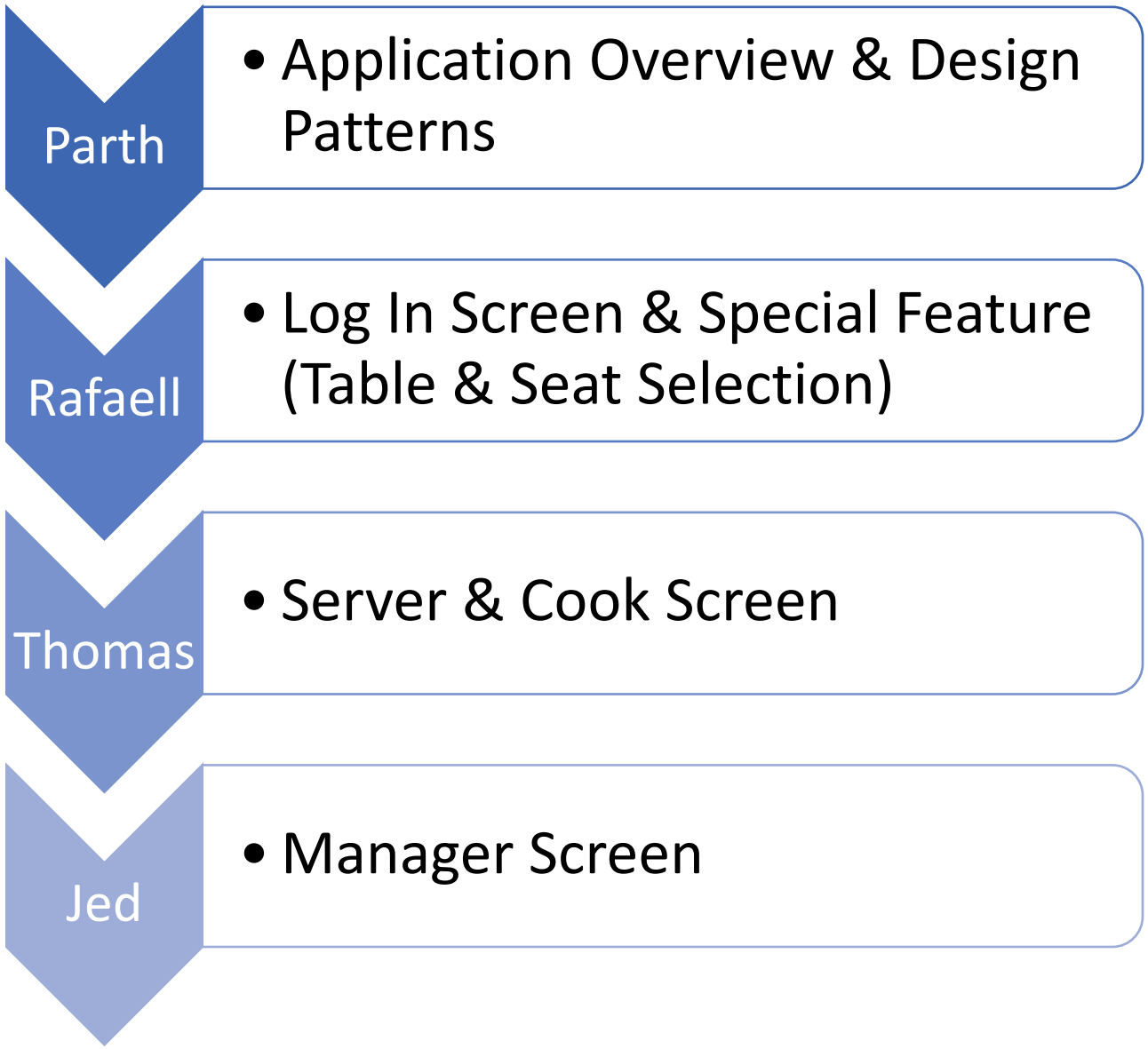
