

EPICERA'S ONLINE FOOD DELIVERY

JAVA PROJECT PRESENTATION (CONSOLE APPLICATION)



INTRODUCTION

- * This Java program simulates an Online Food Delivery System.
- * User selects delivery location.
- * Program loads location-specific restaurant menu.
- * Users can order food, cancel order, view bill & pay
- * Implemented using OOP concepts and switch-case for menu navigation.

KEY FEATURES





- ** Canceling existing orders
- Viewing detailed bill with discount option
- 10% discount for online payment
- * Delivery time based on location









CLASSES USED



- 1. FoodItem: Stores id, name, price of food.
- 2. OrderItem: Stores food item and quantity, calculates total pri
- 3. Customer: Stores customer name, phone, address.
- 4. Main: Handles menu display, order processing, and billing.



X

SWITCH CASE IN MAIN MENU

- switch(choice) is used to navigate between menu options:
- 1 → orderFood()
- 2 → cancelOrder()
- 3 → takeCustomerDetails() & viewBill()
- 4 → Exit program
- default → Handles invalid input



PROGRAM FLOW

- 1. Ask user for delivery location.
- 2. Show main menu with 4 options.
- 3. Use switch-case to call respective methods.
- 4. Display menu & take orders.
- 5. Cancel or proceed to billing.
- 6. Apply discount if payment is online.
- 7. Show delivery details.



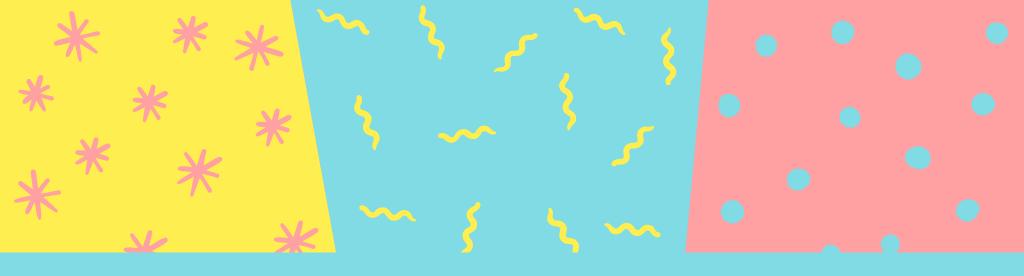


BILLING & DISCOUNTS

- Calculates total price from cart.
- Shows item-wise order details.
- 10% discount for online payments.
- Displays delivery details: hotel, time, address.

CONCLUSION

- This project demonstrates:
 - Java OOP concepts (classes, objects)
 - Collections (ArrayList)
 - Decision making (switch-case)
 - Input validation using regex
 - * A complete console-based food ordering workflow



THANK YOU!

BY EPIC ERA

