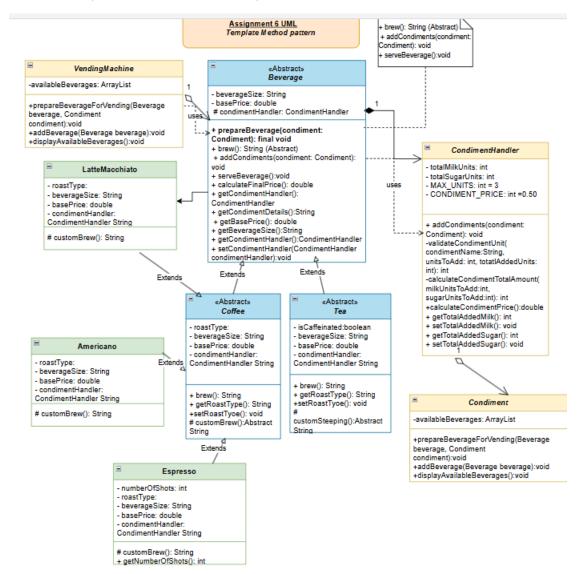
Assignment 6 UML and Refactoring

NEW UML (referred to README.md):



Refactoring Screenshots comparison of refactoring in the README.md:

• Beverage class:

```
* Abstract brew method that all beverages use.
                        * @return String message about beverage brewed.
               39 🕦
                       public abstract String brew();
                        \star Calculates final price with condiment price charges included.
                       * @param condiment the milk pr sugar to be added tp drink.
                       public void addCondiments(Condiment condiment) {
                        condimentHandler.addCondiments(condiment);
                       * Calculates final price with condiment price charges included.
                        * @return the base cost of drink + condiment total price.
                       public double calculateFinalPrice() {
                        return basePrice + condimentHandler.calculateCondimentPrice();
Before: Bally but a mat a sacce a sufficient to a Bally and a sadd and install
```

After adding template:

```
^{\rm new}\,^* public final void prepareBeverage(Condiment condiment) {
    brew(); // Abstract step
addCondiments(condiment); // Concrete step 1
serveEeverage(); //concrete step2
  /**  
* Abstract brew method that all beverages types use.  
*/
  public abstract void brew();
   * Calculates final price with condiment price charges included.
   * \underline{\textit{@param}} condiment the milk pr sugar to be added tp drink.
  * Method that all beverages use containing service details.

* Prints String message about beverage size and price.

*/
new"
public void serveBeverage() {
    System.out.println("Serving the " + getBeverageSize() + " beverage,\n"
    + "Final Price: $" + SalculateFinalPrice() + "\n");
}
```

Coffee class:

```
public class Coffee extends Beverage {
    /**

    * This is Coffee class which is responsible for representing a Coffee
    * Coffee is type of Beverage and why its child class of Beverage class
    */
    private String roastType;

/**

    * Create a Coffee object using size, price, condimentHandler, & reastType
    * Barnam beverageSize size of drink as string
    * Barnam beverageSize price of base drink as double.

    * Barnam beverage price of base drink as double.

    * Barnam roastType coffee roast type
    */
    new*

public Coffee(String beverageSize, double basePrice, CondimentHandler
    condimentHandler, String roastType) {
    super(beverageSize, basePrice, condimentHandler);
    this.roastType = roastType;
    }

/**

    * Brew method that all coffees classes use.
    *
    * Breturn String message about coffee brewed.
    */
    3 overides new*
    public String brew() { return "Brewing coffee beans: "; }

Before: bu > met > cos65 > coffeemachine > @ Coffee > @ Coffee
```

- o After template:
 - Modified to be abstract and added abstract method

```
public abstract class Coffee extends Beverage {
  \star This is Coffee class which is responsible for representing a Coffee.
  * Coffee is type of Beverage and why its child class of Beverage class
  * Update: now its implements template method's abstract method brew.
  * Also, it now an abstract class so that it's subclasses can override for custom brea
  private String roastType;
  *\ \textit{Create a Coffee object using size, price, condiment Handler, \&\ \textit{roastType parameters.}}
  * <u>Oparam</u> beverageSize size of drink as string
  * Sparam basePrice price of base drink as double.

* Sparam condimentHandler condimentHandler
  * @param roastType
  public Coffee(String beverageSize, double basePrice, CondimentHandler
    condimentHandler, String roastType) {
super(beverageSize, basePrice, condimentHandler);
   this.roastType = roastType;
  * Brew method that all coffees classes use.
 * Updated to call abstract method */
 public void brew() {
   // Shared Initial base brewing message for coffee types.
System.out.println("Brewing coffee beans: ");
   System.out.println(customBrew()); //specific brewing process
 /**

* Abstract method that subclasses must have for specific brewing details.
 protected abstract String customBrew();
```

- Tea class
 - o Before

```
public class Tea extends Beverage {
  * This is Tea class which is responsible for representing a Tea.
  \ast Tea is type of Beverage and why its child class of Beverage class.
  private boolean isCaffeinated;
  * Create a Tea object using size,price,condimentHandler,& isCaffeinated
  * @param beverageSize size of drink as string
  * @param basePrice
                           price of base drink as double.
   * @param condimentHandler condimentHandler
   * @param isCaffeinated if tea is caffeinated
  public Tea(String beverageSize, double basePrice,
             {\tt CondimentHandler\ condimentHandler,\ boolean\ is Caffein ated)\ \{}
    super(beverageSize, basePrice, condimentHandler);
    this.isCaffeinated = isCaffeinated;
  * Brew method for steeping the tea.
  */
  3 overrides new *
  @Override
  public String brew() { return "Steeping the tea: "; }
```

