Table Dish Menu - dishID: int - tableId: int - name: String - dishes: List<Dish> - capacity: int - price: double - isOccupied: boolean - ingredients: List<String> + addDish(dish: Dish): void + getDishId(): int + getTableId(): int + removeDish(dish: Dish): void + getName(): String + getCapacity(): int + getDishes(): List<Dish> + getPrice(): double + isOccupied(): boolean + getIngredients(): List<String> + occupyTable(): void + vacateTable(): void Orders Orders Order Customer OrderItem - orderId: int Orders - items: List<OrderItem> - quantity: int - customerId: int - customer: Customer - dish: Dish - name: String - status: String - contactNumber: String - table: Table + getQuantity(): int + getDish(): Dish + getCustomerId(): int + getName(): String + getOrderId(): int + getContactNumber(): String + getItems(): List<OrderItem> + getCustomer(): Customer + getStatus(): String + addItem(item: OrderItem): void + removeItem(item: OrderItem): void + setCustomer(customer: Customer): void + setStatus(status: String): void