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Mealink Website

➢ 動機

　　Mealink 是去年畢業專題所設計出的一個社交 App。它起源於一份自我設計的校園問卷調查結果。此問卷顯示有近六成的大學生不滿意自己目前的交友圈且渴望認識其他系所的朋友。「玩社團或參與活動」是認識新朋友比較主要的管道卻並非每個人都有精力與時間所投入，但是，「吃飯」是每個人生活中不可或缺的一件事情，那何不利用這個時間來結識朋友呢? 於是，Mealink 就此誕生了!此名稱的寓意是「用一頓餐(Meal)連結(link)你我他」。

　　此作品原先是期望做出 App 與網頁兩版本，但因時間因素未能完成網頁前端的設計，因此將藉由本次課程專案來完成網頁前端設計並且增刪部分功能。

➢ 構想解說

　　網頁將分為「會員管理」、「訂位管理」以及「遊樂場」三大部分。

　　會員管理包含會員的註冊、登入與登出功能，同時會記錄該會員的基本資料和從遊樂場中獲得獎勵的累計。變數列表如下：

變數名稱	取得方式	說明
Email	使用者輸入	為維護使用客群，故僅限使用學校信箱註冊。(XXX@ntust.edu.tw/XXX@ntu.edu.tw)
Pass	使用者輸入	考量資安因素，密碼需 10 字元以上(含)，同時，須包含大小寫字母、數字以及特殊字符。
Name	系統帶入 使用者可變更	系統擷取信箱名稱作為用戶名，使用者可自行更改。
FavCuisine	使用者選擇	系統提供三選項(Chi、West、Multi)讓使用者選擇，作為訂位時餐廳推薦依據。

　　訂位管理包含餐廳、人數與座位形式選擇功能。提供 3 間餐廳做選擇(A-Chi、B-West、C-Multi)，每間餐廳有 3 種座位形式(Wins-4 人、Aisle-6 人、Booth-10 人)，各 2 組。餐廳滿座以座位形式訂滿為依據。餐變數列表如下：

變數名稱	取得方式	說明
Rest	使用者輸入	提供 3 間餐廳讓使用者選擇
Num	使用者輸入	紀錄訂餐人數
Type	使用者輸入	紀錄訂餐座位形式

　　遊樂場將設計 一 經典遊戲「貪吃蛇」，並根據使用者的積分來給予相對的獎勵。

　　每獲取 100 分即贈 10 元抵用券一張，適用於任一餐廳。每日有 3 次遊戲機會。

➢ 本次進度：會員管理與訂位管理

　　基於資訊安全的考量，因此，在會員管理部分將設計相對嚴苛的規範，以利完成一個便利且安全的作品。

　　訂餐管理將根據使用者的 FavCuisin 提供推薦餐廳，每間餐廳提供 3 種座位形式並設有人數與桌數限制。

➢ 程式測試規劃

1. 主選單測試
2. 註冊程序測試
3. 信箱或密碼格式不符檢測
4. 使用者名稱與 FavCuisine 設置測試
5. 頁面跳轉測試
6. 訂位測試

➢ 虛擬碼

主程式

```
1   Web Home Page
2   印出選單;
3   int choice = int.Parse(使用者輸入);
4   while(true)

    {

5     if (choice >0 && choice <=3)
      {
6       switch(使用者選擇)
        {
6.1.1     case 1：
6.1.2         註冊/登入函式();
6.1.3         印出選單;
6.1.4         choice = int.Parse(使用者輸入);
6.1.5         break;
6.2.1     case 2：
6.2.2         訂位函式();
6.2.3         印出選單;
6.2.4         choice = int.Parse(使用者輸入);
6.2.5         break;
6.3.1     case 3：
6.3.2           遊戲函式();
6.3.3           印出選單;
```

6.3.4   choice = int.Parse(使用者輸入);

6.3.5   break;

   }

  }

7 else if (choice == 0)

  {

7.1.1 印出感謝光臨訊息;

7.1.2 break;

  }

8 else

  {

    印出輸入格式錯誤訊息;

