



YourTurn6 Pizza:

- You were also given the Customer class and the Start Class
- Build an enumerated type called Toppings that contains CHEESE, PINEAPPLE, EXTRACHEESE, EXTRAPINAPPLE
- Build an enumerated type called OrderStatus that contains PENDING, PREPARING, COMPLETE
- Build an enumerate type called Size that contains SMALL, MEDIUM, LARGE
- Write a PizzaOrder class that includes
 - the following instance variables:
 - Customer
 - Size
 - An ArrayList of Topping
 - OrderStatus
 - A method called addTopping
 - A method called addString that will return a String in this format:
 - Rich 555-5555 Crazy Street CHEESE EXTRAPINEAPPLE
 - Various constructors and getter and setters
- Write a Class called MamasPizzaEngine that:
 - Has a Queue of PizzaOrder called pendingQueue (this is where the order is added when the submitOrder method is called)
 - Has a orderBeingPrepared instance variable of type PizzaOrder (this is the order that is currently being prepared by the chef)
 - Has an ArrayList of PizzaOrder called pizzaOrdersWaitingForPickup that contain PizzaOrders that are completed and are waiting for pickup.
 - Has the following methods:
 - submitOrder that accepts a PizzaOrder and adds it to the end of the pendingQueue. This queue contains all of the orders that are waiting for the pizza chef to make. When a new PizzaOrder is added to the queue, we set the orderStatus to PENDING. The method will return the PizzaOrder that was passed to it.
 - getNextOrderToPrepare which accepts nothing and returns a PizzaOrder. This method takes the PizzaOrder out of the front of the pendingQueue and assigns it to the orderBeingPrepared instance variable. Mama's Pizza can only prepare one pizza at a time and the PizzaOrder associated with that pizza is always stored in the orderBeingPrepared instance variable. We will also change the Status of this pizza order to PREPARING.

- `completeOrderBeingPrepared` which accepts nothing and returns `PizzaOrder`. This method takes the order that is currently assigned to `orderBeingPrepared` (the order that the pizza chef is currently making), changes its status to `COMPLETE`, adds it to the `pizzaOrdersWaitingForPickup` `ArrayList` and sets `orderBeingPrepared` instance variable to null since there is not yet another order being prepared.
- `customerPickup` which accepts a `String` containing the customer's name. The method searches the `pizzaOrdersWaitingForPickup` `ArrayList` for the order that has a matching customer name, removes it from the `ArrayList`, and returns that order. If there isn't an order with a matching name, the method returns null
- `getCurrentStatus` which accepts nothing and returns a `String` that describes the three main parts of Mama's Pizza at a point in time:

Mama's Pizza Status

Pending Queue:

Aiko	555-5555	Crazy Street	CHEESE	EXTRACHEESE
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Current Order:

Lori	555-5655	Very Crazy Street	EXTRACHEESE	EXTRAPINEAPPLE
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Waiting For Pickup:

Rich	555-5555	Crazy Street	CHEESE	EXTRAPINEAPPLE
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- Note that, if the Current Order is null then it should return "No orders currently being worked on"
- If everything has worked out well, running `Start` should result in this output:

Submitting new order for Lori

Submitting new order for Liz

Submitting new order for Samar

Submitting new order for Aiko

Chef is now preparing Rich order

Rich order is now complete and being moved to Awaiting Pickup

Chef is now preparing Lori order

Lori order is now complete and being moved to Awaiting Pickup

Chef is now preparing Liz order

Mama's Pizza Status

Pending Queue:

Samar	455-5545	More Crazy Street	CHEESE
Aiko	555-5555	Crazy Street	EXTRACHEESE

Current Order:

Liz	555-5555	Jazzy Street	CHEESE	PINEAPPLE
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Waiting For Pickup:

Rich	555-5555	Crazy Street	CHEESE	EXTRAPINEAPPLE
Lori	555-5655	Very Crazy Street	EXTRACHEESE	EXTRAPINEAPPLE

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