

OBJECT ORIENTED

PROGRAMMINGFINAL PROJECT

REPORT

Ordering System



Raja Farel

Lecture:

**Jude Joseph Lamug Martinez,
MCS**

**School of Computing and
Creative ArtsBINUS
International University
2023**

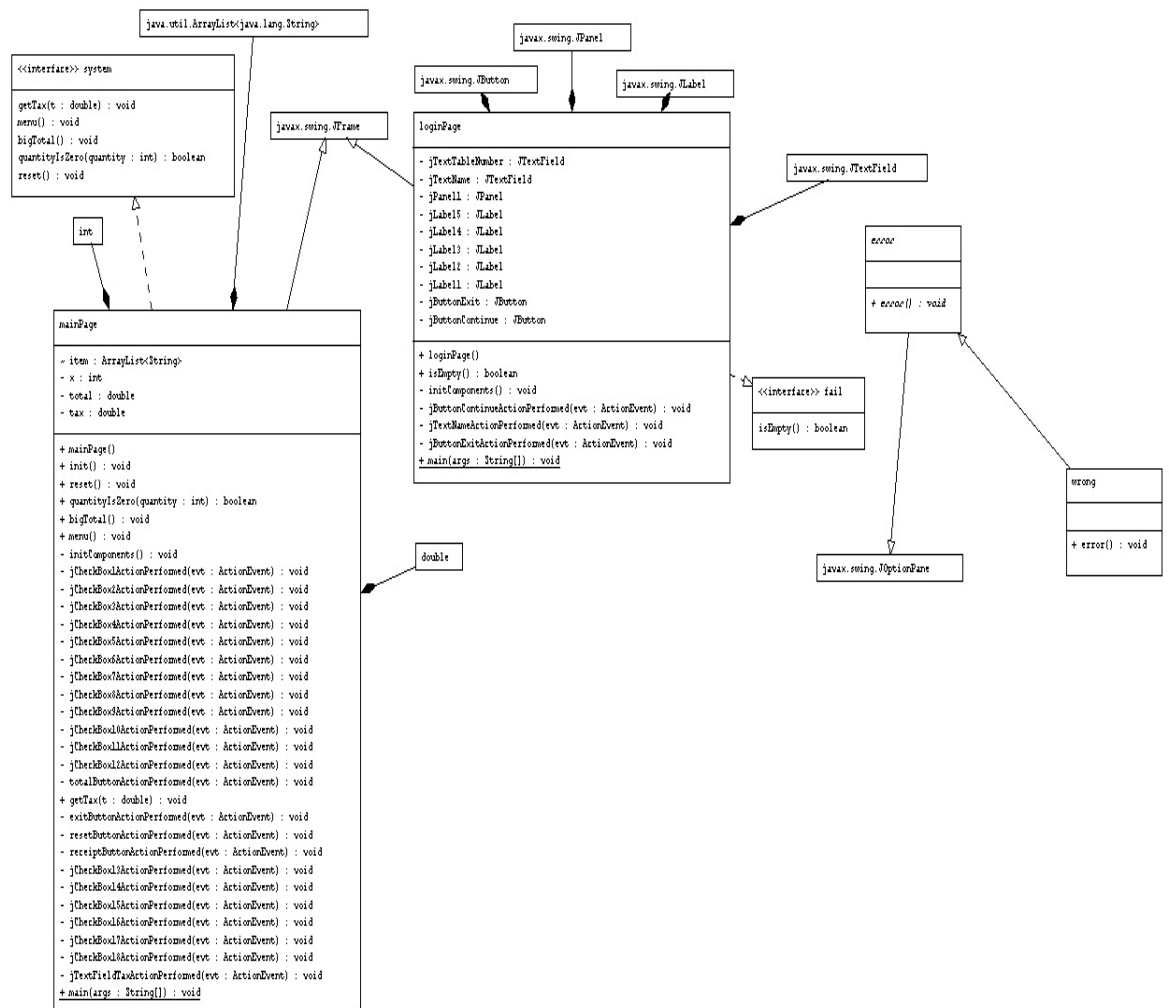
Table of Contents

I.	Introduction	3
II.	Class diagram	4
III.	Implementation	5
IV.	Evidence of working program	

I. Introduction

For Object Oriented Programming final project, I decided to create a food ordering system in java. For this project, the libraries that I use are java swing to create the graphical user interface (GUI) for my project. The program is very simple to use where users first need to enter their name and table number in the login page, after making that, users can press continue and the program will open the main page. On the main page, users can start ordering food by increasing the item's quantity and then ticking the order checkbox, once the users does this, the food that there order will be recorded in the receipt and the receipt will be shown on the right side on the app. Users can add as many food as they want and once they finish ordering, they can press the total button on the bottom side of the app and it total amount and price of the food will be calculated. there are also a reset button that can delete the receipt if user would like to change their order and a receipt button that can save and print the receipt in a pdf file. Finally there are exit button which users can press once they finished using the program.

II. Class diagram



III. Implementation

In my project, there are two main classes which are the login page and main page. Here, I am going to explain essential code for each class

```
-----  
public void reset() {  
    totalButton.setEnabled(b: true);  
    total = 0.0;  
    tax = 0;  
    x = 0;  
    jSpinner1.setValue(value: 0);  
    jSpinner2.setValue(value: 0);  
    jSpinner3.setValue(value: 0);  
    jSpinner4.setValue(value: 0);  
    jSpinner5.setValue(value: 0);  
    jSpinner6.setValue(value: 0);  
    jSpinner7.setValue(value: 0);  
    jSpinner8.setValue(value: 0);  
    jSpinner9.setValue(value: 0);  
