

- name : String

currentQuantity : intrestockQuantity : int

- lowerThreshold : int

+ getCurrentQuantity(): int

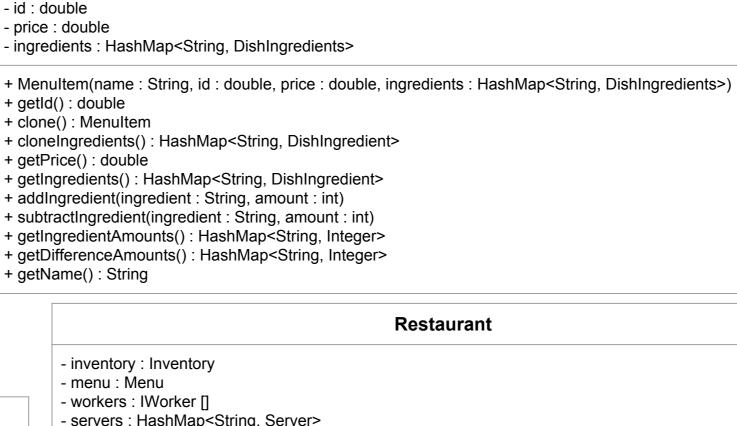
+ increaseQuantity(amount : int)

+ setCurrentQuantity(currentQuantity: int)

<<ServerTableListener>>

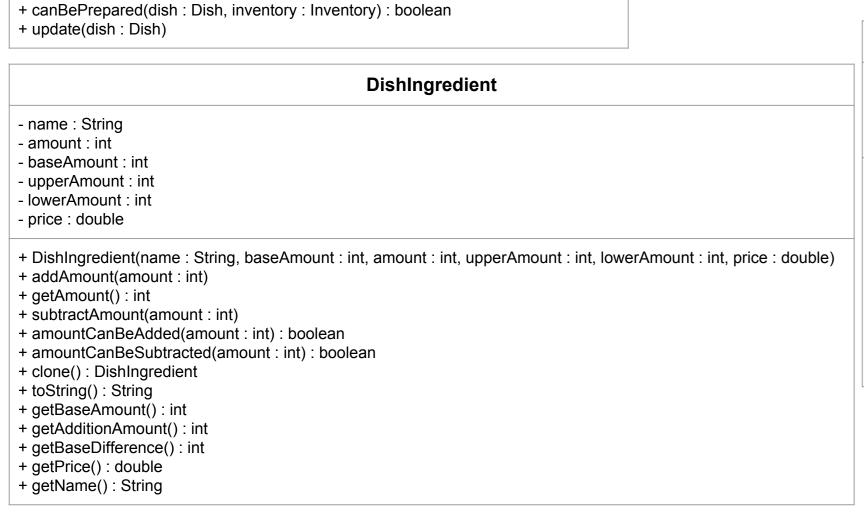
<<InventoryListener>>

- name : String



Menultem





+ aetDishFromMenuItem(menu: MenuItem, tableName: String, customerNumber: int): Dish

Cook

+ prepareDish(dish : Dish, inventory : Inventory, screen : ServingTable) : boolean

+ scanStock(inventory : Inventory, ingredient : String, amount : int)

+ getCustomerNum(): int

+ getStringForBill() : String

+ getTableName() : String

isOccupied : boolean

+ Cook(name: String)

+ isOccupied(): boolean

+ dishReady(dish : Dish, screen : ServingTable)

<<TableListener>>

+ getTableOrder(name : String) : Dish

+ returnDish(dish : MenuItem)

+ getBill()

+ getName(): String

- name : String

+ aetTableDifferences(): String

+ toString(): String

+ decreaseQuantity(amount: int) + getName(): String + setName(name: String) + getRestockQuantity(): int + setRestockQuantity(restockQuantity) + getLowerThreshold(): int + setLowerThreshold(lowerThreshold: int) Menu - FILENAME: String - menuItems: HashMap<double, MenuItem> + Menu() + createMenu() + addDishToMenu(line: String) + getMenuSize(): int + getDish(id: double, tableName: String, customerNum: int): Dish

InventoryIngredient

+ InventoryIngredient(name : String, amount : int, restockQuantity : int, lowerThreshold : int)

main(args : String []) - readEvents(fileName : String [], restaurant : Restaurant) - readServerAction(input : String [], restaurant : Restaurant) - readCookAction(input : String [], restaurant : Restaurant) - readManagerAction(input : String [], restaurant : Restaurant)

```
Server
 - name : String
 - isOccupied : boolean
+ Server(name : String)
+ getName() : String
+ passOrder(table : Table, servingTable : ServingTable)
+ serveDish(index : int, restaurant : Restaurant)
+ rejectDish(index : int, restaurant : Restaurant)
+ returnDish(index : int, tableID, restaurant : Restaurant, comment : String)
+ addOrder(table : Table, dish : Dish, servingTable : ServingTable)
+ seatCustomer(tableID : String, restaurant : Restaurant)
+ generateTableBill(table : Table)
+ generateSingleBill(table : Table, size : int)
+ scanStock(inventory : Inventory, ingredient : String, amount : int)
+ isOrderComplete(table : Table) : boolean
+ isOccupied(): boolean
+ setOccupied(occupied : boolean)
+ updateDish(dish : Dish)
```

<<ServerListener>> + callManager(manager : Manager)

+ setDishToServe(index : int)

+ serveDish(index : int) : Dish

+ getName() : String

+ clearTable()

+ setDishToCooking(index : int) : Dish

ServingTable dishesRejected : Dish [] - dishesToBeCooked : Dish [] - dishesToBeServed : Dish [] - dishesBeingCooked : Dish [] - servers : ServingTableListener [] cooks : ServingTableListener [] ServingTable() + getServers() : ServerTableListener [] + setServers(servers : ServingTableListener []) + getCooks() : ServerTableListener [] + setCooks(cooks : ServerTableListener []) + getDishesRejected() : Dish [] + getDishesToBeCooked() : Dish [] + getDishesBeingCooked(): Dish [+ getDishesToBeServed() : Dish [] + addToBeCooked(order : Dish []) + addToBeCooked(order : Dish) + returnDish(dish : Dish, comment : String) + addToBeServed(dish : Dish) + notifyServers(dish : Dish) + notifyCooks(dish : Dish) + getDishesToBeServed(index : int) : Dish + addServer(server : ServingTableListener) + addServers(servers : ServingTableListener []) + addCook(cook : ServingTableListener) + addCooks(cooks : ServingTableListeners []) + toString(): String + getRejectedDish() : Dish + getDishesToBeCooked(index : int) : Dish

tableName : String - tableSize : int - isOccupied : boolean - tableOrder : Dish [] orderCompleted : boolean - cookedOrder : Dish [] numberOfDishesServed : int + Table(tableName : String, tableSize : int, isOccupied : int) + Table(tableName : String, tableSize : int) + isOccupied(): boolean + setOccupied(occupied : boolean) + setTableOrder(tableOrder : Dish []) + addSingleOrder(dish : Dish) + isOrderCompleted(): boolean + setOrderCompleted(orderCompleted : boolean) + getCookedOrder() : Dish [] + setCookedOrder(Dish []) + getTableOrder() : Dish [] + dishesServed() + removeDish(dish : Dish) + setNumberOfDishesServed(numberOfDishesServed : int) + numberOfDishesInOrder(): int + getNumberOfDishesServed(): int + getTableName(): String + getCustomerOrder() : Dish [] + getDish(index : int) : Dish

Table