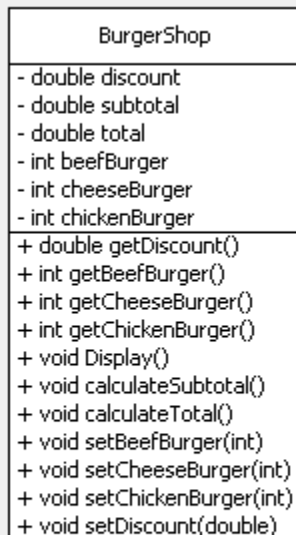


**King Saud University**  
**College of Computer and Information Systems, Department of Computer Science**  
**CSC 111: Java Programming-I, Semester I - 2014**  
**Lab #11**

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**[Exercise 1]**

A Burger Shop sells a chicken burger for SR 10.5, Beef Burger for SR 6.0 and Cheese Bugar 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 Excercie1. See UML

| BurgerShop  |
|---|
| - double discount<br>- double subtotal<br>- double total<br>- int beefBurger<br>- int cheeseBurger<br>- int chickenBurger   |
| + int getBeefBurger()<br>+ int getCheeseBurger()<br>+ int getChickenBurger()<br>+ void Display()<br>+ void calculateDiscount()<br>+ void calculateSubtotal()<br>+ void calculateTotal()<br>+ void setBeefBurger(int)<br>+ void setCheeseBurger(int)<br>+ 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.