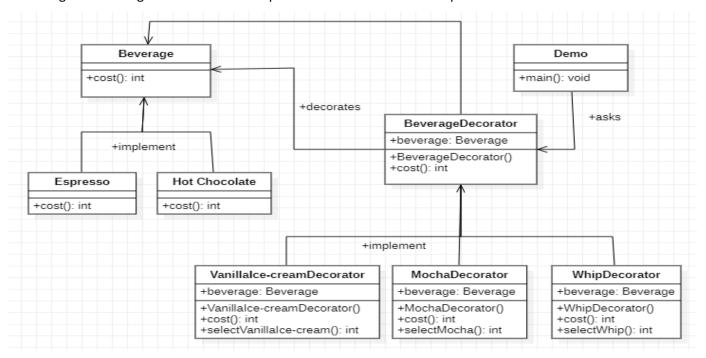
2. Suppose you are planning to start a side business of a Coffee Shop. To automate the order processing, you intend to seek help from the OO decorator pattern. Create a Beverage class and decorate it with condiments at run time and estimate the overall cost of Beverage at the end. For example, a customer wants Espresso with mocha and whip or he wants Hot Chocolate with Vanilla ice cream. Draw a class diagram for the given situation and implement it in Java. Also attach print outs.



Step 1: Beverage.java interface

```
Beverage.java 

package Lab3_q2;

public interface Beverage {
    int cost();
}
```

Step 2: Create concrete classes implementing the interface Beverage

```
    □ Espresso.java 
    □ HotChocolate.java

                                         MochaDecor
    package Lab3 q2;
 1
                                                          🚺 *HotChocolate.java 💢 🚺 MochaDecorator.java
                                                                                                           J) WhipDe
 2
 3
    public class Espresso implements Beverage {
                                                            package Lab3 q2;
 4
                                                            2
 5⊝
         @Override
                                                            3
                                                              public class HotChocolate implements Beverage {
 6
         public int cost() {
                                                            4⊖
                                                                   @Override
 7
             int price = 100;
                                                            5
                                                                   public int cost() {
             return price;
 8
                                                            6
                                                                        int price = 150;
 9
                                                            7
                                                                       return price;
10
11
    }
12
```

Step 3: Create the abstract decorator class implementing the Beverage interface

```
package Lab3_q2;

package Lab3_q2;

public abstract class BeverageDecorator implements Beverage {
    protected Beverage decoratedBeverage;
    public BeverageDecorator(Beverage decoratedBeverage) {
        this.decoratedBeverage = decoratedBeverage;
    }
    @Override
    public int cost() {
        return decoratedBeverage.cost();
    }
}
```

Step 4: Create concrete class implementing the BeverageDecorator abstract class

```
🚺 *MochaDecorator.java 🔀
1 package Lab3 q2;
  3 public class MochaDecorator extends BeverageDecorator {
        public MochaDecorator(Beverage decoratedBeverage) {
  5
             super(decoratedBeverage);
  6
 7⊝
        public int cost() {
             return decoratedBeverage.cost()+selectMocha(decoratedBeverage);
  8
  9
10⊝
        private int selectMocha(Beverage decoratedBeverage) {
 11
             int price=50;
            System.out.println("Mocha cost:"+price);
12
13
            return price;
 14
         }
15 }
```

```
🚺 *WhipDecorator.java 💢
 1 package Lab3 q2;
 3 public class WhipDecorator extends BeverageDecorator {
 4⊖
            public WhipDecorator(Beverage decoratedBeverage) {
                 super(decoratedBeverage);
 5
 6
 7⊝
            public int cost() {
 8
                 return decoratedBeverage.cost()+selectWhip(decoratedBeverage);
 9
            }
10⊝
            private int selectWhip(Beverage decoratedBeverage) {
11
                 int price=100;
12
                 System.out.println("Whip cost:"+price);
13
                 return price;
14
            }
15
        }
```

```
🚺 *VanillalceCream Decorator.java 🔀
 1 package Lab3 q2;
 2
 3 public class VanillaIceCreamDecorator extends BeverageDecorator {
 40
        public VanillaIceCreamDecorator(Beverage decoratedBeverage) {
 5
            super(decoratedBeverage);
 6
        public int cost() {
 7⊝
 8
            return decoratedBeverage.cost()+selectVanillaIceCream(decoratedBeverage);
 9
10⊝
        private int selectVanillaIceCream(Beverage decoratedBeverage) {
11
            int price=80;
12
            System.out.println("Vanilla Ice-cream cost:"+price);
13
            return price;
14
        }
15
```

```
🚺 *Demo.java 💢
 1 package Lab3_q2;
 3 public class Demo {
         public static void main(String[] args) {
 5
             Beverage espresso= new Espresso();
             Beverage mochaEspresso = new MochaDecorator(new Espresso());
 7
             Beverage whipEspresso = new WhipDecorator(new Espresso());
 8
             Beverage mwEspresso = new WhipDecorator(new MochaDecorator(new Espresso()));
 9
             Beverage hotChocolate= new HotChocolate();
 10
             Beverage vanillaHotChocolate = new VanillaIceCreamDecorator(new Espresso());
11
 12
             System.out.println("Espresso cost:"+espresso.cost());
13
             System.out.println("Espresso with Mocha cost:" + mochaEspresso.cost());
             System.out.println("\n");
14
15
             System.out.println("Espresso cost:"+espresso.cost());
             System.out.println("Espresso with Whip cost:" + whipEspresso.cost());
System.out.println("\n");
16
17
             System.out.println("Espresso cost:"+espresso.cost());
18
19
             System.out.println("Espresso with Mocha & Whip cost:" + mwEspresso.cost());
             System.out.println("\n");
System.out.println("Hot Chocolate cost:"+hotChocolate.cost());
20
21
22
             System.out.println("Hot Chocolate with Vanilla Ice-cream cost:" + vanillaHotChocolate.cost());
23
25
```

Step 5: Create the main class demonstrating the decorator design pattern

Output:

```
Espresso cost:100
Mocha cost:50
Espresso with Mocha cost:150

Espresso cost:100
Whip cost:100
Espresso with Whip cost:200

Espresso cost:100
Mocha cost:50
Whip cost:100
Espresso with Mocha & Whip cost:250

Hot Chocolate cost:150
Vanilla Ice-cream cost:80
Hot Chocolate with Vanilla Ice-cream cost:180
```