

HOTEL BILING SYSTEM

A Hotel billing system project typically involves managing food orders, pricing, and payment processing. Here's a high-level overview of how you can structure the project using C:

- 1> Define data structures to represent food items, pricing, and orders. You can use struct or array to store these details.
- 2> Implement functions to display the menu and allow customers to place their orders. You can use input/output functions to display the menu options and accept customer input.
- 3> Develop functions to calculate the total price of the order, taking into account the quantity of each food item selected by the customer.
- 4> Create a payment processing system that can handle cash, credit card, and other payment methods. You can use a third-party payment gateway or build your own payment system using C.
- 5> Implement a user interface that allows hotel staff to manage food items, pricing, and payment processing.

TECHNOLOGIES USED:

Programming language: C Language

Compiler: GCC

Debugger: GDB

Operating system: windows 10

OUTPUT:

main.c

```
27     struct Item item = menu[orders[i].item_id - 1],
28     total += orders[i].quantity * item.price;
29 }
30 return total;
31 }
32
33 void print_menu() {
```

input

```
1. Display menu
2. Take order
3. Display bill
4. Exit
Enter choice: 1
Food menu:
1. Burger (50.00)
2. Pizza (80.00)
3. Fries (25.00)
4. Salad (35.00)
5. Soda (20.00)
1. Display menu
2. Take order
3. Display bill
4. Exit
Enter choice: 2
Enter item ID: 3
Enter quantity: 4
1. Display menu
2. Take order
3. Display bill
4. Exit
```