



# CPIT252- Project Shawarma Restaurant

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# Project Idea



- A program that allows the user to make their own shawarma order
- The order can be customized based on their preference
- Because there are many ways to make a shawarma, we use design patterns.



# Problems without Design Patterns



- Constructor overloading
- The program would appear huge and hard to read
- Tight coupling

# Solution?



- We use design patterns to help with avoiding these issues:

- Decorator

Will allow us to add functionalities easily to our program

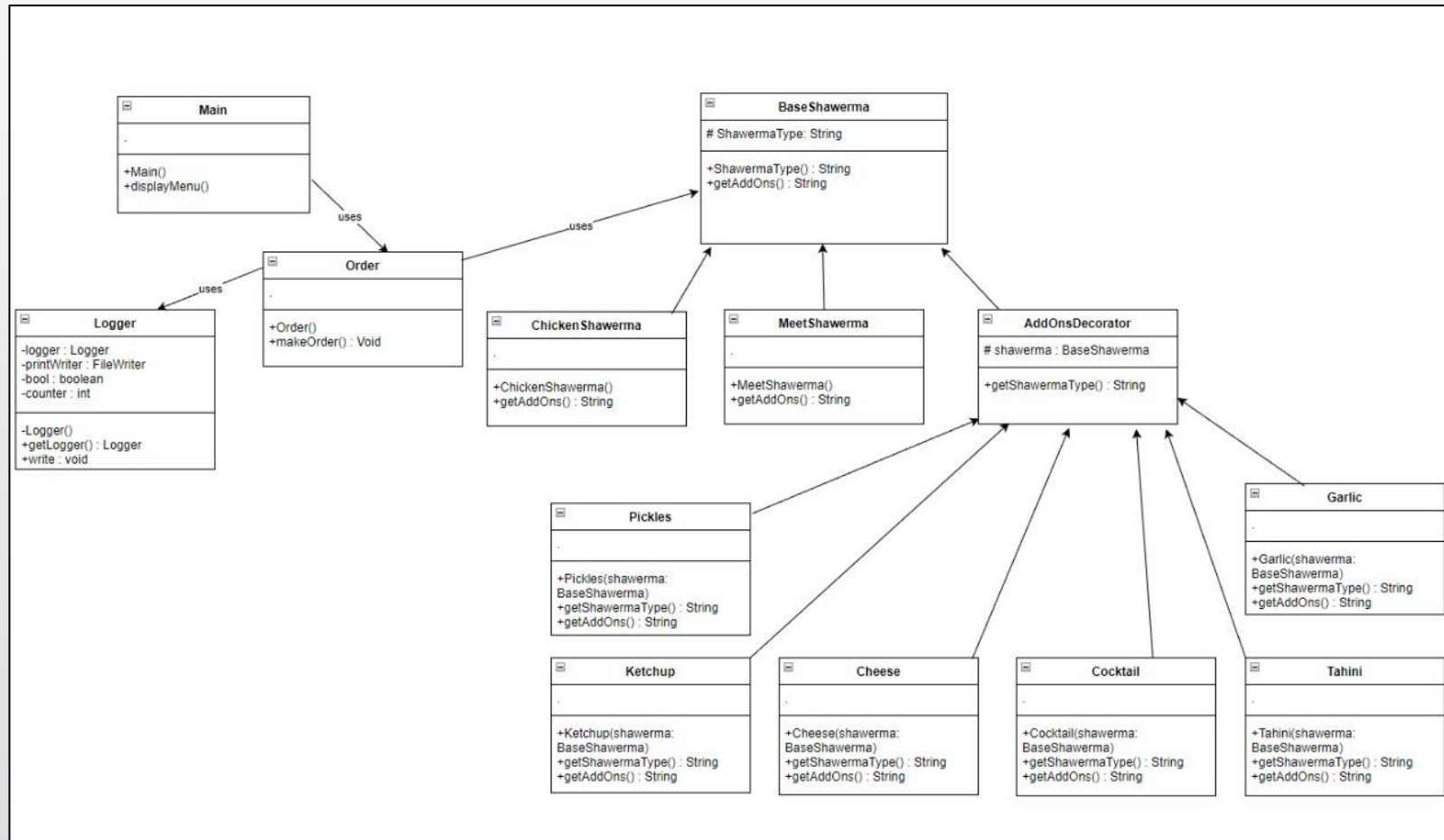
- Interpreter

Provides a method to read input from the user and react with a proper algorithm

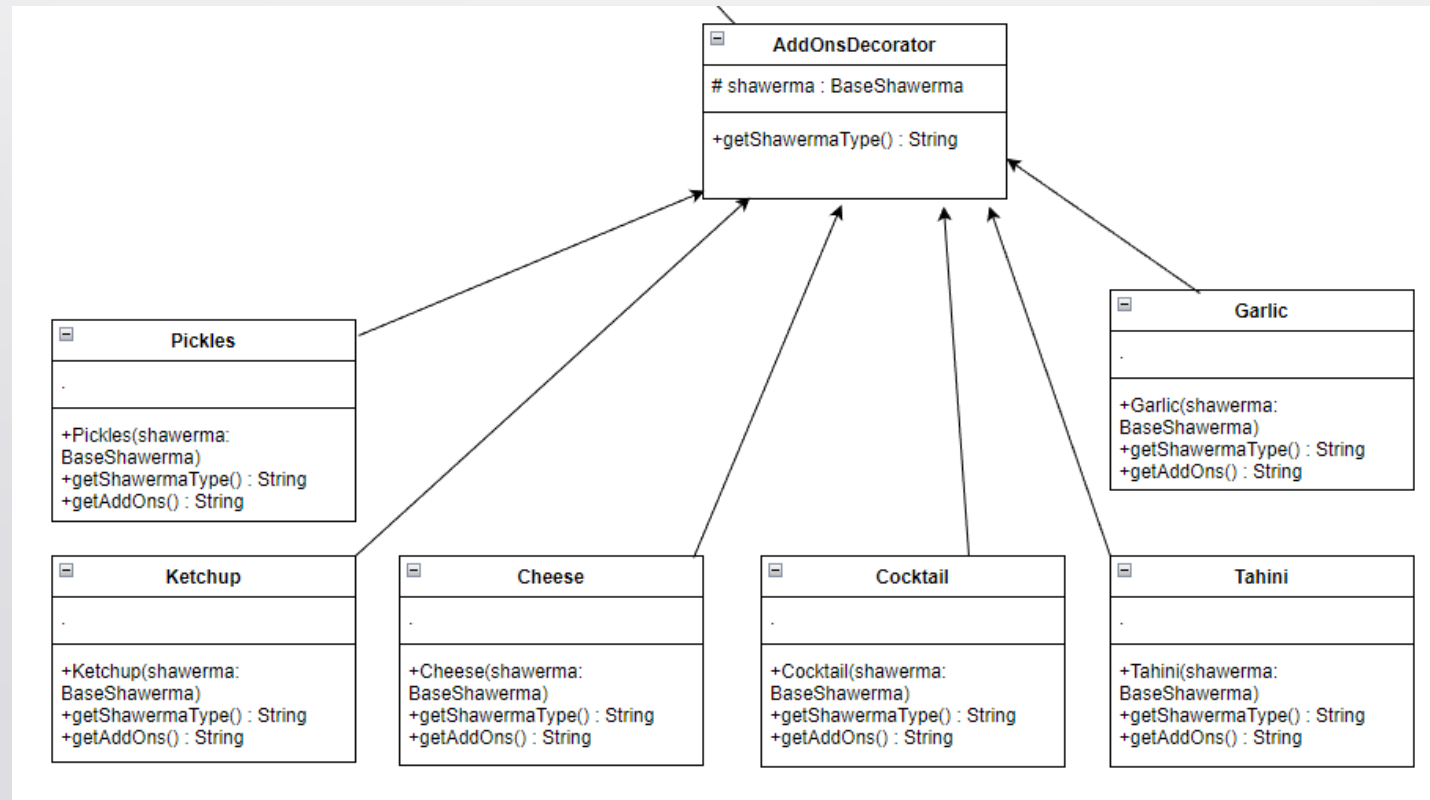
- Singleton

To ensure that we only have one type of object and not waste resources

