Class Diagram1

CS1440 – Section 2
Pizzeria Order Tracking

This model builds on the one done on 1/31/2017 and starting to take a design perspective and move towards implementation

Created: 2/1/2017

Order
- −orderOnDate : Date
- −orderedAtTime : Time
- −items : vector<Item>
- −customer : Customer
- +computeOrderCost()

<<use>>

Customer
- −orders : vector<Order>
- −phoneNumber : vector<String>

Size
- −basePrice : int

Size: small, medium, and large

Pizza Type
- −size : Size
- −crust : CrustType
- −sauce : SauceType
- −toppings : vector<Topping Type>
- +computePrice() : int

<<use>>

Crust Type
- −addOnPrice : int

Crust types include: regular, thin, and deep dish

<<use>>

Sauce Type
- −addOnPrice : int

<<use>>

Topping Type
- −addOnPrice : int

Item
- −quantity : int
- −pizzeType : PizzeType*
- −sideDish : SideDish*
- −drink : Drink*
- −order : Order
- +computeItemCost()

<<use>>

Side Dish
- −price : int

<<use>>

Drink
- −price : int