1.0 The purpose of this program is to create a café program that sells beverages and keeps track of the purchases and return a total amount

- **1.1** MenuProject Version 1: This system will take an order from a customer, get the size and number of drinks and return a price. This software is stand-alone in that it does not need any other software to operate. The software runs on Java Version:
- 1.8.0 161; with Java Runtime: Java (TM) SE Runtime Environment 1.8.0 161-b12.
- **1.2** This software is for a basic menu for a restaurant or café. It is meant to serve the needs of a small food business with a small menu size.
- **1.3** This document covers the requirements, design, and testing outcomes of this software.

2.0 Requirements

- **2.1** This program shall get input from the user taking an order.
- **2.2** It shall check to make sure that the menu option chosen is valid and get the price and quantity of the chosen menu size
- **2.3** This program shall return a price amount that will be added onto an overall total variable when the exit condition is meet.

3.0 Design

- **3.1** Initialize a while loop with an exit condition that will continually display a menu of items that can be chosen by the user.
- **3.2** Get a valid option from the user and enter the choice into a switch case of the menu items
- **3.3** If a choice is valid in the switch display what option was chosen and get the menu size and store the option in a string variable
- **3.4** Create a function to return a price.
 - a. Pass both the choice and size into the function
 - b. Initializes a switch case that takes the choice option as the case
 - c. Each switch contains the appropriate pricing for each size of the chosen menu option
 - d. If the switch choice is valid check what size the customer wanted
 - i. Size can be read as a single letter or the word spelled out by ignoring the case

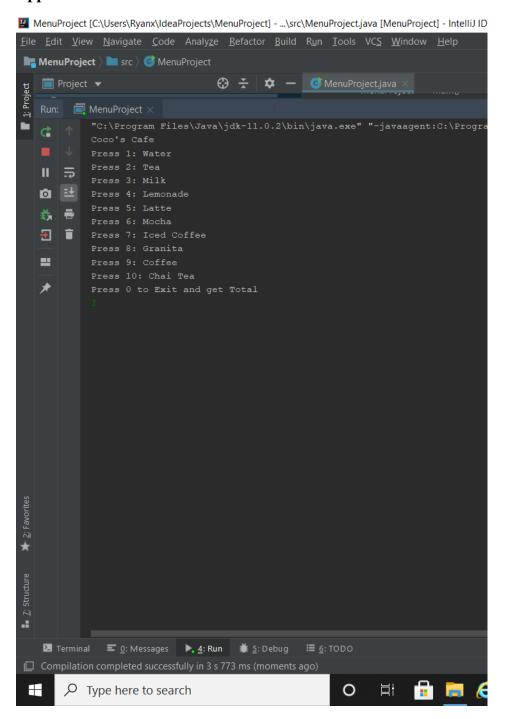
- e. Next get the quantity of the size
- f. Calculate the price by getting the product of the quantity and the single price
- g. Return the calculated price
- **3.5** Add the returned price into a total variable that will continue to accept the price as long as the exit condition is not meet.
- **3.6** Once the exit condition is meet, display the total price and an exit message.

