## DESIGNPATTERNS-1 – Restaurant

**Conversation**

Simulate the workflow of a restaurant. We expect new products and extras in the future. The marketing department is very inventive about possible products and extra effects.

**Workflow**

The client orders a product

The orders are prepared by a robot one after another (FIFO)

The client receives and consumes the products

**Information about the products**

The restaurant sells **hot dogs** and **chips**

Extras for the products: **ketchup**, **mustard**

Hot dog increases client happiness by 2

Chips increases client happiness by 5%

Ketchup doubles the effect of a product

Mustard increases client happiness by 1 and removes the effect of the product

**Confirmation**

The restaurant processes the orders one after another. Each order has a client and a food type. When the food is ready, the client consumes it and it affects their happiness. The client knows when the food is ready through a notification from the observer. The dishes are created with a factory, and they can have extras using a decorator.

## DESIGNPATTERNS-2 - Review the Sports Betting Application and Use the Appropriate Design Patterns

**Conversation**

Review the Sports Betting application and use the appropriate design patterns.

**Confirmation**

Code is reviewed and the applied design patterns presented.