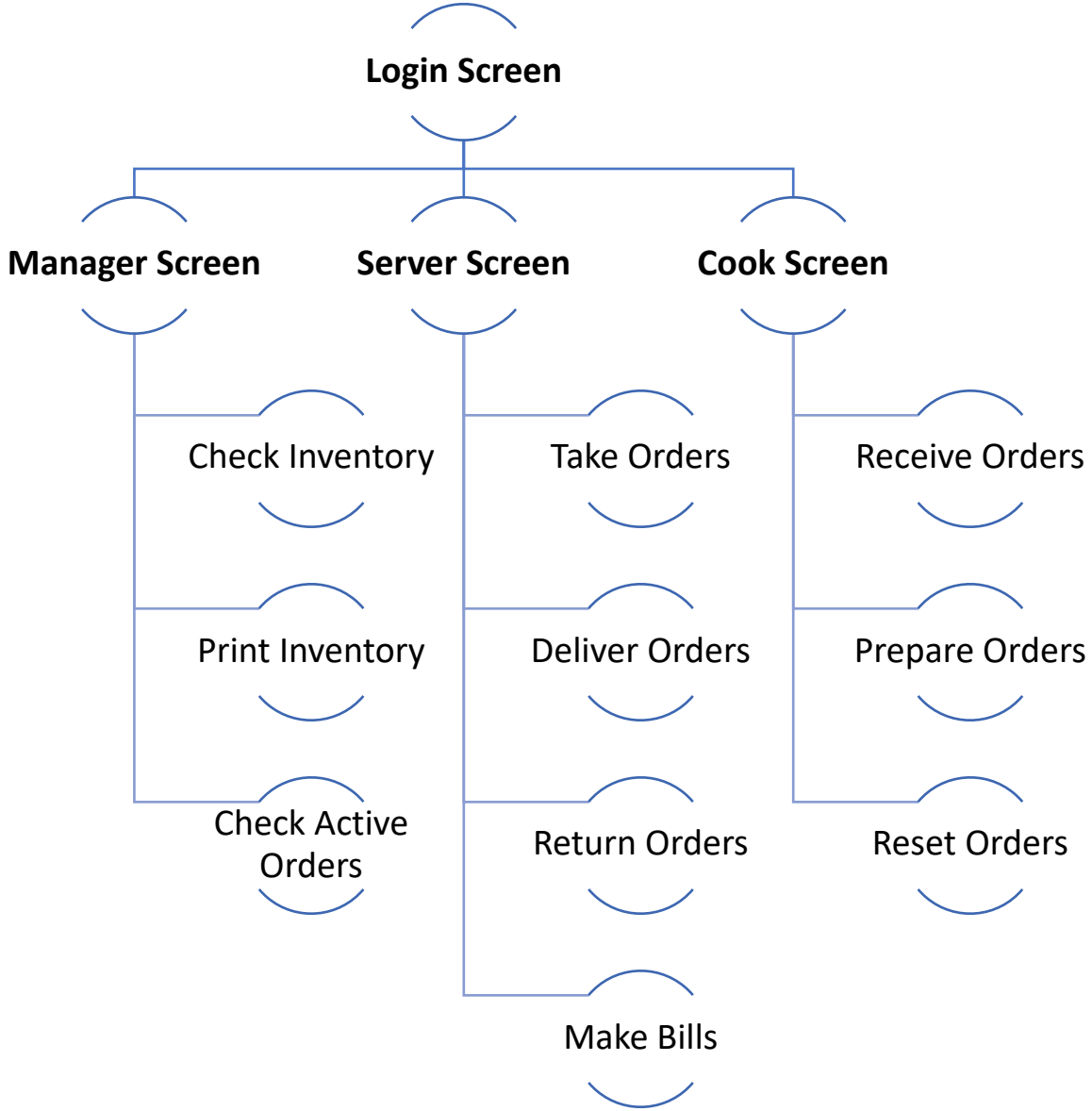
By: Group 0223