    jSpinner10.setValue(value: 0);  
    jSpinner11.setValue(value: 0);  
    jSpinner12.setValue(value: 0);  
    jSpinner13.setValue(value: 0);  
    jSpinner14.setValue(value: 0);  
    jSpinner15.setValue(value: 0);  
    jSpinner16.setValue(value: 0);  
    jSpinner17.setValue(value: 0);  
    jSpinner18.setValue(value: 0);  
    jTextFieldTax.setText(t: "0.0");  
    jTextFieldTotal.setText(t: "0.0");  
    jTextFieldSubTotal.setText(t: "0.0");  
    jTextArea1.setText(t: "");  
    jCheckBox1.setSelected(b: false);  
    jCheckBox2.setSelected(b: false);  
    jCheckBox3.setSelected(b: false);  
    jCheckBox4.setSelected(b: false);  
}
```

This method is used for the reset button, it deletes the existing receipt allowing the user to order again if they wished to change any of their order

```

private void jCheckBoxActionPerformed(java.awt.event.ActionEvent evt) {
    int quantity = Integer.parseInt(jSpinner2.getValue().toString());
    if(quantityIsZero(quantity) && jCheckBox1.isSelected()){
        x++;
        if(x==1){
            menu();
        }
        double price = quantity*4.0;
        total += price;
        getTax(t: total);
        bigTotal();
        for (int i = 0; i < quantity; i++) {
            item.add("item");
        }
        //item.add("item");
        jTextArea1.setText(jTextArea1.getText()+x+"."+jLabel2.getText()+"\t\t"+String.format(format: "%.2f", args: price)+"\n");
    }else{
        jCheckBox1.setSelected(b: false);
    }
}
}

```

This method is for printing the selected item on the receipt

```

private void jButtonContinueActionPerformed(java.awt.event.ActionEvent evt) {
    if(isEmpty()){
        String name = jTextName.getText();
        String tableNumber = jTextTableNumber.getText();
        if(name.equals(anObject: "customer")&&tableNumber.equals(anObject: "1")){
            MainPage mainpage = new MainPage();
            mainpage.setVisible(b: true);
            mainpage.pack();
            this.dispose();
        }else{
            JOptionPane.showMessageDialog(parentComponent: null,message: "This table does not exist",title: "Warning",messageType: 2);
        }
    }
}
}