  }

註冊/登入函式

1 string email < - 使用者輸入;
2 string[] cheMail = email.split('@');
3 string name ;
4 string pass < - 使用者輸入 ;
5 bool vMail = false, vPass = false;
6 印出請輸入電子信箱;
7 while(true)
 {

7.1.1 信箱確認函式();

7.2.1 switch(vMail)

  {

7.2.1.1 case true:

7.2.1.2 印出請設置密碼訊息;

7.2.1.2 密碼設置驗證函式();

7.3.1 switch(vPass)

   {

7.3.1.1 case true :

7.3.1.2   印出註冊成功訊息;

7.3.1.3   break;

7.3.2.1   case false :

7.3.2.2   印出請重新設置密碼訊息;

7.3.2.3   密碼設置驗證函式();

7.3.2.3   continue;
                }
7.3.3   break;

7.4.1   case false :

7.4.1.1   印出請重新輸入信箱訊息;

7.4.1.2   信箱確認函式();

7.4.1.3   continue;
          }
7.5.1   name = cheMail[0];

7.5.2   break;
      }

8   印出歡迎字串;

9   印出是否需更換暱稱;

10   string cN < - 使用者輸入;

10.1.1 if (cN.ToLower() == "yes" || cN.ToLower() == "y")

      {

10.1.2   印出請輸入名稱;

10.1.3   name < - 使用者輸入;

10.1.4   印出請問您所喜愛的菜品(A. Chi、B. West、C. Multi);

10.1.5   string fChoice < - 使用者輸入;

10.2   while (favCusine == " ")

          {

10.3   switch(fChoice.ToUpper())

            {

10.3.1   case "A" :

10.3.2   favCuisine = "Chinese";

4

10.3.3   break;

10.3.4   case "B" :

10.3.5   favCuisine = "West";

10.3.6   break;

10.3.7   case "C" :

10.3.8   favCuisine = "Multi";

10.3.9   break;

10.3.10   default :

10.3.11   印出請重新選擇您所喜愛的菜品(A. Chi、B. West、C. Multi)

10.3.12   continue;

                }

10.4.1   印出使用者名稱與喜愛菜品

10.4.2   break;

        }

    }

10.5.1 else if (cN.ToLower() == "no" || cN.ToLower() == "n")

    {

10.5.2   name = cheMail[0];

10.5.3   印出請問您所喜愛的菜品(A. Chi、B. West、C. Multi);

10.5.4   string fChoice < - 使用者輸入;

10.6   while (favCusine == " ")

      {

10.7   switch(fChoice.ToUpper())

        {

10.7.1   case "A" :

10.7.2   favCuisin = Chinese;

10.7.3   break;

10.7.4   case "B" :

10.7.5   favCuisin = West;

10.7.6   break;

10.7.7   case "C" :

10.7.8   favCuisin = Multi;

10.7.9   break;

10.7.10   default :

10.7.11   印出請重新選擇您所喜愛的菜品(A. Chi、B. West、C. Multi)

10.7.12   continue;

                }

10.8.1   印出使用者名稱與喜愛菜品

10.8.2   break;

            }

        }

信箱確認函式

1   if(信箱 domain 符合正規表示式)

    {

1.1   return true;

    }

1.2 else

    {

1.2.1   return false;

    }

密碼設置驗證函式

1   if(密碼符合正規表示式)

    {

1.1   return true;

    }

1.2 else

   {

1.2.1   return false;

   }

訂位函式

1 印出使用者所喜愛的蔡品並推薦餐廳
2 印出所有餐廳列表;
3 int resN < - 使用者選擇;
4 string resRest, sType;
5 while(true)
6 {
7   if(resN in [1-3])
   {
8   switch(resN)
     {
8.1.1   case 1 :
8.1.2   resRest = "Chinese Food";
8.1.3   詢問訂位人數(pNum);

7.2.1   if (pNum >0 && pNum <=3)

      {

7.2.2   sType ="Windowside";

7.2.3   印出訂位成功以及訂位詳細資訊的訊息;

