

Java Scout's Sandwich Shop

Time required: 90 minutes

Please read the directions carefully before beginning the assignment.

- Comment your code as shown in the tutorials and other code examples.
- Follow all directions carefully and accurately.
- Think of the directions as minimum requirements.

Pseudocode

1. Write pseudocode or TODO for the exercise

Here's What I Want You to Do

Create a console program that creates a Sandwich object with three data fields.

Here's Why I Want You to Do It

Demonstrate understanding of:

Calculations, Variables, Constants, Input from user

Back Story

Scout has just opened his sandwich shop. His sister Maya is her partner and is studying Computer Science. Scout would like a simple point of sale program. Maya decides to write a program for the shop.

Scout and Maya are also looking at branching out into other products. Maya might want to write a program to sell muffins, used tires, custom 3D art, or fruit. This program can sell anything they want to sell.

NOTE: You can create whatever type of food or item you wish. It does not have to be a sandwich.

Part 1: The Sandwich Class

- Create a file named **Sandwich.java**

- Create a class named **Sandwich**
- Data fields
 - String for the main ingredient (such as “tuna”)
 - String for the bread type (such as “wheat”)
 - Double for the price (such as 4.99).
- Include methods to get and set values for each of these fields.
- Create a **toString()** method that returns a string representation of the **Sandwich** object.

```
@Override
public String toString() {
    // Return a string that displays the fields of the sandwich object.
}
```

- Include a default constructor that creates an empty **Sandwich** object. Use the set methods to fill out the fields.
- Include a constructor that initializes a **Sandwich** with all three fields.

Part 2: The SandwichShop Application

- **Sandwich.java** remains the same.
- Create a file named **SandwichShop.java**
- The application instantiates two **Sandwich** objects.
 - The second sandwich is created from the default constructor and demonstrates the use of the set and get methods.
 - The second is created from the constructor with three parameters.
- Hard code the values in the program.

Save the application as **SandwichShop.java**

Example run:

```
*** Welcome to Scout's Sandwich Shop ***
You ordered a tuna sandwich on wheat bread.
The price is $4.99
You ordered a Roast Beef sandwich on crossaint bread.
The price is $5.55
```

Assignment Submission

1. Attach the pseudocode.
2. Attach the program files.
3. Attach screenshots showing the successful operation of the program.
4. Submit in Blackboard.