Homework #6
CENG431 – Building Software Systems
Due Date: 04.06.2017, 23:55

Design and implement a Fish Restaurant program in Java, where people are able to choose their own fish and how it should be cooked.

When a customer arrives to the restaurant, they should select the fish they are going to eat. However, each fish are price differently. Some fishes are sold by their weight and some fishes are sold by unit(grain) with a fixed price. The price for fishes are given below;

- **Fish Sold by Weight**
  - Levrek – 30 TL/kg
  - Çipura – 25 TL/kg
  - Somon – 50 TL/kg
- **Fish Sold by Unit(Grain)**
  - Sardalya – 3 TL/unit
  - Hamsi – 2 TL/unit
  - Paplina – 2,5 TL/unit

During selection and pricing for fish you should use a **<u>Visitor Design Pattern</u>**.

Then when the customers selected their fish and have their seats, they tell how their fish should be cooked. The restaurant only has 3 types of cooking that could again with different pricing. The cooking types are given below;

- Kızartma – 15 TL
- Tavada – 10 TL
- Fırında – 5 TL

While cooking the fishes you should use a **<u>Strategy Design Pattern</u>**.

For giving order you should create a queue and use a **<u>Command Design Pattern</u>**. Remember that Command Patterns can perform **<u>undo</u>** functionality, therefore, I customer should be able undo its order.

- Please create and rename your Java project as: G??_HW6_CENG431.
- Please submit your homework through CMS by exporting your Java Project.
- Export your Java Project as the given format with your assigned group ID: G??_HW6_CENG431.zip.