

EE363 Homework 2

Due Date: This assignment is due by the start of class (2:00pm) on Friday, September 7.

Description: Decorating Objects and Making Pizza

Prerequisites:

1. Read Chapter 3 of “Head First: Design Patterns” to learn about the “Decorator” design pattern.

Assignment:

Design and implement a Java program which computes the price of a Pizza. The price of a pizza is comprised of a base-price, and then an additional charge for each topping.

Create a Pizza class which has a method called “getPrice”. The method should accept no argument, and return a `java.math.BigDecimal` object representing the price. Use the decorator pattern to implement additional classes that represent the various toppings (use your imagination and create whatever topping classes you like, but provide at least 5 for variety)

NOTE: the constructor for the Pizza object should accept the base price of the pizza as a `java.math.BigDecimal` object. Additionally, the constructor for any pizza topping class should accept the additional cost of that topping, as a `java.math.BigDecimal` object.

Implement several JUnit test cases which successfully test your object hierarchy.

BE SURE TO COMMIT YOUR PROJECT DIRECTORY TO SUBVERSION BEFORE THE DUE DATE and TIME.