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Program 2 Algorithm

1. Create a new BakeryMenu object.
2. Create a new BakeryOrder object.
3. Tell the BakeryOrder object to run its processOrder method.

Since this is so short, I will step down one level, to describe the algorithm that runs when BakeryOrder runs the processOrder method, as this is actually where the “action” in the program happens.

When BakeryOrder’s processOrder method runs:

1. Create a new BakeryBasket object, feeding it the BakeryMenu object that was created before.
2. Tell the BakeryMenu object to run the displayMenu method, which displays the prices for the items being sold.
3. Have the BakeryBasket object get the order amounts, by running the getOrderAmountsInput method.
4. Calculate all sales totals by having the BakeryBasket object run calculateOrderTotals
5. Display the summary of the sale by running displayReciept on the bakeryBasket object.