1. Akatosh Co.
2. Constants Class Containing all the constants necessary for the rest of the program and main to function correctly

Class iceCream:

Constructor:

Set the flavor and the price to zero, and call the super class’ constructor.

End constructor

Function for finding price of the flavor:

Switch statement to find the cost of the ice cream

Return the pricing found for the ice cream

End function

Tax calculator function:  
return the price of the flavor plus the price of the toppings price all multiplied by the tax rate

End tax calculator function

End ice cream class

Toppings interface:

Define as default and returning a value of 0.00, a function that returns doubles.

End interface

Class for toppings:

Includes an array of strings that is of size 2, declared to null strings, and a double for the price of the toppings

Implements the interface for the toppings.

Constructor:

Set the array values for the toppings to null string types.

Set the toppings prices initial to 0.00

End constructor

Function for the pricing of the toppings:

Set total to 0.

Declare a variable for the amount of values in an array.

If the second and first values in the toppings array are found to be null, set size to 0.

Else if the second value is found to be null, set size to 1

Else set size to 2

For loop: until i is the same value as size

Switch statement to find the value of the pricing for the topping in question.

Add the value found to a container that holds the sum.

End for loop.

Return the sum of all the prices for the toppings

End toppings pricing function

End toppings class

1. This program is intended for the customers of an ice cream shop to use in their purchasing of the ice cream product that they intend to purchase and enjoy from the ice cream shop. The program could potentially lessen the amount of employees required to run the shop, or allow an overburdened already existing employee count to perform their work better, without extra unrequired stress. This program could potentially be used for other similar shops that have a selection and presets, as long as many of the literals and data pertaining to ice cream are changed. The purpose of this program is to create a streamlined method of ordering ice creams to help the employees of the business complete their jobs more efficiently in actually serving the ice cream by viewing the many orders and preparing them in the order as they see fit the complies with their positioning in the shop. The business function of this program is to decrease the amount of workers the shop required to run smoothly, therefore increasing profits by simply decreasing money lost from wages. The kiosk that this program will be run on could also be designed in many different ways by the owner of the ice cream shop to increase its attractiveness to the customer, and increase the novelty of being able to order ice cream from a station and having it made as was ordered directly after. The technical function of this program is to allow the customer to be concise in their order, and to allow them to easily view all possible options for a particular selection. This is great because it eliminates the need for a sign that lists all the possible options that can confuse and scare the customer away from trying anything new. The program would display options relating to the next choice that would need to be made on each screen, while containing a back button the can return the user to the previous screen in the case that they have changed their mind or seen a new option that they want to combine in their ice cream. At the end the program would list out the users selections and ask for confirmation, upon which the user can select if they are sure or not.
2. Ice cream shop