# Project 3
# Decorator Pattern

| Dough's name | Price |
|---|---|
| ThinDough | 400 |
| CrushDough | 450 |

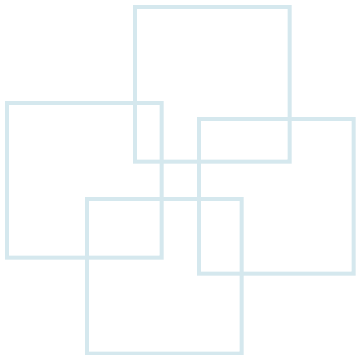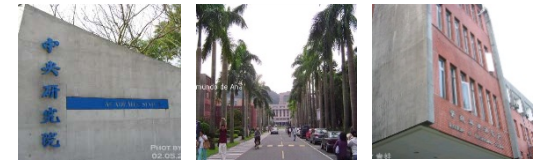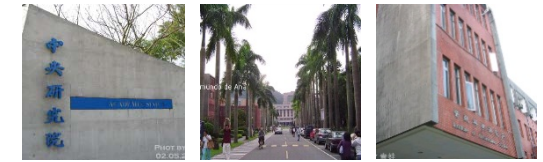| Ingredient | Price |
|---|---|
| cheese | 100 |
| mushroom | 150 |
| clam | 200 |
| pea | 50 |

# Requirement

- Decorator pattern practice
  - Write a JAVA/C++ project to implement a Pizza prize calculation program with the decorator pattern

- A CSIE@NTNU Pizza store sells pizza with 2 different types of dough and there are 4 different types of ingredients.
  - Each pizza includes exactly one piece of dough.
  - Each pizza could add no or multiple ingredients. Each ingredient could be added more than serving.

- Suppose that your program is called "pizza". The first parameter is the name of the selected dough, followed by a serious of the name of the added ingredients.
  - Execute: java pizza ThinDough cheese mushroom mushroom pea
  - Output: The ordered ThinDough pizza is 850 dollars

# Submission

- Each person in one group.

- Write down a brief report in 2 pages to describe how you do and what you do and learn, including:
  - 1. Explain how you work on this project or how you make this project work.
  - 2. Depict and explain the framework or relation of objects in your program.
  - 3. What you learned and what are the main problems that you encounter?

- Compress your report, source code, and the executable/binary files in a compressed file named with
  OOAD-P3-FullStudentID(YourName)

- Email your project to TA coolivan3@outlook.com (徐雅姿) with the email title: OOAD Project 3, FullStudentID(YourName)
  - Write emails to ask TA if you have any question about this project.

- For the delayed submission, deduct two points for each day.

- The deadline is two weeks later (2013/3/17 24:00).