The program called 'The Desired Cafe' . The is a restaurant order management program. Now we will be taking a look at the code itself. Now at the start of the program we have 6 header files in total. Their uses will be discussed later on. They are standard input and output, console input output, standard library, string, windows and time header files.

Next there are the global variable declaration part. where 2 character variable , a ton of integer variables and a total of 15 strings.

next comes the part where functions are declared. a total of 17 functions have been declared. Some f which are pretty self explanatory Some of them are not. From the top they are called sum, order, payment, desire, more\_desire, cash, credit, list, choice, menu1, menu2, splash\_screen and Delay.

There is a structure called the customer structure. Which has been used to create a custom data type called cust. That will consist of The customers first name, last name, address, mobile no. and credit card no.

Then comes the main function we all have been waiting for. The main function is where all the magic happens. Maybe not. Here as you can see we have used system("color F1"); Which give our program a bright white background with rich blue text. Ideal for user readability. Then comes the splash screen function. Which shows the name of our restaurant in a cascading animation sequence. Then the variables for counting how many item ordered are set to 0 since the user has not made an order yet.

Then the welcoming consisting of our shop logo is printed to the console along with the menu. we used string calling to do that. After the entire menu is printed out the user is asked of a choice. Whether the user is ready to make an order as shown here. Now the user has two options either to cancel entering 0. Or making an order by entering 1. then the choice redirects to either exit (0); or to the order function. where we have used switch case and some counters to take the orders from users

In case if the user makes an error while making a choice we have used recursion. Where the program gives the user a message about the error that he has made. then the order function is called again.

after which the program executes the function more\_desire() where the user is asked if he/she has the desire to order more. in that system("cls"); is used to clear the screen and he menu is shown again followed by the functions of desire() and more\_desire(). After the order has been taken and the user has chosen no to the more desire dialogue. The function payment() is executed where the user is asked to choose between credit card payment and cash payment. and takes appropriate credentials using cash and credit functions. then the sum of the whole order is calculated. The list function is executed. where the user info is shown and his order details are shown as well. While the credit card info is hidden. after which a bidding farewell and thanking the user the program ends.