Lab 02: Pizza Shop Ordering System

Menu

- menuId: int
- toppings: List<Topping>
- basePriceSmall: float
- basePriceMedium: float
- basePriceLarge: float

+ addTopping(): void
+ removeTopping(): void
+ updatePrice: float
+ getBasePrice: float

Customer

- customerId: int
- name: String
- phone: String

+ placeOrder(): void
+ viewMenu(): void
+ tractOrder(): str

Topping

- toppingId: int
- name: str
- price: float

+ getPrice(): float

Payment

- paymentId: int
- amount: float
- method: str
- paid: bool

+ recordPayment(): void

Order

- orderId: int
- orderType: str
- status: str
- createdAt: str

+ addPizza(): void
+ removePizza(): void
+ calculateTotal(): float
+ setDeliveryAddress(): void

Pizza

- pizzaId: int
- size: str
- crust: str

+ addTopping(): void
+ removeTopping(): void
+ getPrice(): float

Employee

- employeeId: int
- name: str

+ viewIncomingOrder(): List<Order>
+ viewOrderDetails(orderId: int): void
+ updateOrderStatus(): void
+ makeOrderComplete(): void
+ manageMenu(): void

Address

- street: str
- city: str
- state: str
- zip: str

+ fullAddress(): str
+ addAddress(): str
+ removeAddress(): str

OrderHistory

- completedOrders: List<Order>

+ addOrder(): void
+ findOrder(): Order

1   0..*
0..*
1
1
0..*
0..1   1
1   1..*
0..*   0..*
0..1
0..*
1
1