      }
7.2.4   else if (pNum >3 && pNum <=6)
      {

7.2.4.1   sType ="Aisleside";

7.2.4.2   印出訂位成功以及訂位詳細資訊的訊息;

      }

7.2.5   else if (pNum > 6 && && pNum <=10 && booth !=0)

      {

7.2.5.1   sType ="Booth;

7.2.5.2   印出訂位成功以及訂位詳細資訊的訊息;

      }

7.2.6   else if (pNum>10)

         {

7.2.6.1   印出餐廳做多桌 10 人的提示;

         }

7.2.7   else

         {

7.2.7.1   印出客滿訊息;

         }

7.2.8   break;

7.3   case 2 :

7.3.1   resRest = "West Food";
7.3.2   詢問訂位人數(pNum);

7.3.3   if (pNum >0 && pNum <=3)

        {

7.3.3.1   sType ="Windowside";

7.3.3.2   印出訂位成功以及訂位詳細資訊的訊息;

        }
7.3.4   else if (pNum >3 && pNum <=6)
        {

7.3.4.1   sType ="Aisleside";

7.3.4.2   印出訂位成功以及訂位詳細資訊的訊息;

        }

7.3.5   else if (pNum > 6 && && pNum <=10 && booth !=0)

        {

7.3.5.1   sType ="Booth;

7.3.5.2   印出訂位成功以及訂位詳細資訊的訊息;

        }

7.3.6   else if (pNum>10)

        {

7.3.6.1   印出餐廳做多桌 10 人的提示;

　　　　　　　　}

7.3.7　　　　else

　　　　　　　{

7.3.7.1　　　　　印出客滿訊息;

　　　　　　　}

7.3.8　　　　break;

7.4　　　case 3 :

7.4.1.1　　　resRest = "Multi-cultural Food";

7.4.1.2　　　詢問訂位人數(pNum);

7.4.2　　　if (pNum >0 && pNum <=3)

　　　　　　{

7.4.2.1　　　　sType ="Windowside";

7.4.2.2　　　　印出訂位成功以及訂位詳細資訊的訊息;

　　　　　　　}

7.4.3　　　　else if (pNum >3 && pNum <=6)

　　　　　　{

7.4.3.1　　　　 sType ="Aisleside";

7.4.3.2　　　　印出訂位成功以及訂位詳細資訊的訊息;

　　　　　　}

7.4.4　　　　else if (pNum > 6 && && pNum <=10 && booth !=0)

　　　　　　{

7.4.4.1　　　　 sType ="Booth;

7.4.4.2　　　　印出訂位成功以及訂位詳細資訊的訊息;

　　　　　　}

7.4.5　　　　else if (pNum>10)

　　　　　　{

7.4.5.1　　　　　印出餐廳做多桌 10 人的提示;

　　　　　　}

7.4.6　　　　else

　　　　　　{

7.4.6.1　　　　　印出客滿訊息;

　　　　　　　}

7.4.7　　　　break;

　　　　}

　　}

7.5　else

　　{

7.5.1　　　印出請重新選擇餐廳訊息;

7.5.2　　　continue;

　　}

7.5.3 break;

　}

➢ 程式列表
- 另建一個全域變數的 **class**，方便函式的執行與數值的更動

```
using System;
using System.Text.RegularExpressions; //正規表示式所需Collection

namespace Work1
{
    //全域變數類別，方便函式修改數值。函式執行時不需再傳值。
    public static class Global
    {
        public static string email = " ";
        public static string pass = " ";
        public static string name =" ";
        public static string favCuisine = " ";
        //3間餐廳的3種座位型態數量限制
        public static int wins1 = 2;
        public static int aisle1 = 2;
        public static int booth1 = 2;
        public static int wins2 = 2;
        public static int aisle2 = 2;
        public static int booth2 = 2;
        public static int wins3 = 2;
        public static int aisle3 = 2;
        public static int booth3 = 2;

    }
```

