Restaurant

inventory	HashMap<String, InventoryItem>
menu	HashMap<String, MenuItem>
waiterNameList	ArrayList<String>
menuType	Type
inventoryType	Type
listenerList	HashMap<String, Listener>
running	boolean
inventoryModified	boolean
waiterListModified	boolean
main(String[])	void
handleInput(String)	void
addToInventory(String, Integer)	void
removeFromInventory(String, Integer)	void
checkInventory()	void
checkIngredientsInventory(HashMap<String, Integer>)	ArrayList<String>
printInventory()	String
writeRequest(String)	void
run()	void
save()	void
getInventory()	HashMap<String, InventoryItem>
getMenu()	HashMap<String, MenuItem>
addWaiter(String)	void
removeWaiter(String)	void

Listener

handleEvent(String[])	void
printToScreen(String)	void

Waiter

billList	HashMap<Integer, Bill>
allBillsList	HashMap<Integer, Bill>
dishList	HashMap<Integer, Dish>
name	String
getName()	String
handleEvent(String[])	void
madeSubstitutions(MenuItem, HashMap<String, Integer>, ArrayList<String>, ArrayList<String>)	boolean
createDish(String, ArrayList<String>, ArrayList<String>, String)	void
createDish(String, String)	void
createBill(int)	void
payBill(int)	void
confirmDishDelivery(int)	void
removeDish(int)	void
recallDish(int)	void
showBill(int)	void
toString()	String
printToScreen(String)	void

Kitchen

dishList	HashMap<String, Dish>
addDish(Dish)	void
removeDish(Dish)	void
readyDish(String)	void
cancelDish(String)	void
acceptDish(String, String)	void
handleEvent(String[])	void
printToScreen(String)	void

Dish

numOfDishes	int
name	String
additions	ArrayList<String>
subtractions	ArrayList<String>
tableNumber	int
waiter	Waiter
cook	String
price	double
dishId	int
ingredients	HashMap
getNumOfDishes()	int
getName()	String
getAdditions()	ArrayList<String>
getSubtractions()	ArrayList<String>
getTableNumber()	int
getWaiter()	Waiter
getCook()	String
setCook(String)	void
getPrice()	double
getDishId()	int
getIngredients()	HashMap
toString()	String

Bill

numOfBills	int
billID	int
tableNumber	int
waiter	Waiter
dishList	HashMap<Integer, Dish>
addDish(Dish)	void
removeDish(int)	void
getDishList()	HashMap<Integer, Dish>
getTotalBillPrice()	int
getBillID()	int
toString()	String

Actions

eventWriter(String)	void
acceptDish(String, String)	void
finishDish(String)	void
requestBill(String, String)	void
cancelDish(String)	void
orderDish(String, String, String)	void
orderDish(String, String, String, String, String)	void
confirmDelivery(String, String)	void
dishRecall(String, String)	void
addToInventory(String, String)	void

MenuItem

allowedAdditions	ArrayList<String>
allowedSubtractions	ArrayList<String>
price	int
ingredients	HashMap<String, Integer>
getPrice()	int
getIngredients()	HashMap<String, Integer>
getAllowedAdditions()	ArrayList<String>
getAllowedSubtractions()	ArrayList<String>
toString()	String

InventoryItem

quantity	int
threshold	int
getQuantity()	int
setQuantity(int)	void
getThreshold()	int
toString()	String