreme":<30}{42000}"</pre>
    elif topping == "P":
        price += 49000
        fix = print(f"{"Paperoni":<32}[{price}]")
topping_name = f"{"Paperoni":<30}{49000}"</pre>
        price += 56000
        fix = print(f"{"Super Supreme Chicken":<32}[{price}]")</pre>
        topping_name = f"{"Super Supreme Chicken":<30}{56000}</pre>
        print("Invalid order. Repeat your order, please!")
```

Picture 13. Pizza topping options

The code above displays a selection of pizza toppings along with the price and the customer is asked to enter the pizza crust topping using the code that has been listed (F), (M), (S), (P), (C). If the customer does not enter the code as stated in the pizza topping options, then the customer will be asked to select the pizza topping again until the option entered is appropriate.

```
#The code below is used to display a question to the customer whether or not to add extra cheese.

cheese = input("Extra Cheese?(yes/no): ")

f cheese.lower() == "yes":

price += 13000

fix = print(f"{"Extra Cheese":<32}[{price}]")

cheese_name = f"{"Extra Cheese":<30}{13000}"

cheese_name = "No Extra Cheese"
```

Picture 14. Extra Cheese

In the code above, customers are asked to choose whether they want to add extra cheese or not with the "yes" or "no" option menu.

```
#The code below is used to display the order quantity fill.
guantity = int(input("Quantitiy: "))
quantity_price = 0;
if quantity >= 1:
quantity_price = price*quantity
print(quantity)
else:
print(quantity)
```

Picture 15. Order quantity fill

The code above prompts the customer to enter the quantity or number of pizzas they want to order.

```
new_order = input("Add an orders?(yes/no): ").lower()
if new_order == "yes":
   price1 = 0;
    quantity_price1 = 0;
          print("Please input your order:")
          size1 = input(f"{"Size Pizza:"}\n{"5 = Small":<10} {"[10000]":>23}\n{"M = Medium":<10}{"[15000]"</pre>
               price1 += 10000
               fix1 = print(f"{"Small Size":<32}[{price1}]")
size_name1 = f"{"Small Size":<30}{10000}"</pre>
               break
               price1 += 15000
               fix1 = print(f"{"Medium Size":<32}[{price1}]")
size_name1 = f"{"Medium Size":<30}{15000}"</pre>
               break
               price1 += 20000
               fix1 = print(f"{"Large Size":<32}[{price1}]")
size_name1 = f"{"Large Size":<30}{20000}"</pre>
               break
               print("Invalid order. Repeat your order, please!")
```

Picture 16. Question whether to add an order or not

The code above asks the customer whether or not to add the order with the options "yes" or "no". If the customer adds an order then the customer will be directed to enter the order again starting from the size choice to the order quantity.

```
#The code below is used to display the question whether the order is dine-in or takeaway.

quantity_price2 = quantity_price+quantity_price1

dine_status = "";

price_status = 0;

dine_in = input("Dine in?(yes/no): ").lower()

if dine_in == "yes":

price_status = quantity_price2 * (5 / 100)

dine_status = "== Dine in =="

else:

price_status = quantity_price2 * (10 / 100)

dine_status = "== Take Away =="
```

Picture 17. Question is dine-in or takeaway

The code above displays a question to the customer whether the order should be eaten on the spot or taken away. If the customer chooses to eat in, a tax of 5% will be charged. If the customer chooses takeaway, the tax will be 10%.

```
#The code below is used to display the payment amount.

print(f"{"Sub-total":<32}{quantity_price2}\n{"Tax":<32}{price_status}\n{"Grand-total":<32}{grandtotal}")
```

Picture 18. The payment amount

The code above displays the sum of the order price, tax, and the overall total price.

```
#The code below is used to input payment and calculate change.

while True:

cash = int(input("Money: "))

change = 0;

if cash >= grandtotal:

change = cash-grandtotal

break

else:

print("Not enough payments")

print(f"{"Change:":<31} {change}")</pre>
```

Picture 19. Payment and calculate change

The code above prompts the customer to enter the amount of money paid. Then the system will automatically calculate the amount of money paid and will be matched with the total price of the payment. If the amount of money is less than the total price to be paid, then the customer will be asked to make another payment until the payment price is met. Conversely, if the amount of money is more than the total price to be paid, the system will automatically calculate the change.

