Class Structure

1. **Item Class:**

Instance variables:

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

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** readMenu ()

3. **Orders Class**

Instance variables:

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

Constructor

Methods:

- **void** readOrders ()
- **void** add()
- **String** getTimestamp()
- **String** getUniqueID()
- **String** getDescription()
- **void** setTimeStamp()
- **void** setUniqueID()
- **void** setDescription()

4. **Processor Class**

Instance variable:

ArrayList Orders

Methods:

- **double** calculateDiscount()
- **double** calculateBill()
- **String** calculateFrequency()
- **void** add()

5. **GUI Class**

Class ActionListener, JFrame

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