Lab 6

CS160L-1001-1002 SUMMER 2023

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28 June 2023

CS160Lab 6 -Explanation of Images.java

To Java Coffee Co.

After six grueling weeks, the menu order interface has been completed! I took the liberty of implementing a functional GUI that will complement the menu ordering system. With the barebones of the program, the menu ordering system functions as you have asked, but I figured that customers would want to know what they're ordering. That's where Images.java comes in. This class provides a crucial visual component to the ordering process, enhancing the overall user experience and satisfaction.

The inclusion of the GUI in Images.java is a valuable addition to the menu ordering system for several reasons. First and foremost, it offers a visually appealing representation of the available drinks and their corresponding prices. Customers are more likely to engage with a menu that provides visual cues, as it helps them make informed decisions about their selections. By incorporating images of the various coffee options, such as black coffee and espresso, alongside their respective price information, the GUI empowers customers to make choices based on their preferences and budget.

Furthermore, the dynamic nature of the GUI in Images.java greatly enhances usability. The images and labels are updated in real-time as the user navigates through the menu options. When a new coffee is created, the GUI automatically refreshes to display the updated images and prices. Similarly, when the user enters the decorator menu, the GUI adjusts accordingly to show the available options, such as hot water, milk, sugar, whipped cream, and flavored syrups, with their respective prices. This seamless integration ensures that customers have the most up-to-date and accurate information throughout their ordering journey.