Meal Maker
Operating principle of the program
(made with Lucidchart software: lucidchart.com)

object: **menu**

PROPERTIES

_courses
an object with three arrays for collecting *appetizers*, *mains* and *desserts*

METHODS

get courses()
‣ a method created for preventing a possible altering *_courses* object;
‣ returns the *_courses* properties:
  appetizers
  mains
  desserts
  values;

addDishToCourse(courseName*, *dishName*, *dishPrice**)**
‣ a method created for adding new dishes to *_courses*' arrays;
‣ creates the *dish* object;
‣ adds the *dish* to a proper array in *_courses* object;

getRandomDishFromCourse(courseName**)**
‣ a method created for getting a random dish from selected *_course* array;
‣ creates the *dishes* array which gets all dishes currently collected in the selected *_courses*' array;
‣ creates the *randomIndex* variable which is less than *dishes* array;
‣ returns a random value from *dishes* array;

generateRandomMeal()
‣ a method created for generating a random three-course meal;
‣ creates the *apetizer* variable which getting a random value from the *appetizers* array by calling *getRandomDishFromCourse()* method;
‣ creates the *main* variable which getting a random value from the *mains* array by calling *getRandomDishFromCourse()* method;
‣ creates the *dessert* variable which getting a random value from the *desserts* array by calling *getRandomDishFromCourse()* method;
‣ returns a string that contains the name of each of the got dishes and the calculated total price of the meal;

object: dish

PARAMETERS

name
a string with the value of the passed dishName;

price
a number with the value of the passed dishPrice;

METHODS

This object has not any methods

object: **_courses**

PROPERTIES

_appetizers
‣ an array created for collecting appetizer-type dishes;

_mains
‣ an array created for collecting main-type dishes;

_desserts
‣ an array created for collecting dessert-type dishes;

METHODS

get appetizers()
‣ a method created for preventing a possible altering *_appetizers* property;
‣ returns the *_appetizers* property value(s);

get mains()
‣ a method created for preventing a possible altering *_mains* property;
‣ returns the *_mains* property value(s);

get desserts()
‣ a method created for preventing a possible altering *_desserts* property;
‣ returns the *_desserts* property value(s);

set appetizers()
‣ a method created for preventing a possible altering *_appetizers* property;
‣ allows for safely reassing the *_appetizers* property value(s);

set mains()
‣ a method created for preventing a possible altering *_mains* property;
‣ allows for safely reassign the *_mains* property value(s);

set desserts()
‣ a method created for preventing a possible altering *_desserts* property;
‣ allows for safely reassign the *_desserts* property value(s);