- 註冊/登入函式：以學校信箱註冊，密碼至少 **10** 字元且須包含大寫字
  母、小寫字母、數字以及符號，註冊成功後，進行暱稱與喜愛菜品的增
  刪。

```csharp
class Program
{
    //註冊/登入函式
    static void login()
    {
        // string email, pass, name, favCuisine = " ";
        bool vMail = false, vPass = false;
        Console.WriteLine("Please enter your school email :  ");
        Global.email = Console.ReadLine();
        string[] cheMail = Global.email.Split('@');

        //驗證信箱domain
        while (true)
        {
            vMail = checkMail(Global.email);

            switch (vMail)
            {
                case true:
                    Console.WriteLine("Please set your password (Must contain capital letter, lowercase letter, number and sign. At least 10 characters. : ");
                    Global.pass = Console.ReadLine();
                    vPass = checkPass(Global.pass);
                    break;
                case false:
                    Console.WriteLine("Please re-enter your school email :  ");
                    Global.email = Console.ReadLine();
                    cheMail = Global.email.Split('@');
                    vMail = checkMail(Global.email);
                    continue;
            }
            Global.name = cheMail[0];
            break;
        }

        //驗證密碼設置
        while (vMail == true)
        {
            switch (vPass)
            {

                case true:
                    Console.WriteLine("Register succeed!");
                    break;
                case false:
                    Console.WriteLine("Please reset your password (Must contain capital letter, lowercase letter, number and sign. At least 10 characters. : ");
                    Global.pass = Console.ReadLine();
                    vPass = checkPass(Global.pass);
                    continue;
            }
            break;
        }
```

```csharp
Console.WriteLine("Welcome {0} ! Hope you have a good experience throught our website.", Global.name);
Console.WriteLine("Do you want to change your name? (y/n) : ");
string cN = Console.ReadLine();
if (cN.ToLower() == "yes" || cN.ToLower() == "y")
{
    Console.WriteLine("Please enter your name : ");
    Global.name = Console.ReadLine();
    Console.WriteLine("Which is your favorite cuisine, {0}? (A.Chi`B.West`C.Multi-cultural) : ", Global.name);
    string fChoice = Console.ReadLine();
    while (Global.favCuisine == " ")
    {
        switch (fChoice.ToUpper())
        {
            case "A":
                Global.favCuisine = "Chinese";
                break;
            case "B":
                Global.favCuisine = "West";
                break;

            case "C":
                Global.favCuisine = "Multi-cultural";
                break;
            default:
                Console.WriteLine("Please choose your favorite cuisine again, {0} ! (A.Chi`B.West`C.Multi-cultural) : ", Global.name);
                fChoice = Console.ReadLine();
                continue;
        }
        Console.WriteLine("Great, {0}!! Your favorite cuisine is {1}", Global.name, Global.favCuisine);
        break;
    }
}
else if (cN.ToLower() == "no" || cN.ToLower() == "n")
{
    Global.name = cheMail[0];
    Console.WriteLine("Which is your favorite cuisine, {0}? (A.Chi`B.West`C.Multi-cultural) : ", Global.name);
    string fChoice = Console.ReadLine();
    while (Global.favCuisine == " ")
    {
        switch (fChoice.ToUpper())
        {
            case "A":
                Global.favCuisine = "Chinese";
                break;
            case "B":
                Global.favCuisine = "West";
                break;

            case "C":
                Global.favCuisine = "Multi-cultural";
                break;
            default:
                Console.WriteLine("Please choose your favorite cuisine again, {0} ! (A.Chi`B.West`C.Multi-cultural) : ", Global.name);
                fChoice = Console.ReadLine();
                continue;
        }
        Console.WriteLine("Great, {0}!! Your favorite cuisine is {1}", Global.name, Global.favCuisine);
        break;
    }
}
```

