

Food Ordering Application
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Items	Qty	Amount
Orange Drink	1	35.0
Cappuccino	1	60.0
Muffin	1	25.0
Fruit Cake	1	95.0
Cream Roll	1	50.0



Tax	Rs 10.34
SubTotal	Rs 265.00
Total	Rs 275.34

Pay Method	Cash
Display Cash	300
Change	Rs 24.67

Pay	Print	Reset
Remove Item		Exit

Brief

- ❖ Customer/User can order the items by selecting the images of food items.
- ❖ Meanwhile, these selected items keeps on getting added in the order list along with their names, quantity and price.
- ❖ Simultaneously, the total price of all the items present in the order list gets appeared as the 'SubTotal' as well as the 'Tax' gets calculated as per the 'SubTotal' and therefore the 'Total' amount that needs to be paid appears below them.
- ❖ Thereafter, User can select the 'Payment Method' as 'Cash' and input the Cash Amount being paid by the user in the 'Display Cash' Text Field by clicking the numbers adjacent to the Order List.
- ❖ As the User presses 'Pay' Option, the amount needs to get returned to the customer i.e. 'Change' (if any) gets appeared.
- ❖ User could also remove any item from the order list if anything gets added by mistake or he/she wants to delete the item later.
- ❖ User can also 'Print' the receipt of the ordered list after Payment is done.

- ❖ It is constructed using Java AWT and Java Swing that is used to create window-based applications.
- ❖ We have imported some classes from javax.swing package such as JFrame, JPanel, JTable, JScrollPane, JTextField, JButton, JLabel, JOptionPane, JComboBox and ImageIcon for building the user-interface.

Functionalities Provided

- **ItemCost()** : method to calculate the Tax, SubTotal and Total of all the selected items and simultaneously updates them on adding and removing the items.
- **Change()** : method that calculates the amount needs to be returned back to the customer and displays the same.
- **Number Buttons** : Implemented **ActionListener** to handle the actions after clicking the number buttons that makes that particular number appear at the 'DisplayCash' input box.
- **Cancel Button** : Clears the 'DisplayCash' Input box if any number/amount already been entered by the customer.
- **Decimal Button** : It only appears when the user clicks it and no decimal has been present before it in the number displayed at 'DisplayCash', otherwise it doesn't gets added in that amount.

- **Food Buttons** : Implemented ActionListener on the food items that allows that particular item to get added in the order list along with its quantity and price, after the user clicks it to purchase.
- **Pay Button** : it calls the Change() method that actually takes care of the payment process.
- **Reset Button** : It clears all the data in the order list as well as in other input boxes.
- **Remove Item Button** : It removes that particular item/row from the order list that user selects to remove.
- **Print Button** : It prints the receipt of the ordered list after the Payment Process is over in a pdf format in our system.
- **Exit Button** : It pops-up a message alerting user that if they really wanna exit and performs the same operation of the user clicks 'Yes' or 'No'.

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Thank You !