```
231 #The code below is used to enter the cashier's name.
232 cashier = input("Cashier name? ")
233
```

Picture 20. Cashier's name

The code above prompts the customer to enter the name of the staff manning the cash register.

```
#The code below is used to display the order number automatically.

def order_numb():

order_count = 1

order_number = f"ORDER-{order_count:04d}"

order_count += 1

return order_number

order_number

order_number

order_numbdef = order_numb()

def bill_number():

order_num = ordernumbdef

print(f"Bill Number: {order_num}")
```

Picture 21. Order number automatically

The above code is used to automatically add the order number to the bill.

```
#The code below is used to display the order date and time automatically.

def prod_time():

prod = datetime.datetime.now()

print(f"Date: {prod}")
```

Picture 22. Order date and time automatically

The code above is used to automatically add the order date and time to the bill.

Picture 23. Order bill

The code above is used to display a bill that contains the customer's name, order number, order date and time, cashier staff name, order details, price and payment details.

### 2. Explanation of Syntax

# import datetime

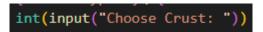
Picture 24. Import

The **import** function is used to import a module or package into a code script that allows the programmer to use functions, classes, or variables defined in the imported module.

```
print(f"{"Small Size":<32}[{price}]")</pre>
```

Picture 25. Print and f-string

The **print()** function is used to display the result of the code or output to the terminal. **f-string** is used to insert an expression or variable into a string in an easier and cleaner way and is marked with the letter f or F before the string quotes. :<32 is used to set text alignment in an output. Usually used in string formats, especially f-string.



Picture 26. Integer and input

The **input()** function is used to take input from the user via the console. The **int()** function is used to convert a value or data into an integer data type.



Picture 27. While true

while True: is used to create a loop that will continue to run without stopping, until the loop is explicitly stopped with a **break** command or through certain conditioning that causes the loop to no longer execute.

```
81  if cheese.lower() == "yes":
82     price += 13000
83     fix = print(f"{"Extra Cheese":<32}[{price}]")
84     cheese_name = f"{"Extra Cheese":<30}{13000}"
85     else:
86     price += 0
87     cheese_name = "No Extra Cheese"</pre>
```

#### Picture 28. if and else

**if else** is used to perform decision making based on a given condition. It allows the program to execute a specific block of code if the specified condition is **True**, and a different block of code if the condition is **False**. **.lower()** digunakan untuk mengubah semua karakter dalam sebuah string menjadi huruf kecil (lowercase). Ini berguna untuk membuat perbandingan string menjadi tidak sensitif terhadap huruf besar dan kecil.

```
oose Size: ").upper()
```

Picture 29. upper

**.upper()** is used to convert all letters in a string to uppercase. This is useful when you want to ensure that the text inside a string is displayed in uppercase format, regardless of how the string was originally written.

```
209 ordernumbdef = order_numb()
210 def bill_number():
211 order_num = ordernumbdef
```

Picture 30. Ordernumbdef

**ordernumbdef** is a variable, variables are used to store data that can be used and manipulated in the program. **def** is used to define functions, which allows the organization of code and the invocation of repeated blocks of code kali untuk tugas yang sama.



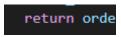
Picture 31. Code +-*

**code** +-* is used to perform arithmetic operations that add, subtract, or shift a value.

```
bill_number()
prod_time()
```

Picture 32. Bill_number

**bill_number()** is the name of a function that is used to call or access the function in the program.



Picture 33. Return

**return** is used in functions to return the value of the function to its caller. When the return is executed, the function will stop, and the value specified after the return will be sent back.



Picture 34. Datetime.datetime.now()

**datetime.datetime.now()** is used to get the current date and time inside a Python program. This function returns a datetime object that contains information about the year, month, day, hour, minute, second, and microsecond.



Picture 35. Break

**break** is used in Python to stop execution of a loop (such as for or while) immediately. When break is executed, the program exits the loop immediately, and resumes execution on the next line after the loop.

# 3. Link Github

 $\underline{https://github.com/fitryatkj3/Kelompok1\text{-}Alpro.git}$