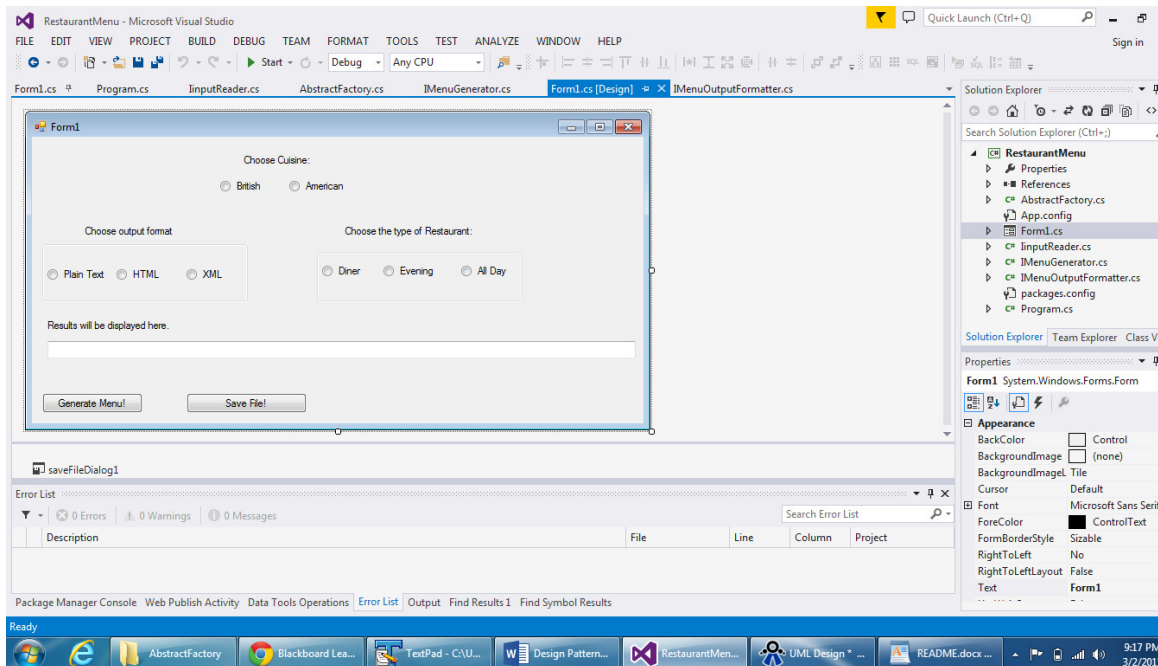


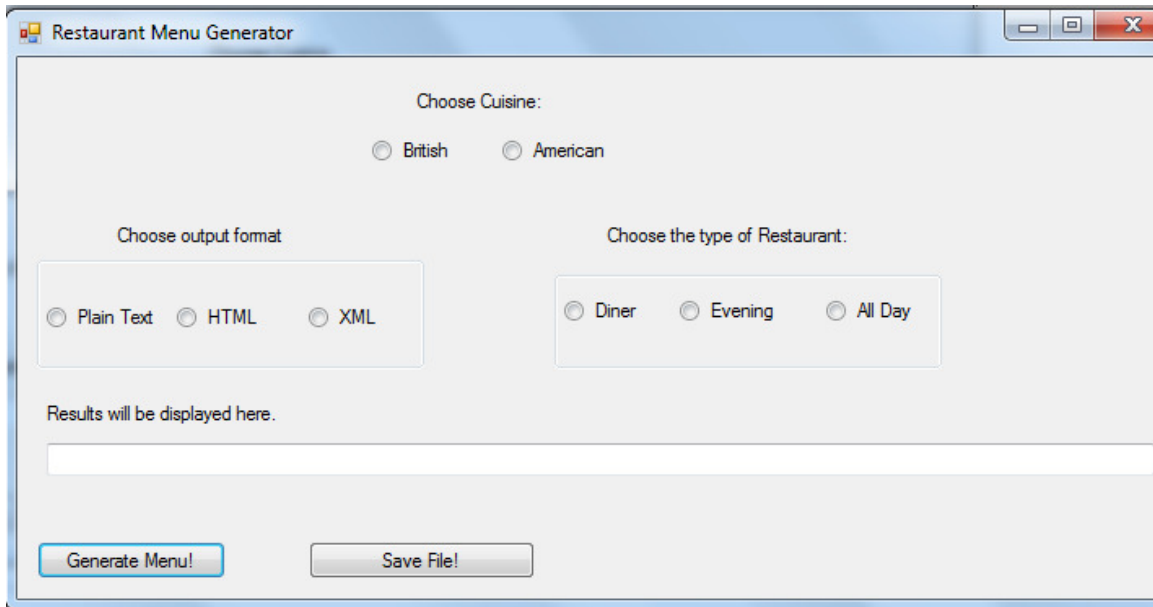
DESIGN PATTERNS ASSIGNMENT

INSTRUCTIONS TO RUN THE PROGRAM:

1. Unzip and extract the solution into a folder of your choice.
2. The input files are located inside the folder "Input files" inside the solution folder and are named FoodItemData.xml and FoodItemData.json respectively.
3. Double click on the solution file "RestaurantMenu.sln".
4. Search for "Form1.cs" in the solution explorer on the right hand side of the Visual Studio window and double click on that file. The Form1.cs file (front end of the application) will open up in the window as below:



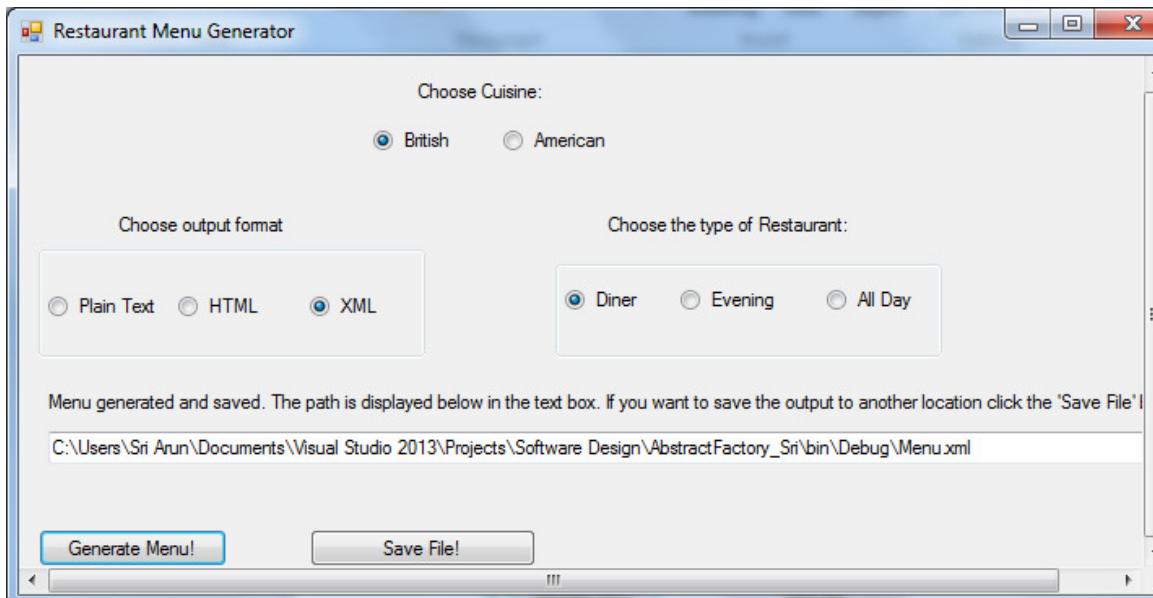
5. Select Build --> Build Solution to build the solution files.
6. Once build is successful, select Debug --> Start without debugging. The application will open up in a separate window.



7. Use the radio buttons to select the appropriate cuisine, output format and restaurant type of your choice and click on the "Generate Menu!" button. A dialog window will open up asking you choose the appropriate input file. Navigate to "Input Files" folder inside the solution folder and select the corresponding input file from the window and click "Open".

8. The label "Results will be displayed here" will change to "Please wait! The menu is being generated based on your selection!".

Once menu generation is complete, the location where the menu is saved will be displayed in the textbox below. Please note, the file path is relative to the location of the solution files in the user's machine.



9. Navigate to the path and retrieve the output file. The extension for the file will be auto generated

based on your selection.

10. Additionally, you can also click the "Save File!" button to save the output file in any other folder of your choice. In this case, please specify the name and extension of the file.