

Bug Logs

Credit name: Chapter 7

Assignment Name: Mastery - LunchOrder

```
private double total;
private int hamburger, salad, fries, soda;
public LunchOrder() {
    total = hamburger*1.85+salad*2.00+fries*1.30+soda*0.95;
}
public void setLunchOrder() {
    total = hamburger*1.85+salad*2.00+fries*1.30+soda*0.95;
}
public void setHamburger(int h) {
    hamburger += h;
}
public void setSalad(int s) {
    salad += s;
}
public void setFries(int f) {
    fries += f;
}
public void setSoda(int S) {
    soda += S;
}
public double getLunchOrder() {
    return total;
}
```

The logic error: I've set the formula to calculate the bill's total but when I enter the amount of each item, the total always turns out 0.

```

public LunchOrder() {
    total = 0;
}
public void setLunchOrder() {
    total = hamburger*1.85+salad*2.00+fries*1.30+soda*0.95;
}
public void setHamburger(int h) {
    hamburger += h;
    setLunchOrder();
}
public void setSalad(int s) {
    salad += s;
    setLunchOrder();
}
public void setFries(int f) {
    fries += f;
    setLunchOrder();
}
public void setSoda(int S) {
    soda += S;
    setLunchOrder();
}
public double getTotal() {
    return total;
}

```

To fix it, I've set the default total in public LunchOrder() to 0 as the default . In setLunchOrder I set the formula to calculate the total of a whole bill, but the program will take the 'hamburger', 'salad', 'fries', and 'soda' as the default number which is 0. So that I linked the setLunchOrder() into every item set methods for the program automatically update the total.