Chapter 5 Programming Project 8

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| Submission has proper format and name according to syllabus | ZIP file not named correctly per syllabus. -2 |
| Includes program source files (.java) | OK |
| Include up front thinking on programming problem | OK |
| Identifiers conform to Java programming conventions and the names are meaningful in the problem domain. | Variable names with initial caps do not conform to Java programming convention.  -2 |
| Class **Pizza** (from project 4.11) meets requirements | OK |
| Add copy constructor forPizza class | OK |
| Class **PizzaOrder** (from project 4.12) | OK |
| 3 instance variables of type **Pizza**, one of type **int** for number of pizzas ordered | See below. -2 |
| No additional unnecessary instance variables | OK |
| Constructor for **PizzaOrder** that set all the instance variables. | See below. -5 |
| Method **public void setNumPizzas( int numPizzas )** to set number of pizzas in order between 1 and 3 | OK |
| Public method **getNumPizzas( )** that returns the number of pizzas in the order | ?? |
| Public set method for each pizza instance variable. | See below. -2 |
| Public get method for each pizza instance variable. Should return null if that pizza is not ordered | See below -2 |
| Public method **calcTotal( )** that returns a **double** that is the cost of the order. | OK |
| Copy constructor for **PizzaOrder** that makes a deep copy of the PizzaOrder object. | OK |
| Test code per text on page 344 that tests the methods and the copy constructor | OK |
| Includes program test runs that adequately demonstrate the program working | OK |

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|  | Only initialize instance variables within constructors.  Pizza pizza1, pizza2, pizza3; int numPizzas;  Should have another parameter  this.pizza1=new Pizza(pizza1);  …  this .numPizzas=numPizzas;  Copy constructor is correct. |

Revise setPizza methods as follows:

public void setPizza1 (Pizza pizza1)

{

this.pizza1 = new Pizza(pizza1);

pizza1.getPizzaDescription();

}

Revise gePizza methods as follows:

public Pizza getPizza1()

{

return (pizza1 != null) ? new Pizza(pizza1) : null;

}