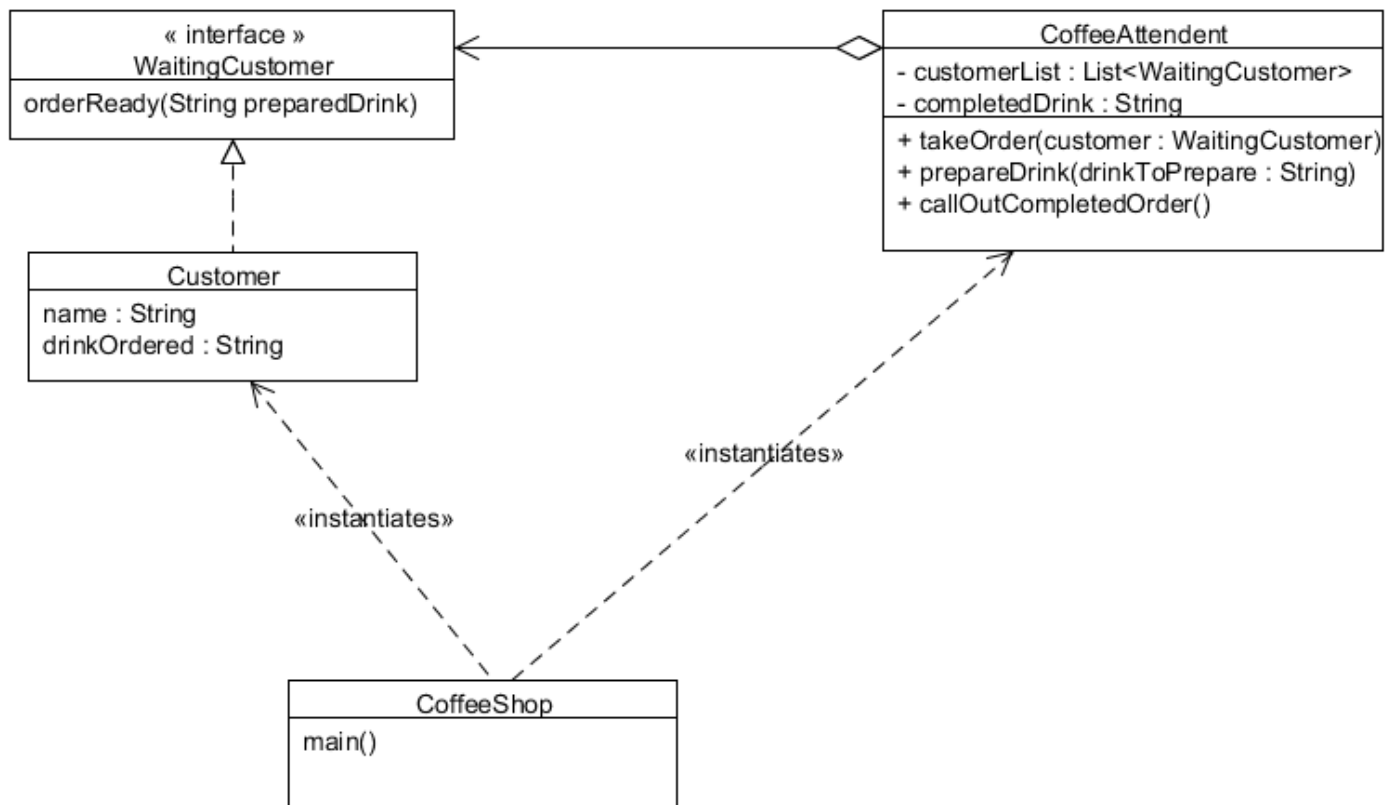# OOP Coding Assignment – Coffee Shop

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Imagine a typical coffee shop scenario in which you have an attendant that takes customer orders at the counter and prepares their drinks. The customers sit in the shop and listen for their order to be called up. When their particular order is called up, they grab the drink and leave the store. If their order is not called they do not leave the store and continue to just sit there and listen for their order. To get you started on the right track for this problem, I've created a UML diagram you can use to design your classes to code up this scenario. There are many ways of modeling this problem but I've attached the solution code below. Please use the design diagram below to try to solve this yourself and only then look at my solution code. Good luck!

Download Solution to Assignment