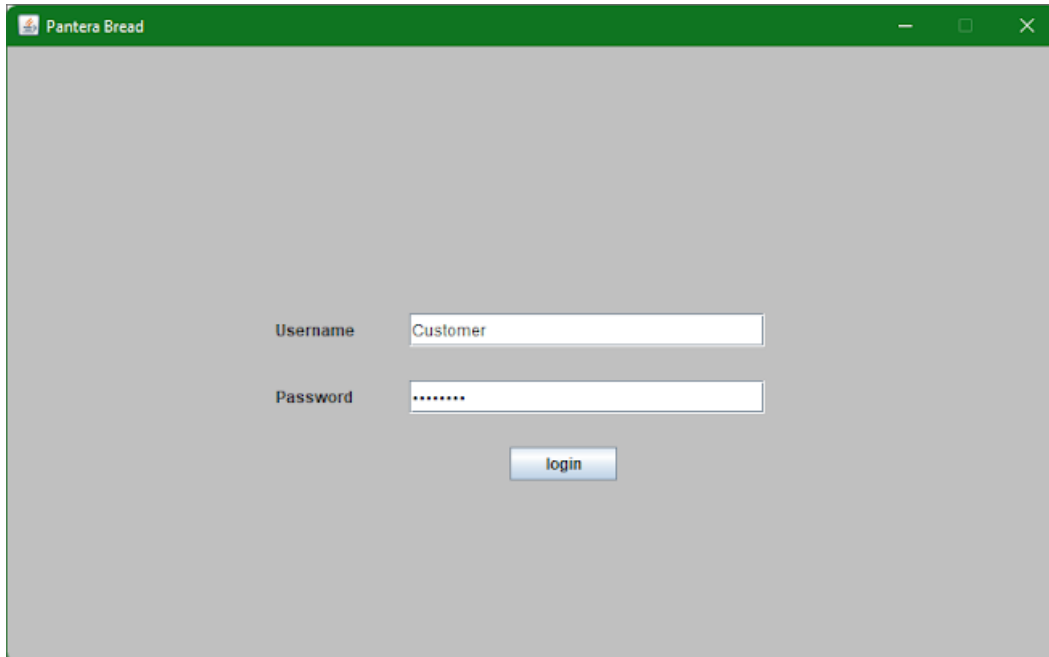


Group 3 - Phase 3

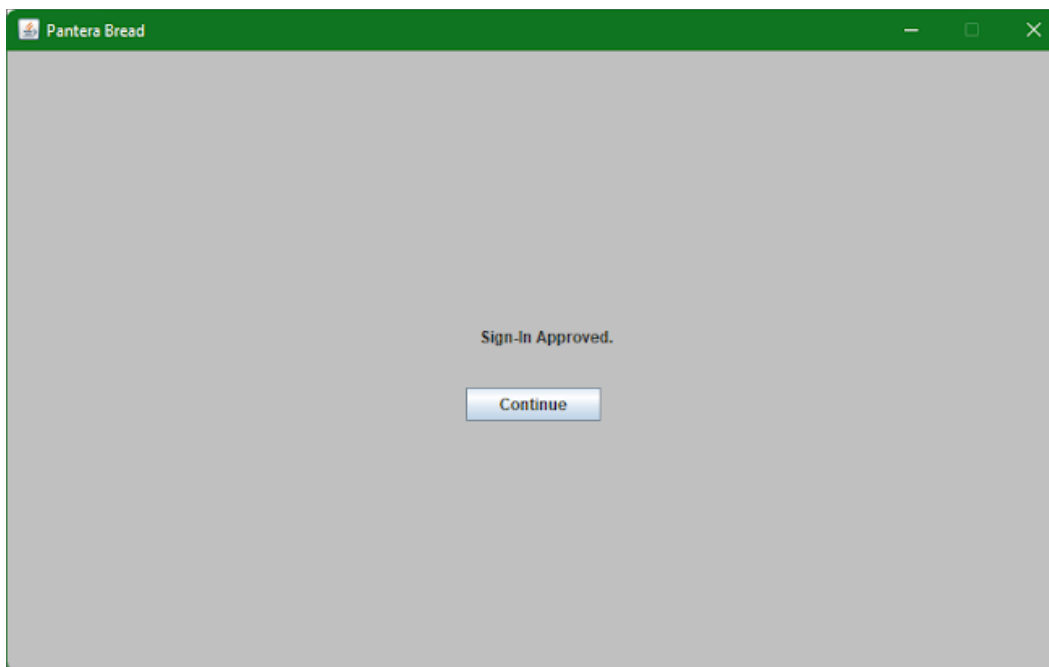
Matthew Jeyapaul
Anthony Matthews
Anjan Narayanaswamy
Matthew Lay

