Tables
- numOfSeats : ArrayList\<Integer>
- Tables()
- addTable(int, int) : void
- checkAvailability(int) : boolean
- updateTable(int[], Order) : void
- getOrder(int) : Order
- updateRecord(String) : void
- availableTable : ArrayList
- tablesInfo : ArrayList\<Order>
- numAvailability : int
- unavailableTable : ArrayList
- total : int

«create»

Order
- total : double
- Order()
- Order(int[], int, int)
- getDishInfo(Dish) : String[]
- getDishes(String) : ArrayList\<Dish>
- getIngredientAmount(Dish) : int[]
- addDish(Dish, String[]) : void
- removeDish(Dish) : void
- updateTable(int[]) : void
- updateStatus(String) : void
- updateDishStatus(Dish, String) : void
- addComment(Dish, String) : void
- splitBillEvenly() : ArrayList\<String>
- splitBill(int) : ArrayList\<String>
- empty : boolean
- tabletNum : int
- bill : ArrayList\<String>
- status : String
- numPeople : int
- billTotal : double
- dishInfo : ArrayList\<String>[]
- dishes : ArrayList\<Dish>
- tableNum : int[]

Orders
- Orders()
- addOrder(Order) : void
- removeOrder(Order) : void
- getOrders(String) : ArrayList\<Order>
- orders : ArrayList\<Order>

Dish
- isSpecial : boolean
- Dish(String, String, ArrayList\<String>, ArrayList\<int[]>, double)
- addIngredient(String, int[]) : void
- deleteIngredient(String) : void
- changeRange(String, int[]) : void
- changePrice(double) : void
- restartPopularityRecord() : void
- beingOrdered() : void
- dishName : String
- dishType : String
- price : double
- ingredients : ArrayList\<String>
- ingredientQuantityRange : ArrayList\<int[]>
- numOrdered : int
- special : double

Employees
- Employees()
- addNewEmployee(String, String, String, Double, Double) : void
- changeStatus(String, String) : void
- changeWorkingTime(String, double) : void
- changeTotalTime(String, double) : void
- getKeywordPeople(String) : ArrayList\<String>
- getPersonInfo(String) : String[]
- isType(String) : boolean
- isStatus(String) : boolean
- updateRecord(String) : void
- names : ArrayList\<String>
- wageInfos : ArrayList\<double[]>
- status : ArrayList\<String>
- occupations : ArrayList\<String>

Dishes
- Dishes()
- addDish(Dish) : void
- deleteDish(Dish) : void
- getDishOfType(String) : ArrayList\<Dish>
- getDish(String) : Dish
- types : ArrayList\<String>
- dishesName : ArrayList\<String>
- dishes : ArrayList\<Dish>

Ingredients
- Ingredients()
- getQuantity(String) : int
- getPrice(String) : double
- checkAllIngredients() : void
- addIngredient(String, int, int, double) : void
- useIngredient(String, int) : void
- refillIngredient(String, int) : void
- updateRecord(String) : void
- needRefill : ArrayList\<String>
- ingredientsInfo : ArrayList\<String>[]
- ingredients : ArrayList\<String>

MenuPanel
- tabbedMenu : JTabbedPane
- categories : ArrayList\<JPanel>
- dishes : Dishes
- addDish : JPanel
- MenuPanel(Dishes)
- editDish(String) : void
- ingredientsNum : JList\<String>
- amounts : DefaultListModel\<String>
- ingredientsName : JList\<String>
- ingredients : DefaultListModel\<String>
- subtract : JButton
- reset : JButton
- viewOrder : JButton
- back : JButton
- selectedDish : Dish
- add : JButton
- confirm : JButton
- dishNames : ArrayList\<JButton>
- requirement : JButton

TabletView
- orders : Orders
- dishes : Dishes
- tables : Tables
- TabletView(Dishes, Orders, Tables)
- startOrder(int) : void
- confirmOrder(int) : void
- cancelOrder(int) : void
- notifyDish(int, String) : void
- dishDelivered(int, String) : void
- dishReturned(int, String, String, String) : void
- showOrder(int) : void
- showProblemOrder(int, ArrayList\<String>) : void
- showBill(int) : void
- billPaid(int) : void
- printMenu() : void
- viewAllOrders() : void

ManagerPanel
- employee : JButton
- viewOrder : JButton
- changeMenu : JButton
- changeTable : JButton
- confirmViewOrder : JButton
- orderView : JPanel
- menuView : JPanel
- tableView : JPanel
- OrderHistory : DefaultListModel
- OrderInProgress : DefaultListModel
- ManagerPanel()
- viewEmployee() : void
- viewPastOrders(Orders) : void
- viewOrderInProgress(Orders) : void

EmployeePanel
- columnNames : String[]
- data : Object[][]
- table : JTable
- names : ArrayList\<String>
- occupations : ArrayList\<String>
- status : ArrayList\<String>
- wagesInfo : ArrayList\<double[]>
- EmployeePanel()
- getEmployeeData(Employees) : void

ReceiverPanel
- newSupply : DefaultListModel
- allIngredients : DefaultListModel
- ingredients : Ingredients
- supply : JList
- ingredientList : JList
- confirmSupply : JButton
- ReceiverPanel()
- supplyAdded() : void
- viewIngredients(Ingredients) : void
- confirmSupply() : void

CookPanel
- confirm : JButton
- checkBoxesList : ArrayList\<JCheckBox>
- panel1 : JPanel
- panel2 : JPanel
- panel3 : JPanel
- panel4 : JPanel
- panel5 : JPanel
- panel6 : JPanel
- confirmPanel : JOptionPane
- CookPanel()
- displayDishes(Orders) : void
- moveToNewOrder(Orders) : void
- confirmNewOrder(Order) : void

OrderTablet
- tables : Tables
- OrderTablet(TabletView, Tables)
- newCustomer(int) : void
- addDish(int, Dishes, String, int[]) : void
- cancelDish(int, Dish) : void
- finishOrdering(int) : void
- deliverDish(int, Dish) : void
- deliverOrder(int) : void
- returnDish(int, Dish, String, String) : void
- cancelOrder(int) : void
- getOrder(int) : Order
- payOrder(int) : void
- tabletView : TabletView

Cook
- ingredients : Ingredients
- ordersToCook : ArrayList\<Order>
- tabletViews : ArrayList\<TabletView>
- cookView : CookView
- Cook(ArrayList\<TabletView>, CookView, Ingredients)
- confirmOrder(Order) : void
- confirmDish(Dish, Order) : boolean
- cook() : void
- cookDish(Dish, Order) : void
- handleReturned(Dish, Order) : void

Receiver
- supplementList : ArrayList\<String>[]
- ingredients : Ingredients
- managerView : ManagerView
- Receiver(Ingredients, ManagerView)
- readSupplement() : void
- addIngredients() : void
- addIngredient(String, String) : void

Manager
- managerView : ManagerView
- Manager(ManagerView)
- checkIngredients() : void

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