

## Revision Wed:

*Please make a backup of your previous files in case your revision modifications do not work. You will upload the modified versions of the files.*

FoodBasket is a (very) generous company and likes to give gifts to its customers. As a new sale strategy, the system lets its users define their favorite foods, and if the users order their favorite food, FoodBasket gives them a chance to win the order for free! For this functionality, please make the following changes to your code:

- 1) Declare a reference to a **Food** instance in the **User** class called "favoriteFood", and add its accessor and mutator methods to this class.
- 2) Modify `addNewOrder` method of the **User** class so that it checks if the `orderedFood` of the order is the user's `favoriteFood` using the `equals()` function of the **Food** class. If the `orderedFood` of the order is the user's `favoriteFood`, then the function generates a random number between [1,9]. If the random number is less than 5, then the order becomes free. The function makes necessary changes on the **Order** object to make `totalPrice` 0.0 when `checkout()` is called. (Hint: this could be signified by a new boolean variable in the **Order** class)
- 3) Make necessary changes in the `checkout()` function of the **Order** class, so that it calculates the correct amount when it is called.
- 4) Make additional changes in your **Order**, **User**, and **Food** classes, if necessary.
- 5) The main method is given in the `FoodBasket_revisionWED.java` file. Please run this class for demonstration.

Here is an example test snippet and output of this functionality:

```
User user5 = new User("John Doe", 60);
Order order6 = new Order(2, food3);

order6.checkout();
System.out.println(order6);
user5.setFavoriteFood(food3);
user5.addNewOrder(order6);

order6.checkout();
System.out.println(order6);
*****
Details for Order 4: //print-out
    Cheesecake(x 2.0)
    TOTAL = 120.0

Adding a new order of Cheesecake to John Doe...// addNewOrder(order6):
Cheesecake is John Doe's favorite food!
John Doe won't be paying today.

Applying favorite food discount... // checkout()

Details for Order 4: //print-out
    Cheesecake(x 2.0)
    TOTAL = 0.0

// Alternatively:
Cheesecake is John Doe's favorite food!
John Doe lost the chance.
Details for Order 4:
    Cheesecake(x 2.0)
    TOTAL = 120.0
```