

Course: Introduction to Programming Using Python

Module 14. SOLID. Part 1

Task 1

Create an app simulating a pizza place. The app should have the following functionality:

1. The user can choose among five standard pizza recipes or create a custom one.
2. The user can choose whether to add toppings (sweet onions, jalapenos, chile, pickles, prosciutto, etc.)
3. Information about the ordered pizza should be displayed on the screen and saved to a file.
4. Payment can be in cash or by card.
5. Provide the possibility to view the number of pizzas sold, returns, profit.
6. Application classes must be created based on the SOLID principles and design patterns.