After template method:

```
public abstract class Tea extends Beverage {
    /**

* This is Tea abstract class which is responsible for representing a Tea.

* Tea is type of Beverage and why its child class of Beverage class.

* Update: now its implements template method's abstract method brew.

* Also, it now an abstract class so that it's subclasses can override for custom brew */

private boolean isCaffeinated;

/**

* Create a Tea object using size, price, condimentHandler, & isCaffeinated parameters.

* Byparam beverageSize size of drink as string

* Byparam beverageSize size of drink as string

* Byparam isCaffeinated if tea is caffeinated

*/

new*

public Tea(String beverageSize, double basePrice,

CondimentHandler condimentHandler, beclean isCaffeinated) {

super(beverageSize, basePrice; condimentHandler);

this.isCaffeinated = isCaffeinated;
}

/**

* Brew method for steeping the tea.

* Updated to call abstract method

*/

**

* Brew method for steeping the tea.

* Updated to call abstract method

*/

* Brew method for steeping the tea.

* Updated to call abstract method

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**

* Brew method for steeping the tea.

* Updated to call abstract method

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* Brew method for steeping the tea.

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* A Breve method for steeping the tea.

* Brew method for s
```

• Condiment Handler

o Before with temporary variables, large multiple responsibility method,:

```
© Coffee.java
                 © Tea.iava
                                © CondimentHandler.java × © Beverage.java
new *
public void addCondiments(Condiment condiment) {
 int milkUnitsToAdd = condiment.getMilk();
  int sugarUnitsToAdd = condiment.getSugar();
  // input: must be between 0 and MAX_UNITS
  if (milkUnitsToAdd < 0 || milkUnitsToAdd > MAX_UNITS) {
   throw new IllegalArgumentException("Milk units must be between 0 and " + \mbox{\it M}
  if (sugarUnitsToAdd < 0 || sugarUnitsToAdd > MAX\_UNITS) {
   throw new IllegalArgumentException("Sugar units must "
      + "be between 0 and " + MAX_UNITS);
  // Check total units do not exceed the maximum allowed
  if (this.totalAddedMilk + milkUnitsToAdd > MAX_UNITS) {
   throw new IllegalArgumentException("Cannot exceed 3 units"
       + " of milk.");
  if (this.totalAddedSugar + sugarUnitsToAdd > MAX_UNITS) {
    throw new IllegalArgumentException("Cannot exceed 3 units"
        + " of sugar.");
  // Undate the condiment counts
  this.totalAddedMilk += milkUnitsToAdd:
  this.totalAddedSugar += sugarUnitsToAdd;
  System.out.println("Added " + totalAddedMilk
      + " units of milk and " + totalAddedSugar + " units of sugar.");
```

o CondimentHandler After without them:

0

```
public void addCondiments(Condiment condiment) {
  // removed temporary variables
// Check the amounts of each condiment available per drink.
  int milkUnits = validateCondimentUnit( condimentName: "Milk", condiment.getMilk(),
      totalAddedMilk);
  int sugarUnits = validateCondimentUnit( condimentName: "Sugar", condiment.getSugar(),
      totalAddedSugar);
  calculateCondimentTotalAmount(milkUnits, sugarUnits);
* Validate an individual condiment (milk/sugar) based on current and limited amount of units.
* <u>@param</u> condimentName Name of the condiment (milk or sugar).

* <u>@param</u> unitsToAdd Units to be added.
 * @param totalAddedUnits Current total units added.
private \ int \ validate Condiment Unit (String \ condiment Name, \ int \ units ToAdd, \ int \ total Added Units) \ \{ int \ validate Condiment Unit (String \ condiment Name, \ int \ units ToAdd, \ int \ total Added Units) \} 
  // input: must be between 0 and MAX_UNITS
  if (unitsToAdd < 0 || unitsToAdd > MAX_UNITS) {
    throw new IllegalArgumentException(condimentName + " units must be between 0 and " \,
        + MAX_UNITS);
  // Check total units do not exceed the maximum allowed
  if (totalAddedUnits + unitsToAdd > MAX_UNITS) {
   return unitsToAdd:
```

```
* Update the total milk and sugar amounts.
* @param milkUnitsToAdd Units of milk to add.
* <u>Oparam</u> sugarUnitsToAdd Units of sugar to add.
*/
private void calculateCondimentTotalAmount(int milkUnitsToAdd, int sugarUnitsToAdd) {
// Update the condiment counts
 this.totalAddedMilk += milkUnitsToAdd;
 this.totalAddedSugar += sugarUnitsToAdd;
 System.out.println("\tAdded " + totalAddedMilk
     + " units of Milk and " + totalAddedSugar + " units of Sugar.");
* Calculate the total milk or sugar amounts cost
* The condiment price is added to base price.
*/
new *
public double calculateCondimentPrice() {
return (totalAddedMilk + totalAddedSugar) * CONDIMENT_PRICE;
```