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Software Development I

Project 2: Milestone

11 April 2017

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As an avid coffee drinker, I hate when my coffee is incorrectly made. Even when I specify exactly what I want there is still times my drink has been wrong. This has influenced me to work on this project. A coffee ordering system, which allows users to specify their order, down to specific cream and sugar measurements. After all the specifications are in place users will have the option to verify and change if necessary before finalizing the order.

So far I have created three methods to process and complete ordering. In the main method the order process begins and users are asked to input a number corresponding to the type of drink they want. The number is read as an integer and is added to a new array called "order." From there, the program implements the "BeginOrder" method. Users are then asked if they want to add a flavor to their drink. If yes they are brought to the "FlavorAddIn" method. Flavors are inputted the same way drink types were where the user types a number corresponding to the flavor they want. The number is also saved to the array "order." Finally they are brought to the "FinalizeOrder" method. Here the user is asked to select a size by typing a number corresponding to the size they want. The number is added to the array "order" and then the final order is outputted. Based on the numbers saved in the array, the program will output the options corresponding to the number selections. If all goes correctly, the program should output the same order the user put in.

From here I need to add in the most important part, which is cream and sugar measurements. I will most likely collect a double user input and users will be able to specify the measurement type, such as teaspoon or tablespoon. There will also be multiple cream options such as different milks and creamers. I would also like to add an

option where users can select decaf or regular coffee. Lastly, in the FinalizeOrder method, I need to implement an option that allows users to go back and change something if they messed up before submitting the order.

While doing this project I have made multiple changes. Originally I was going to have users type inputs to be saved as strings. After lots of bugging and debugging I realized an easier way to accept user input was with a numbering system. As there is many different options, having numbers to correspond to the different options seems like the smoothest method. Saving them all to an array allows each position to correspond to a different option. For example order[0] corresponds to the type of drink the user is ordering. When outputting the order, depending on what order[0] is equal to, it will output a corresponding drink type. If order[0] = 2, then the program will output "Iced Coffee" as 2 is the corresponding number for iced coffee. This allows for no mistake. Outputting multiple different strings may involve lots of mess-ups, while checking to see what an array position equals will always be exact.