Reflection log Lunch Order/Foods

```java
import java.util.Scanner;

public class LunchOrder {
    public static void main(String[] args) {
        // Define food items with their respective prices and nutritional data
        Foods burger = new Foods(1.85, 9, 33, 1);
        Foods greens = new Foods(2.00, 1, 11, 5);
        Foods  fries = new Foods(1.30, 11, 36, 4);
        Foods drink = new Foods(0.95, 0, 38, 0);

        // Create a Scanner object for user input
        Scanner userinput = new Scanner(System.in);

        // Ask the user for the quantity of each item
        System.out.print("How many hamburgers would you like?: ");
        int burgerQty = userinput.nextInt();

        System.out.print("How many salads would you like?: ");
        int greensQty = userinput.nextInt();

        System.out.print("How many orders of French fries would you like?: ");
        int friesQty = userinput.nextInt();

        System.out.print("How many sodas would you like? ");
        int drinkQty = userinput.nextInt();

        // Calculate the total price
        double totalAmount = (burger.getPrice() * burgerQty) +
                             (greens.getPrice() * greensQty) +
                             (fries.getPrice() * friesQty) +
                             (drink.getPrice() * drinkQty);
```

The start of my code is composed of defining the values of the price of each food type. The program then asks for the input from the user to enter an amount of each food item, while the code stores this, it prepares to calculate the total price.

```
// Calculate the nutritional values for each item
int burgerFat = burger.getFat() * burgerQty;
int burgerCarbs = burger.getCarbs() * burgerQty;
int burgerFiber = burger.getFiber() * burgerQty;

int greensFat = greens.getFat() * greensQty;
int greensCarbs = greens.getCarbs() * greensQty;
int greensFiber = greens.getFiber() * greensQty;

int friesFat = fries.getFat() * friesQty;
int friesCarbs = fries.getCarbs() * friesQty;
int friesFiber = fries.getFiber() * friesQty;

int drinkFat = drink.getFat() * drinkQty;
int drinkCarbs = drink.getCarbs() * drinkQty;
int drinkFiber = drink.getFiber() * drinkQty;

// Print the details of the order
System.out.println("\nOrder Breakdown:");
System.out.println("\nHamburgers:");
System.out.println("  Fat: " + burgerFat + "g");
System.out.println("  Carbs: " + burgerCarbs + "g");
System.out.println("  Fiber: " + burgerFiber + "g");

System.out.println("\nSalads:");
System.out.println("  Fat: " + greensFat + "g");
System.out.println("  Carbs: " + greensCarbs + "g");
System.out.println("  Fiber: " + greensFiber + "g");

System.out.println("\nFrench Fries:");
System.out.println("  Fat: " + friesFat + "g");
System.out.println("  Carbs: " + friesCarbs + "g");
System.out.println("  Fiber: " + friesFiber + "g");

System.out.println("\nSodas:");
System.out.println("  Fat: " + drinkFat + "g");
System.out.println("  Carbs: " + drinkCarbs + "g");
System.out.println("  Fiber: " + drinkFiber + "g");

// Display the final totals
System.out.printf("\nTotal cost: $%.2f%n", totalAmount);
System.out.println("Total fat: " + (burgerFat + greensFat + friesFat + drinkFat) + "g");
System.out.println("Total carbohydrates: " + (burgerCarbs + greensCarbs + friesCarbs + drinkCarbs) + "g");
```

I then create variables for the values of their nutrition based on Fat, carbohydrates, and fiber. The amount of each nutritional value is strictly based on the amount of each item based on the user input.

Foods Class

```java
package Mastery;

public class Foods {

    private double price;
    private int fat;
    private int carbs;
    private int fiber;

    // Constructor to initialize food properties
    public Foods(double price, int fat, int carbs, int fiber) {
        this.price = price;
        this.fat = fat;
        this.carbs = carbs;
        this.fiber = fiber;
    }

    // Getter methods
    public double getPrice() {
        return price;
    }

    public int getFat() {
        return fat;
    }

    public int getCarbs() {
        return carbs;
    }

    public int getFiber() {
        return fiber;
    }
}
```

This ‘foods’ class outlines the food items and their nutritional value in terms of; Carbs, fiber, fat, as well as the price. They are stored as integers as you can see the ‘Int Function’