09 Breaking Bread

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Vision

Our vision is to practice object oriented programming by designing a shop that utilizes a lot of the principles and patterns that we have learned in class.

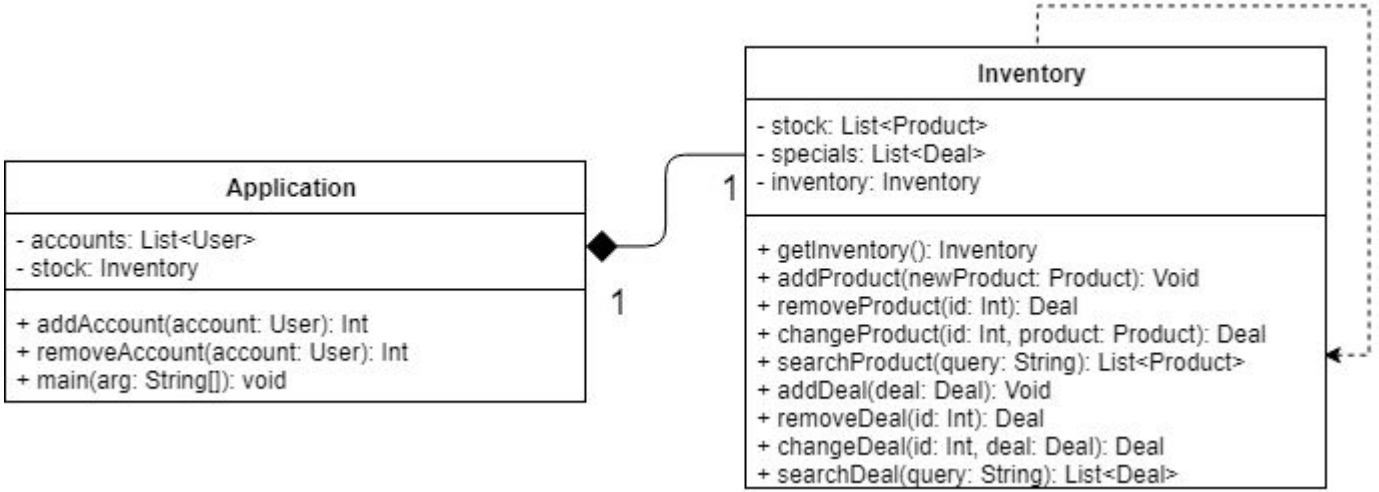
Project Description

Breaking Bread is a **mock** bakery store with a catalogue of bakery utensils, merchandise, and customizable baked goods that are shipped directly to your home.

Demo:

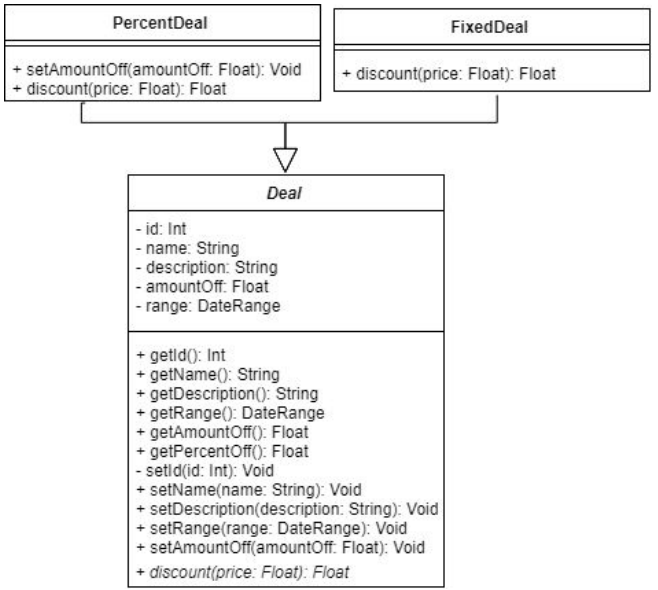
Singleton

- Allows a global point of access to an object, which is especially useful for our inventory to be accessed by all users



Strategy

- Abstract the solution in the superclass
- Encapsulate the strategies in the subclasses
- Allows for interchangeable algorithms



Decorator

- For customizable products
- Allowed us to easily make new products customizable
- Better than composite because it did not require subclassing.

The End