

# CS 434 & 534 Homework

**Deadline: 27.12.2020**

## Description

Imagine that the pandemic is over, you had a great semester with a 4.0 GPA and you want to reward yourself with a vacation overseas. You visit the website of Ozu Airlines and book a flight to a destination country of your choice. While booking a ticket, you can only book a single type of ticket which is Ozyegin Economy class. Ozu Airlines is a luxury airline so all their passengers can use the lounge before the flight. In the lounge, you can upgrade your ticket with extra packages(Extra Leg Room, Emergency Exit, The Ozu Experience etc.) The lounge also includes 3 different sections: SCOLA Ice Cream Palace, FEAS Pizzeria and EF-Coffee. All of these shops offer a base product and possible additions which are charged extra. The prices below are just examples, you can set any price you want.

Example additions:

- I want a pizza, and I want to add salami and jalapeno to my pizza.
  - Pizza 15 TL
  - Salami + 5TL
  - Jalapeno + 10TL
- I want 2 scoops of vanilla ice cream and 1 scoop of chocolate ice cream
- I want to add extra legroom and unlimited beverages packages to my ticket
- I want an Americano with 2 Extra Espresso shots

## Requirements

In this homework, you are required to create a system which can handle ticket upgrade options and food/drink buying options, so basically the complete lounge interface. All of the functionalities that exist on the lounge are different products, so different mechanisms are needed for each of them; but the customer needs to access all of them using a common interface. Your task is to implement a working system that can be used by a customer in the lounge. The customer can view prices, make orders(for both ticket additions and food/drink) and can also display the total amount he/she needs to pay before leaving the lounge.

## Remarks

- You are expected to implement your homework using Java.
- It is strongly recommended to use the frameworks taught in class.
- Clearly declare your classes and variables.
- Extra effort can be rewarded up until 20% of the homework mark.