

Decisions Table

This decisions table represents our popping pizza program and how the programs logic works. Each table represents the class and its possible inputs/decisions. Every class is connected and managed depending on each path taken by the user. The users path is also represented within the logic tables.

Question class			
Conditions	Are you a new User?	T	
Actions	Open InformationInput class	T	
	Open PhoneNumber class		T

InformationInput class				
Conditions	Not new?	T		
	Enter		T	T
	Required Info filled?	T		T
Actions	Open PhoneNumber class	T		
	Open Pizza Class			T
	Open NotFilled Class		T	

PhoneNumber class				
Conditions	New?	T		
	Next		T	T
	Phone number found?		T	
Actions	Open InformationInput class	T		
	Open NotFound class			T

NotFound class			
Conditions	Retry?	T	
	Create new user		T
Actions	Open PhoneNumber class	T	
	Open Information Input class		T

Pizza class			
Conditions	Update Info		T
	Correct?	T	
Actions	Open Update class		T
	Open PizzaBaseSelector class	T	

PizzaBaseSelector class		
Conditions	Next	T
Actions	Open PizzaToppingSelector	T

PizzaToppingSelector			
Conditions	Back	T	
	Next		T
Actions	Open PizzaSelector class	T	
	Open PizzaExtraSelector class		T

PizzaExtra Selector			
Conditions	Back	T	
	Next		T
Actions	Open PizzaToppingSelector class	T	
	Open FinalChecker class		T

FinalChecker class				
Conditions	Another	T		
	Start Over		T	
	Continue			T
Actions	Open PizzaBaseSelector	T	T	
	Open BeverageMenu class			T

BeverageMenu			
Conditions	Back	T	
	Next		T
Actions	Open BeverageReceipt class		T
	Open FinalChecker class	T	

BeverageReceipt				
Conditions	Change selection	T		
	Clear order		T	
	Continue			T
Actions	Open PaymentOption class			T
	Open BeverageMenu class	T		
	Open PizzaBaseSelector class		T	

PaymentOption class			
Conditions	Cash	T	
	Card		T
Actions	Open FoundCard class		T
	Open FinalPayment class	T	

FoundCard class		Yes	No
Conditions	Use same card?	T	
Actions	Open FinalPayment class	T	
	Open NewCard class		T

NewCard class		Back	Update
Conditions	Update card info?	T	
Actions	Open PaymentOption class	T	
	Open FinalPayment class		T

FinalPayment class				
Conditions	Finalize	T		
	Change Option		T	
	Start Over			T
Actions	Open sign class	T		
	Open PaymentOption class		T	
	Open Question class			T