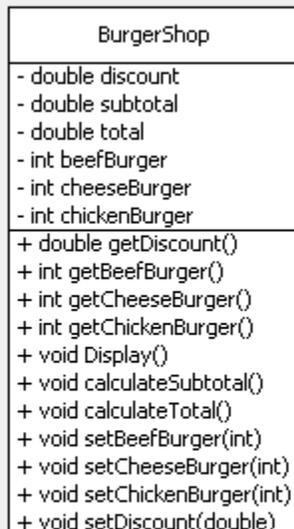


King Saud University
College of Computer and Information Systems, Department of Computer Science
CSC 111: Java Programming-I, Semester I - 2014
Lab #11

[Exercise 1]

A Burger Shop sells a chicken burger for SR 10.5, Beef Burger for SR 6.0 and Cheese Buger for SR 2.5. Write a Java program to compute a customer's bill. Declare a class **BurgerShop** and use appropriate data types for declaring the following attributes *chickenBurger*, *beefBurger*, *cheeseBurger*, *discount*, *subTotal* and *total*. Discount is a number between 0-100 and it represents a percentage. *chickenBurger*, *beefBurger*, *cheeseburger* represent number of items ordered. *subTotal* and *total* represents the amount of the bill before and after discount respectively. See UML for class BurgerShop



Class **BurgerShop** should have the following operations:

1. **Constructor** to initialize the quantities, discount, subtotal and total to 0.
2. **setters()** Methods for the first four attributes.
3. **getters()** Methods for the first four attributes.
4. **calculateSubTotal()** to calculate the subtotal of the bill . It can be done with the following formula: $subtotal = chickenBurger * 10.5 + beefBurger * 6.0 + cheeseBurger * 2.5$. Result would be stored in *subtotal* .

5. *calculateTotal()* to calculate the total cost of the bill, including the discount. Result should be stored in *total*.
6. *display()* to display an itemized bill as follows: (assume discount is 20%)

```

-----
Item                Quantity      Price
Chicken Burger     8             SR84.0
Beef Burger        4             SR24.0
Cheese Burger      4             SR10.0
-----
Sub total                    SR  118.0
Discount (%20.0)           SR   23.6
-----
Total                        SR   94.4

```

Create a class TestBurgerShop, create an object of the BurgerShop. Use setters to assign some appropriate values to first 4 attributes. Calculate subtotal, total bill and display it.

[Exercise 2]

Modify following in BurgerShop class. All the remaining functionality is same as in Exercicio1. See UML

BurgerShop
- double discount - double subtotal - double total - int beefBurger - int cheeseBurger - int chickenBurger
+ int getBeefBurger() + int getCheeseBurger() + int getChickenBurger() + void Display() + void calculateDiscount() + void calculateSubtotal() + void calculateTotal() + void setBeefBurger(int) + void setCheeseBurger(int) + void setChickenBurger(int)

1. **setters()** Methods for the first three attributes.
2. **getters()** Methods for the first three attributes.
3. Add a new method **calculateDiscount()** which calculates the discount according to following table and stores the result in **discount**

Condition	discount
subtotal greater than 100 SR but less than or equal to 150SR	15%
subtotal greater than 150 SR but less than or equal to 200SR	18%
subtotal greater than 200 SR	20%

Create a class TestBurgerShop, create an object of the BurgerShop. Use setters to assign some appropriate values to first 3 attributes. Calculate subtotal, discount, total bill and display it.