

977-270

Design Pattern Project

Semester 2/2561

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Learning Outcomes

Can apply design patter in Java software development





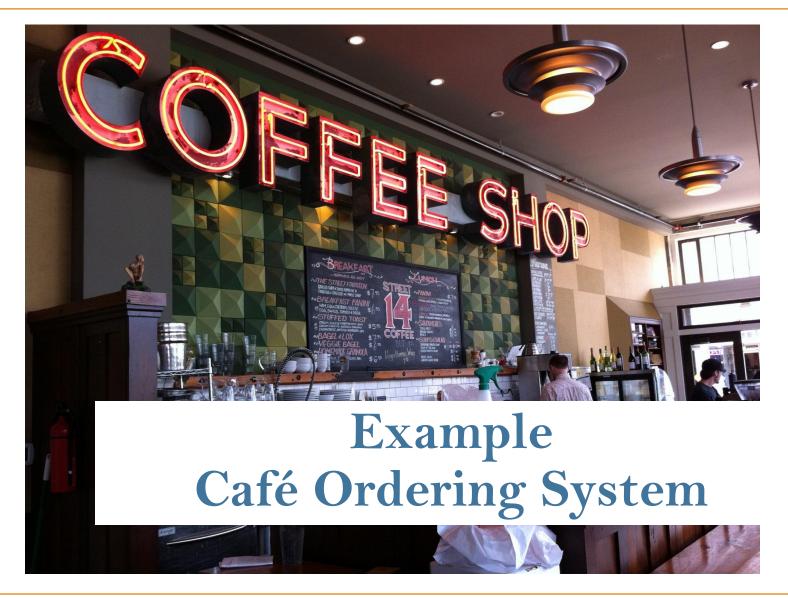


Instructions

- Develop a Java application as console or desktop application.
- Use your group design pattern and apply at least 3 additional design patterns
- Write a short report
 - How to use the application
 - Why the selected design patterns are used
 - What is the benefit of using the design patterns











Requirement

- Customer can order drinks and food
- Each item has its own price
- When a customer order an item, staff can input a number for a selected menu.
- After finished ordering, the system calculate total price and display summary of order and total price on the screen.





Café Menu

Iterator for displaying Menu

Decorator for price calculation

Factory for create menu items

Singleton for counting all orders







Submission

- Working in Group (same as presentation)
- Source code
- Short report as PDF file
- Upload files to
 - •https://drive.google.com/open?id=1QthIr0Lp E0W9W80kFhwVwG7V09SOiVwu

Due date 12th May 2019