- 信箱與密碼設置驗證函式：利用正規表示式驗證信箱為學校 **domain**，密碼符合需求。

```csharp
//信箱確認函式
static bool checkMail(string mail)
{
    if (Regex.IsMatch(mail, @"^[\w0-9\.-]*@ntust\.edu\.tw$") == true || Regex.IsMatch(mail, @"^[\w0-9\.-]*@ntu\.edu\.tw$") == true)
    {
        return true;
    }
    else
    {
        return false;
    }
}

//密碼設置驗證函式
static bool checkPass(string p)
{
    if (Regex.IsMatch(p, @"^(?=.*[a-z])(?=.*[A-Z])(?=.*[0-9])(?=.*\W).{10,}$") == true)
    {
        return true;
    }
    else
    {
        return false;
    }
}
```

- 訂位函式：根據使用者的喜愛菜品推薦餐廳。使用者選定餐廳後，根據預約人數安排座位形式，共 **3** 種，每種 **2** 組，訂完即顯示滿座，不得要求其他座位形式。(即 **3** 人所安排的為窗邊，若訂完，即無法預約，不得要求更換為走道或包廂)

```
//訂位函式
static void reserve()
{
    switch (Global.favCuisine)
    {
        case "Chinese":
            Console.WriteLine("Hello, {0}! Your favorite cuisine is {1}, we recommend restaurant 1 for you!!", Global.name, Global.favCuisine);
            break;
        case "West":
            Console.WriteLine("Hello, {0}! Your favorite cuisine is {1}, we recommend restaurant 2 for you!!", Global.name, Global.favCuisine);
            break;
        case "Multi-cultural":
            Console.WriteLine("Hello, {0}! Your favorite cuisine is {1}, we recommend restaurant 3 for you!!", Global.name, Global.favCuisine);
            break;

    }

    Console.WriteLine("Please choose a restaurant you like from the following list(1. Chinese Food 2. West Food 3. Multi-cultural Food) :");
    int resN = int.Parse(Console.ReadLine());
    //預約的餐廳與預約的座位形式
    string resRest, sType;
    while (true)
    {
        if (resN >= 1 && resN <= 3)
        {
            switch (resN)
            {
                case 1:
                    resRest = "Chinese Food";
                    Console.WriteLine("How many people will visit?");
                    int pNum = int.Parse(Console.ReadLine());
                    //3人(含)安排窗邊位子
                    if (pNum > 0 && pNum <= 3 && Global.wins1 != 0)
                    {
                        Global.wins1--;
                        sType = "Windowsides";
                        Console.WriteLine("Reservation succeed! You reserve a {0} in {1} .", sType, resRest);
                    }
                    //4~6人(含)安排走道位子
                    else if (pNum > 3 && pNum <= 6 && Global.aisle1 != 0)
                    {
                        Global.aisle1--;
                        sType = "Aislesides";
                        Console.WriteLine("Reservation succeed! You reserve a {0} in {1} .", sType, resRest);
                    }
                    //6~10人(含)安排包廂
                    else if (pNum > 6 && pNum <= 10 && Global.booth1 != 0)
                    {
                        Global.booth1--;
                        sType = "Booth";
                        Console.WriteLine("Reservation succeed! You reserve a {0} in {1} .", sType, resRest);
                    }
```

```csharp
                                //超過10人，不可預約
                                else if (pNum > 10)
                                {
                                    Console.WriteLine("Sorry, our restaurant can contain only ten people each table at most.");
                                }
                                //所要預訂的形式已滿
                                else
                                {
                                    Console.WriteLine("Sorry, our restaurant is full!");
                                }
                                break;

                        case 2:
                            resRest = "West Food";
                            Console.WriteLine("How many people will visit?");
                            pNum = int.Parse(Console.ReadLine());
                            if (pNum > 0 && pNum <= 3 && Global.wins2!=0 )
                            {
                                Global.wins2--;
                                sType = "Windowsides";
                                Console.WriteLine("Reservation succeed! You reserve a {0} in {1} .", sType, resRest);
                            }
                            else if (pNum > 3 && pNum <= 6 && Global.aisle2!=0)
                            {
                                Global.aisle2--;
                                sType = "Aislesides";
                                Console.WriteLine("Reservation succeed! You reserve a {0} in {1} .", sType, resRest);
                            }
                            else if (pNum > 6 && pNum <= 10 && Global.booth2!=0)
                            {
                                Global.booth2--;
                                sType = "Booth";
                                Console.WriteLine("Reservation succeed! You reserve a {0} in {1} .", sType, resRest);
                            }
                            else if (pNum > 10)
                            {
                                Console.WriteLine("Sorry, our restaurant can contain only ten people each table at most.");
                            }
                            else
                            {
                                Console.WriteLine("Sorry, our restaurant is full!");
                            }
                            break;

                        case 3:
                            resRest = "Multi-cultural Food";
                            Console.WriteLine("How many people will visit?");
                            pNum = int.Parse(Console.ReadLine());
                            if (pNum > 0 && pNum <= 3 && Global.wins3!=0)
                            {
                                Global.wins3--;
                                sType = "Windowsides";
                                Console.WriteLine("Reservation succeed! You reserve a {0} in {1} .", sType, resRest);
                            }
                            else if (pNum > 3 && pNum <= 6 && Global.aisle3!=0)
                            {
                                Global.aisle3--;
                                sType = "Aislesides";
                                Console.WriteLine("Reservation succeed! You reserve a {0} in {1} .", sType, resRest);
                            }
                            else if (pNum > 6 && pNum <= 10 && Global.booth3!=0)
                            {
                                Global.booth3--;
                                sType = "Booth";
                                Console.WriteLine("Reservation succeed! You reserve a {0} in {1} .", sType, resRest);
                            }
                            else if (pNum > 10)
                            {
                                Console.WriteLine("Sorry, our restaurant can contain only ten people each table at most.");
                            }
                            else
                            {
                                Console.WriteLine("Sorry, our restaurant is full!");
                            }
                            break;
                    }
                }
                else
                {
                    Console.WriteLine("Please re-choose a restaurant you like from the following list(1. Chinese Food 2. West Food 3. Multi-cultural Food) :");
                    resN = int.Parse(Console.ReadLine());
                    continue;
                }
                break;
            }
        }
```

