

Site :  Luminy  St-Charles  St-Jérôme  Cht-Gombert  Aix-Montperrin  Aubagne-SATIS  
Sujet de :  1<sup>er</sup> semestre  2<sup>ème</sup> semestre  Session 2      Durée de l'épreuve : 2h  
Examen de : L2      Nom du diplôme : Licence d'informatique  
Code du module : SIN3U02      Libellé du module : Programmation 2  
Calculatrices autorisées : NON      Documents autorisés : OUI

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## 1 Correction de l'examen

Vous trouverez ci-dessous une correction possible de l'examen. C'est une des corrections possibles mais pas la seule.

## 2 Gestion d'un restaurant

Le but de ce sujet d'examen est de créer des classes permettant de représenter des réservations et des commandes d'un restaurant.

### 2.1 Classe Client

```
public class Client {
    public final String name;

    public Client(String name) {
        this.name = name;
    }

    @Override
    public String toString() {
        return name;
    }
}
```

### 2.2 Interface Item

```
public interface Item {
    String toString();
    int getPrice();
}
```

### 2.3 Classe Dish

```
public class Dish implements Item{

    public Dish(int price, String name) {
        this.name = name;
        this.price = price;
    }

    @Override
    public int getPrice() {
        return price;
    }
}
```

```

@Override
public String toString() {
    return name + " : " + getPrice() + "€";
}
}

```

## 2.4 Classe ThreeCourseMeal

```

public class ThreeCourseMeal implements Item{

    public ThreeCourseMeal(String name,
                           int price,
                           String starter,
                           String mainDish,
                           String dessert) {

        this.name = name;
        this.price = price;
        this.starter = starter;
        this.mainDish = mainDish;
        this.dessert = dessert;
    }

    @Override
    public int getPrice() {
        return price;
    }

    @Override
    public String toString() {
        return name +
            " (" + starter +
            " + " + mainDish +
            " + " + dessert +
            ")" + " : " +
            getPrice() + "€";
    }
}

```

## 2.5 Classe Table

```

public class Table {
    private static int totalNumberOfTables = 0;
    private final int id;
    private final int capacity;

    public Table(int capacity) {
        this.id = totalNumberOfTables++;
        this.capacity = capacity;
    }

    public int getCapacity() {
        return capacity;
    }

    @Override
    public String toString() {

```

```

    return "Table " +
        id +
        " (" +
        capacity +
        " places)";
}
}

```

## 2.6 Classe Booking

```

import java.time.LocalDateTime;
import java.util.ArrayList;
import java.util.List;

public class Booking {
    private final LocalDateTime arrivalTime;
    private final Client client;
    private int numberOfPeople;
    private List<Item> orderedItems;

    public Booking(Client client, int numberOfPeople, LocalDateTime arrivalTime) {
        this.arrivalTime = arrivalTime;
        this.client = client;
        this.numberOfPeople = numberOfPeople;
        orderedItems = new ArrayList<>();
    }

    public void addOrder(Item item){
        orderedItems.add(item);
    }
}

```

## 2.7 Méthode du calcul du prix

```

public int billAmount(){
    int sum = 0;
    for (Item item : orderedItems){
        sum += item.getPrice();
    }
    return sum;
}

```

## 2.8 Classe Restaurant

```

import java.time.LocalDateTime;
import java.util.ArrayList;
import java.util.HashMap;
import java.util.List;
import java.util.Map;

public class Restaurant {
    public List<Table> tables = new ArrayList<>();
    private final Map<Table, Booking> bookedTables = new HashMap<>();

    public void addTable(int capacity) {
        tables.add(new Table(capacity));
    }
}

```

```

public boolean tableIsBooked(Table table){
    return bookedTables.containsKey(table);
}
}

```

## 2.9 Méthode findAppropriateTable

```

private Table findAppropriateTable(int numberOfPeople){
    Table appropriateTable = null;
    for(Table table: tables){
        if (! tableIsBooked(table)
            && table.getCapacity() >= numberOfPeople
            && (appropriateTable == null
                || appropriateTable.getCapacity() > table.getCapacity())){
            appropriateTable = table;
        }
    }
    return appropriateTable;
}

```

## 2.10 Méthode book

```

public Table book(Client client, int numberOfPeople, LocalTime arrivalTime){
    Table appropriateTable = findAppropriateTable(numberOfPeople);
    bookedTables.put(appropriateTable, new Booking(client, numberOfPeople, arrivalTime));
    return appropriateTable;
}

```

## 2.11 Prendre une commande

Classe Restaurant

```

public void addOrder(Item item, int quantity, Table table){
    bookedTables.get(table).addOrder(item, quantity);
}

public void addOrder(Item item, Table table){
    addOrder(item, 1, table);
}

```

Classe Booking

```

public void addOrder(Item item, int quantity){
    for(int index = 0; index < quantity; index++){
        addOrder(item);
    }
}

```

## 2.12 Affichage

Classe Restaurant

```

public String toString(){
    String result = "";
    for (Table table: tables) {
        result += table + "\n";
        if (tableIsBooked(table)){
            result += bookedTables.get(table) + "\n";
        }
    }
}

```

```

        else{
            result += "vide\n";
        }
    }
    return result;
}

```

Classe Booking

```

@Override
public String toString() {
    String result = "Réservation de " +
        client +
        " (" +
        numberOfPeople +
        ", " +
        arrivalTime +
        ")\n";
    for (Item item : ordereditems){
        result += item + "\n";
    }
    return result + "Total : " + billAmount() + "€\n";
}

```

## 2.13 Factorisation du code

```

public abstract class AbstractItem implements Item {
    private final int price;
    protected final String name;

    public AbstractItem(int price, String name) {
        this.price = price;
        this.name = name;
    }

    @Override
    public int getPrice() {
        return price;
    }

    @Override
    public String toString() {
        return getDescription() + " : " + getPrice() + "€";
    }

    public abstract String getDescription();
}

public class Dish extends AbstractItem implements Item{

    public Dish(int price, String name) {
        super(price, name);
    }

    public String getDescription(){
        return name;
    }
}

```

```
public class ThreeCourseMeal extends AbstractItem implements Item{
    private final String starter;
    private final String mainDish;
    private final String dessert;

    public ThreeCourseMeal(String name,
                           int price,
                           String starter,
                           String mainDish,
                           String dessert) {
        super(price, name);
        this.starter = starter;
        this.mainDish = mainDish;
        this.dessert = dessert;
    }

    @Override
    public String getDescription() {
        return name +
            " (" + starter +
            " + " + mainDish +
            " + " + dessert +
            ")";
    }
}
```