

POS Cafe System

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Overview

I created a system for a Cafe that handles

- Transactions
- Inventory
- Customer Loyalty Program

Tools

- Java 8
- SDK 11
- VS Code

Motivation

This system was motivated by my love for coffee and frustration towards a crowded coffee bar. I wanted to create a system that would alert customers the status of their orders while also handling business logic for the Cafe.

Object Oriented Design

Factory

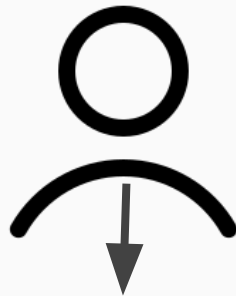
Template

Decorator

Command

Factory

beverageStore.createBeverage(order.getBeverageOrder().get(i));



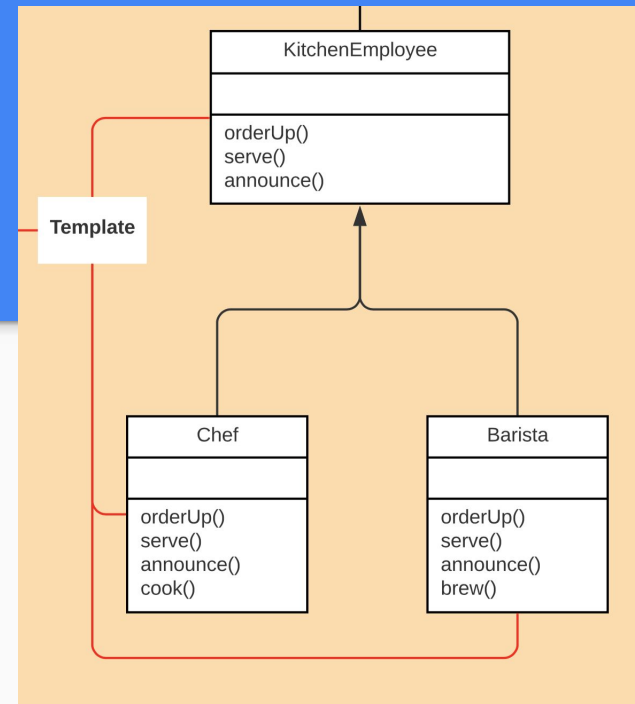
```
public class BeverageStore {  
    SimpleBeverageFactory factory;  
  
    public BeverageStore(SimpleBeverageFactory factory) { this.factory = factory; }  
  
    public Beverage createBeverage(String type) {  
        Beverage beverage;  
        beverage = factory.createBeverage(type);  
        return beverage;  
    }  
}
```

```
// FACTORY  
  
public class SimpleBeverageFactory {  
    // encapsulate the creation of a beverage  
  
    public Beverage createBeverage(String type) {  
        Beverage beverage = null;  
        if (type.equals("Coffee")) {  
            beverage = new Coffee();  
        }  
        if (type.equals("Espresso")) {  
            beverage = new Espresso();  
        }  
        if (type.equals("Tea")) {  
            beverage = new Tea();  
        }  
  
        return beverage;  
    }  
}
```

```
abstract public class Product {  
    String description = "Unknown Product";  
  
    public String getDescription() {  
        return description;  
    }  
  
    public abstract double cost();  
}
```