- 主程式：進行頁面跳轉以及判斷功能選項是否正確

```csharp
//主程式
static void Main(string[] args)
{
    Console.WriteLine("Welcome to Mealink!!");
    Console.WriteLine();
    Console.WriteLine("What you want to do ? (1. Register/Login 2. Reservation 3. Game 0. Logout) : ");
    int choice = int.Parse(Console.ReadLine());
    while (true)
    {
        if (choice > 0 && choice <= 3)
        {
            switch (choice)
            {
                case 1:
                    login();
                    Console.WriteLine("What you want to do ? (1. Register/Login 2. Reservation 3. Game 0. Logout) : ");
                    choice = int.Parse(Console.ReadLine());
                    break;
                case 2:
                    reserve();
                    Console.WriteLine("What you want to do ? (1. Register/Login 2. Reservation 3. Game 0. Logout) : ");
                    choice = int.Parse(Console.ReadLine());
                    break;
                case 3:
                    //game();
                    Console.WriteLine("What you want to do ? (1. Register/Login 2. Reservation 3. Game 0. Logout) : ");
                    choice = int.Parse(Console.ReadLine());
                    break;

            }
        }
        else if (choice == 0)
        {
            Console.WriteLine("Thanks for your visiting !! Have a good day!");
            Console.WriteLine("Press any key to exit...");
            Console.ReadKey();
            break;
        }
        else
        {
            Console.WriteLine("Please enter a number in [0-3]!!");
            Console.WriteLine("What you want to do ? (1. Register/Login 2. Reservation 3. Game 0. Logout) : ");
            choice = int.Parse(Console.ReadLine());
        }
    }
}
```

➤ 程式測試結果

- 主選單與頁面跳轉測試

```
Welcome to Mealink!!

What you want to do ? (1. Register/Login 2. Reservation 3. Game 0. Logout) :
5
Please enter a number in [0-3]!!
What you want to do ? (1. Register/Login 2. Reservation 3. Game 0. Logout) :
```
圖 1.輸入錯誤跳錯誤訊息並請重新選擇

```
What you want to do ? (1. Register/Login 2. Reservation 3. Game 0. Logout) :
1
Please enter your school email :
```
圖 2.輸入正確，進行對應頁面的程序(以登入註冊為例)

