

CSC120 – Computer Science I
Assignment 3 - HashMap
February 24th, 2019

Write a Java program for a small pizzeria that sells pizza of varying sizes. Use a HashMap data structure (i.e., key value pairs) where the key is the size and the value is price.

Your program should store the following pizza sizes and prices in a HashMap:

- Small: 8.99
- Medium: 11.9
- Large: 14.76
- XLarge: 18.9

Requirements:

1. Your program should display a menu of pizza sizes and prices
2. Your program should allow the user to choose pizza size
3. Your program should ensure that the HashMap contains the size entered by the user. Otherwise, return invalid! Tip, remember **contains** function
4. Your program should ask the user whether to add any of the following toppings: mushrooms: 3.99, peppers: 2.99, extra cheese: 3. Then, add the topping's price to the total price.
5. The system should ask the user whether to add more toppings or continue. If the user requires more toppings, using a loop, repeat this process and allow the user to select another topping and change the sum
6. The system then should return total price which is toppings + pizza size
7. In addition to the previous section, display the price including tax (assume tax is: 8%)
8. Your system should have valid error validations to prevent any run time error

```
/**
 *
 * @author:      yourName
 * Assignment:   Assignment #x
 * Date:         submission date
 * Description:  briefly, describe what the program does
 * Input:        input that the program expects (if any)
 * Output:       what does the program return
 *
 * Bugs:         write here if there is any bug that
                 causes the program to crash/terminate
 */
```

Email me and our TA with the email subject **CSC120 assignment3 the .java file(s) of your program and a screenshot of the console that shows the output (i.e., compiled code).**