

Console-based Milktea Café Management System

Team Name: Team CreativiTEA

Team Members:

- Kevin Christopher Bandales Document
- Jayp Bazar Programmer/ Developer
- Lily Rose Julianes Project Leader

Project Description:

This project consists of a console-based program of a shop which sells various coffees and milk teas, a Milktea Café Management System. The program manages the orders of the customers and calculates the total earnings of the shop. It helps to improve the efficiency of a shop using the calculating and processing speed of a computer. The goal of this project is to create a console-based milktea café management system that can process orders of customers.

Features/Functionality:

- > Show a menu list of products on sale
- > Take order from a customer
- > Take payments from customers
- Calculate total order cost
- Provide error messages when necessary
- Record the transactions made by customers

Scope and Limitation:

The program is meant to be operated by a customer and can have many orders. The shop will give up to 5% discount upon receiving an order of 50 pieces of the same product and 10% discount on quantities 100 or larger. A customer cannot order a quantity more than 1000 pieces of any product.

Basic Classes:

Shop, Milktea, Coffee

Initial Class Diagram:

Shop

transactions: String []

displayWelcome()

displayMenu()

Milktea

flavor: String []

size: String []

price: int []

quantity: int

displayMilktea()

Coffee

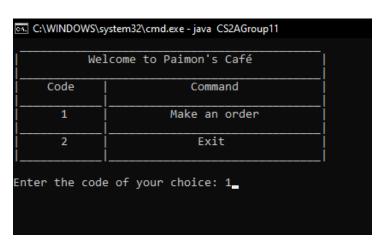
type: String []

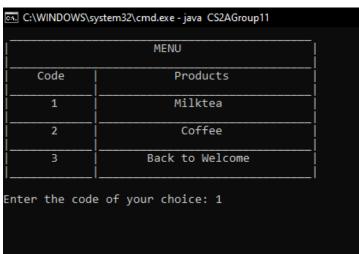
price: int []

quantity: int

displayCoffee()

Sample outputs:





Code	Size	Price
1	 160z	29
2	20oz	39
er the code	of the size:	1
	Milktea	
Code		lavor
1	Dar	Choco
2	0re)
3	Mat	:ha
4	0ki	nawa
5	Red	Velvet
6	Str	awberry
7	Hone	y Dew
8	Tar)

Code	Туре	Price
1	Espresso	70
2	Americano	100
3	Latté	120
4	Cappuccino	130
5	Mocha	140
6	Macchiato	120
7	Cold Brew	150
8	Drip Coffee	80