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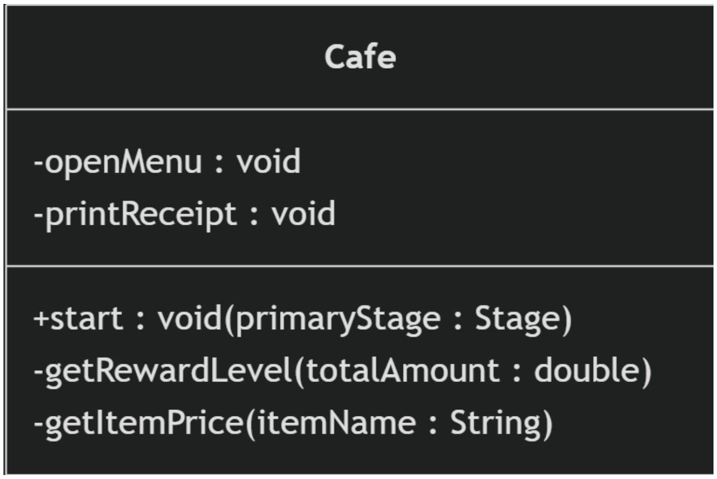
Implementation Manual



Cafe

-openMenu : void
-printReceipt : void

+start : void(primaryStage : Stage)
-getRewardLevel(totalAmount : double)
-getItemPrice(itemName : String)

- Public class Café with public method start. Private methods are openMenu, printReceipt, getRewardLevel, and getItemPrice.
- HashMap called orderList with String key and Integer value.
- The start method starts the program. It uses VBox, HBox, Text, Image and ImageViewer, and Button to create the welcome window.
  - The button uses the event handler to call the openMenu method.
- openMenu uses VBox, HBox, Text, Image and ImageViewer, and Button to create the menu window.
  - Each drink has a button below it to add it to the order. The button uses the event handler. We use the put method for our HashMap as well as getOrDefault. We also add 1 at the end to ensure that each time the button is pressed, the quantity increases.
    - Ex. (button.setOnAction(e -> {orderList.put("Hot Black Coffee", orderList.getOrDefault("Hot Black Coffee", 0) + 1);});)
- printReceipt uses VBox, Text, Image and ImageViewer to create the receipt window.
  - A for loop iterates through the HashMap using the entryset() and get() methods.
    - Ex. (String itemName = entry.getKey();)

    - A double variable called price calls the getItemPrice method in order to get the price for each drink.
        - Ex. (double price = getItemPrice(itemName);)
    - One of the Texts calls the getRewardLevel method to print out the rank.
        - Ex. (Text extraText4 = new Text("Your Reward Level: " + getrewardLevel(totalAmount));)

- getRewardLevel takes in a double totalAmount and returns a String rank.
    - It uses if and else statements to determine the correct rank for the totalAmount.
- getItemPrice takes in a String itemName.
    - It utilizes a switch statement. Each case is the name of a drink, and it returns the price. The default returns 0.