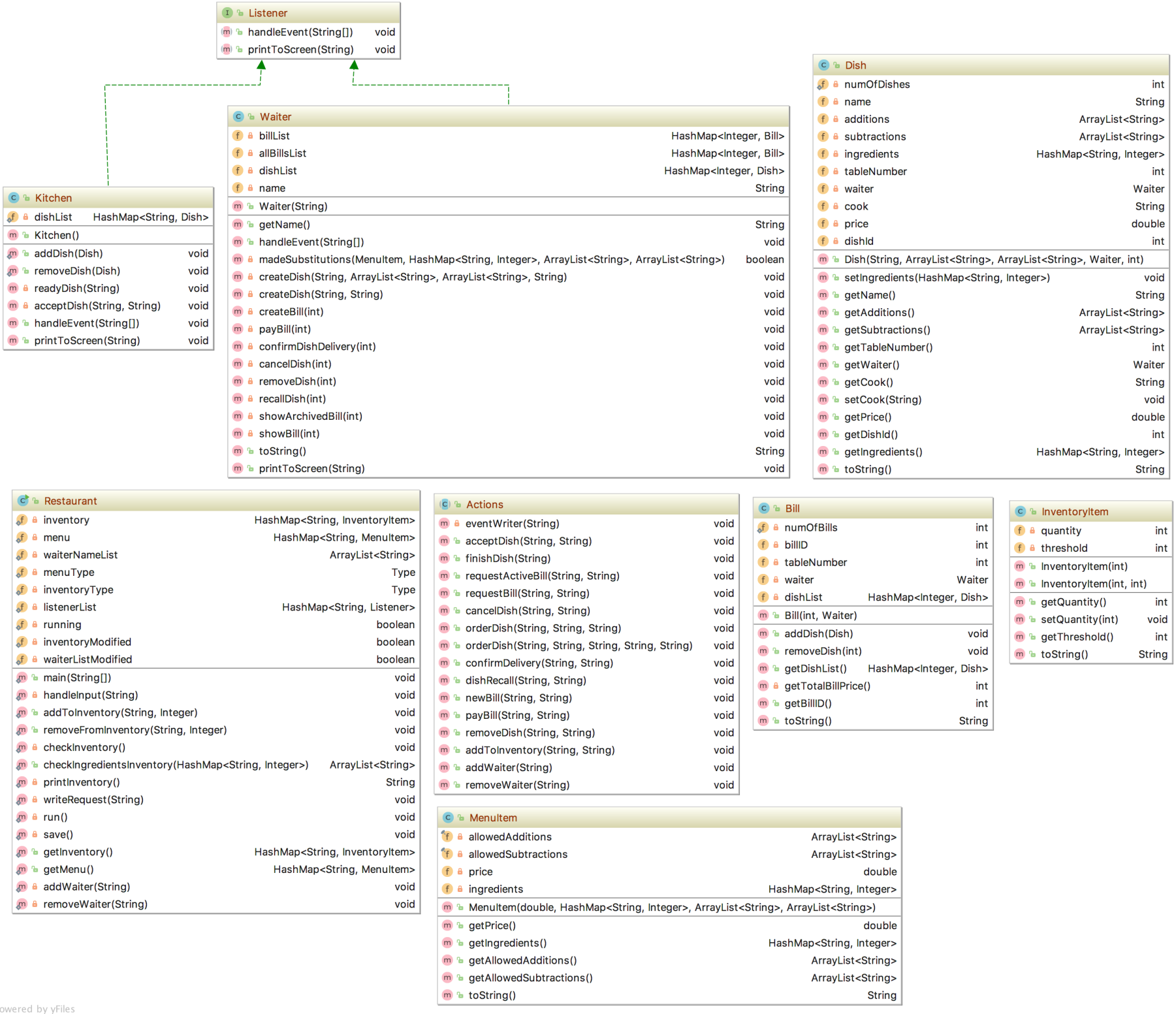
Listener
handleEvent(String[]) void
printToScreen(String) void
Kitchen
dishList HashMap<String, Dish>
Kitchen()
addDish(Dish) void
removeDish(Dish) void
readyDish(String) void
acceptDish(String, String) void
handleEvent(String[]) void
printToScreen(String) void
Waiter
billList HashMap<Integer, Bill>
allBillsList HashMap<Integer, Bill>
dishList HashMap<Integer, Dish>
name String
Waiter(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
cancelDish(int) void
removeDish(int) void
recallDish(int) void
showArchivedBill(int) void
showBill(int) void
toString() String
printToScreen(String) void
Dish
numOfDishes int
name String
additions ArrayList<String>
subtractions ArrayList<String>
ingredients HashMap<String, Integer>
tableNumber int
waiter Waiter
cook String
price double
dishId int
Dish(String, ArrayList<String>, ArrayList<String>, Waiter, int)
setIngredients(HashMap<String, Integer>) void
getName() String
getAdditions() ArrayList<String>
getSubtractions() ArrayList<String>
getTableNumber() int
getWaiter() Waiter
getCook() String
setCook(String) void
getPrice() double
getDishId() int
getIngredients() HashMap<String, Integer>
toString() String
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
Actions
eventWriter(String) void
acceptDish(String, String) void
finishDish(String) void
requestActiveBill(String, String) void
requestBill(String, String) void
cancelDish(String, String) void
orderDish(String, String, String) void
orderDish(String, String, String, String, String) void
confirmDelivery(String, String) void
dishRecall(String, String) void
newBill(String, String) void
payBill(String, String) void
removeDish(String, String) void
addToInventory(String, String) void
addWaiter(String) void
removeWaiter(String) void
Bill
numOfBills int
billID int
tableNumber int
waiter Waiter
dishList HashMap<Integer, Dish>
Bill(int, Waiter)
addDish(Dish) void
removeDish(int) void
getDishList() HashMap<Integer, Dish>
getTotalBillPrice() int
getBillID() int
toString() String
InventoryItem
quantity int
threshold int
InventoryItem(int)
InventoryItem(int, int)
getQuantity() int
setQuantity(int) void
getThreshold() int
toString() String
MenuItem
allowedAdditions ArrayList<String>
allowedSubtractions ArrayList<String>
price double
ingredients HashMap<String, Integer>
MenuItem(double, HashMap<String, Integer>, ArrayList<String>, ArrayList<String>)
getPrice() double
getIngredients() HashMap<String, Integer>
getAllowedAdditions() ArrayList<String>
getAllowedSubtractions() ArrayList<String>
toString() String
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