```

This method is used to return error message if the name and table number entered on the main page is not “customer” and “1”.

```

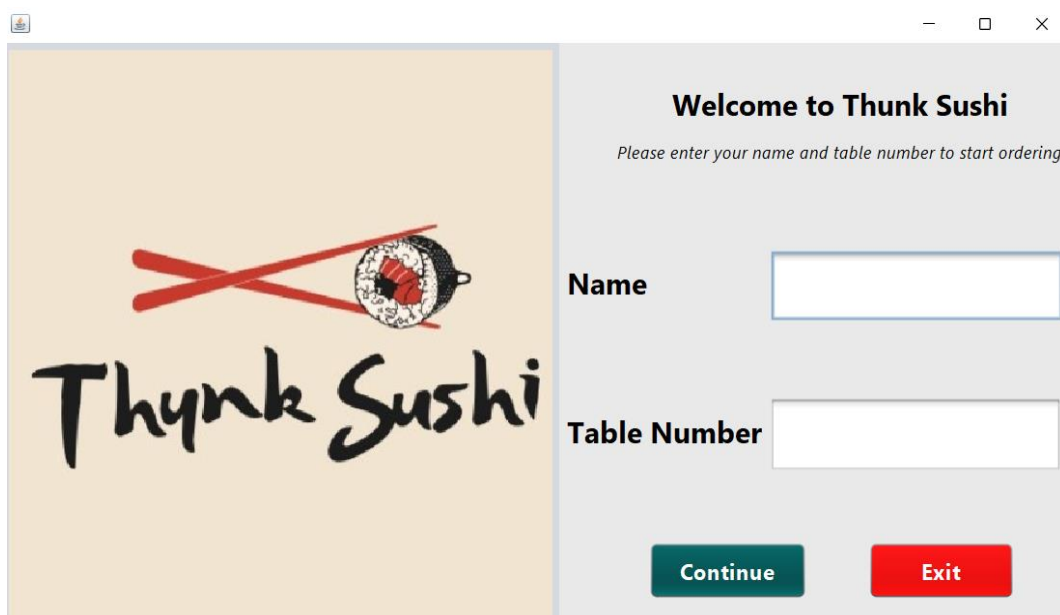
private void receiptButtonActionPerformed(java.awt.event.ActionEvent evt) {
    if(total!=0) {
        try{
            jTextArea1.print();
        }catch(PrinterException ex){
            Logger.getLogger(name: MainPage.class.getName()).log(level: Level.SEVERE,msg: null,thrown:ex);
        }
    }else{
        JOptionPane.showMessageDialog(parentComponent: null,message: "Please purchase a product to print receipt");
    }
}
}

```

This method is used for printing the receipt in a pdf file.

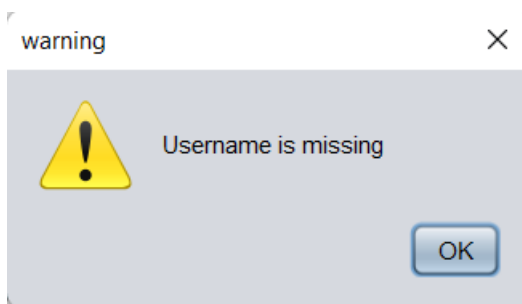
IV. Evidence of working program

Login Page

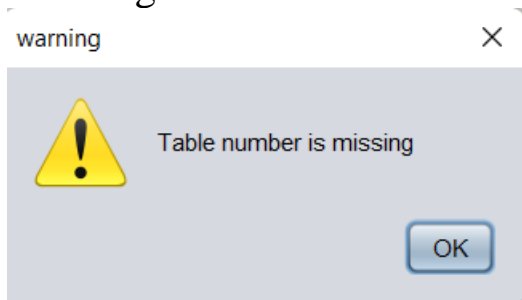


The screenshot shows a web application window titled "Thynk Sushi". The left side features a logo with two crossed red chopsticks and a sushi roll, with the text "Thynk Sushi" below it. The right side is a light gray panel with the heading "Welcome to Thynk Sushi" and the instruction "Please enter your name and table number to start ordering". Below this, there are two input fields: "Name" and "Table Number". At the bottom right of the panel are two buttons: a green "Continue" button and a red "Exit" button.

