

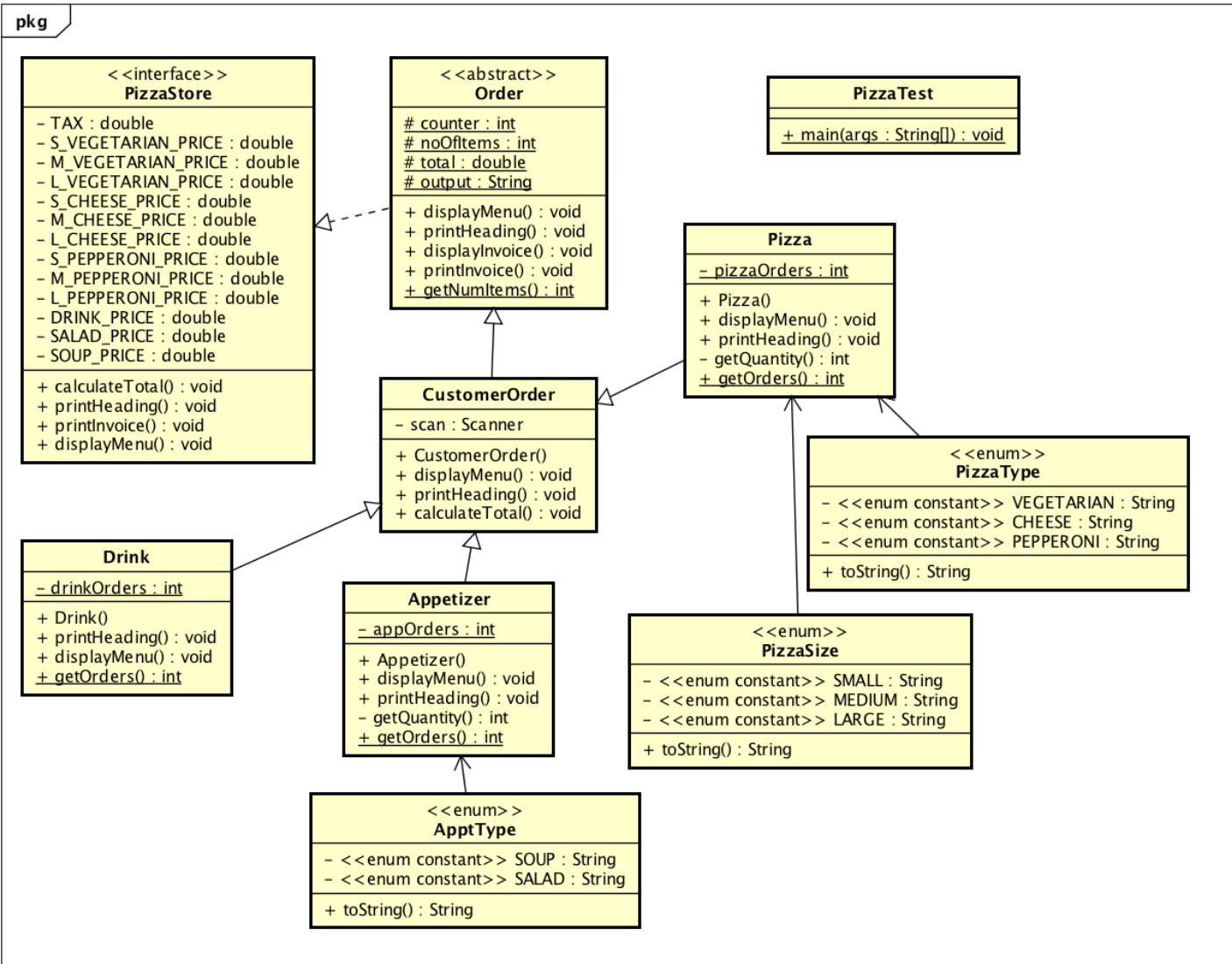
Rohan Malik

UGAid: 811403396

Section CRN: 25528

Project 2

UML Diagram



Exception Handling

I used exception handing to read the quantity from the user in Pizza, Drink, and Appetizer

I tried Integer.parseInt() the scanner input and caught the error if the user did not input a integer

Code Example

```
int quantity = 0;
String in = scan.next();
try{
    quantity = Integer.parseInt(in);
} catch(NumberFormatException e){
    System.out.println("bad input - not
counted");
}
```

Design Notes

Order

protected static int counter
protected static int noOfItems
protected static double total
protected static String output

I chose for these variables to be static because they had to exist across all the classes, even when objects were lost or created

Drink

private static int drinkOrders

Appetizer

private static int appOrders

Pizza

private static int pizzaOrders

These three variables kept track of how many orders were made of each object and needed to exist at the end of the program, even if there were no Pizza, Appetizer, or Drink objects present.