Team-based Project: Release #3

Design pattern-Iterator Pattern

User selects menu (choice 0), iterator gives access to elements of a collective object in a sequence. This, without revealing the core structure and implementation of this object. It can be used to display different menu items in the array.

Location in code:

The iterator pattern is executed in the "MainDriver.java" file--> (Line 23 – 27)

The iterator interface can be found under "interator1.java".

The container interface is located at "Collection.java".

The implementation of collection interface and class for "FoodItems" can be seen at "FoodItems.java".

```
package Food.Delivery;
 3ºimport java.io.IOException;
 4 import java.util.Iterator;
    import java.util.Scanner;
 8 public class MainDriver {
 10
         private static Scanner input;
11
12°
         public static void main(String[] args)throws IOException {
             System.out.print("Menu");
System.out.print("Press 0 to 'View Menu', 1 to 'View order', 2 to 'Cancel' 3 to 'Edit order', 4 to 'Create order', 5 to pay order");
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             input = new Scanner(System.in);
             int number = 0;
             while ((number = input.nextInt()) != -1)
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             number = input.nextInt();
             //When user selects 0
             if (number==0) {
                  FoodItems foodlist=new FoodItems();
25
26
                  for(Iterator1 iterator=foodlist.getIterator();iterator.hasNext();){
                      String item=(String)iterator.next();
System.out.println("\nFood Item : "+:
🚟 Problems @ Javadoc 🖵 Console 🛭
MainDriver [Java Application] C:\Program Files\Java\jre1.8.0_201\bin\javaw.exe (Apr 30, 2020, 9:59:46 PM)
MenuPress 0 to 'View Menu', 1 to 'View order', 2 to 'Cancel' 3 to 'Edit order', 4 to 'Create order', 5 to pay order0
Food Item : Pizza
Food Item : burger
Food Item : burrito
Food Item : pudding
Food Item : nachos
```