a. Item Class:

Item:

Instance variables:

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

Abstract getters/setters

Constructor

Saving all items of the menu in a HashSet.

b. Menu Class:
Instance variables:
- **TreeSet <Item>** menu

Methods:
Void add()
Void remove()
Item retrieve()

c. Name Class

Constructor

Instance variables:

Name name

d. CSV Reader Class

Txt file (CSV)-> display menu for order

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

e. **Orders Class**

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

Constructor

f. **Processor Class**
(ArrayList) Orders

Double getDiscounts()

Double Bill()

Void new order()

Void add()

g. **GUI Class**

Class ActionListener

Diagrams:

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

CSV files:

Txt file (CSV)-> display menu for order

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

- Beverages
- Food items
- Snacks

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