Class Documentation

class Pizza

This class object stores an array of Ingredient class objects in an effort to simulate the user creating a customizable pizza. This class object consists of ten simple methods - each of which utilizes an algorithm as a means to manage the pizza class object.

Properties:

int PizzaSize
Ingredient[] Ingredients

Methods

AddIngredient(Ingredient ingredient):

Void method that adds the specified ingredient to the pizza class object

RemoveIngredient(Ingredient ingredient):

Void method that removes the specified ingredient from the pizza class object

SetIngredientAmount(Ingredient ingredient, int amount):

If the ingredient is in the pizza, it sets the amount from light to extra; if the ingredient is not on the pizza, it adds it at the specified amount

Contains(Ingredient ingredient):

Checks if this pizza contains an ingredient that is the same as the the ingredient in the parameter.

Contains(string ingredientName):

Checks if this pizza has an ingredient of the same name as the parameter

Equals(Pizza pizza):

Checks if the pizza within the parameter is equal to the pizza that was originally instantiated

Return type: boolean

Equals(Ingredient[] ingredients):

Checks if the array of ingredients in the original pizza is the same as the array of ingredients specified in the parameter

Return type: boolean

PrintIngredients( ):

Returns a list of the associated ingredients, each separated by a ", "

Return type: string

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class Order

This class object stores an array of Pizza class objects in an effort to simulate the user placing an order. This class object consists of five methods that manages an order that is being fulfilled.

Properties:

Customer Purchaser
Pizza[] Pizzas
Card PaymentCard
int OrderStatus

Methods

AddPizza(Pizza pizza):

Void method that adds the specified pizza to the order class object

RemovePizza(Pizza pizza):

Void method that removes the specified pizza from the order class object

PlaceOrder( ):

Submits the order to the store. After this method has been run, this order can no longer be edited

GenerateReceipt( ):

Generates the receipt for this order

FulfillOrder( ):

Fulfills the order and labels it as “complete” by changing its enumerated type

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class Ingredient

This class is a class used to store the information of each individual ingredient that shall be used in a pizza class object. Every ingredient object stores a name, a category, and an amount, and each ingredient used and stored in a pizza class object.

Properties:

string Name
int Category
int Amount

Methods

IncreaseAmount( ):

Void method that increases the amount of a specific ingredient by one enumerated index

DecreaseAmount( ):

Void method that decreases the amount of a specific ingredient by one enumerated index

SetAmount(int amount):

Sets the ingredient amount to the given value if the value does not exceed the maximum enumerated index or fall below the minimum enumerated index

Copy( ):

Returns a new copy of this ingredient

Return type: Ingredient class object

Equals(Ingredient ingredient):

Checks if the specified ingredients are equal to each other

Return type: boolean

GenerateReceipt( ):

Generates a receipt that stores the list of ingredients within a pizza into a string

Return type: string

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class Customer

This class is a class used to store the information of each individual customer. The customer's information, such as their credit card information and their personal information will all be stored under this class object, and most importantly, their order information will also be stored.

Properties:

string Name
string Address
string PhoneNumber
Order[] PastOrders
Card[] Cards

Methods

AddOrder(Order order):

Void method that adds the specified order under the customer class object

AddCard(Card card):

Void method that adds a new card to the customer class object

RemoveCard(Card card):

Void method that removed the specified card from the customer class object

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class Card

This class is a class used to store the information of each individual card that the customer class object will use. It doesn't have any methods, save for the Equals( ) boolean method, so it primarily utilizes its properties to store its information.

Properties:

string NameonCard
string cardNumber
string expDate
Customer Owner