(1) Testing

Log-in Screen Test



A screenshot of a web application window titled "Pantera Bread". The window has a green header bar with the title and standard window controls (minimize, maximize, close). The main content area is light gray. In the center, there is a login form with two input fields: "Username" containing the text "Customer" and "Password" containing seven dots. Below the fields is a blue "login" button.



A screenshot of the same "Pantera Bread" window after a successful login. The window title and header are the same. The main content area is light gray and displays the text "Sign-In Approved." in the center. Below this text is a blue "Continue" button.

Order Menu Test

Pantera Bread

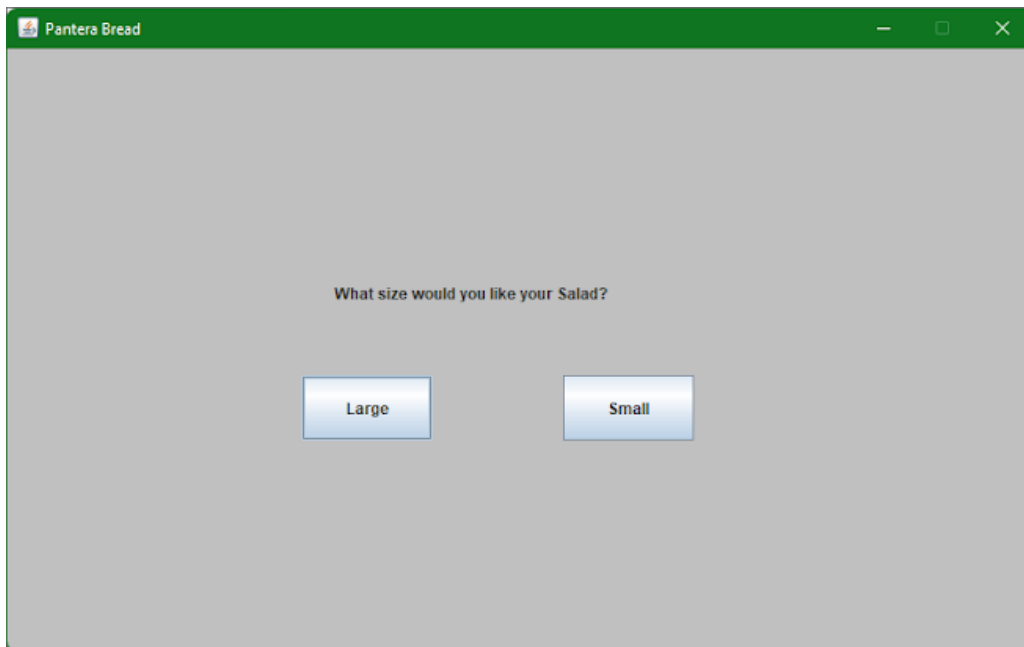
Order #1

Sandwich	Soup
Mac'N'Cheese	Salad
Grain Bowl	

Clear Cart

Finalize Cart

Order Options Menu

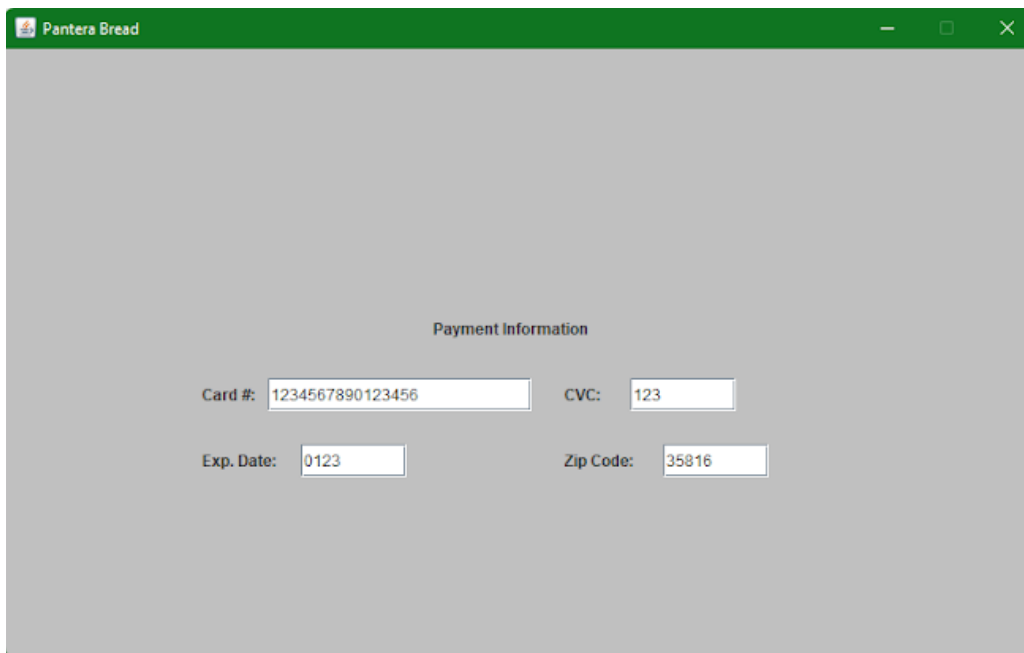


Pantera Bread

What size would you like your Salad?