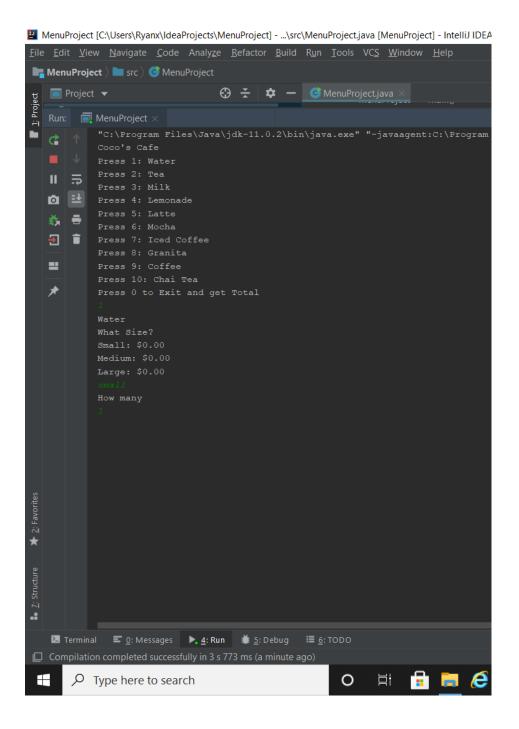
4.0 Test

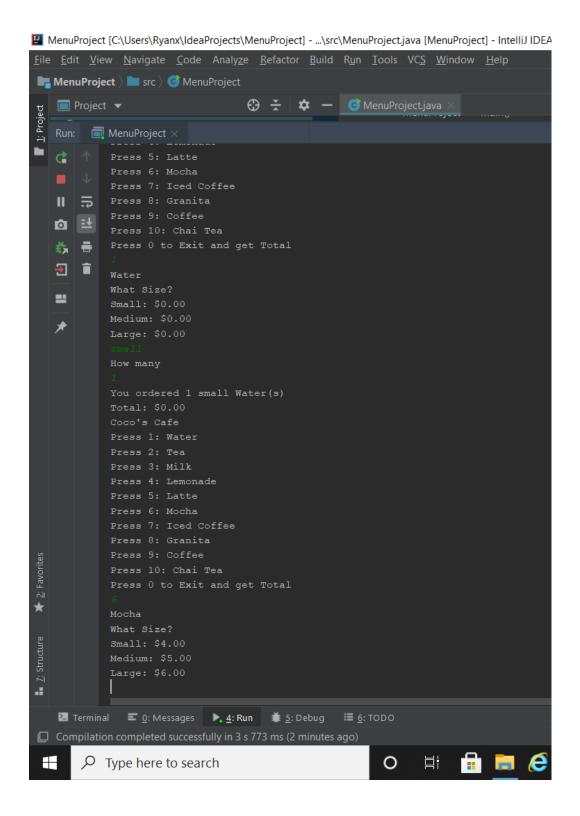
4.1 Plan:

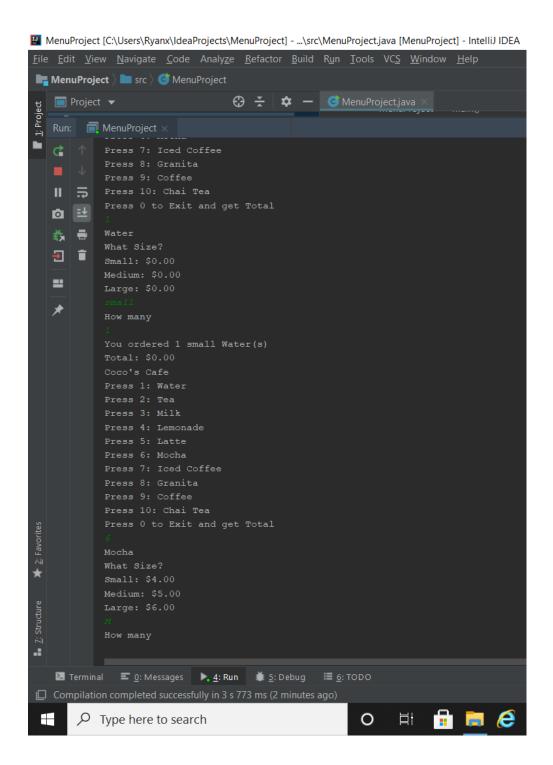
- a. Run program and test whether the menu displays correctly
- b. When making an initial menu selection check that the choice is a valid input between 1 and 10
 - i. Give an error message for invalid input and repeat prompt for input
- c. If menu selection is valid, give a valid drink size
 - i. Give an error message for invalid drink size and repeat prompt for input
- d. Give the quantity of the drinks and make sure the input is a number value
 - i. Give error message if input is invalid and repeat prompt for input
- e. Make sure the program returns some value back to main
- f. Make sure the calculation is correct
- g. Make sure the exit condition can be meet and the proper information displays
- **4.2** Results: This program performs as planned with the final output being the total amount due. Error messages occur it the input is incorrect and will re-prompt the user to give valid input. Improvements to this software could be the addition of payment options for the customer. There could be the addition of other food or drink options that could be modified per the customers request.

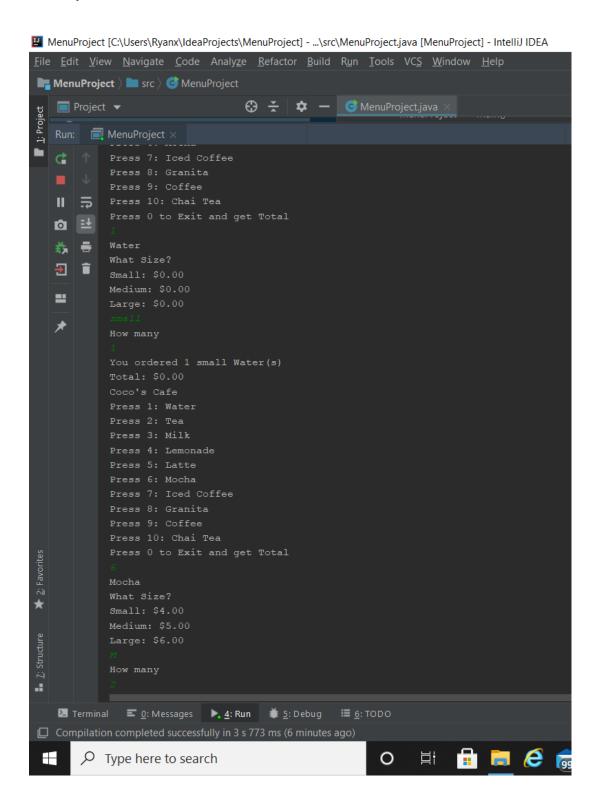
Appendix











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