Exercise - PizzaOrder

Your manager wrote a program to generate a 'Three-for-One' pizza order from *Basic B's Pizza Parlour* (see `public class PizzaOrder` below. This class file is available under PRE-PROCESSING). Your manager asks you to to write the two additional classes required by their program. Please study the PizzaOrder class and the expected output to see what is required; see the *Your Task* section below to for more information.

```
public class PizzaOrder{
  public static void main(String[] args) {

    // create an Array that can hold three Pizza objects.
    Pizza[] threeForOne = new Pizza[3];

    // create three Pizza objects, with "base" and "topping" and
        store in array.
    threeForOne[0] = new Pizza("Flour", "Hawaiian");
    threeForOne[1] = new Pizza("Cauliflower", "Pepperoni");
    threeForOne[2] = new Pizza("Broccoli", "Broccoli");

    // create Order object and pass Pizza array in as argument
    Order myOrder = new Order(threeForOne);

    // print the order according to the output example
    myOrder.printOrder();
  }
}
```

Expected output

Your manager wants the program to output:

```
3-4-1 PIZZA MADNESS
###################
You ordered a Hawaiian on a Flour base.
You ordered a Pepperoni on a Cauliflower base.
Are you sure you want Broccoli on your Broccoli base?
```

Your Task

To make PizzaOrder print this output, you must write the `Pizza` and `Order` classes that PizzaOrder uses. Use the PizzaOrder class as a guide for fields, and methods names.

Pizza.java

This class requires two fields, and a constructor method. Try to use *getter* and *setter* methods to access fields.

Order.java

This class requires one field, one constructor method, and one method that prints the output.

Notes

- Keep it simple
- Do not edit `PizzaOrder.java` in any way, or your program may not run.
- Submit your only your two Java classes, `Pizza.java` and `Order.java`, in a zip file to the Autograder.