Lab 3
Fast Food Point of Sale (POS) Application

1. Introduction

In this and subsequent labs we will develop different versions of an application for point of sale (POS) terminals of a well-known fast food brand. Through these POS, a customer can place their order without having to wait to be attended. The customer will choose the number of units he wishes for each item in the menu, being informed about the price of the order as he adds items to it.

All the available products are stored in a text file "products.dat" with the following format on each line:

code @ type @ name @ price

2. Goal

We want to develop a visual application that:

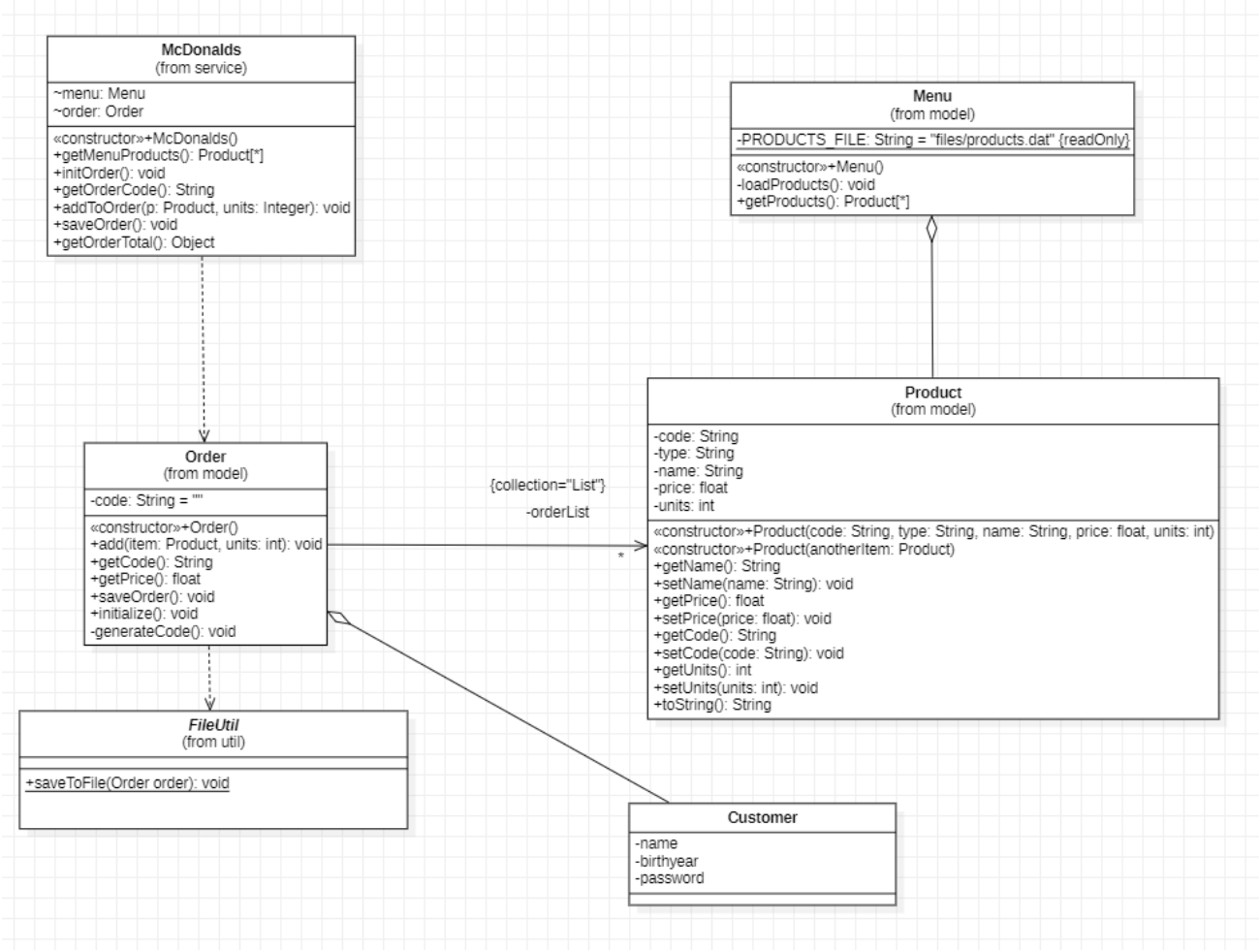
- Shows the menu with all the available products.
- The total price of the order will be continuously visible and updated as the customer adds new items to the order.

- Once the customer confirms the order, the system will ask for the customer's data for the pick up. The customer will indicate if the order is to have on site of to take away. The system will gather:
    - Name and surname/s
    - Birthyear (minimum age: 16)
    - Password
- Once the registry data is validated, the system will provide a code that identifies the order and also will be used to name the file containing the information of the order.

3. Development

During this lab, we will develop the following activities:

- Use of images.
- Modification of some properties of the window: iconImage, resizable.
- Use of mnemonics and tooltips.
- Integration of new classes in the application, corresponding to the business logic.
- Text files processing.



4. Workshop! – Week 1

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. Develop a small program that, through console input / output, allows a customer to place an order and display it on the screen to understand the operation of the logic classes that will be integrated into the project in the next lab session.

5. Workshop! – Week 2

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. After adding an item to the order, inform in the interface about the total units of that item in the order.
4. The orders to take away must include a bag that worths 15 cents, so the final price of the order should be increased.
5. Add the price of the order in the confirmation window.