Restaurant Billing System

C Project Submission

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Restaurant Billing System

dec.h:

```
#include <stdio.h>
#include <string.h>
#include <stdlib.h>
#include <time.h>
#include <Windows.h>
void BillGenerateHead(char name[50], char date[30], char time[30],int ID);
void BillGenerateBody(char item[30], int qty, float price);
void BillGenerateFooter(float total);
void playSuccessTone();
void playErrorTone();
struct items
  char item[30];
  float price;
  int qty;
};
struct orders
  char customerName[50];
  char date[50];
  int billID;
  int QuantityofItems;
  struct items itm[50];
};
```

def.h:

```
//========Functions Define=======
int generateBillID()
{
  // Seed the random number generator with the current time
  srand(time(NULL));
  // Generate a random number between 1000 and 9999
  int billID = rand() \% 9000 + 1000;
  return billID;
}
void BillGenerateHead(char name[50], char date[30], char time[30],int ID)
{
  printf("\n");
  printf("\n\t----");
  printf("\n\t Welcome to Hamza Restaurant ");
  printf("\n\t----");
  printf("\n%s", time);
  printf("\nBill ID: %d", ID);
  printf("\nCustomer Name: %s", name);
  printf("\n");
  printf("-----\n");
  printf("Items\t\t");
  printf("Qty\t\t");
  printf("Total\t\t");
  printf("\n-----");
  printf("\n\n");
}
void BillGenerateBody(char item[30], int qty, float price)
{
  printf("%s\t\t", item);
```

```
printf("%d\t\t", qty);
  printf("%.2f\t\t", qty * price);
printf("\n");
}
void BillGenerateFooter(float total)
{
  printf("\n");
  float discount = 0.1 * total;
  float netTotal = total - discount;
  float GST = 0.09 * netTotal;
  float amountPayable = netTotal + GST;
  printf("-----\n");
  printf("\nSub Total \t\t\%.2f", total);
  printf("\nDiscount @10%s\t\t\%.2f", "%", discount);
  printf("\n\t\t\t
               ----");
  printf("\nNet Total \t\t\%.2f", netTotal);
  printf("\nGST @9%s \t\t\t%.2f", "%", GST);
  printf("\n-----");
  printf("\nAmount Payable \t\t\t%.2f", amountPayable);
  printf("\n-----");
}
// Successful tone
void playSuccessTone() {
  Beep(800, 200); // Frequency: 800Hz, Duration: 200ms
}
// Error tone
void playErrorTone() {
  Beep(400, 500); // Frequency: 400Hz, Duration: 500ms
}
```