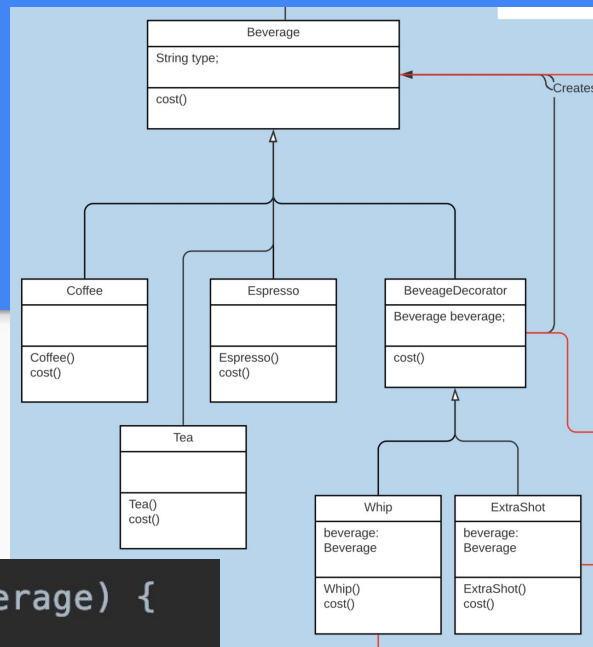
Template

```
public void orderUp(Order order) {  
    InventoryRecord inventoryRecord = order.getCafe().getInventoryRecord();  
  
    if (!order.getKitchenOrder().isEmpty()) {  
        // loop through food order, create beverage, set associated costs  
        for (int i = 0; i < order.getKitchenOrder().size(); i++) {  
            String kitchenOrder = order.getKitchenOrder().get(i);  
  
            // announce beverage is starting to be brewed  
            cook(kitchenOrder);  
  
            // create pastry  
            Pastry pastry = pastryStore.createPastry(kitchenOrder);  
  
            // add to finished products  
            order.addProducts(pastry);  
  
            // update inventory  
            inventoryRecord.update(order.getKitchenOrder().get(i), order.getKitchenOrder().size());  
  
            // add cost of making the pastry  
            order.addPrice(pastry.cost());  
  
            // announce beverage is completed & ready to be served  
            serve(kitchenOrder);  
        }  
        System.out.println("Chef "+order.getChef().getName()+": Order for " + order.getCustomer().getName() + "!");  
    }  
}
```



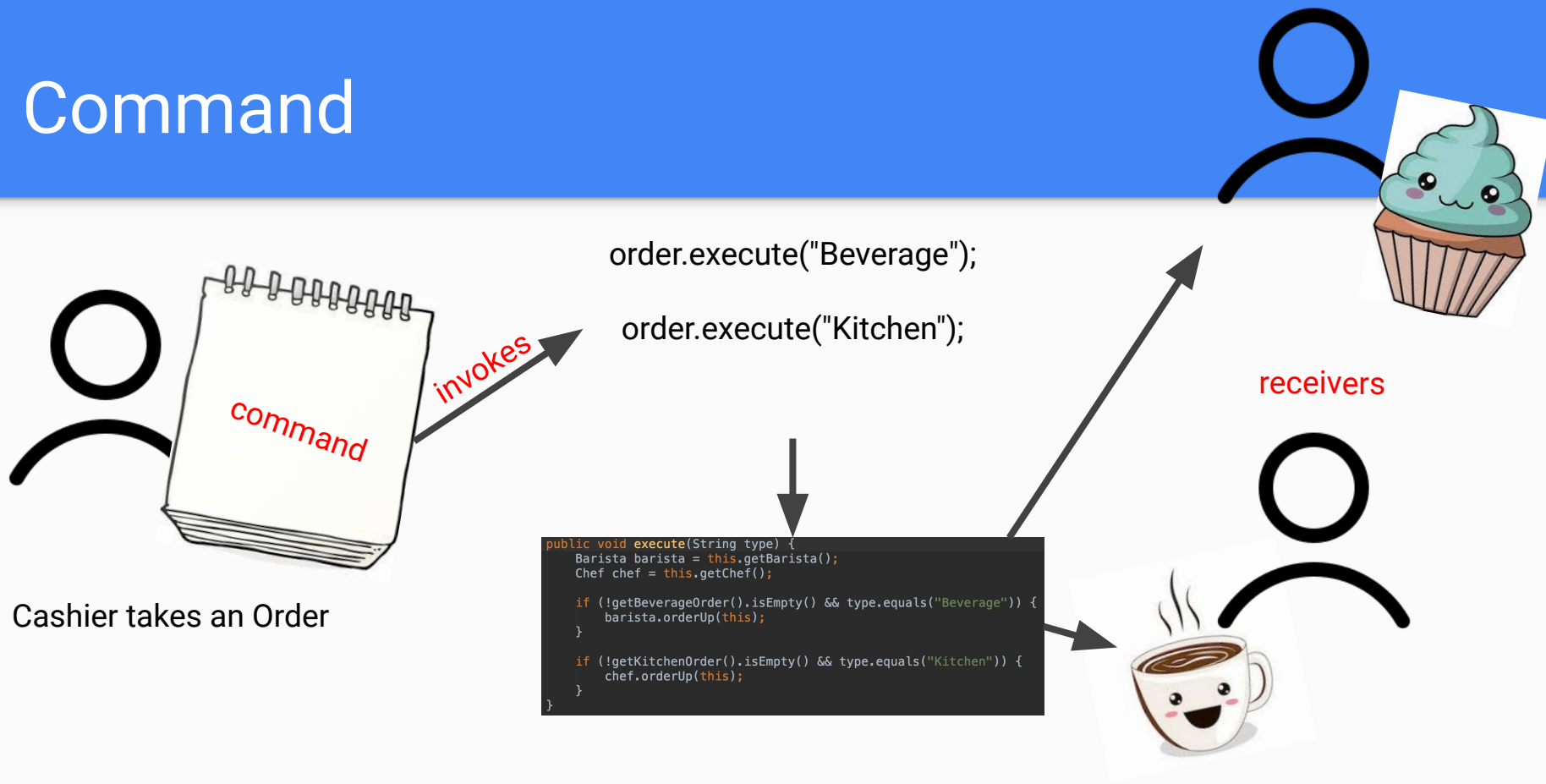
Which steps are standard and which steps are specific to each employee

