

You have to code a working coffee machine which can stock ingredients, prepare beverages, display the current quantity of stock available. One or more ingredients will be used to prepare beverages. Same ingredients can be used to prepare multiple beverages. Initial ingredients' stock and the ingredients required to prepare each beverage will be given. Coffee machine displays success messages for stocking ingredients and preparing beverages. It also displays proper error messages with all the missing ingredients in case of unavailability of stock.

The coffee machine has following ingredients

Ingredients ----- Initial quantity of stock

hot\_water ----- 500

hot\_milk ----- 500

coffee\_decoction ----- 100

sugar\_syrup -----100

tea\_leaves\_syrup -----100

green\_tea\_syrup ----- 100

below is the list of Ingredients required to prepare beverages.

hot\_tea

hot\_water - 200

hot\_milk - 100

sugar\_syrup - 30

tea\_leaves\_syrup - 30

hot\_coffee

hot\_water - 100

hot\_milk - 400

coffee\_decoction - 50

sugar\_syrup - 30

black\_tea

hot\_water - 300

sugar\_syrup - 20

tea\_leaves\_syrup - 30

green\_tea

hot\_water - 200

sugar\_syrup - 20

green\_tea\_syrup - 30

Sample test case

add\_stock("hot\_water",100)

add\_stock("sugar\_syrup", 200)

get\_stock()

prepare("black\_tea")

we were supposed to implement above APIs keeping extensibility, maintainability etc of code.

My Approach: I created two interfaces `IIngredients`, `Ibeverages`. `IIngredients` interface has some method like `getName()`, `getIngredientQuantity()`, `setIngredientQuantity()`. `Ibeverages`

interface has methods like `setIngredients()`, `getIngredients()` etc. all `Ingredients` classes will implement `Ingredients` interface and all `Beverages` subclasses will implement this `Beverages` interface. Then I have a facade which is single point of entry to this coffee machine. this facade is implemented with Singleton pattern. since every object either ingredient or beverages needs to be created only one time. i kept all objects in a map, once they are created.

object creation logic was residing in facade class, but i was thinking of moving it to factory method pattern.

Verdict:

I demonstrated my running code to interviewer and he seemed satisfied. but recruiter told me that i was rejected. I dont know what happened.

Request from community:

If you have some better design in mind for this problem Or you are the one who cleared this round, please let us all know your design.