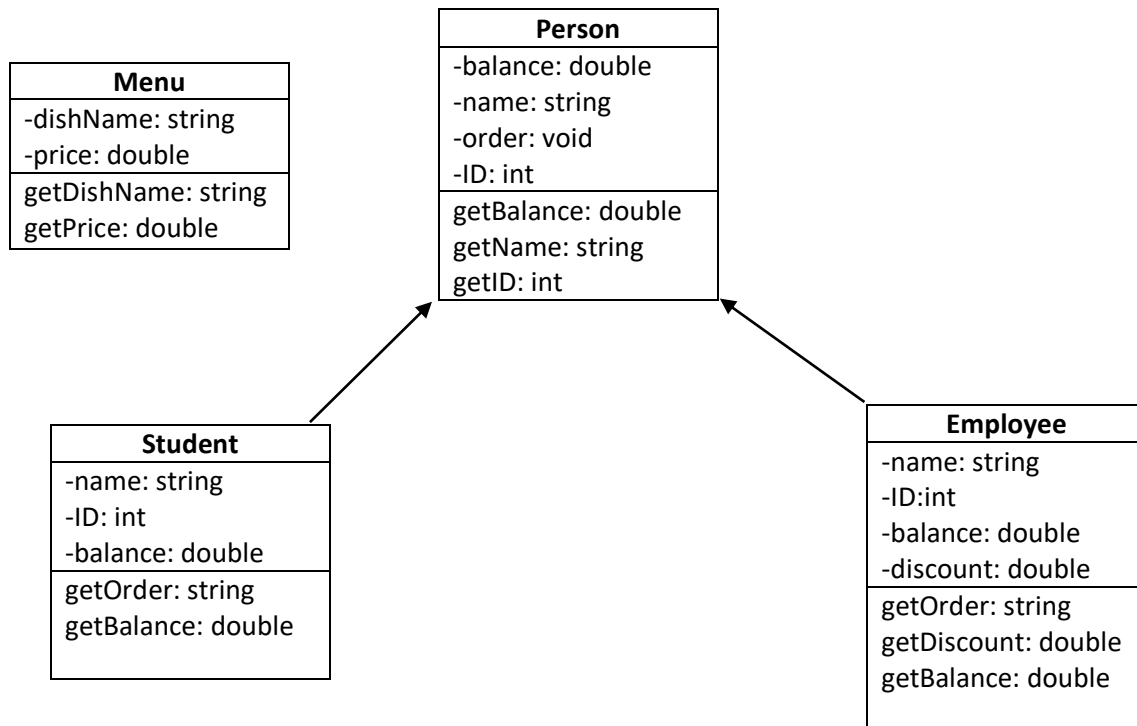


OOP Ordering System Design

System structure



Project description

There are 100 students in the school. Each student has a meal card. Each student can order in the dining hall.

There are 10 employees work for dining hall, and the employees also have a meal card. They can order dishes, but they get a 10% discount based on the original price.

The balance in the meal cards of employees and students is initialized to a random number of 50-200 dollars.

Variables:

Person

- name: store the name of this person
- ID: store the ID number of this person
- balance: store the balance of this person
- order: store the order of this person

Menu

- **dishName**: store the dish name of this menu
- **price**: store the price of each dish in the menu

employee:

- **discount**: store a discount of employees

System logic

The user (student or employee) enters the name through the terminal and displays the corresponding information of the user. After successful login, the menu will be listed waiting for order, and the balance will be displayed after the order is successful.

Methods:

Person:

getName and **getID** from the "name" property and "ID" property, and the method is to login, get balance and tell you are a student or employee.

getBalance, get the balance stored in the "balance" property before payment.

Student:

getOrder from "order" property to show what this student ordered.

getBalance from "balance" property to show the balance after the payment.

Employee:

getOrder from "order" property to show what this employee ordered.

getBalance from "balance" property to show the balance after the payment.

getDiscount from "discount" property to let employee get a 10% discount.