15

- **註冊程序測試**

```
Please enter your school email :
a@gmail.com
Please re-enter your school email :
a@ntust.edu.tw
Please set your password (Must contain capital letter, lowercase letter, number and sign. At least 10 characters. :
```

圖 3.輸入非學校 domain 要求重輸；輸入正確，進行密碼設置

```
Please set your password (Must contain capital letter, lowercase letter, number and sign. At least 10 characters. :
As512394
Please reset your password (Must contain capital letter, lowercase letter, number and sign. At least 10 characters. :
As*/gle
Please reset your password (Must contain capital letter, lowercase letter, number and sign. At least 10 characters. :
Awf/*1594k
Register succeed!
Welcome a ! Hope you have a good experience throught our website.
```

圖 4.密碼格式不符，長度不足皆須重新設置；符合設置條件，註冊成功，自動信箱
帳號設置為使用者名稱

```
Do you want to change your name? (y/n) :
y
Please enter your name :
apple
Which is your favorite cuisine, apple? (A.Chi、B.West、C.Multi-cultural) :
d
Error!Enter character in [A-C]~
Please choose your favorite cuisine again, apple ! (A.Chi、B.West、C.Multi-cultural) :
b
Great, apple!! Your favorite cuisine is West
```

圖 5.名稱更改，喜愛菜品選擇，選擇錯誤，跳出錯誤訊息並請求重選

```
What you want to do ? (1. Register/Login 2. Reservation 3. Game 0. Logout) :
2
Hello apple! Your favorite cuisine is West, we recommend restaurant 2 for you!!
Please choose a restaurant you like from the following list(1. Chinese Food 2. West Food 3. Multi-cultural Food) :
2
How many people will visit?
5
Reservation succeed! You reserve a Aislesides in West Food .
```

圖 6.推薦餐廳，預定

```
What you want to do ? (1. Register/Login 2. Reservation 3. Game 0. Logout) :
2
Hello apple! Your favorite cuisine is West, we recommend restaurant 2 for you!!
Please choose a restaurant you like from the following list(1. Chinese Food 2. West Food 3. Multi-cultural Food) :
2
How many people will visit?
5
Reservation succeed! You reserve a Aislesides in West Food .
What you want to do ? (1. Register/Login 2. Reservation 3. Game 0. Logout) :
2
Hello apple! Your favorite cuisine is West, we recommend restaurant 2 for you!!
Please choose a restaurant you like from the following list(1. Chinese Food 2. West Food 3. Multi-cultural Food) :
2
How many people will visit?
5
Reservation succeed! You reserve a Aislesides in West Food .
What you want to do ? (1. Register/Login 2. Reservation 3. Game 0. Logout) :
2
Hello apple! Your favorite cuisine is West, we recommend restaurant 2 for you!!
Please choose a restaurant you like from the following list(1. Chinese Food 2. West Food 3. Multi-cultural Food) :
2
How many people will visit?
5
Sorry, our restaurant is full!
Hello apple! Your favorite cuisine is West, we recommend restaurant 2 for you!!
Please choose a restaurant you like from the following list(1. Chinese Food 2. West Food 3. Multi-cultural Food) :
2
How many people will visit?
15
Sorry, our restaurant can contain only ten people each table at most.
```

圖 7.訂滿、超出人數上限

➢ **未來展望**
- **完成遊戲與優惠累計功能**
- **比對帳號(避免重複註冊)**
- **結合 GUI 美化頁面**
- **連接資料庫**

➢ **參考資料**

判斷字元型態：
https://docs.microsoft.com/zh-tw/dotnet/api/system.char.isnumber?view=net-5.0
正規表示式用法：
https://stackoverflow.com/questions/35809351/restrict-email-address-to-only-one-domain
其他：
課程講義