Warning if there are no username entered



Warning if there are no table number entered



Main Page

The main application window is titled "MENU". It displays a grid of 18 food items, each with a name, price, a quantity spinner (set to 0), and an "Order" checkbox. The items are arranged in three rows of six. On the right side, there is a summary section with three labels: "Tax", "Sub total", and "Total", each followed by a text box containing "0.0". At the bottom of the window, there is a bar with four buttons: "Total" (cyan), "Reset" (green), "Receipt" (orange), and "Exit" (red).

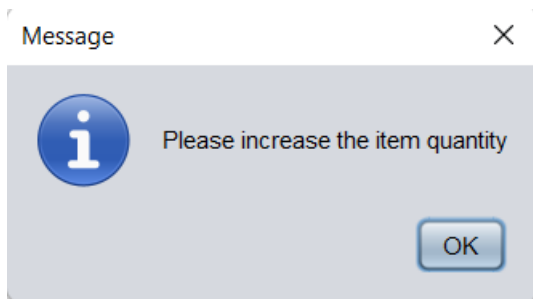
Item	Price	Quantity	Order
Salmon Sashimi	\$8.0	0	<input type="checkbox"/>
Salmon nigiri	\$4	0	<input type="checkbox"/>
Tuna Sashimi	\$7.0	0	<input type="checkbox"/>
Tuna nigiri	\$3.0	0	<input type="checkbox"/>
Soft Shell Crab roll	\$16.0	0	<input type="checkbox"/>
Unagi roll	\$20.0	0	<input type="checkbox"/>
Salmon Carpaccio	\$9.0	0	<input type="checkbox"/>
Yaki udon	\$17.0	0	<input type="checkbox"/>
Salmon tartare	\$14.0	0	<input type="checkbox"/>
Tuna tartare	\$13.0	0	<input type="checkbox"/>
Yakisoba	\$17.0	0	<input type="checkbox"/>
Tuna Tataki	\$13.0	0	<input type="checkbox"/>
Ika nigiri	\$3.0	0	<input type="checkbox"/>
Oyakodon	\$11.0	0	<input type="checkbox"/>
Gyudon	\$14.0	0	<input type="checkbox"/>
Ice ocha	\$2.0	0	<input type="checkbox"/>
Ice lemon tea	\$8.0	0	<input type="checkbox"/>
Water	\$1.0	0	<input type="checkbox"/>

Summary:

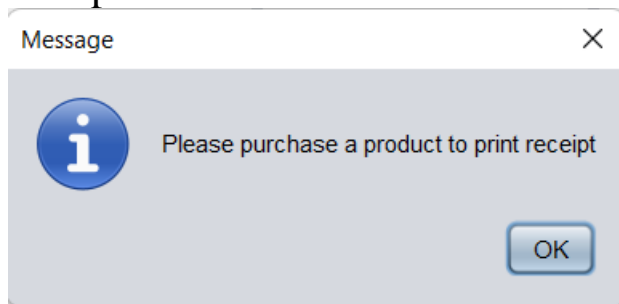
Tax	0.0
Sub total	0.0
Total	0.0

Buttons: Total, Reset, Receipt, Exit

Warning if user tick the order checkbox when the quantity is zero



Warning if user does not have anything in the receipt when they press receipt button



Main Page when ordering food

MENU

Salmon Sashimi \$8.0 Quantity: 2 Order: <input checked="" type="checkbox"/>	Salmon nigiri \$4 Quantity: 1 Order: <input checked="" type="checkbox"/>	Tuna Sashimi \$7.0 Quantity: 0 Order: <input type="checkbox"/>	Tuna nigiri \$3.0 Quantity: 0 Order: <input type="checkbox"/>	Soft Shell Crab roll \$16.0 Quantity: 0 Order: <input type="checkbox"/>	Unagi roll \$20.0 Quantity: 0 Order: <input type="checkbox"/>
Salmon Carpaccio \$8.0 Quantity: 0 Order: <input type="checkbox"/>	Yaki udon \$17.0 Quantity: 0 Order: <input type="checkbox"/>	Salmon tartare \$14.0 Quantity: 0 Order: <input type="checkbox"/>	Tuna tartare \$13.0 Quantity: 0 Order: <input type="checkbox"/>	Yakisoba \$17.0 Quantity: 0 Order: <input type="checkbox"/>	Tuna Tataki \$13.0 Quantity: 0 Order: <input type="checkbox"/>
Ika nigiri \$3.0 Quantity: 0 Order: <input type="checkbox"/>	Oyakodon \$11.0 Quantity: 0 Order: <input type="checkbox"/>	Gyudon \$14.0 Quantity: 0 Order: <input type="checkbox"/>	Ice ocha \$2.0 Quantity: 0 Order: <input type="checkbox"/>	Ice lemon tea \$8.0 Quantity: 0 Order: <input type="checkbox"/>	Water \$1.0 Quantity: 0 Order: <input type="checkbox"/>

