

### 3.2.a

Define Drink with properties:

- name, size, price

Define Order with properties:

- arr (list of 10 Drinks)
- numDrinks (initially 0)

Define displayDrink(d):

Output d.size, d.name, and "\$" + d.price

Define addDrink(o, d):

If o.numDrinks is 10:

Output "Max drinks reached"

Else:

Add d to o.arr at index o.numDrinks

Increase o.numDrinks by 1

Define calculateTotal(o):

Initialize sum to 0

For each drink in o.arr up to o.numDrinks:

Add drink.price to sum

Return sum

Define displayOrder(o):

For each drink in o.arr up to o.numDrinks:

Output drink.size, drink.name, and "\$" + drink.price

Main:

Create drinks d, d2, d3 with name, size, and price values

Create order o

Call displayDrink(d)

Add d, d2, and d3 to order o

Output a newline

Calculate total price of o and output "\$" + total

Call displayOrder(o)

### 3.2.b

Latte Large 3.50 - basic functionality

Mocha Small 99.99 - drink with a high price to see how display and calculations work

Espresso Medium 2.75 (repeat this line 10 times to reach the limit) - tests to see how code runs when it has already reached its limit in the array with max amount of items