Project Report On

Food Information & Order System

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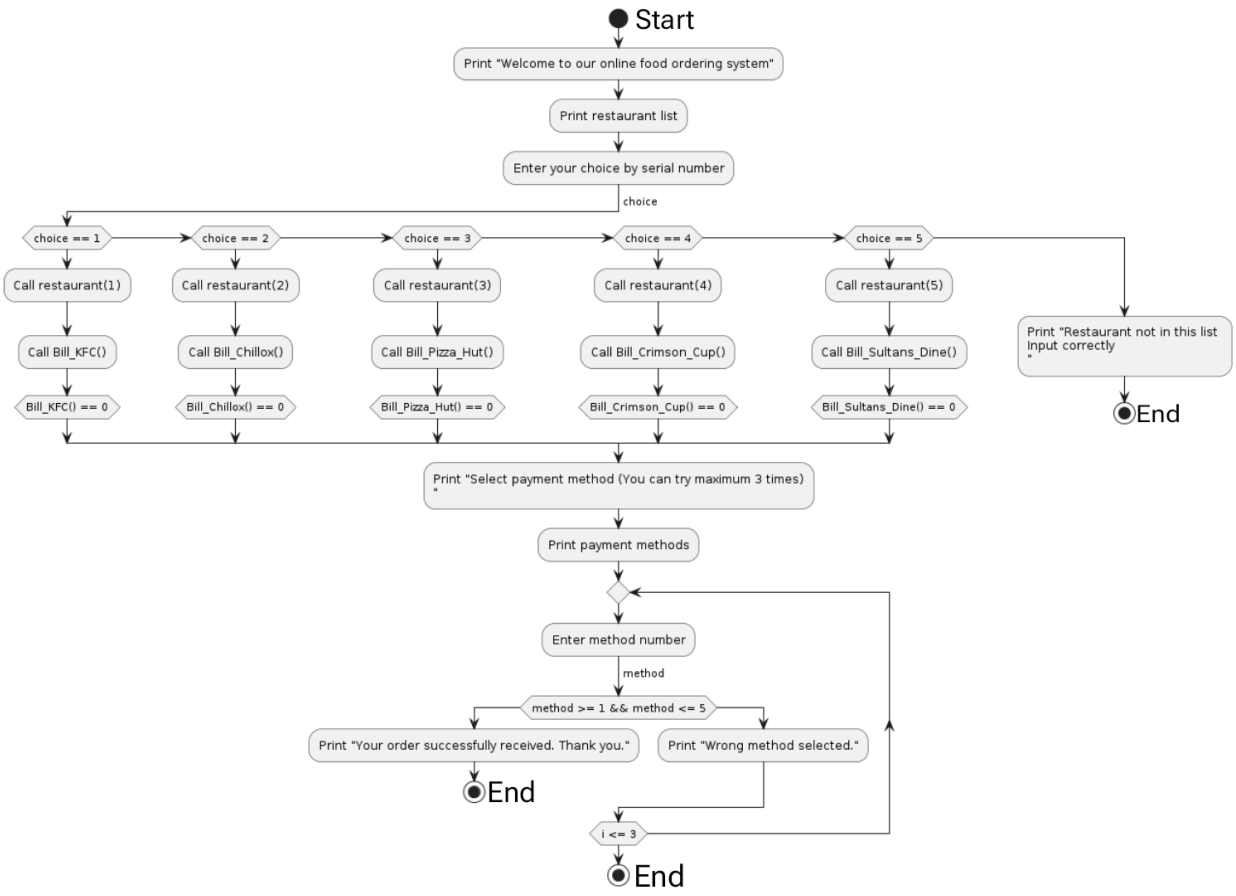
Course Title : Computer Programming 1 Lab

- **Course Code** : CSE-1122

• INTRODUCTION

The **Food Ordering & Billing System** is designed to provide a convenient and efficient way for customers to order food from multiple restaurants and process payments seamlessly. This system aims to enhance the user experience by offering a straightforward interface to browse menus, select items, calculate bills with VAT, and choose payment methods.

Flow chart



SOURCE CODE :

https://github.com/sabbir241260/Food-ordering-billing-system/blob/main/Food%20ordering%20%26%20billing%20system.c

Objectives

The main objectives of this project are:

- **To provide a user-friendly interface:** Ensure that customers can easily navigate through different restaurant menus and select their desired items.
- **To automate billing:** Calculate the total cost of selected items including VAT, ensuring transparency in pricing.
- **To offer multiple payment options:** Allow customers to choose from various payment methods (e.g., Bkash, Cash, Credit Card) for flexibility.
- **To handle errors gracefully:** Provide meaningful error messages and ensure robust input validation to handle user mistakes effectively.

System Overview

- **Restaurant Selection:** Users can choose from a list of available restaurants.
- **Menu Display:** Each restaurant's menu is displayed with item names and prices.
- **Item Selection:** Users can select items from the menu and specify quantities.
- **Billing:** Automatically calculates the total bill including a 15% VAT.
- **Payment Method Selection:** Allows users to choose a payment method from available options.

- **Error Handling:** Provides feedback for invalid inputs or selections to guide users.