# UML Diagram



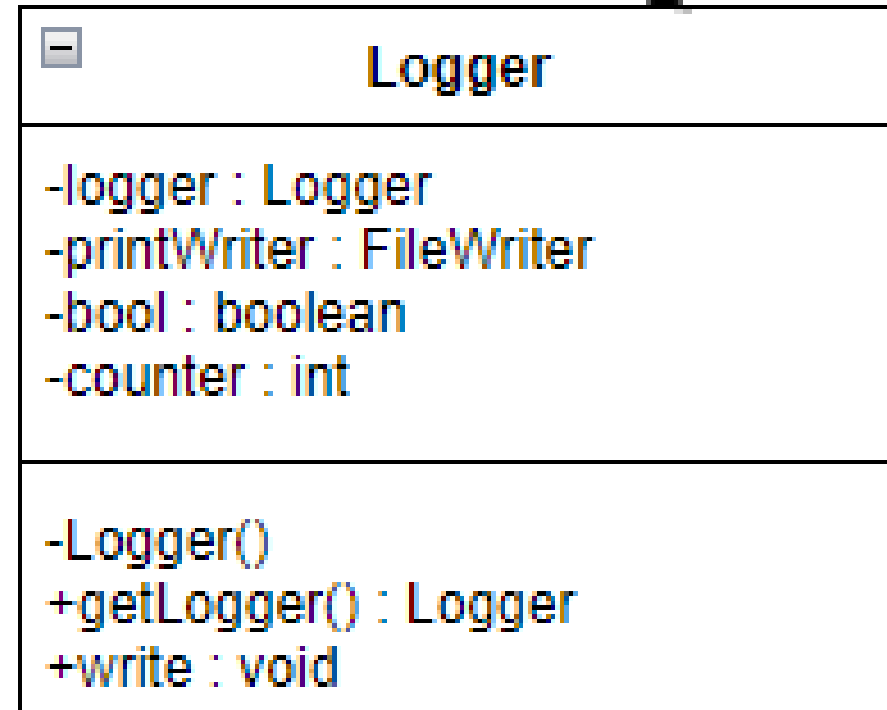
# Decorator





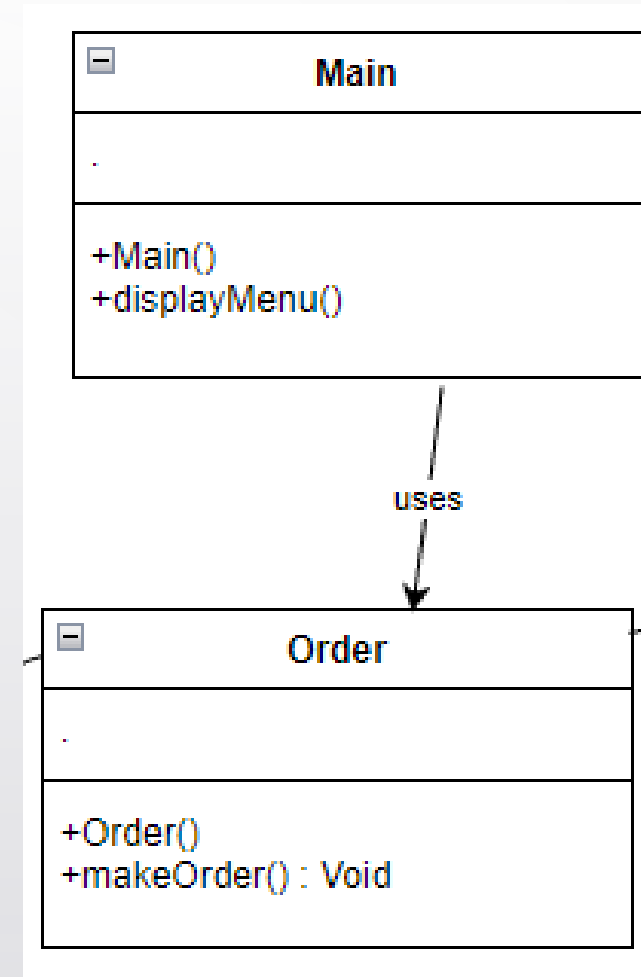


# Singleton





# Interpreter







# Classes

- ▼ ShawermaAddons
  - © Cheese
  - © Cocktail
  - © Garlic
  - © Ketchup
  - © Pickles
  - © Tahini
- ▼ ShawermaTypes
  - © ChickenShawerma
  - © MeatShawerma
- © AddOnsDecorator
- © BaseShawerma
- © Logger
- © Main
- © Order

Thank you for  
listening!