

An owner of a Pizza shop wanted to computerize his system. He asked an analyst to analyse the system afterwards he asked you to write a Java application for the Sales at the Pizza shop. The analyst came up with the following UML.

FoodItems can be either Pizza or Drink. *FoodItem* specifies that every item have *getSize*, *setSize*, and *getPrice* methods.

A *Drink* has a *size*. The *price* depends only on the *size*. A *Pizza* has a *description*, *size* and zero or more *Toppings*. The price of the pizza depends on the *size* and the *Toppings* ( $pricePerSize + toppingsCost$ )

Create Java classes according to the following UML.

