Design of Class MyNewClass

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Project Proposal for Engineering Programming II

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Summary:

Create a program that will read a file of string items as available ingredients for a pizza and prompt the user to select a particular pizza from a list of pre-set pizza options. The program should compare the available ingredients with those required to make the selected pizza; if all of the ingredients are not available, then the user should add them to the file of available ingredients and try again. If the appropriate ingredients are available, then the recipe should be displayed in a user-friendly presentation via graphical user interface and the user should have the option to “make” that pizza. The pizza can either be picked up or delivered, which is the user’s choice.

Object Description:

There should be several types of java classes for the program to be constructed properly—a main class which reads the file, prompts the user for input, and calls other necessary classes; a class to create a pizza of the user’s choice; and a class which displays the information in a GUI.

Specifications: Class – PizzaOrder

Constructors:

|  |  |  |
| --- | --- | --- |
| Constructor | Parameters | Use |
| PizzaOrder () | none | A default pizza |
| PizzaOrder (size) | Int size | To order a default pizza of a certain size |
| PizzaOrder (size, toppings) | Int size, Array toppings | To order a default pizza of a certain size and add the particular toppings |
| PizzaOrder (size, toppings, type) | Int size, Array toppings, String type | To order a default pizza of a certain size and add the particular toppings and make it a certain type (thin crust, deep dish, etc) |

Data Members:

|  |  |  |
| --- | --- | --- |
| Data Member | Type | Use |
| size | int | To declare how large the pizza is |
| toppings | Array<String> | To add toppings to the pizza |
| type | String | To declare the type of pizza it is |

Methods:

|  |  |  |
| --- | --- | --- |
| Method | Parameters | Use |
| AddToppings(topping) | String topping | To add more toppings of the user’s choice to the chosen pizza |
| Order(Pizza) | Pizza p | Allows the user to order their pizza |
| Deliver(name, address) | String name, String address | Will give the information to deliver the order to the user |
| Pickup() | none | Will confirm with the user that the pizza will be picked up in store |

Accessors:

|  |  |  |
| --- | --- | --- |
| Accessor | Parameters | Use |
|  |  |  |
|  |  |  |
|  |  |  |

Specifications: Class – Menu

Constructors:

|  |  |  |
| --- | --- | --- |
| Constructor | Parameters | Use |
| Menu () | none | A default pizza order menu |

Data Members:

|  |  |  |
| --- | --- | --- |
| Data Member | Type | Use |
| Graphical elements | Buttons, textareas, etc | To display the information |

Methods:

|  |  |  |
| --- | --- | --- |
| Method | Parameters | Use |
| AddIngredients(ingredient) | String ingredient | Will add an inputted ingredient to the available topping list |

Limitations:

The user will only be able to order one type of pizza and will not be allowed to remove items from the base pizza choices; however, the user can add toppings.

References:

www.Dominos.com