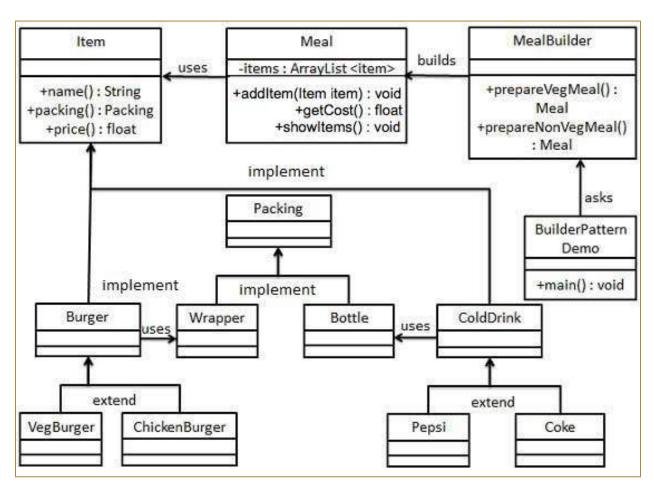
Lab Activity #05

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Class Diagram



Code

BuildPatternDemo (main)

```
10
     public class BuilderPatternDemo {
11
12 -
        public static void main(String[] args) {
13
           try {
               System.out.print("----\n");
14
              MealBuilder mealBuilder = new MealBuilder();
15
              Meal meal = mealBuilder.buildMeal();
16
17
              meal.showItems();
18
              System.out.print("-----
                                                                    ----\n");
               System.out.println("Total Price: " + meal.getCost() + "\n");
19
20
           } catch (InputMismatchException ex) {
21
               System.out.println("***Sorrty: InputMismatchException***");
22
23
24
```

MealBuilder Class

```
10
     public class MealBuilder {
11
12
         Scanner input = new Scanner(System.in);
13
14
         public Meal buildMeal() {
15
16
              Meal meal=new Meal();
              System.out.print("1: Veggie Burger \n2: Chicken Burger \nChoose your option: ");
17
              int burgerOption = input.nextInt();
18
             switch (burgerOption) {
19
20
                  case 1:
21
                   meal=prepareVegMeal();
22
                     break;
23
                  case 2:
24
                     meal=prepareVegMeal();
25
                      break;
26
27
                      System.out.println("\n***Sorry: Your choice entry is not either 1 or 2***");
28
29
30
              return meal;
31
32
```

```
34 =
          public Meal prepareVegMeal() {
35
              Meal meal = new Meal();
36
              meal.addItem(new VegBurger());
37
              System.out.print("1: Yes \n2: No \nWould you like to have a drink: ");
38
              int drinkOption = input.nextInt();
39
              switch (drinkOption) {
40
41
                  case 1:
                      prepareDrink(meal);
42
43
                      break;
44
45
                      System.out.print("\n");
46
                      break;
47
                  default:
48
                      System.out.println("\n***Sorry: Your choice entry is not either 1 or 2***");
49
50
51
52
              return meal;
53
54
56 🖃
          public Meal prepareNunVegMeal() {
57
              Meal meal = new Meal();
58
              meal.addItem(new ChickenBurger());
              System.out.print("1: Yes \n2: No \nWould you like to have a drink: ");
59
60
              int drinkOption = input.nextInt();
61
62
              switch (drinkOption) {
63
                  case 1:
                       prepareDrink(meal);
64
65
                  case 2:
66
                       System.out.print("\n");
67
                       break;
68
                  default:
69
                       System.out.println("\n***Sorry: Your choice entry is not either 1 or 2***");
70
                       break;
71
72
              return meal;
73
74
75
          public void prepareDrink(Meal meal) {
76
   口
77
78
              System.out.print("1: Pipse \n2: Coke \nChoose your option: ");
              int drink = input.nextInt();
79
80
              System.out.print("\n");
81
              switch (drink) {
82
                  case 1:
83
                       meal.addItem(new Pepsi());
84
                      break;
85
                  case 2:
                       meal.addItem(new Coke());
86
87
                      break;
88
89
90
91
92
```