Decorator



```
public Beverage addToppings(String toppings, Beverage beverage) {
    Beverage modifiedBeverage = null;
    if (toppings.equals("Whip Cream")) {
        modifiedBeverage = new WhipCream(beverage);
    }
    if (toppings.equals("Extra Shot")) {
        modifiedBeverage = new ExtraShot(beverage);
    }
    return modifiedBeverage;
}
```

Command



Noteworthy Changes

Decouple Simulator from the Cafe

- Originally I had many lists getting passed into the Cafe as parameters.
- I opted to have .txt files be parameters such that establishing a new Cafe is as easy as laying out everything in a .txt file. The Cafe will read the files in and set up the Cafe accordingly & be ready for operation!

Removing the Singleton Pattern for the Manager

- I realized that this pattern wasn't going to be very useful and could break the system if I had more than one Manager work throughout X amount of time or if I had multiple cafes.

Screen Grabs

```
Cafe is out of Espresso  
Bret Barker is filling the inventory!
```

```
##### Day 0#####  
Manager: Jeffery Diaz  
Cashier: Ellen Joshery  
Barista: David Baker  
Chef: Robert Dirvine
```

```
_____Cafe Inventory_____
```

```
Espresso: 150  
Muffin: 100  
Coffee: 300  
Bread: 100
```

```
***** Reciept *****
```

```
Customer Name: Terri
```

```
Espresso ... $3.0
```

```
Muffin ... $4.0
```

```
Savings: $0.00
```

```
-----  
Cost: $7.00
```

```
*****
```

Typical Order

```
#####
```

```
Jarrold would like - Coffee -  
...Brewing Coffee...  
...Finished Coffee...
```

```
Barista Keith Harper: 'Order for Jarrod!'
```

```
***** Reciept *****
```

```
Customer Name: Jarrod
```

```
Coffee ... $1.99
```

```
Savings: $0.00
```

```
-----
```

```
Cost: $1.99
```

```
*****
```