

Cairo University Computer Engineering Department

Faculty of Engineering First Year



**Data structures & Algorithms**

**Team 7**

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| --- | --- | --- |
| Name | Section | B.N. |
| Ghieath Omar Saleh Ajam | 2 | 5 |
| Mostafa Ahmed Sobhy Ahmed | 2 | 22 |
| Mostafa Mohamed Ahmed El-Gendy | 2 | 25 |
| Youssef Atef Tawfik Hafez | 2 | 39 |

**June, 2020**

**Function Name:** RemoveFromBreakList

**Member of:** class Restaurant

**Inputs:** currentTimeStep

**Returns:** void

**Called by:**

**Calls:**

* BinarySearchTree::Delete(T item, K key)
* ManageBreak::EndBreak(Restaurant\* pRest)

**Function logic description:**

It checks all the cooks’ break lists (Binary Search Tree). If there is a cook who finished his break, then it deletes it from the list and instantiates a (Manage Break) object to end his break.

**Function Name:** PrintFile

**Member of:** class Restaurant

**Inputs:** void

**Returns:** void

**Called by:** Restaurant::RunSimulation()

**Calls:**

* GUI::PrintMessage(string msg)
* GUI::GetString()
* LinkedList::Sort()

**Function logic description:**

It prints the output file in the specified format.

**Function Name:**

**Member of:**

**Inputs:**

**Returns:**

**Called by:**

**Calls:**

**Function logic description:**

**Function Name:**

**Member of:**

**Inputs:**

**Returns:**

**Called by:**

**Calls:**

**Function logic description:**

**Function Name:**

**Member of:**

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