* **Pizza Calories**

A pizza is made of dough and different toppings. You should model a **class Pizza,** which should have a **name**, **dough** and **toppings** as fields. Every type of **ingredient** should have its **own class**. Every ingredient has different properties: the **dough** can be white or wholegrain and in addition, it can be crispy, chewy or homemade. The **topping** can be of type meat, veggies, cheese or sauce. **Every ingredient** should have a **weight** in grams and a method for **calculating** its calories according to its type. Calories per gram are calculated through **modifiers**. Every ingredient has 2 calories per gram as a **base** and a **modifier** that **gives** the **exact** calories. For example, a white dough has a modifier of 1.5, a chewy dough has a modifier of 1.1, which means that a **white** **chewy** dough, weighting **100** **grams** will have 2 \* 100 \* 1.5 \* 1.1 = 330.00 **total** **calories**.

**Your job** is to model the classes in such a way that they are **properly encapsulated** and to provide a **public** method for every pizza that **calculates its calories according to the ingredients it has**.

**Step 1. Create a Dough Class**

The base ingredient of a **Pizza** is the dough. First, you need to create a **class** for it. It has a **flour type,** which can be **white** or **wholegrain**. In addition, it has a **baking technique,** which can be **crispy**, **chewy** or **homemade**. A dough should have a **weight** in grams. The calories per gram of a dough are calculated **depending** on the **flour type** and the **baking technique**. Every **dough** has **2 calories** **per** **gram** as a base and a **modifier** that gives the exact calories. For example, a white dough has a modifier of 1.5, a chewy dough has a modifier of 1.1, which means that a **white** **chewy** **dough**, weighting **100** **grams** will have (2 \* 100) \* 1.5 \* 1.1 = 330.00 **total** **calories**. You are given the **modifiers** below:

**Modifiers:**

* **White - 1.5;**
* **Wholegrain - 1.0;**
* **Crispy - 0.9;**
* **Chewy - 1.1;**
* **Homemade - 1.0;**

Everything that the class should expose is a **getter** for the **calories per gram**. Your task is to create the class with a proper **constructor**, **fields**, **getters** and **setters**. Make sure you use the **proper access modifiers**.

**Step 2. Validate Data for the Dough Class**

Change the internal logic of the **Dough** class by adding a **data validation** in the **setters**.

Make sure that if **invalid flour type** or an **invalid baking technique** is given a proper **Exception** is thrown with the message **"Invalid type of dough."**.

The allowed weight of a dough is in the **range** [1..200] grams. If it is **outside** of this **range** throw an **Exception** with the message **"Dough weight should be in the range [1..200]."**.

**Exception Messages**

* **"Invalid type of dough."**
* **"Dough weight should be in the range [1..200]."**

Make a test in your main method that reads Doughs and prints their calories until an "**END**" command is given.

**Examples**

|  |  |
| --- | --- |
| **Input** | **Output** |
| Dough White Chewy 100  END | 330.00 |
| Dough Tip500 Chewy 100  END | Invalid type of dough. |
| Dough White Chewy 240  END | Dough weight should be in the range [1..200]. |

**Step 3. Create a Topping Class**

Next, you need to create a **Topping class**. It can be of four different types - **meat**, **veggies**, **cheese** or a **sauce**. A **Тopping** has a **weight** in grams. The **calories per gram** of topping are **calculated depending on its type**. The **base calories** **per gram** are **2**. Every different type of topping has a **modifier**. For example, **meat** has a **modifier of 1.2**, so a **meat** topping will have **1.2 calories per gram** (1 \* 1.2). Everything that the class should expose is a **getter** for **calories per gram**. You are given the **modifiers** below:

Modifiers:

* **Meat - 1.2;**
* **Veggies - 0.8;**
* **Cheese - 1.1;**
* **Sauce - 0.9;**

Your task is to create the class with a **proper** **constructor**, **fields**, **getters** and **setters**. Make sure you use the **proper** **access modifiers**.

**Step 4. Validate Data for the Topping Class**

Change the internal logic of the **Topping** class by adding **data validation** in the **setter**.

Make sure the **Тopping** is one of the provided types, otherwise throw a proper **Exception** with the message **"Cannot place [name of invalid argument] on top of your pizza."**.

The allowed weight of a **Тopping** is in the range [1..50] grams. If it is **outside of this range** throw an **Exception** with the message **"[Topping type name] weight should be in the range [1..50]."**.

**Exception Messages**

* **"Cannot place [name of invalid argument] on top of your pizza."**
* **"[Topping type name] weight should be in the range [1..50]."**

Make a test in your main method that reads a single dough and a topping after that and prints their calories.

**Examples**

|  |  |
| --- | --- |
| **Input** | **Output** |
| Dough White Chewy 100  Topping meat 30  END | 330.00  72.00 |
| Dough White chewy 100  Topping Krenvirshi 500  END | 330.00  Cannot place Krenvirshi on top of your pizza. |
| Dough White Chewy 100  Topping Meat 500  END | 330.00  Meat weight should be in the range [1..50]. |

**Step 5. Create a Pizza Class!**

A **Pizza** should have a **name**, some **toppings** and a **dough**. Make use of the **two classes you made earlier**. In addition, a **Pizza** should have **public getters** for its **name**, **number of toppings** and the **total calories**. The **total calories** are **calculated by summing the calories of all the ingredients a Pizza has**. Create the class using a **proper constructor**, expose a **method** for **adding a topping**, a **public** **setter** for the dough and a **getter** for the **total calories**.

The input for a **Pizza** consists of **several** **lines**. On the first line is the **Pizza name** and on the second line, you will get input for the **dough**. On the next lines, you will receive every topping the **Pizza** has.

If the creation of the **Pizza** was **successful,** print on a single line the name of the **Pizza** and the **total calories** it has.

**Step 6. Validate Data for the Pizza Class**

The **name** of the **Pizza** should **not** be an **empty string**. In addition, it should **not be longer than 15 symbols**. If it does not fit, throw an **Exception** with the message **"Pizza name should be between 1 and 15 symbols."**.

The **number of toppings** should be in range [0..10]. If not, throw an **Exception** with the message **"Number of toppings should be in range [0..10]."**.

Your task is to print the **name** of the **Pizza** and the **total** **calories** it has according to the examples below.

**Examples**

|  |  |
| --- | --- |
| **Input** | **Output** |
| Pizza Meatless  Dough Wholegrain Crispy 100  Topping Veggies 50  Topping Cheese 50  END | Meatless - 370.00 Calories. |
| Pizza Burgas  Dough White Homemade 200  Topping Meat 123  END | Meat weight should be in the range [1..50]. |
| Pizza Bulgarian  Dough White Chewy 100  Topping Sauce 20  Topping Cheese 50  Topping Cheese 40  Topping Meat 10  Topping Sauce 10  Topping Cheese 30  Topping Cheese 40  Topping Meat 20  Topping Sauce 30  Topping Cheese 25  Topping Cheese 40  Topping Meat 40  END | Number of toppings should be in range [0..10]. |
| Pizza Bulgarian  Dough White Chewy 100  Topping Sirene 50  Topping Cheese 50  Topping Krenvirsh 20  Topping Meat 10  END | Cannot place Sirene on top of your pizza. |