```
#include <stdio.h>
#include <stdlib.h>

//membuat struct
struct queue{
    int table;
    int quantity;
    char name[25];
    char food[25];
    struct queue *next;
}*top = NULL, *curr = NULL;

//fungsi utama
int main()
{
    display();
    return 0;
}

//fungsi untuk menampilkan menu
void display(menu){
    printf("CHINESE FOOD RESTAURANT\n");
    printf("++++++++++++++++++++++\n\n");
    printf("1. Order List\n");
    printf("2. Add Order\n");
    printf("3. Take Order\n");
    printf("4. Exit\n\n");
//memilih menu
    printf(">> Input your choice : ");
    scanf("%d",&menu);
    if(menu == 1){
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        list();
    }
    else if(menu == 2){
        add();
    }
    else if(menu == 3){
        take();
    }
    else if(menu == 4){
        exit(0);
    }
    else{
        printf("Option Menu Not Found\n\n");
    }
    return display();
}

//fungsi untuk menampilkan data
void list(){
    int ctr=0;
    struct  queue *curr = top;
    if(top == NULL){
        printf("\n\n\t\t  --- Order Chinese Food ---\n\n");
        printf("-------+---------------+---------------------+---------------------+--------------+--\n");
        printf("| No.  | Table Number  | Cutomers Name       | Food                | Quantity     |\n");
        printf("-------+---------------+---------------------+---------------------+--------------+--\n");
        printf("-------+---------------+---------------------+---------------------+--------------+--\n\n");
    return display();
    }
    else{
        printf("\n\n\t\t  --- Order Chinese Food ---\n\n");
```

```
        printf("-------+---------------+---------------------+---------------------+--------------+--\n");
        printf("| No.  | Table Number  | Cutomers Name       | Food                | Quantity     |\n");
        printf("-------+---------------+---------------------+---------------------+--------------+--\n");
        while(curr != NULL){
            ctr++;
        printf("| %d.   | %d            | %s                | %s              | %d           | \n",ctr,curr->table,curr->name,curr->food,curr->quantity);
            curr = curr->next;
        }
        printf("-------+---------------+---------------------+---------------------+--------------+--\n\n");
    return display();
    }
}

//fungsi untuk menambah data
void add(){
    int table, quantity;
    char name[25], food[25];
    printf("Input Table Number [1..20]: ");
    scanf("%d",&table);
    if(table < 1 || table > 20){
        printf("Table Not Found\n\n");
    }
    else{
        getchar();
        printf("Input Customers Name: ");
        scanf("%[^\n]",&name);
        if(strlen(name) < 3 || strlen(name) > 20){
            printf("Name Not Found\n\n");
        }
        else{
```

```
            getchar();
            printf("Input Food [5..20]: ");
            scanf("%[^\n]",&food);
            if(strlen(food) < 5 || strlen(food) > 20){
               printf("Food Not Found\n\n");
            }
            else{
               printf("Input Quantity [1..1000]: ");
               scanf("%d",&quantity);
               if(quantity < 1 || quantity > 1000){
                  printf("\n\nFood You've Ordered Can't Be Accepted\n\n");
               }
               else{
                  enqueue(table, name, food, quantity);
                  printf("\n\n--- Add New Order Success ---\n\n");
               }
            }
         }
      }
      return display();
}

void take(){
   dequeue();
   return display();
}

void enqueue(int table,const char* name,const char* food,int quantity){
            curr = (struct queue*)malloc(sizeof(struct queue));
            curr->table = table;
            curr->quantity = quantity;
```

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	strcpy(curr->name,name);
	strcpy(curr->food,food);
	curr->next = NULL;
	if(top == NULL){
		top = curr;
	}
	else{
		top->next = curr;
		curr = top;
	}
}

//fungsi menghapus data
void dequeue(){
	struct queue *curr = top;
	if(top == NULL){
		printf("No Orders Have Been Made Yet\n\n");
	}
	else if(top != NULL){
		printf("Order Has Been Delivered To Table\n\n");
		top = top->next;
		free(curr);
	}
}
```