The Pizzeria!

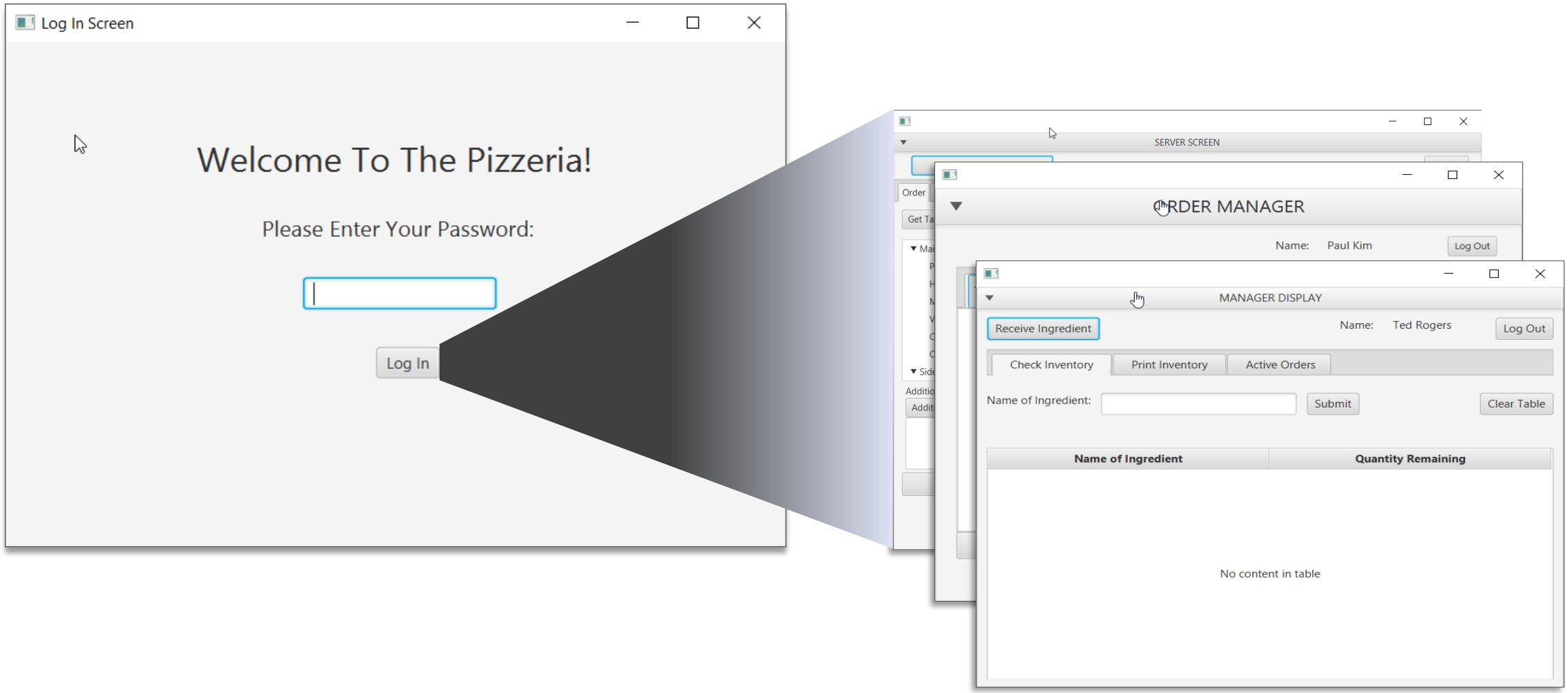
Presentation Overview



Application Functionality

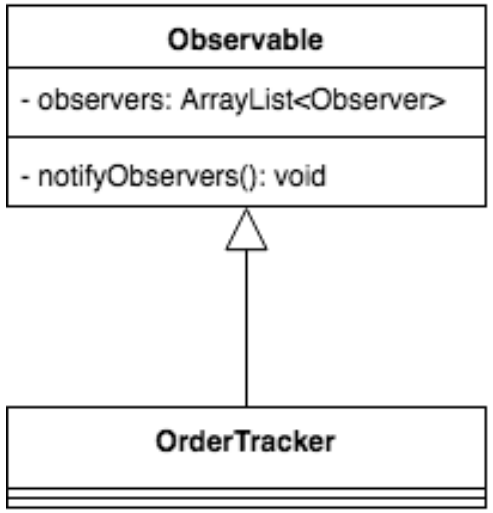


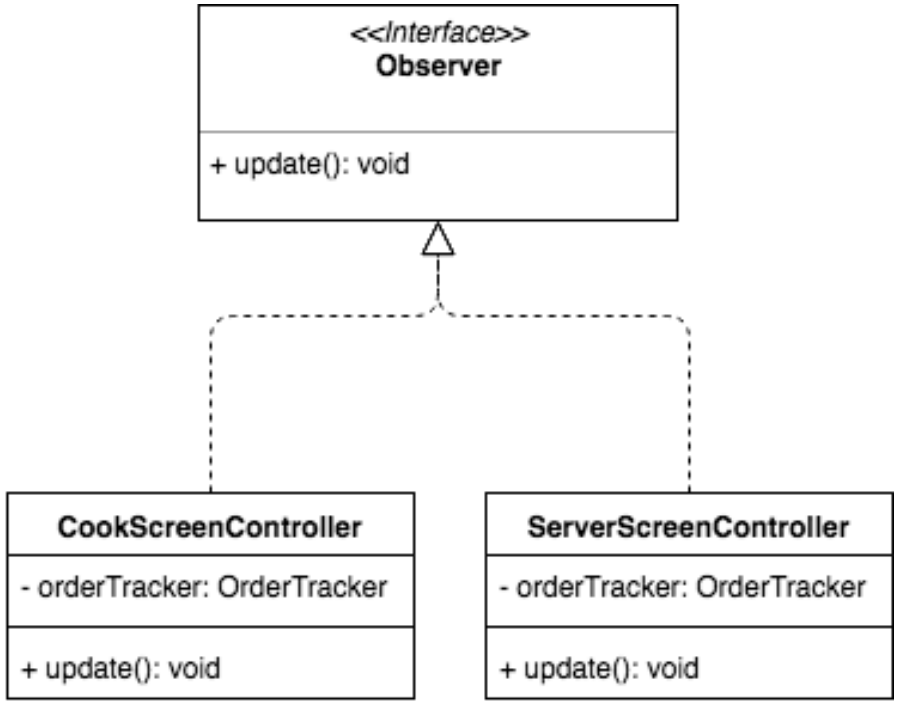
Application Overview



