

Assignment questions Mastering java 8

DESIGN PATTERNS and SOLID PRINCIPLES with JAVA

Problem Statement: Strategy Pattern

RioParana allows customers to put order through website. For that purpose it has a class

```
Class Order{  
  
private Integer id;  
  
private String name;  
  
private Double price;  
  
private Double orderedQuantity;  
  
// getter/setter & constructor  
  
}
```

A customer can purchase multiple items then pay through either credit-card, netbanking or e-payment procedure like paypal, paytm etc. RioParana levies:- for creditcard no extra charges but entry of card number & expiry date, for net-banking 2.5% of total billing amount as banking charge and entry of bank name, a/c number, ifsc code, for e-payment 5% of total billing amount as charge, name of cash card (i.e paypal or paytm etc), card number date of expiry. You need to develop payment strategies for billing of RioParana according to Strategy pattern and implement in the Bill class.

At present The Bill class is as follows:

```
Class Bill{  
  
private Integer billNumber;  
  
private String customerName;  
  
private List<Order> orderList;  
  
private Double billAmount;  
  
private Double finalAmount;  
  
// getter/setter methods
```

```
};
```

The finalAmount is amount billAmount plus any extra charge.

You are required to recreate the class to fit as per strategy.

Assignment Link: <https://github.com/TharunPatel20/UST-techAcademy/tree/main/USTJavaCourse/Module8DesignPatternsandSOLIDPrincipleswithJava/src/strategyPattern>