



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 price.
 - 3. Customer: Stores customer name, phone, address.
 - 4. Main: Handles menu display, order processing, and billing.
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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.
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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
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THANK YOU!

BY EPIC ERA