















The programming exercise to build the following component to order pizzas.

Order **Pizza**

	SMALL		1	
	MEDIUM		0	
	LARGE		1	
<hr/>				
	ADULTS		2	
<hr/>				
	CHILDREN		1	

Order **Total**

450

Pizza Type	Serving Size	Cost (in Rupees)
Small	1 child	150
Medium	1 adult 2 children	200
Large	2 adults 4 children 1 adult & 2 children	300

The + and - buttons for each of Pizzas, Adults and Children should be enabled/disabled and the count as well as order total updated, based on the following constraints:

- The minimum order should be for Rs.200/- and max for Rs.1000/-
- Each of the + or - buttons can be clicked independent of the other. In other words, incrementing/decrementing pizza count should increment/decrement adults/children suitably. Incrementing/decrementing adult/child count should increment/decrement appropriate pizza type counts suitably.
- At no point of time can an invalid combination of data be possible in the UI. (This means, when the app starts there should be at least Rs.200/- worth of order with one or more of pizza type and adult/children count.

- The order total should be continuously updated based on the pizza type and count
- # of Adults can be ≥ 1 (i.e. a booking should have at least one adult - we don't want children ordering pizzas on their own 😊)
- # of Children can be ≥ 0
- No count can automatically change unless required to meet the constraint
- In order to minimise cost, one large pizza should be chosen over two medium pizzas and one medium pizza should be chosen over two small pizzas.
- In order to avoid wastage, pizza count and type should be exactly based on the serving size. For instance, one large pizza cannot be chosen when there are 3 children. It has to be one medium and one small.
- When a small pizza is incremented, increment child count; when a medium pizza is incremented, increment adult count and when a large pizza is incremented, increment the adult count by 2.
- When a pizza is decremented, reduce adult count to the extent possible and then reduce children. For instance, if medium pizza is decremented and there are 2 adults and 2 children, reduce adult count to 1, rather than children count to 0. When it comes to pizzas, priority for children 😊
- Disabled button should be differently styled (to visibly distinguish it).

Other Information

- The solution should be implemented and checked into the git repository. The repository details will be emailed to you.
- The repository should have a README.md which contains any information that is required to run the application
- While it is desirable to have the same look and feel as the above design, it is ok to make variations so long as the functionality is unaffected
- Unit test for the component would give bonus points