

OOP PROJECT-2

System for restaurant orders in C++

What have I created?

System for restaurant orders to:

- Create bills
- Add meals and drinks
- Add discounts
- Close bills
- Chceck bills and overall balance of the day

Example

```
-----
Point of Sales Menu
-----

1. Create bill
2. Add meal
3. Add drink
4. Close bill
5. Check bill
6. Balance of the day
7. Exit

1
Insert name for the bill:
Table1
Bill Table1 has been created
```

```
Point of Sales Menu
-----

1. Create bill
2. Add meal
3. Add drink
4. Close bill
5. Check bill
6. Balance of the day
7. Exit

2
Chose a table
1. Table1

1
Chose type of dish
1. Appetizers
2. Pizza
3. Main courses
4. Desserts

2
Chose dish to add to the receipt:
1. Margherita
2. Pepperoni
3. Veggie
4. Meat lovers
Chose pizza to add

2
Pepperoni has been added
Do you want to add discount?
1. Yes
2. No

1
Enter percentage of discount:
500
Expected value between 1 and 100!
Enter correct value:50
```

```
-----
Point of Sales Menu
-----

1. Create bill
2. Add meal
3. Add drink
4. Close bill
5. Check bill
6. Balance of the day
7. Exit

5
Chose a table
1. Table1
2. Table2
3. Table3
4. Table4

1
-----
Bill balance
-----
Name: Table1
Sum: 3.25
Order:
- Pepperoni
-----
```

Example

```
Point of Sales Menu
-----
1. Create bill
2. Add meal
3. Add drink
4. Close bill
5. Check bill
6. Balance of the day
7. Exit
6
-----

Balance of the day
Actual time: 16:10:23
-----

Method: card
Balance: 0
-----

Method: cash
Balance: 3.25
```

```
4. Close bill
5. Check bill
6. Balance of the day
7. Exit
4
Chose a table
1. Table1
2. Table2
3. Table3
4. Table4
1
Chose payment method
1. Card
2. Cash
2
Name: Table1
Payment: Cash
Sum: 3.25
Bill Table1 has been closed
-----

Point of Sales Menu
-----
1. Create bill
2. Add meal
3. Add drink
4. Close bill
5. Check bill
6. Balance of the day
7. Exit
5
Chose a table
1. Table2
2. Table3
3. Table4
```

Problems

Storing a lot of data which has to be modified.

Solution is dynamic collection – `std::vector` in C++ which stores my objects. This way i don't have to worry about memory leaks.

What did I learn?

- Structure of C++ language
- Object oriented thinking

What could be improved?

- Add GUI to program
- More functionalities