Desk

attribute

- width:int = defaultValue
- depth:int
- numDrawers:int
- surfaceMaterial : enum

surfaceMaterial: enum
Oak
Laminite
Pine
Rosewood
Veneer

methods

+Desk(width, depth, numDrawers, surfaceMaterial: surfaceMaterials)
+ surfaceArea():int
+ numDrawers():int
+surfaceMaterial(): enum

DeskQuote

attribute

+ customerName:string
- rushNumDays:int
- quoteDate:dateTime
-quoteTotal: double
BASE_PRICE
COST_PER_SQ_INCH
DRAWER_COST

methods

+ deskQuote(customerName: string)
+ quoteTotalCalc():void
+ getDeskTypeCost(surfaceMaterial: enum):double
+getDrawerCost(numDrawers:int)double
+ getRushOrderCost(rushNumDays:int, surfaceArea: int):double
+ ToString() string:

```
calculateQuoteTotal() { quoteTotal = BASE_PRICE + (desk.SurfaceArea() * COST_PER_SQ_INCH) +
getVeneerCost(desk.SurfaceMaterial) + getDrawerCost(deskNumDrawers) + getRushOrderCost(rushDays,
desk.SurfaceArea())  }

        //returns cost depending on wood type
        getDeskTypeCost
         {
                        oak = 200;
                 Laminite = 100;
                 Pine = 50;
                  Rosewood = 300;
              Veneer = 125;
        }


        //Gets the cost of desk with drawers
        getDrawerCost { numDrawers * DRAWER_COST (each drawer cost $50)}


quoteTotal(){
if surfaceArea > 1000{
BASE_PRICE + (surfaceArea * COST_PER_SQ_INCH) + surfaceMaterial + getDrawerCosts + getRushOrderCost}
else {BASE_PRICE + deskTop + getDrawerCost + getRushOrderCost}

getRushOrderCost(){
if 14 days{
        return 0;
} else if 7days {
if surfaceArea < 1000 return 30
else if surfaceArea > 1000 && surfaceArea <= 2000
return 35
else
return 40
}
else if 5 days{
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
}
```