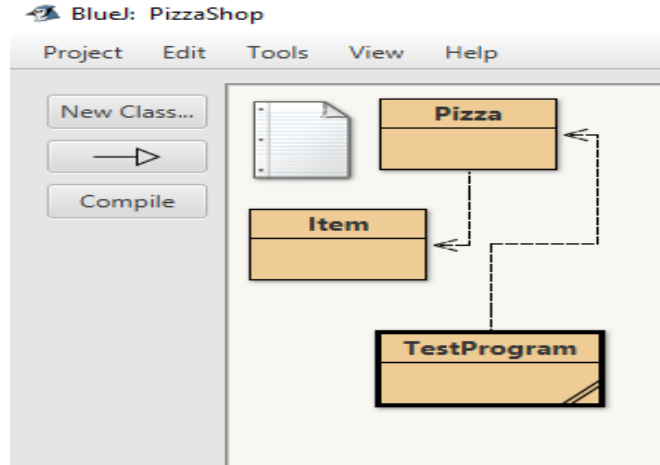


The Pizza Shop



a) Create a Pizza and Item classes i.e., blueprints. Draw the UML for each class.

b) The pizza class has a **size**, i.e., Large, Medium or Small. The base cost of a large pizza with no items is \$7.00, while the medium's base price is \$5.00 and the small's base price without items sells for \$3.00. The pizza class has a **getCost()** method which calculates the price of a pizza including all of its optional toppings. The optional toppings can be added to the pizza with a single **setToppings(Item topping1, Item topping2, Item topping3)** method.

IMPORTANT: The Pizza shop has a policy of a maximum of **3 items** allowed per pizza.

c) The Item class stores a **name**, e.g. "pepperoni" and the topping's **cost**, e.g. 1.00

The common items and their costs are:

pepperoni	\$1.00
green peppers	\$0.90
mushrooms	\$1.20
all other items sell for \$1.00 per item	

The Item class has a getter for the **item's cost**. The cost of an item can be hard wired into the Item's class.

A sample session of what the test program should display. This test shows 3 orders and the total cost of the pizza.

```
BlueJ: Terminal Window - PizzaShop
Options
$ 10.10 Large - mushrooms cheese green peppers
$ 8.20 Medium - mushrooms pepperoni onions
$ 6.20 Small - mushrooms
```

