# ADVANCED SOFTWARE REPORT

Part 2 Interface Class

The development was split into three sprints.

**Sprint One:**

Sprint one refactored orderList.java and Order.java. The order counter included in *addOrder()* has been removed as this is now imported. The timestamp was removed from Order.java.

**Sprint Two:**

Introduction of *Interface.java*. The *Interface* class reads in a text file, formats line by line the information within the text file, and creates an order.

Interface instantiates an *orderList* of type Map<String,Order>. The Map data structure was chosen because of the key and value pair.

Once the text file is read in a new Order is instantiated and added to the *orderList* using the order information (customer name and timestamp) as the key.

**Sprint Three:**

The main function was introduced by refactoring *CaffieneAddictsAndCo.java*. The main function calls the *interface* class and new *OrderList*. The Orders returned from the Interface class are iterated over and appended to the *OrderList.*

The current output of the system is a Map of orders using the customer information as a key.

# UML Diagram

A close up of a map

Description generated with very high confidence

[*The Figure depicts the current interaction between classes]*

The UML diagram would suggest the an Observer pattern is introduced?