A FrameScript Tutorial

A Simple Pizza Ordering System

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by Matthew McGill

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TODO: ...

Chapter 2. Define Types

TODO: ...

Pizzas

TODO: ...

```
pizza ako object with
 crust: range [thin, thick, cheezy ]

 size: range [regular, large, family]

 type: range [ custom, meat, hawaiian, vegetarian, BBQchicken ]
  if_needed custom

 toppings: multivalued true
  range [ onion, pineapple, ham , peperoni, salami, beef, capsicum,
   chicken, olives, mushroom]
  if_needed []

 quantity: if_needed 1

 description:
  if_needed
   if (type == custom) then
    if (toppings == []) then
     << ^size ^crust crust >>
    else
     << ^size ^list_list(toppings) on ^crust crust >>
   else
    if (toppings == []) then
     << ^size ^type on ^crust crust >>
    else
     << ^size ^type on ^crust crust with ^list_list(toppings) >>
 ;;
```

Orders

TODO: ...

```
order ako object with
 delivery: range [ delivered | pickup ]

 address:

 pizzas: multivalued true
  range pizza
  if_needed []

 num_pizzas:
```

```
    if_needed
     var num;
     num = 0;
     forall P in pizzas :
      num = num + quantity of P;
     num
;;
```

Chapter 3. Identify Contexts

TODO: ...