Notes:
- All the following lists are lists of POINTERS not objects
- For any DS in the project, you msut use the DS classes given in the labs (or derived from them)
- Not allowed to use your own classes or any other classes like STL classes

	List Name	Type	Member of class	Reason (Verbal) (Actual justification should include big O analysis)
1	**Events List**	**Queue**	**Restaurant** *LinkedQueue<Event*> List_name;*	events are excuted in the same order they are loaded from file (by arrival time) FCFS
	Orders			
2	**Waiting VIP**	**PriQueue**	**Restaurant** *PriQueue<order*> List_name;*	served depeding on pri
3	**Waiting Vegan**	**Queue**	**Restaurant** *LinkedQueue<order*> List_name;*	First ready first serve

4	**Waiting Normal**	**a class derived from Queue**
		*class **waitNorm** : public LinkedQueue<order*>*
		{ //add "CancelOrder(ID)" and "getOrder(ID)" functions }
			Restaurant
			waitNorm *List_name;*
				- Queue: As normal orders are basically served as FCFS
				- Derived: to add functions
				--- CancelOrder(ID) to remove an order given ID
				--- getOrder(ID) to get an order to be promoted

5	**In-service Orders**	**PriQueue *(one list for all orders types)*** *order class should have a pointer to chief*	**Restaurant** *PriQueue<order*> List_name;*	Orders being prepared leaves the list once they are done. Priority is the finish time
6	**Delivered Orders**	**Stack (one list for all orders types)**	**Restaurant** *ArrayStack<order*> List_name;*	should be printed to the ouput file in descending order (at end)
	Chiefs			
7	**Ready VIP**	**Queue**	**Restaurant** *LinkedQueue<chief*> List_name;*	First available, First assign
8	**Ready Vegan**	**Queue**	**Restaurant** *LinkedQueue<chief*> List_name;*	First available, First assign
9	**Ready Normal**	**Queue**	**Restaurant** *LinkedQueue<chief*> List_name;*	First available, First assign
10	**In-Break Chiefs**	**one PriQ for all cook types** **OR** **(3 Queues) One Queue for each cook type**	**Restaurant** *PriQueue<chief*> List_name;*	For PriQ option: chiefs leave the in-break list depedning on the end of their break time For 3 queues options: if the chiefs inside the in-break list are of the same type, they will leave the same order they entered the list (FIFO)