

## Credit Name: CSE 3120 Object Oriented Programming 1

### Assignment Name: Lunch Order Mastery Project

**How has your program changed from planning to coding to now? Please explain?**

The LunchOrder application changed a lot from planning to doing. The original aim was to create a Food class for storing nutritional values and a LunchOrder class to get user input and perform calculations. During the coding, input checking was added to handle incorrect inputs which I expected like negative numbers.

```
/**
 * Helper method to validate input
 * Ensures the input is a non-negative integer.
 *
 * @param scanner the Scanner object to read input
 * @param prompt the message to display to the user
 * @return a valid non-negative integer
 */
private static int getValidInput(Scanner scanner, String prompt) {
    int value = -1;
    while (true) {
        System.out.print(prompt);
        if (scanner.hasNextInt()) {
            value = scanner.nextInt();
            if (value >= 0) {
                break; // valid input, exit the loop
            } else {
                System.out.println("Error: Please enter a non-negative number.");
            }
        } else {
            System.out.println("Error: Invalid input. Please enter an integer.");
            scanner.next(); // consume the invalid input
        }
    }
    return value;
}
```

A loop was added so users could continue interacting with the menu until they chose to quit. The final product calculates and displays nutritional values and costs based on user input. It has a simple format and error handling is done well.