Large Small

Payment Menu



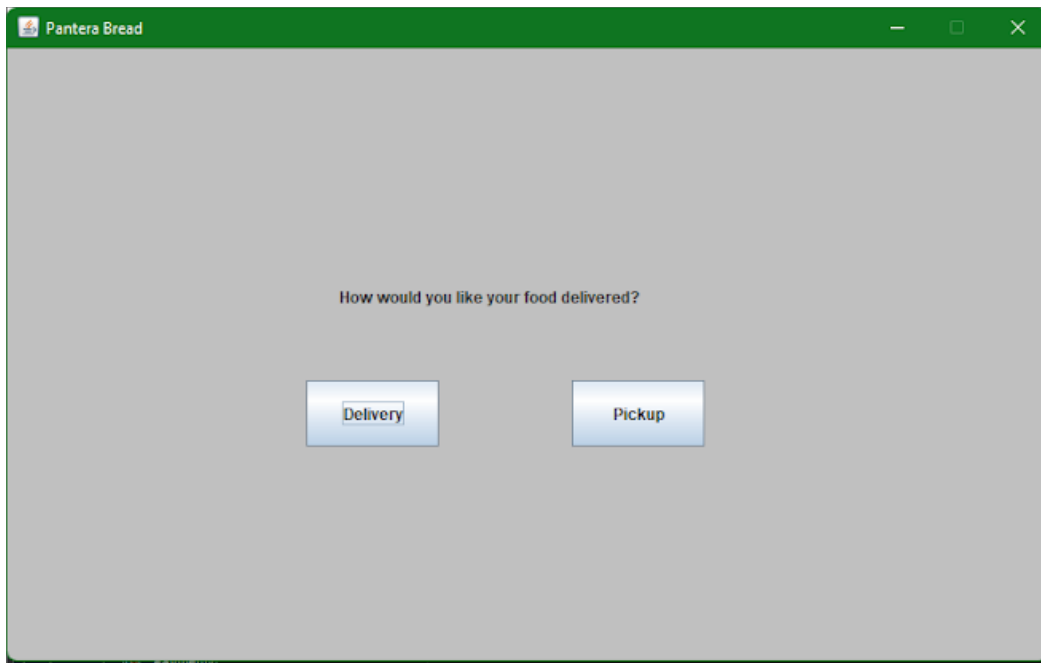
Pantera Bread

Payment Information

Card #: 1234567890123456 CVC: 123

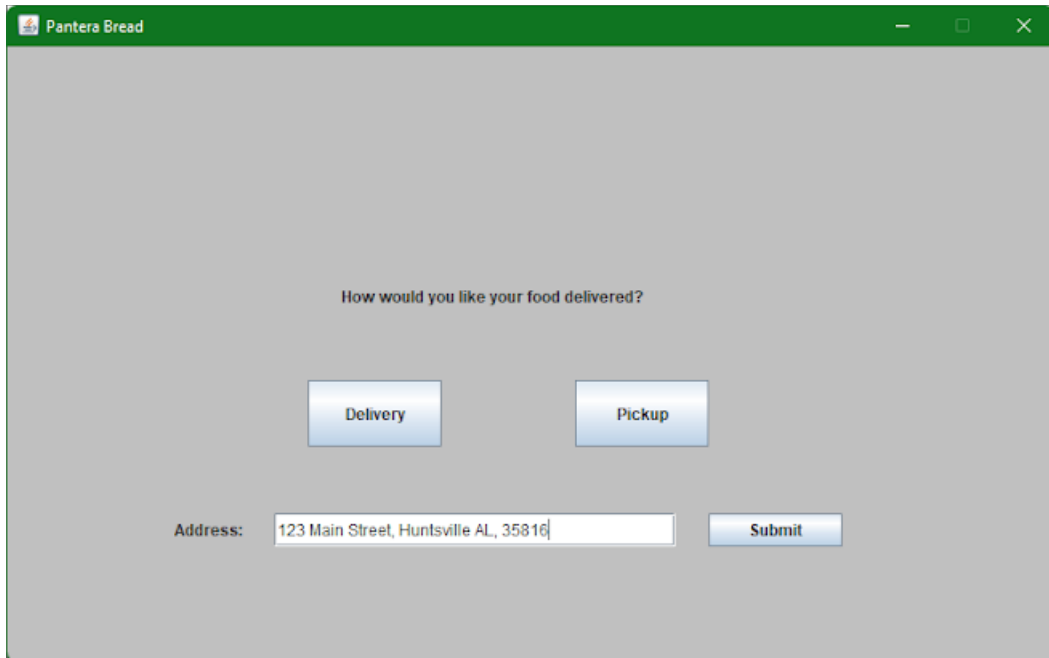
Exp. Date: 0123 Zip Code: 35816

Delivery Menu



The screenshot shows a web browser window titled "Pantera Bread". The main content area has a light gray background and contains the text "How would you like your food delivered?". Below this text are two blue buttons with white text: "Delivery" on the left and "Pickup" on the right.

Delivery Address Menu



The screenshot shows a web browser window titled "Pantera Bread". The main content area has a light gray background and contains the text "How would you like your food delivered?". Below this text are two blue buttons with white text: "Delivery" on the left and "Pickup" on the right. At the bottom of the window, there is a text input field with the address "123 Main Street, Huntsville AL, 35816" and a blue "Submit" button to its right.

(2) Design Choices

The first design choice that we made is to encapsulate the code. We did this by the Viewer Interface only grabs from the Connection while the Connections is able to gram from all of the other classes. For example, if something were to fail in one of the food classes, it would only mess with the Connection which would produce an error on the Interface. The failure in the food class would not mess with the Interface directly.

Another design choice that we made is in terms of cloning. Tickets, payments, and carts are made using the new function in Java. This prevents explicit code from being used. This then makes final variables more secure. These final variables cannot

(3) Design Patterns

For the Observer Pattern, the Interface would be the observer as it pays attention to the user input to the GUI.

For the Composite Pattern, the Sandwich, Salad, Soup, MacNCheese, and GrainBowl classes are grouped together as a whole group called FoodItem. Delivery and Pickup are both grouped together called OType.

For the Strategy Pattern, the calculation (also known as the algorithm) of the total price from the Cart and the Order Type is wrapped into the Price class.

For the Iterator class, the Interface only uses the Connection while the Connection uses all of the other classes.