

Pizza Place Project

Description

This program takes commands from drivers, chefs, and managers to track pizza orders in a hypothetical restaurant called “Dominato’s”. The users type in commands to the system, informing it of new orders, order status, order delivery, login status, etc.

How to Use

Upon running this project, the user will be greeted with a list of available commands. By typing the appropriate command symbol (@, >, <, +, etc.) and the corresponding command variables (time, driver, order, and tip) into the terminal, the user will be able to interact with the system until the program is quit using the ‘q’ command. If commands are entered incorrectly, such as entering the time as 3:67 or trying to depart with a driver who is logged out, the system will abort the command and tell the user the issue.

Creation

I, Lina Boughton, created this project in a team of three. I wrote the Order.hpp file and main.cpp file and rewrote half of the Driver.hpp file. I compiled and debugged the work from myself and my teammates into one functioning system. I also helped write the program’s UML and organize the code.

Skills and Relevance

This project focused on collaboration and teamwork in programming. I ensured that my team met frequently by communicating with them and organizing a group chat. I recognized my strengths (organization, communication, programming) and used them alongside my team’s strengths. This project developed my object-oriented programming, debugging, leadership, communication, and organization skills.