class CashSuper():

def pay\_money(self,money):

pass

#正常收费子类

class cashnormal(CashSuper):

def pay\_money(self,money):

return money

#返利收费子类

class cashback(CashSuper):

def pay\_money(self,money):

if money>=100:

return money-15

return money

#打折收费子类

class discount(CashSuper):

def pay\_money(self,money):

return 0.9\*money

#具体策略类

class Context():

def \_\_init\_\_(self,strategy):

self.strategy=strategy

def GetResult(self,money):

return self.strategy.pay\_money(money)

while True:

ice=(input("请问您需要加冰吗：(Y or N)"))

addfood=(input('请问您小食需要加量吗：(Y or N)'))

money=135

if ice=='Y':

money=money+3

if addfood=='Y':

money=money+15

plus={"Y":'加','N':'不加'}

print('您点了汉堡3份，小食5份，饮料3份，饮料{}冰，小食{}量。原价{:.2f}元'.format(plus[ice], plus[addfood],money))

context1=Context(cashback())

context2=Context(discount())

print('选用满减优惠，您需支付{:.2f}元。'.format(context1.GetResult(money)))

print('选用九折优惠，您需支付{:.2f}元。'.format(context2.GetResult(money)))