Java Assignment

Java Assignment 4: Fast Food Register

You are to develop a program for a fast food restaurant. Your program will control the cash register of the restaurant. You should develop a swing application that has buttons for items that can be ordered from the restaurant. You should also provide a 5 JTextFields as follows;

1. TextField to indicate the total amount of the items summed together
2. TextField to indicate how much tax is due (add 7% NYS tax to the total from #1)
3. TextField to indicate the total amount due from the customer
4. TextField so the cashier can enter in the amount of money that the customer pays
5. TextField to indicate the amount of change due

You should have a button that allows the user to enter payment so that when the button is pressed, a determination is made whether the amount of money rendered is enough to pay for the purchase. (DO NOT SHOW NEGATIVE CHANGE IF THE AMOUNT IS INSUFFICIENT)

If the amount is not enough,
use the following command to reject the payment attempt,

JOptionPane.showMessageDialog(null, "There is not enough $$$ for this purchase","Change calculation error", JOptionPane.ERROR_MESSAGE);

You should provide a reset button to clear out the TextFields and get ready for the next order.

In your actionPerformed method, it will be helpful to know the following command in order to see which button was pressed.

```
public void actionPerformed(ActionEvent e)
{
        if(e.getSource()==hamburgerBUT)
        {
                //More code here to indicate what happens if they press this button
        }
        if(e.getSource()==cheeseburgerBUT)
        {
                //More code here to indicate what happens if they press this button
        }

        if(e.getSource() == enterPaymentBUT)
        {
                //More code here to indicate what happens if they press this button
        }
}
```

Some of your TextFields may have numbers that have more than 2 digits after the decimal. Be sure to round off to the nearest hundreth and only display 2 digits after the decimal. (see the cookbook for this code)

Add a text area to display a description of the items which have been ordered so far.
Use the append command to add strings to the end of the TextField
For example

Side Salad   .99
Large Fries   1.19
Small Soda (mostly ice)   .79

Add a customer number field which numbers the customers starting at number 1

Add a reset all button which also resets the customer number

RUBRIC:

Has at least 6 buttons to order items	20 points
Adds up total correctly	15 points
Adds up tax correctly	15 points
Handles payment button (incl check for sufficient $)	15 points
Reset button	10 points
Rounds off to nearest hundreth	10 points
TextArea	15 points
Customer #	10 points
Reset All Button	10 points
Comments	10 points
TOTAL	130 points