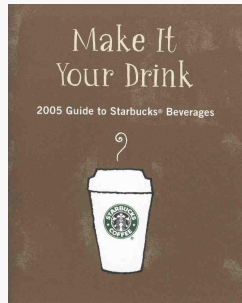


## Starbucks wants to design an object structure to represent each one of their drinks.



1

### How to

**If you're nervous about ordering, don't be.**

There's no "right" way to order at Starbucks. Just tell us what you want and we'll get it to you.

But if we call your drink back in a way that's different from what you told us, we're not correcting you. We're just translating your order into "barista-speak" – a standard way our baristas call out orders. This language gives the baristas the info they need in the order they need it, so they can make your drink as quickly and efficiently as possible.

"Barista-speak" is easy to learn. It's all about the order of information. There are five steps to the process.

### Order

- 1. Cup.**  
The first thing a barista needs to know is what cup to grab for your drink. If you don't specify, we'll put it in our *tall* cup. But you can also ask for a *for-here, iced* or *personal* cup.
- 2. Shots and size.**  
Do you want *decaf* or *extra espresso*? Here's something to know: *Tall* (12 fl oz) drinks usually come with one shot; *Grande* (16 fl oz) drinks have two; *Venti*® drinks have two (for 20 fl oz hot drinks) or three (for 24 fl oz cold drinks). So if you add a shot to a *Tall*, you're getting a *Double Tall*.
- 3. Syrup.**  
This is the most popular way to customize. We have many different flavors to sweeten or spice up a drink.
- 4. Milk and other modifiers.**  
This is when you tell us what milk you want. And if you want something else, like "extra hot" or "extra foamy."
- 5. The drink itself.**  
Don't forget the most important part! Are you having a latte, a mocha – or something entirely different?

I'D LIKE TO HAVE AN

ICED	DECAF	TRIPLE	GRANDE	CINNAMON
CUP	SHOT AND SIZE	SYRUP	MILK	DRINK
NONFAT, NO-WHIP		MOCHA		
WITH VANILLA FLAVOR		THE SPICE TRAIL		



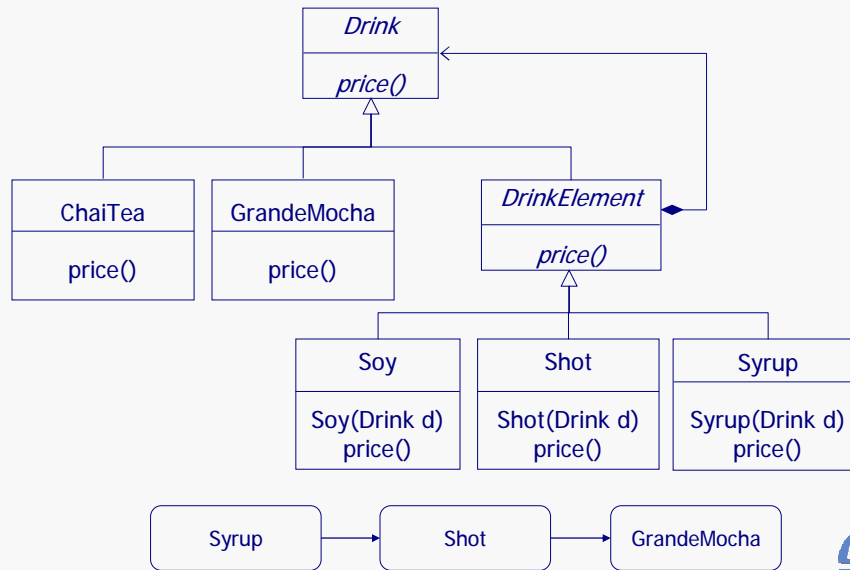
## What is the problem doing this using class structure, i.e. inheritance?



2



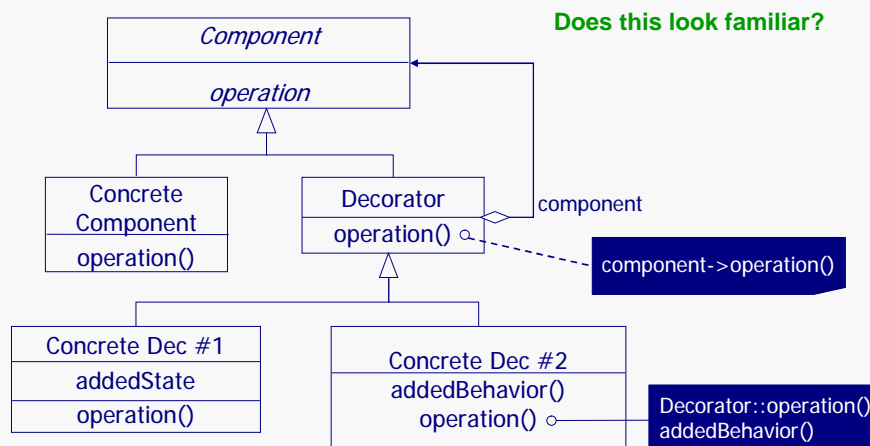
You can think of the drink as starting with a basic drink and then getting “decorations” added on.



3



Everything is a Component so the client does not know if it is a ConcreteComponent or a decorated one.



Does this look familiar?

4

