

Unit 5 Chapter 14 Assignment

Grading Information: This Program is **due** on **Date Specified**.

Comments are **REQUIRED**; flow charts and pseudocode are **NOT REQUIRED**.

Directions	Points
<p>The files must be called <LiFiUnit5Ch14.java> (driver program) LiFiPizza.java LiFiCheese.java (which extends LiFiPizza)</p> <p>The files must be called as specified above, (LiFi = Your Last Initial Your First Initial)</p> <p><i>Proper coding conventions required the first letter of the class start with a capital letter and the first letter of each additional word start with a capital letter.</i></p> <p>Only submit the .java files needed to make the program run. Do not submit the .class files or any other files.</p>	5%
<p>Style Components</p> <p>Include properly formatted prologue, comments, indenting, and other style elements as shown in Chapter 2 starting page 64 and Appendix 5 page 881-892.</p>	5%
<p>Topics covered in chapter</p> <p>Topics with * are covered in this assignment. Ensure you use every item listed below in your completed assignment.</p> <p>*Object class *equals method toString method *Polymorphism Abstract Interfaces Protected access modifier</p>	
<p>Basic Requirements</p> <p>Write a super basic Pizza ordering system using Polymorphism. The setCrust method varies based on which type of Pizza is instantiated.</p>	
<p>LiFiUnit5Ch14</p> <ul style="list-style-type: none">Get input for Cheese or Meat pizza.	30%

<ul style="list-style-type: none"> • Declare a single pizza to be used for both Cheese and Meat • If a Meat pizza is selected <ul style="list-style-type: none"> ◦ instantiate your pizza as a LiFiPizza pizza with zero arguments ◦ setType to Meat via the constructor • If a Cheese pizza is selected, <ul style="list-style-type: none"> ◦ Instantiate your pizza as a LiFiCheese pizza with zero arguments. • Output of your order varies based on Cheese or Meat (See Example) 	
LiFiPizza.java <ul style="list-style-type: none"> • Default constructor should set pizzaType to Meat and cost to \$5 • setCrust() <ul style="list-style-type: none"> ◦ Call setCrust and allow selection of Thin or Thick crust • setIngredients() <ul style="list-style-type: none"> ◦ and allow for only 1 ingredient • setCost() <ul style="list-style-type: none"> ◦ add \$2 to the initial cost which is \$5 • Include accessor methods as needed. • Ensure all instance variables are private 	30%
LiFiCheese.java <ul style="list-style-type: none"> • Set the type to cheese via the constructor body. • setCrust() – (notice this is different from LiFiPizza setCurst method) <ul style="list-style-type: none"> ◦ Automatically set it to “Thin” crust, no option to change, sorry. 	30%
NOTE: Complete your activity and submit it by clicking “Submit Assignment”	
Total Percentage	100%
Sample Your output will vary based on Input. <pre> What type of pizza would you like <Cheese or Meat>: Cheese Your ordered: Cheese pizza Thin crust Total cost of \$5.00 </pre>	

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What type of pizza would you like <Cheese or Meat>: Meat  
Thin or Thick Crust: Thick  
What ingredient, sorry, only 1: Sausage
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```
Your ordered:  
Meat pizza  
Sausage (+$2.00)  
Thick crust  
Total cost of $7.00
```

```
What type of pizza would you like <Cheese or Meat>: Meat  
Thin or Thick Crust: Thin  
What ingredient, sorry, only 1: Pepperoni
```

```
Your ordered:  
Meat pizza  
Pepperoni (+$2.00)  
Thin crust  
Total cost of $7.00
```