**Exercise 16-2 Create a Pizza Calculator application**

For this exercise, you’ll develop an application that calculates the price of a pizza based

on its size and toppings. The user interface for this application should look something

like this:

1. Decide what layout manager or combination of layout managers you want to use to

implement the user interface, and then sketch the user interface and its rows and

columns.

2. Open the PizzaOrderApp.java file in the c:\java1.6\ch16\PizzaOrder directory. This

file contains a public PizzaOrderApp class with an empty main method.

3. Add the code necessary to implement this application. When the user selects a size

and toppings for the pizza and clicks the Calculate button, the application should

calculate the price of the pizza and display that price in the text field. To calculate the

price of the pizza, add the price of the selected toppings to the base price of the pizza:

**Item Price**



Small pizza $6.99

Medium pizza $8.99

Large pizza $10.99

Sausage $1.49

Pepperoni $1.49

Salami $1.49

Olives $0.99

Mushrooms $0.99

Anchovies $0.99

4. Compile the program and test it to be sure it works correctly.