Lab 4

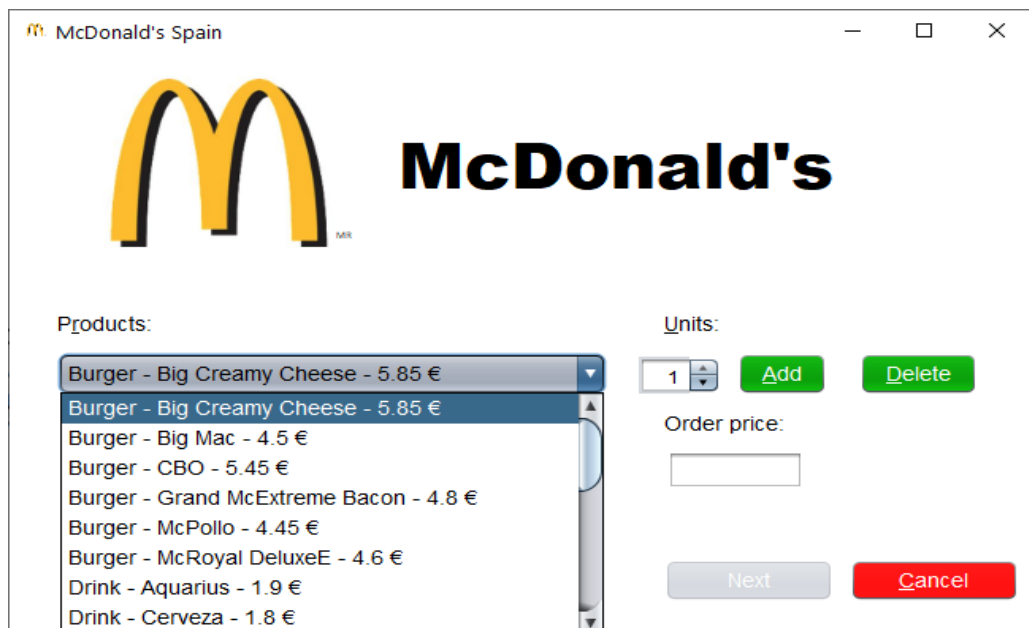## Improving the Fast Food Point of Sale (POS) Application

1. Goal

It is about completing and expanding the application with visual interface proposed in the previous practice so that:
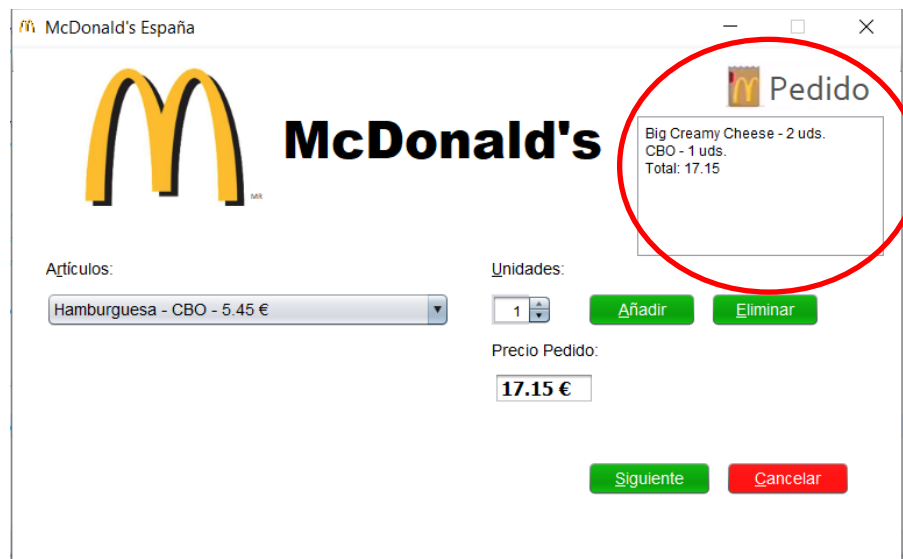
- Modify the look and feel of the application.
- The behavior of the interface is modified so that, after interaction with a customer, the application is prepared for the order management of the next customer.
- The customer is allowed to remove items from the order. If all the items of a given product are removed, then the product must be removed from the order too.

2. Development

- Modification of new attributes of visual components.
- Expansion of the interface and business logic layers.

Workshop! – Week

1. **IMPORTANT**: Study the theory foundations associated to this lab. Remember that all these theory pills are part of the theory contents and will be evaluated in both the theory and lab exams.
2. **Document** (with Javadoc comments) the application and the proposed extensions code.
3. Finish the `Remove` use case (*Allow the user to remove units of items from the order*). If all units of a specific item are removed, it must be removed from the order.
4. Disable the Remove button when the selected product is no part of the order. (Tip: use the event *actionPerformed* in the combo).
5. Add a button (JToggleButton) that allows the customer to consult the state of the order. For this, we will use a JTextArea within a JScrollPane panel. This panel will not be visible until the button is pressed. Add a toString method to the order with the order format that we want to show*.*

6. Modify the method that saves the order in the file so the name of the customer is saved, as well as the order type, as shown in the picture below.

```
Cliente: Juan Alonso
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Big Creamy Cheese - 1 uds.
Aquarius - 1 uds.
Actimel Fresa - 2 uds.
Cheesy Bites - 1 uds.
Patatas fritas - 1 uds.
Total: 12,55
Pedido para llevar
```