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

❊ Location-based hotel & menu selection

❊ Ordering multiple items with quantities

❊ 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.

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