

(1)

m 7

m n

(10) %

m f

m l

(10)

m %

@

m b getIngredients()

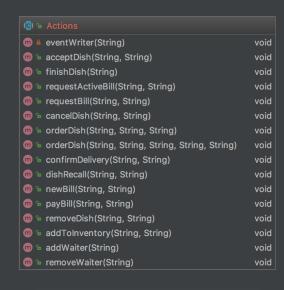
m b toString()

■ Listener

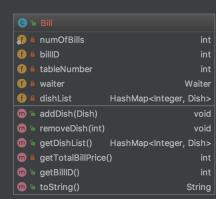
📵 🖫 handleEvent(String[])

umOfDishes		int
ame		String
dditions	ArrayList.	
ubtractions	ArrayList	
gredients	HashMap <string,< td=""><td></td></string,<>	
ableNumber		int
aiter		Waiter
ook		String
rice		double
ishld		int
etIngredients(HashMa	p <string, integer="">)</string,>	void
etName()		String
etAdditions()	ArrayList-	<string></string>
etSubtractions()	ArrayList.	<string></string>
etTableNumber()		int
etWaiter()		Waiter
etCook()		String
etCook(String)		void
etPrice()		double
etDishId()		int

HashMap<String, Integer>



10	allowedAdditions	ArrayList <string></string>
10	allowedSubtractions	ArrayList <string></string>
f	price	double
f	ingredients	HashMap <string, integer=""></string,>
m 1	getPrice()	double
1	getIngredients()	HashMap <string, integer=""></string,>
1	getAllowedAdditions	() ArrayList <string></string>
1	getAllowedSubtraction	ons() ArrayList <string></string>
1	toString()	String



G P			
₽ €	inventory	HashMap <string, inventoryitem=""></string,>	
₽ ₽	menu	HashMap <string, menultem=""></string,>	
€ 6	waiterNameList	ArrayList <string></string>	
6 6	menuType	Туре	
6	inventoryType	Туре	
6	listenerList	HashMap <string, listener<="" td=""></string,>	
6	running	boolean	
50 A	inventoryModified	boolear	
6 6	waiterListModified	boolear	
<u>,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,,</u>	main(String[])	void	
, 6	handleInput(String)	void	
, 6	addToInventory(String, Integ	er) void	
,	emoveFromInventory(String, Integer) void		
,	checkInventory() void		
, 6	🔊 🖟 checkIngredientsInventory(HashMap <string, integer="">) ArrayList<string:< td=""></string:<></string,>		
,	printlnventory()	String	
,	writeRequest(String)	void	
,	run()	void	
,	save()	void	
,	getInventory()	HashMap <string, inventoryitem:<="" td=""></string,>	
, 6	getMenu()	HashMap <string, menultema<="" td=""></string,>	
, 10	addWaiter(String)	void	
,	removeWaiter(String)	void	