

Class Structure

1. Item Class:

Instance variables:

- **String** Description
- **String** Unique identifier
- **Double** Price
- **Enum** Category (foods, beverages, snacks)
- **String** name
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Constructor:

Saving all items of the menu in a HashSet.

Methods:

Abstract getters/setters for each instance variable

2. Menu Class:

Instance variables:

- **TreeSet <Item>** menu

Methods:

- **void** add()
- **void** remove()
- **Item** retrieve()
- **void** readMenuItems()

3. Orders Class

Instance variables:

- **String** Timestamp
- **String** Unique identifier
- **HashMap<String, Int>** orders from menu

Constructor

Methods:

- **void** readOrders ()

4. Processor Class

Instance variable:

ArrayList Orders

Methods:

- **double** getDiscounts()
- **double** getBill()
- **void** getNewOrders()
- **void** add()

5. GUI Class

Class ActionListener

6. Manager Class

Diagrams:

1. Class Diagram (**Alex**)
2. Use Case Diagram (**Jeese**)
3. Activity Diagram (**Kostas**)
4. Sequence Diagram (**Georgios**)

CSV files:

Txt file (CSV)-> displays menu for order

Txt file (CSV)-> displays a list of existing customer order

- Beverages
- Food items
- Snacks

Txt file (CSV)-> displays the output

Meeting's Reports:

Discuss about our weekly meetings

Splitting Classes:

CSV Reader – Name: Jeese

Item – GUI: Georgios

Orders – GUI: Alex

Menu – Processor: Kostas

Data Structures:

Data structure for each variable already decided