UML Design for Pizza Project:

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Restaurant

Public:

    Restaurant
    ~Restaurant
    addOrder(info: string, time: Time)
    serve()
    status
    getLastServed(): Order *

Private:

    ordersToServe: deque<Order*>
    ordersToDepart: deque<Order*>

Driver

Public:

    Driver()
    ~Driver()
    depart(time: Time, order: Order*)
    deliver(time: Time, tip: float)
    arrive(time: Time)
    getTotalDeliveries(): int
    getTotalMinDelivering: int
    getTotalMinDriving(): int
    getTotalTips: float
    getStatus(): string
    getSummart(totalDeliveries: int*, orderTime: int*)

Private:

    deliveryCount: int
    tips: float
    loggedIn: bool
    delivering: bool
    orderTime: Time
    departTime: Time
    deliverTime: Time
    arriveTime: Time
    myOrder: Order *
    totalDrivingTime: int
    totalOrderTime: int
    totalDeliveryTime: int

Order:

Public:

    Order()
    ~Order()
    getTime(): Time
    getInfo(): string
    setInfo(info: string)

Private:

    info: string
    time: Time

Time

Public:

    Time()
    Time(hour: int, minute: int)
    ~Time()
    elapsedMin(t1: Time, t2: Time): int
    toString(): string

Protected:

    hour: int
    minute: int