

By: Shayak Khatua

Pete's Pizza Parlor is an interactive project that allows the user to order, eat, and pay for a custom-made pizza from a pizza restaurant. The program uses the ***builder*** creational design pattern to initially create the pizza. The ***decorator*** structural design pattern is used to let the user choose additional toppings on their pizza for an additional cost (different price for each topping). The toppings include mushrooms, onions, jalapeno peppers, pepperoni, and sausage. The ***command*** behavioral design pattern is used to allow the user to eat and pay for their pizza when they are ready to do so. In the driver program (PetePizzeria), the user is first asked to choose the desired pizza style (New York, extra Thin, or deep dish). Then, it will allow the user to choose the crust type (normal or gluten-free). The base price of the pizza is included here. After that, the user is prompted to select their toppings (unlimited). Next, the user is prompted to eat their pizza. If they choose not to eat it right away, Pete will feel insulted. If they do, he will be happy. Finally, they will be asked to pay. If they pay, Pete will offer a free cheesecake. If they don't, then he will send his friends to beat you up.

```

classDiagram
    class PetPizzeria {
        +main: void
    }
    class PizzaBuilder {
        -pizza: Pizza
        +getPizza(): Pizza
        +buildPizzaStyle(style: String)
        +buildCrustType(crustType: String)
        +buildCheeseType(cheeseType: String)
    }
    class Pizza {
        -description: String
        +getDescription(): String
        +cost(): double
    }
    class Command {
        +execute(): void
    }
    class PayCommand {
        -pizza: Pizza
        +PayCommand(pizza: Pizza)
        +execute(): void
    }
    class Mushroom {
        -pizza: Pizza
        +Mushroom(pizza: Pizza)
        +getDescription(): String
        +cost(): double
    }
    class Onions {
        -pizza: Pizza
        +Onions(pizza: Pizza)
        +getDescription(): String
        +cost(): double
    }
    class JalapenoPepper {
        -pizza: Pizza
        +JalapenoPepper(pizza: Pizza)
        +getDescription(): String
        +cost(): double
    }
    class Pepperoni {
        -pizza: Pizza
        +Mushroom(pizza: Pizza)
        +getDescription(): String
        +cost(): double
    }
    class Sausage {
        -pizza: Pizza
        +Mushroom(pizza: Pizza)
        +getDescription(): String
        +cost(): double
    }

    PetPizzeria --> PizzaBuilder : uses
    PizzaBuilder --> Pizza : uses
    PizzaBuilder --> Command : uses
    Command <|-- PayCommand
    Command <|-- PayCommand
    Pizza <|-- Mushroom
    Pizza <|-- Onions
    Pizza <|-- JalapenoPepper
    Pizza <|-- Pepperoni
    Pizza <|-- Sausage
  
```