Meal Class

```
public class Meal {
11
12
         private final ArrayList<Item> items= new ArrayList();
13
         public void addItem(Item item) {
14
15
         items.add(item);
16
17
18 🖃
         public float getCost() {
             float cost = 0;
21
              for (int i = 0; i < items.size(); i++) {</pre>
22
                 cost += items.get(i).price();
23
24
25
             return cost;
26
```

```
28 public void showItems() {
29
30
               items.stream().map((item) -> {
31
                 System.out.print("----
32
                  return item;
33
              }).map((item) -> {
34
                 System.out.println("Item: " + item.name());
35
                  return item;
36
              }).map((item) -> {
                 System.out.println("Packing type: " + item.packing().type());
37
38
                  return item;
39
              }).forEachOrdered((item) -> {
                  System.out.println("Item price: " + item.price());
40
41
              });
42
             for (Item item : items) {
44
                System.out.print("-----
45
                System.out.println("Item: " + item.name());
                System.out.println("Packing type: " + item.packing().type());
46
                System.out.println("Item price: " + item.price());
47
48
49
50
51
52
```

Item Class

```
public interface Item {

public String name();

public Packing packing();

public float price();
}
```

Packing Class

```
public interface Packing {

public String type();

public String type();

public String type();

public String type();

public String type();
```

Bottle Class

```
public class Bottle implements Packing {

@ Override public String type() {
    return "Bottle";
}
```

Wrapper Class

Burger Class

```
public abstract class Burger implements Item {

    @Override
    public abstract String name();

    @Override
    public abstract Packing packing();

    @Override
    public abstract float price();

}
```

VegBurger Class

```
public class VegBurger extends Burger {
9
         Packing packing = new Wrapper();
10
11
12
         @Override
② =
         public String name() {
            return "Veggie Burger";
14
15
16
17
18
         @Override
1
         public Packing packing() {
20
         return packing;
21
22
23
         @Override
24
(I)
         public float price() {
26
            return 20.70f;
27
28
29
```

ChickenBurger Class

```
public class ChickenBurger extends Burger {
9
10
         Packing packing = new Wrapper();
11
12
         @Override
© \neg
         public String name() {
14
             return "Chicken Burger";
15
16
17
18
         @Override
3
         public Packing packing() {
20
            return packing;
21
22
23
         @Override
24
         public float price() {
1
26
             return 18.00f;
27
28
29
```

ColdDrink Class

```
public abstract class ColdDrink implements Item {
9
10
         @Override
0
         public abstract String name();
12
         @Override
13
         public abstract Packing packing();
15
16
         @Override
         public abstract float price();
18
19
```

Pepsi Class

```
public class Pepsi extends ColdDrink {
9
         private final Packing packing = new Bottle();
10
11
12
         @Override
ⓐ 📮
         public String name() {
            return "Pepsi";
14
15
16
         @Override
17
■ =
        public Packing packing() {
19
            return packing;
20
21
22
         @Override
①
         public float price() {
            return 2.50f;
24
25
26
```

Coke Class

```
8
     public class Coke extends ColdDrink {
9
10
         private final Packing packing;
11
12 🚍
         public Coke() {
13
            this.packing = new Bottle();
14
15
         @Override
16
1
         public String name() {
18
         return "Coke";
19
20
21
         @Override
1
         public Packing packing() {
23
            return packing;
24
25
         @Override
26
         public float price() {
28
           return 3.00f;
29
30
31
```

Output

```
Output - LabActivity5 (run)
    run:
    -----Menu------
    1: Veggie Burger
2: Chicken Burger
    Choose your option: 2
    1: Yes
    2: No
    Would you like to have a drink: 1
    1: Pipse
    2: Coke
    Choose your option: 2
    Item: Veggie Burger
    Packing type: Wrapper
    Item: Coke
    Packing type: Bottle
    Item price: 3.0
    Total Price: 23.7
    BUILD SUCCESSFUL (total time: 7 seconds)
```