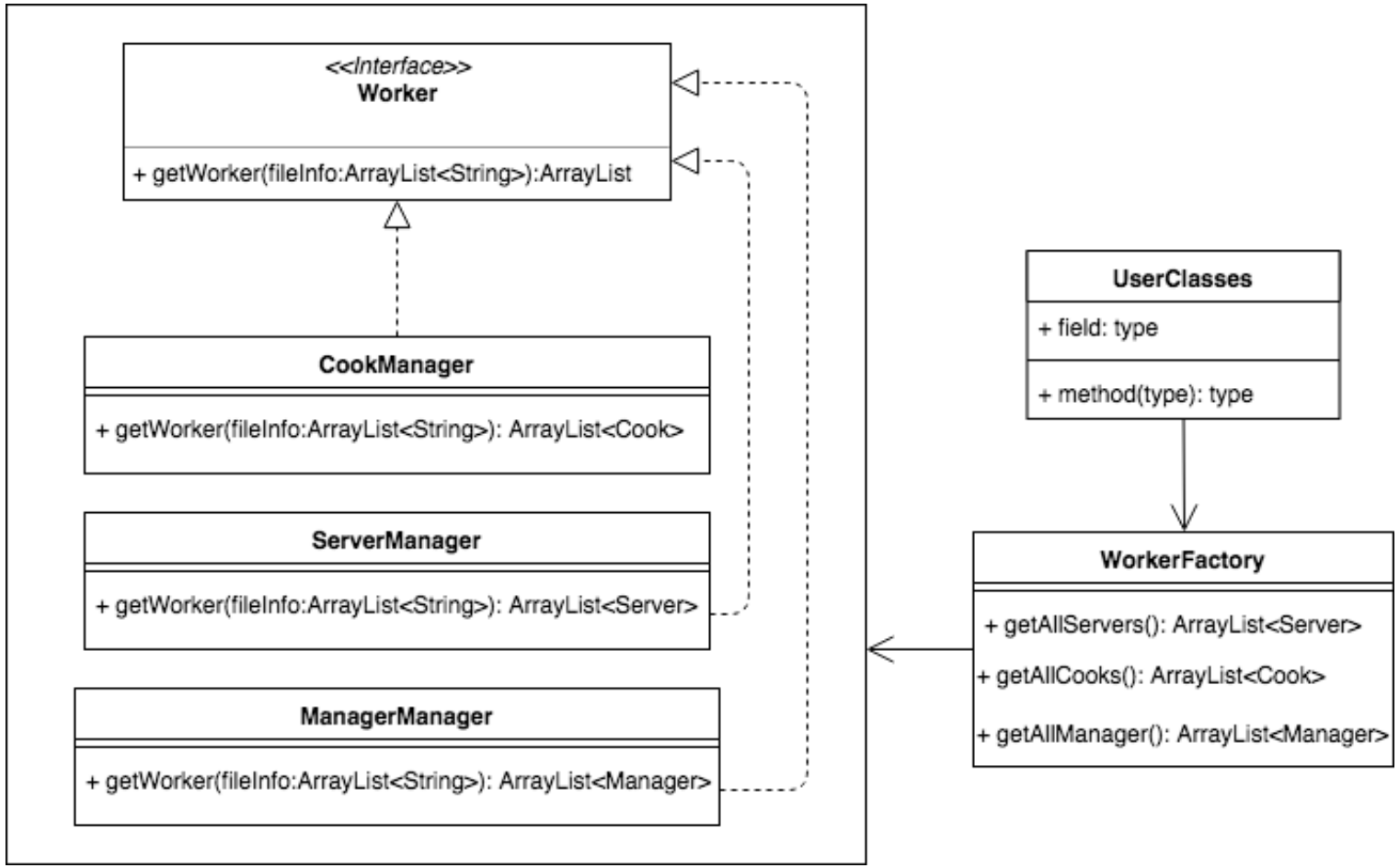
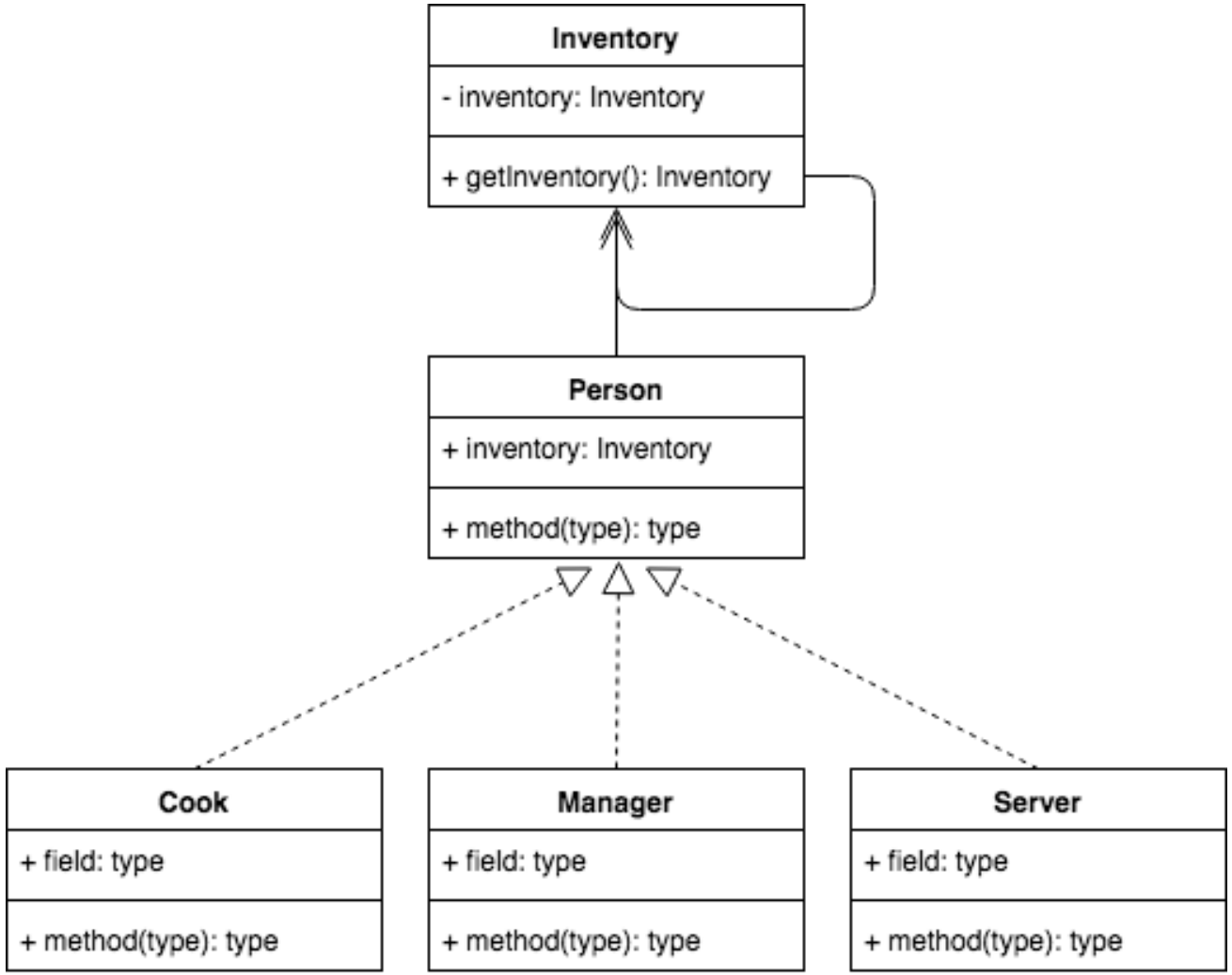
Implemented Design Patterns

Observer


Observable
- observers: ArrayList<Observer>
- notifyObservers(): void
OrderTracker


<<Interface>>
Observer
+ update(): void
CookScreenController
- orderTracker: OrderTracker
+ update(): void
ServerScreenController
- orderTracker: OrderTracker
+ update(): void

Factory : WorkerFactory, DishFactory



Singleton : Inventory, Menu, OrderTracker