

MegaDesk

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Desk
<i>MAX_WIDTH: double</i> <i>MAX_LENGTH: double</i> <i>MAX_DEPTH: double</i> <i>MIN_DEPTH: double</i> <i>MAX_DRAWERS: 7</i> <i>+width : double</i> <i>+depth : double</i> <i>+drawers : int</i> <i>+deskTop: material</i>
<i>+Desk(width: double, depth: double, drawers: int, enum: material</i> <i>+surfaceArea: double</i>

DeskQuote
<i>BASE_PRICE</i> <i>SQ_INCH_PRICE: 1</i> <i>COST_PER_DRAWER</i> <i>+desk : Desk</i> <i>+rushDays : int</i> <i>+name : string</i> <i>+date : date</i>
<i>+quoteTotal : double</i> <i>+ToString: string;</i> <i>+costPerDrawer(drawers:int): decimal</i> <i>+rushOrders(rushDays: int, surfaceArea: int):</i>

```
enum
materialCost {
    Laminat = $100
    Oak = $200
    Pine = $50
    Rosewood = $300
    Veneer = $125
}

costPerDrawer() {
    drawers * COST_PER_DRAWER
}

quoteTotal() {
    if surfaceArea > 1000 {
        BASE_PRICE + (surfaceArea * SQ_INCH_PRICE) + deskTop + costPerDrawer + rushOrders
    } else {
        BASE_PRICE + deskTop + costPerDrawer + rushOrders
    }
}

This can possibly be accomplished using a switch statement
rushOrders () {
    if 14 days {
        return 0
    } else if 7 days {
        if surfaceArea < 1000 return 30
        else if surfaceArea > 1000 && surfaceArea <=2000 return 35
        else return 40
    } else if 5 days {
        if surfaceArea < 1000 return 40
        else if surfaceArea > 1000 && surfaceArea <=2000 return 50
        else return 60
    } else if 3 days {
        if surfaceArea < 1000 return 60
        else if surfaceArea > 1000 && surfaceArea <=2000 return 70
        else return 80
    }
}
```