

Project Part 3: Progress Report

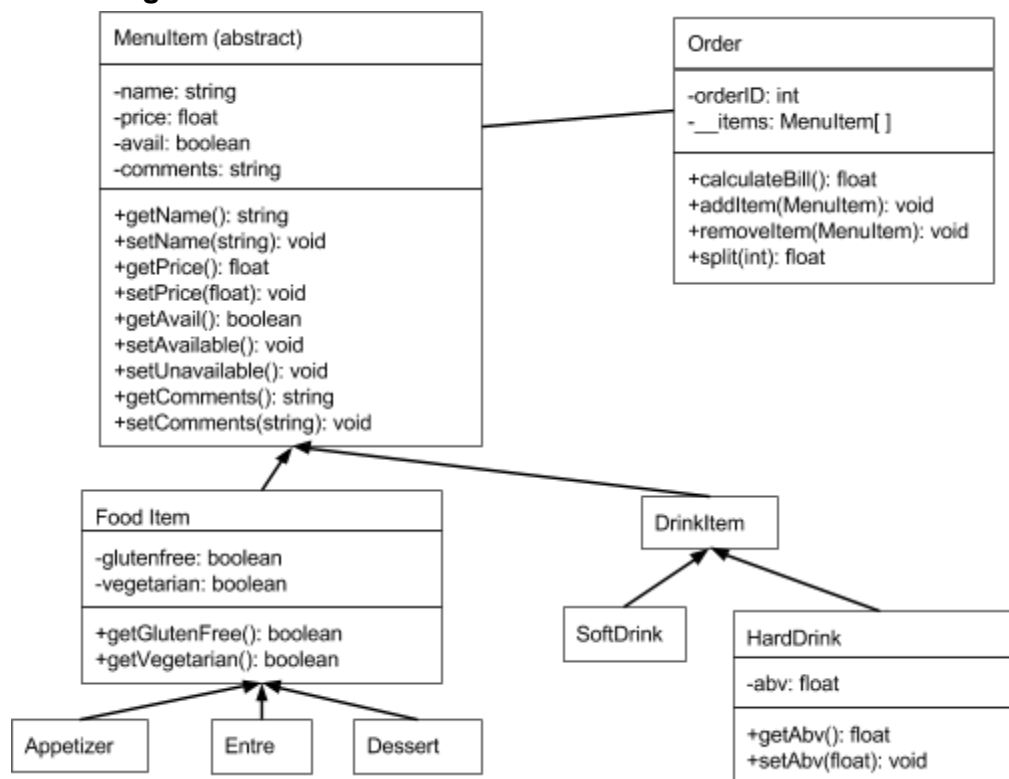
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Summary: Over the last 2 weeks we believe we have finalized the structure of our classes. We have finished implementing almost all of our classes. Johnlee Alvarez, Bryan Connelly, and Jean-Luc Tendler worked together on implementing MenuItem and FoodItem (part of MenuItemSubClass), while Luke Woodruff implemented Order, and Brian Gaydon helped with MenuItemSubClass by implementing DrinkItem and its subclasses. Also Johnlee Alvarez and Bryan Connelly worked on the write up and Bryan drafted the Class Diagram.

We believe that if we work on the project consistently for the rest of the semester we can accomplish all of the functionality we initially proposed as a high and medium priority as well as some of the low priority items. Our main concern at this point will be dedicated to creating a UI like we proposed. One change that we are deciding on is if we will be able to turn this into a mobile application as we initially thought we would be able to. However, we believe we will still be able to create some form of application to demonstrate our system.

Currently, we have incorporated a visitor design pattern inside our implementation of Order as it visits each menu item in the for loop.

Class Diagram:



Plans for Next Iteration: Our next step is to implement the UI as well as the User class and subclasses. Also we will look into incorporating more design patterns into our project. We are planning on including a flyweight that will store one instance of each kind of menu item.

This will make the app run faster and more memory efficiently because only one object instance would have to be created for each item on the menu. By the project due date we believe that we will have implemented most if not all of the important functionality we proposed at the start. The only change we are deciding on is whether we will have this project turned into a mobile application. We don't have any experience in creating apps so we feel it might be best to ditch mobile, but still make an app with a UI similar enough to what we initially proposed.