main.c:

```
#include "dec.h"
#include "def.h"
int main()
{
  // DECLARATION
  int choice, qtyofitems;
  struct orders order;
  struct orders ord;
  char saveBill = 'y', startAgain = 'y';
  char name[50];
  int billID;
  int DeleteID;
  FILE *fp;
  while (startAgain == 'y')
  {
     float total = 0;
     int BillFound = 0;
     // Get the current time
      time_t currentTime;
      time(&currentTime);
      char *timeString = ctime(&currentTime);
      timeString[strlen(timeString) - 1] = '\0'; // Remove the newline character
     // START
     system("cls");
     printf("\n\t----");
     printf("\n\tHamza Restaurant ");
     printf("\n\t----");
     // Option Show
     printf("\nPlease Select Your Prefered Choice");
     printf("\n1: Generate Bill.");
```

```
printf("\n2: Show All Bills.");
printf("\n3: Search Bill By Name.");
printf("\n4: Search Bill By ID.");
printf("\n5: Delete Bill by Name.");
printf("\n6: Delete Bill by ID.");
printf("\n7: Exit.\n");
printf("\nYour Choice? ");
scanf("%d", &choice);
fgetc(stdin);
playSuccessTone();
switch(choice)
{
  // Generate Bills
case 1:
  system("cls");
  printf("\n-----Generate New Bill-----");
  order.billID = generateBillID();
  printf("\nPlease Enter Customer Name: ");
  fgets(order.customerName, 50, stdin);
  // Removing \n from fgets func
  order.customerName[strlen(order.customerName) - 1] = 0;
  strcpy(order.date, __DATE__);
  printf("Please Enter the Number of Items: ");
  scanf("%d", &qtyofitems);
  order.QuantityofItems = qtyofitems;
  for (int i = 0; i < qtyofitems; i++)
  {
     fgetc(stdin);
     printf("\n\n");
     printf("Please Enter Item %d: ", i + 1);
     fgets(order.itm[i].item, 20, stdin);
     order.itm[i].item[strlen(order.itm[i].item) - 1] = 0;
```

```
printf("Please Enter the Quantity: ");
  scanf("%d", &order.itm[i].qty);
  printf("Please Enter the unit price: ");
  scanf("%f", &order.itm[i].price);
  total += order.itm[i].qty * order.itm[i].price;
}
system("cls");
BillGenerateHead(order.customerName, order.date,timeString,order.billID);
for (int i = 0; i < order.QuantityofItems; i++)
{
  BillGenerateBody(order.itm[i].item, order.itm[i].qty, order.itm[i].price);
}
BillGenerateFooter(total);
printf("\nDo You Want to save the Bill(y/n)? ");
scanf("%s", &saveBill);
if (saveBill == 'y')
  fp = fopen("RestaurantBill.txt", "a+");
  fwrite(&order, sizeof(struct orders), 1, fp);
  if (fwrite != 0)
  {
     playSuccessTone();
     printf("Successfully Saved!!");
  }
   else
  {
     playErrorTone();
     printf("\nTrouble in Saving..!");
     fclose(fp);
  }
   fclose(fp);
   break;
```

```
}
  // Show Bills
case 2:
  system("cls");
  fp = fopen("RestaurantBill.txt", "r");
  printf("\n");
  printf("\n-----");
  while (fread(&ord, sizeof(struct orders), 1, fp))
  {
     float tot = 0;
     BillGenerateHead(ord.customerName, ord.date,timeString,ord.billID);
     for (int i = 0; i < ord.QuantityofItems; i++)
     {
        BillGenerateBody(ord.itm[i].item, ord.itm[i].qty, ord.itm[i].price);
        tot += ord.itm[i].qty * ord.itm[i].price;
     }
     BillGenerateFooter(tot);
  }
  fclose(fp);
  break;
  // Search Bill By Name
case 3:
  system("cls");
  printf("\n----Search Bill By Name-----");
  printf("\nEnter the Name of the Customer");
  fgets(name, 50, stdin);
  name[strlen(name) - 1] = 0;
  system("cls");
  fp = fopen("RestaurantBill.txt", "r");
  printf("\n");
  printf("******Bill of %s******\n", name);
  while(fread(&ord, sizeof(struct orders), 1, fp))
```

```
{
    float tot = 0;
    // strcmp to compare two strings
    if (strcmp(ord.customerName, name) == 0)
    {
       playSuccessTone();
       BillGenerateHead(ord.customerName, ord.date,timeString,ord.billID);
       for (int i = 0; i < ord.QuantityofItems; i++)
       {
         BillGenerateBody(ord.itm[i].item, ord.itm[i].qty, ord.itm[i].price);
         tot += ord.itm[i].qty * ord.itm[i].price;
       }
       BillGenerateFooter(tot);
       BillFound = 1;
    }
 }
 if (!BillFound)
 {
    playErrorTone();
    printf("\nBill of %s Not Found..!", name);
 }
 break;
 //Search Bill By ID
case 4:
 system("cls");
 printf("\n----Search Bill By ID-----");
 printf("\nEnter the Bill ID ");
 scanf("%d",&DeleteID);
 system("cls");
 fp = fopen("RestaurantBill.txt", "r");
 printf("\n");
  printf("***Bill %d***\n", DeleteID);
```

```
while(fread(&ord, sizeof(struct orders), 1, fp))
       {
          float TOT = 0;
          if (ord.billID == DeleteID)
          {
             playSuccessTone();
            BillGenerateHead(ord.customerName, ord.date,timeString,ord.billID);
            for (int i = 0; i < ord.QuantityofItems; i++)
            {
               BillGenerateBody(ord.itm[i].item, ord.itm[i].qty, ord.itm[i].price);
               TOT += ord.itm[i].qty * ord.itm[i].price;
            }
            BillGenerateFooter(TOT);
            BillFound = 1;
         }
       }
       if (!BillFound)
       {
          playErrorTone();
          printf("\nBill %d Not Found..!", DeleteID);
       }
       break;
     // Delete Bill By Name
case 5:
  system("cls");
  printf("\n----");
  printf("\nEnter the Name of the Customer: ");
  fgets(name, 50, stdin);
  name[strlen(name) - 1] = '\0';
  system("cls");
  fp = fopen("RestaurantBill.txt", "r+");
  FILE *tempFile = fopen("temp.txt", "w"); // Create a temporary file for writing
```

```
struct orders ord;
  int found = 0;
  while (fread(&ord, sizeof(struct orders), 1, fp))
  {
     if (strcmp(ord.customerName, name) != 0)
     {
       // Write the non-matching bill entries to the temporary file
       fwrite(&ord, sizeof(struct orders), 1, tempFile);
     }
     else
     {
       found = 1;
     }
  }
  fclose(fp);
  fclose(tempFile);
  remove("RestaurantBill.txt"); // Remove the original file
  rename("temp.txt", "RestaurantBill.txt"); // Rename the temporary file to the original file name
  if (found)
  {
     playSuccessTone();
     printf("\nBill of %s deleted successfully!", name);
  }
  else
  {
     playErrorTone();
     printf("\n%sBill Not Found..!", name);
  }
  break;
  // Delete Bill By ID
case 6:
```

```
system("cls");
printf("\n----");
printf("\nEnter the ID of the Bill: ");
scanf("%d", &billID);
system("cls");
fp = fopen("RestaurantBill.txt", "r");
FILE *tempFILE = fopen("temp.txt", "w"); // Create a temporary file for writing
int Found = 0;
while (fread(&ord, sizeof(struct orders), 1, fp))
{
  if (ord.billID != billID)
  {
     // Write the non-matching bill entries to the temporary file
     fwrite(&ord, sizeof(struct orders), 1, tempFILE);
  }
  else
  {
     Found = 1;
  }
}
fclose(fp);
fclose(tempFILE);
remove("RestaurantBill.txt"); // Remove the original file
rename("temp.txt", "RestaurantBill.txt"); // Rename the temporary file to the original file name
if (Found)
{
  playSuccessTone();
  printf("\nBill with ID %d deleted successfully!", billID);
}
else
{
```

```
playErrorTone();
     printf("\nBill with ID %d not found..!", billID);
  }
  break;
//Exit
     case 7:
         playSuccessTone();
        printf("\n\t\t Bye Bye.....!");
        exit(0);
        break;
     default:
        playErrorTone();
        printf("\nInvalid Choice");
        break;
     }
     printf("\nStart Again? [y/n] ");
     scanf(" %c", &startAgain);
   }
  printf("\n\n");
  printf("\n\t\tByeee....!");
   return 0;
}
```

OUTPUT:























