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**Class Diagram:**

Beverage/Coffee

Toppings

FileManager(s)

MenuUI

ManagerUI

ManagerLogInVerification?

**Patterns Used:** Decorator, Observer, and ?Singleton?

**File Storage Design:**

JSON file parsing

**Report Generation Design:**

**Map Objects:**

Toppings file maps to Toppings object: Name, Price

Beverages file maps to Beverages object: Name, Price

**User Interface and Menu Options:**

Menu – A list of coffee choices and when you click on them, their available toppings appear in a list to choose from. An "out of the way" button will be on the menu panel to allow a manager to log in and make updates to the menu options. Total can be dynamically updated next to a "checkout" button, as the user makes choices, and when the user clicks checkout, a receipt could be displayed?

Manager Panel -

**Language of choice:** C#. Majority rules.