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The Project i have done is on Coffee shop. My taught process was to pick different types of coffee and the procedure the coffee is beingmade.Restaurants also may not want to invest in both a Coffee shop system as well as a digital menu system. Therefore, the same system will eventually be able to handle both, it’s just not to that point yet.

My main focus was to get the menu selection functionality down and I did this via the factory, iterator, state, and façade patterns. In order to make sure that a user doesn’t loop out of the program everything is self-contained via the State pattern. Each one of the design patterns and their associated methods will find they’re to some sort of state within the program.

The biggest hurdle that I ran into with this project was executing the actual checkout system. My goal was to have the end result give a user a ‘printed receipt’ via a command pattern. I do at the moment have a placeholder CheckoutState class to keep the fluidity of the project going. I feel like I can get this functionality working with more time dedicated to the project, but I got caught up in polishing the menu viewing features. Something I struggle with is learning when something is good enough and when I can move on. I do eventually want this project to be something that’s portfolio worthy, so I plan to keep on working on the project. I’m going to be adding the following:

* A working checkout feature
* A working GUI interface