

Daniel Au

Prof. Kuttivelil

CSE 20

12/02/2021

GitHub Link to demo program:

README.pdf: Burger King Menu and Order Interface

This script is a class named “BurgerKingOrder” which is a menu of select items from Burger King, and an interface that allows the user to add or remove items as desired. This is accomplished through the use of two variables that contain the menu itself, and another variable that contains your order list that can be easily edited through the add or remove methods.

Variables:

self.menu:

The variable “self.menu” holds the actual menu string that is formatted to provide ease of readability for the user. I did this by creating four separate item groups: “burgers” ,”sides”, “drinks”, and “sweets”. Additionally, all item groups are on a new line and items within the groups are separated by commas.

self.order:

The variable “self.order” is a variable that holds information regarding what you wish to add to your order list. self.order contains a blank dictionary that allows items to be added and removed to it.

Methods:add_item:

The purpose of method “add.item” is to easily add an item to the blank menu dictionary that holds your order. “add.item” takes in two variables, the item from the menu that you would like to add, and the quantity of that item you wish to add.

remove_item:

The purpose of method “remove.item” is essentially the same as “add.item” but the inverse. Using this method you can easily remove an item from the blank menu dictionary that holds your order. “remove.item” takes in two variables, the item from the menu that you would like to remove from your order, and the quantity of that item you wish to add and the quantity of that item you would like to remove..

Demo Program:

The demo program imports the class “BurgerKingOrder” and creates three instances that tests the program's full functionality of bringing up the menu, adding items to your order and removing items from your order.

Instructions To Run Demo Program:

- Download and import the demo program file “main.py” along with the main file containing the class which is titled “Assignment10_1.py” into your ide.
- Run the demo program in the same directory as the class is in.