Receipt Summary:

*****Thank Sushy*****
Here is your order
Item Name: Price(\$)
1 Salmon Sashimi 16.00
2 Salmon nigiri 4.00

Totals:

Tax	2.00
Sub total	20.0
Total	22.0

Buttons: Total (cyan), Reset (green), Receipt (orange), Exit (red)

MENU					
Salmon Sashimi \$8.0 Quantity <input type="text" value="2"/> <input type="button" value="+"/> <input checked="" type="checkbox"/> Order	Salmon nigiri \$4 Quantity <input type="text" value="1"/> <input type="button" value="+"/> <input checked="" type="checkbox"/> Order	Tuna Sashimi \$7.0 Quantity <input type="text" value="0"/> <input type="button" value="+"/> <input type="checkbox"/> Order	Tuna nigiri \$3.0 Quantity <input type="text" value="0"/> <input type="button" value="+"/> <input type="checkbox"/> Order	Soft Shell Crab roll \$16.0 Quantity <input type="text" value="0"/> <input type="button" value="+"/> <input type="checkbox"/> Order	Unagi roll \$20.0 Quantity <input type="text" value="0"/> <input type="button" value="+"/> <input type="checkbox"/> Order
Salmon Carpaccio \$8.0 Quantity <input type="text" value="0"/> <input type="button" value="+"/> <input type="checkbox"/> Order	Yaki udon \$17.0 Quantity <input type="text" value="0"/> <input type="button" value="+"/> <input type="checkbox"/> Order	Salmon tartare \$14.0 Quantity <input type="text" value="0"/> <input type="button" value="+"/> <input type="checkbox"/> Order	Tuna tartare \$13.0 Quantity <input type="text" value="0"/> <input type="button" value="+"/> <input type="checkbox"/> Order	Yakisoba \$17.0 Quantity <input type="text" value="0"/> <input type="button" value="+"/> <input type="checkbox"/> Order	Tuna Tataki \$13.0 Quantity <input type="text" value="0"/> <input type="button" value="+"/> <input type="checkbox"/> Order
Ika nigiri \$3.0 Quantity <input type="text" value="0"/> <input type="button" value="+"/> <input type="checkbox"/> Order	Oyakodon \$11.0 Quantity <input type="text" value="0"/> <input type="button" value="+"/> <input type="checkbox"/> Order	Gyudon \$14.0 Quantity <input type="text" value="0"/> <input type="button" value="+"/> <input type="checkbox"/> Order	Ice ocha \$2.0 Quantity <input type="text" value="0"/> <input type="button" value="+"/> <input type="checkbox"/> Order	Ice lemon tea \$8.0 Quantity <input type="text" value="0"/> <input type="button" value="+"/> <input type="checkbox"/> Order	Water \$1.0 Quantity <input type="text" value="0"/> <input type="button" value="+"/> <input type="checkbox"/> Order

*****Thank Sushi*****
 Here is your order

 Item Name: Price(\$)
 1.Salmon Sashimi 16.00
 2.Salmon nigiri 4.00

 Number of items: 3
 Sub Total: 20.0
 Tax: 2.00
 Total: 22.0

 *****Thank you for your purchase*****
 *****Your order will arrived soon*****

Total
Reset
Receipt
Exit

Receipt that are saved in a pdf file.

