

Bill	Manager
	- isOccupied : boolean - name : String - requestIngredients = String
+ outputBill(orders : Dish[]) + outputSingleBill(table : Table, customerNum : int)	+ Manager(name : String) + callWorker(workers : IWorker []) : IWorker + notifyLowStock(ingredient : String) + sendMail() : String + sendMail(amount : int) : String + isOccupied() : boolean + checkInventory(inventory : Inventory) + scanStock(inventory : Inventory, ingredient : String, amount : int)

<<InventoryListener>>
+ notifyLowStock(ingredient : String)

Dish
- tableName : String - customerNum : int - comment : String
+ Dish(dish : MenuItem, tableName : String, customerNum : int) + addComment(comment : String) + getCustomerNum() : int + toString() : String + getStringForBill() : String + getTableName() : String + getTableDifferences() : String + <u>getDishFromMenuItem(menu : MenuItem, tableName : String, customerNumber : int) : Dish</u>

Cook
- isOccupied : boolean - name : String
+ Cook(name: String) + getName() : String + isOccupied() : boolean + prepareDish(dish : Dish, inventory : Inventory, screen : ServingTable) : boolean + dishReady(dish : Dish, screen : ServingTable) + scanStock(inventory : Inventory, ingredient : String, amount : int) + canBePrepared(dish : Dish, inventory : Inventory) : boolean + update(dish : Dish)

Inventory
- INVENTORY : String - REQUESTFILE : String - manager : InventoryListener - inventory : HashMap<String, InventoryIngredient>
+ addStock(ingredient : String, amount : int) + hasEnoughIngredients(dishIngredients : HashMap<String, Integer>) : boolean + removeStock(ingredient : String, amount : int) + writeToInventory() + readInventory() + getLowIngredients() + getIngredientAmounts(name : String) : int + toString() : String + setManager(manager : InventoryListener)

InventoryIngredient
- name : String - currentQuantity : int - restockQuantity : int - lowerThreshold : int
+ InventoryIngredient(name : String, amount : int, restockQuantity : int, lowerThreshold : int) + getCurrentQuantity() : int + setCurrentQuantity(currentQuantity : int) + increaseQuantity(amount : int) + decreaseQuantity(amount : int) + getName() : String + setName(name : String) + getRestockQuantity() : int + setRestockQuantity(restockQuantity) + getLowerThreshold() : int + setLowerThreshol(lowerThreshold : int)

DishIngredient
- name : String - amount : int - baseAmount : int - upperAmount : int - lowerAmount : int - price : double
+ DishIngredient(name : String, baseAmount : int, amount : int, upperAmount : int, lowerAmount : int, price : double) + addAmount(amount : int) + getAmount() : int + subtractAmount(amount : int) + amountCanBeAdded(amount : int) : boolean + amountCanBeSubtracted(amount : int) : boolean + clone() : DishIngredient + toString() : String + getBaseAmount() : int + getAdditionAmount() : int + getBaseDifference() : int + getPrice() : double + getName() : String