

ShowMenuCommand
menus : HashMap
+ShowMenuCom-#drink : String
#staffNum : int
#officeLoc : int
#menu : Menu
\_#orders : Vector
+PlaceOrderComn
+execute() : void -orders : Vector -staffNum : int -careTaker : CareTake +CancelOrderComman +execute() : void SOrderCommand

ffNum: int, officeLoc: int, menu: Menu, orders: Vector) CancelOrderCommandFactory
- orders : Vector
- menus : HashMap
-careTaker : CareTaker
+setOrders(orders : Vector) : void
+create(sc : Scanner) : Command
+setMenus(menus : HashMap) : void ListOrderCommandFactory
\_orders: Vector
\_menus: HashMap
\_careTaker: CareTaker
+ListOrderCommandFactory()
+setOrders(orders: Vector): void
+create(se: Scanner): Command
+setMenus(menus: HashMap): vo #dofficeLoc : int -careTaker : CareTakereTaker +PlaceOrderCommandFactory() +setOrders(orders : Vector) : void +create(sc : Scanner) : Command +setMenus(menus : HashMap) : v EditWesternMenuCommandFactory
-\_orders: Vector
-\_menus: HaishMap
+BeditWesternMenuCommandFactory()
+setOrders(orders: Vector): void
+create(sc: Scanner): Command
+setMenus(menus: HaishMap): void CommandFactory CareTaker