Implementation Details

1. Programming Language & Libraries

- **Language:** C programming language
- **Libraries:** Standard C libraries (`stdio.h`, `string.h`) for input/output operations and string manipulation.

2. User Interface

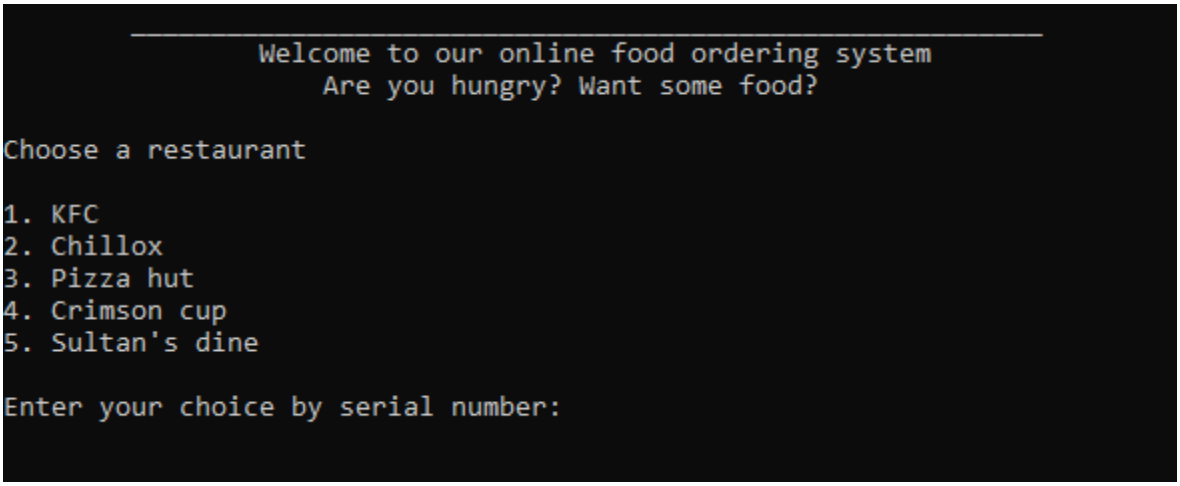
- **Console-based Interface:** Simple text-based interface for ease of use.
- **Menu Navigation:** Sequential prompts guide users through restaurant selection, item choice, quantity input, and payment method selection.

3. Data Structures

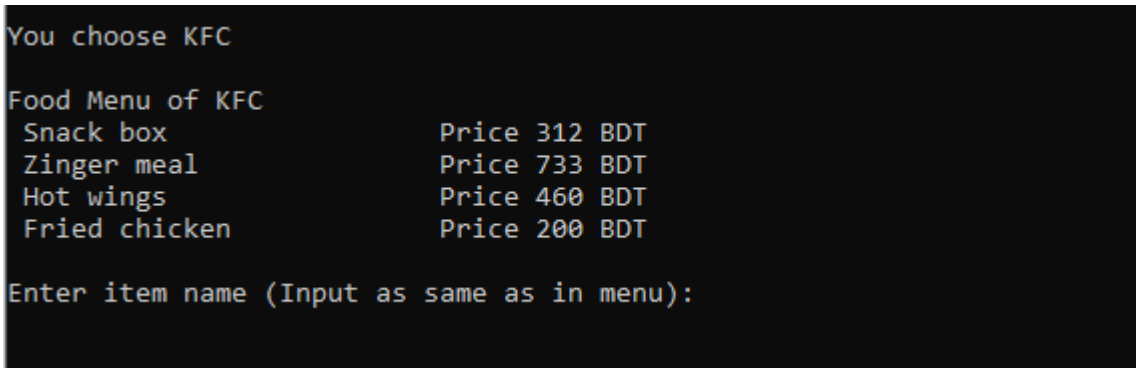
- **Arrays:** Used to store menu items, prices, and payment method options.
- **Strings:** Handled for menu item names and user input using `char` arrays.

- **OUTPUT**

Start:



After selecting serial number :



After inputting item name:

```
Enter item name (Input as same as in menu): Snack box
Quantity:
```

After inputting quantity:

```
Quantity: 2
Total Amount= 717.60 Taka        including 15 percentage vat

Select payment method (You can try maximum 3 times)
1. Bkash
2. Cash
3. Credit card
4. Rocket
5. Nagad

Enter method number:
```

After selecting payment method:

```
Enter method number: 1

Your order successfully received.Thank you.
(Transaction partner Bkash)

Process returned 0 (0x0)   execution time : 31.839 s
Press any key to continue.
```

. CONCLUSION

In conclusion, the Food Ordering & Billing System project has laid a solid foundation for modernizing food service operations by leveraging technology to streamline processes and improve customer interactions. By addressing current needs and anticipating future trends, the system aims to elevate user satisfaction and efficiency in food ordering experiences. The project team is committed to ongoing refinement and innovation to meet evolving customer expectations and industry standards.

This project report encapsulates the journey and outcomes of developing a robust food ordering and billing system, underscoring its

role in enhancing convenience, transparency, and reliability in the food service industry.