Package META-INF
Package objectpool
Package core
Dish
numOfDishes int
name String
additions ArrayList<String>
subtractions ArrayList<String>
tableNumber int
waiter Waiter
cook String
price double
dishid int
delivered boolean
ingredients HashMap<String, Integer>
person String
getName() String
getAddition() ArrayList<String>
getSubtraction() ArrayList<String>
getTableNumber() int
getWaiter() Waiter
getCook() String
setCook(String) void
getPrice() double
getDishid() int
getDelivered() boolean
setDelivered(boolean) void
getIngredients() HashMap<String, Integer>
setIngredients(HashMap<String, Integer>) void
getPerson() String
toString() String
Logging
eventWriter(String) void
message(String, String) void
acceptDish(String) void
finishDish(String) void
hasNewDish() void
requestArchiveBill(String, String) void
requestBill(String, String) void
cancelDish(String, String) void
orderDish(String, String, String, String) void
orderDish(String, String, String, String, String, String) void
confirmDelivery(String, String) void
dishReady(String, String) void
newBill(String, String) void
newLargeBill(String, String) void
payBill(String, String) void
removeDish(String, String) void
splitBill(boolean, String) void
addToInventory(String, String) void
addWaiter(String) void
removeWaiter(String) void
addCook(String) void
removeCook(String) void
showUndelivered Dishes() void
showAllPayments() void
Alerted
processAlert(String) void
NewTableOrderController
largeGroupCheckBox CheckBox
dialogStage Stage
name String
TableNumberInput TextField
twoBillsBtn CheckBox
createBillButton Button
setDialogStage(Stage) void
setName(String) void
createBill(ActionEvent) void
getTableNumberInput() TextField
splitCurrentBill() void
MainController
newDishButton Button
nextDishLabel Label
acceptedDishesTable TableView<Dish>
dishNiColumn TableColumn<Dish, Integer>
dishNameColumn TableColumn<Dish, String>
cookColumn TableColumn<Dish, String>
ocasionComboBox ComboBox<String>
dishList ObservableList<Dish>
initialize() void
createAcceptedDishesTable() void
createNextDishLabel() void
acceptCurrentDish() void
readyDish() void
setPendingDishes() void
Listener
handleEvent(String[]) void
printToScreen(String) void
CreateEmployeeController
employeeTypeView ListView<String>
dialogStage Stage
newEmployeeName TextField
initialize() void
createEmployee() void
setDialogStage(Stage) void
Kitchen
dishesToConfirm LinkedHashMap<String, Dish>
dishList HashMap<String, Dish>
addDish(Dish) void
removeDish(Dish) void
getFirstDish() Dish
hasReadyDishes() boolean
getDishList() HashMap<String, Dish>
readyDish(String) void
acceptDish(String) void
handleEvent(String[]) void
printToScreen(String) void
MenuItem
allowedAdditions ArrayList<String>
allowedSubtractions ArrayList<String>
price double
ingredients HashMap<String, Integer>
getPrice() double
getIngredients() HashMap<String, Integer>
getAllowedAdditions() ArrayList<String>
getAllowedSubtractions() ArrayList<String>
toString() String
Waiter
billList HashMap<Integer, Bill>
allBillsList HashMap<Integer, Bill>
dishList HashMap<Integer, Dish>
name String
getName() String
handleEvent(String[]) void
makeSubtractionsAndMenuItem(HashMap<String, Integer>, ArrayList<String>, ArrayList<String>) boolean
orderDish(String, ArrayList<String>, ArrayList<String>, String, String) void
getDishList() HashMap<Integer, Dish>
orderDish(String, String, String) void
createBill(int, boolean) void
payBill(int) void
confirmDishDelivery(int) void
cancelDish(int) void
removeDish(int) void
recallDish(int) void
showArchiveBill(int) void
showBill(int) void
toString() String
getBillList() ArrayList<Bill>
getFormatteddBillList() HashMap<String, Bill>
getActiveBill(int) Bill
splitBill(boolean, String) void
printToScreen(String) void
Bill
numOfBills int
billID int
tableNumber int
paypaid boolean
waiter Waiter
dishList HashMap<Integer, Dish>
isSplit boolean
addDish(Dish) void
removeDish(int) void
getDishList() HashMap<Integer, Dish>
getTotalBillPrice() double
getBillID() int
setSplitBill(boolean) void
toString() String
getWaiter() Waiter
getTableNumber() int
Manager
handleEvent(String[]) void
addWaiter(String) void
removeWaiter(String) void
addCook(String) void
removeCook(String) void
showUndelivered Dishes() void
showAllPayments() void
printToScreen(String) void
InventoryItem
quantity int
threshold int
name String
getQuantity() int
setQuantity(int) void
getThreshold() int
getName() String
setName(String) void
toString() String
Restaurant
stage Stage
alertedController Alerted
inventory HashMap<String, InventoryItem>
menu HashMap<String, MenuItem>
waiterNameList ArrayList<String>
cookNameList ArrayList<String>
menuType Type
inventoryType Type
listenerList HashMap<String, Listener>
running boolean
currentUser String
inventoryModified boolean
waiterListModified boolean
cookListModified boolean
undeliveredDishes HashMap<String, String>
paidBills ArrayList<Bill>
totalSales double
setAlertedController(Alerted) void
main(String[]) void
handleInput(String) void
addToInventory(String, Integer) void
removeFromInventory(String, Integer) void
checkInventory() void
checkingIndentsInventory(HashMap<String, Integer>) ArrayList<String>
printInventory() String
writeRequest(String) void
run() void
save() void
getInventory() HashMap<String, InventoryItem>
getMenu() HashMap<String, MenuItem>
getWaiterNameList() ArrayList<String>
getCookNameList() ArrayList<String>
getListenerList() HashMap<String, Listener>
getCurrentUser() String
setCurrentUser(String) void
removeFromUndeliveredDishes(Dish) void
addToUndeliveredDishes(Dish) void
getUndeliveredDishes() HashMap<String, String>
setWaiterListModified(boolean) void
setCookListModified(boolean) void
addToPaidBills(Bill) void
getPaidBills() ArrayList<Bill>
getTotalSales() String
printToScreen(String) void
startStage() void
stop() void
CurrentOrderController
currWaiter Waiter
tableNumber int
bill Bill
dishs_list ArrayList<Dish>
dialogStage Stage
billView ListView<Dish>
removeButton Button
setDialogStage(Stage) void
initialize() void
setCurrWaiter(Waiter) void
setTableNumber(int) void
createBill() void
removeCurrentDishFromBill(ActionEvent) void
recallCurrentDish(ActionEvent) void
TableDetailsController
tableNumber String
bill Bill
dialogStage Stage
activeDishList ArrayList<Dish>
menuList ListView<String>
uniquePersonBill TextField
dishAddition ListView<String>
dishSubtraction ListView<String>
dish Button
currentOrder Button
cancelDish Button
activeDishesToBeDelivered ListView<Dish>
initialize() void
setBill(Bill) void
setDialogStage(Stage) void
addDishToBill(ActionEvent) void
createActiveDishes(int) void
showAllowedAdditions() void
showAllowedSubtractions() void
showAllowedBuleSubtractionsMenuEvent() void
showCurrentBill(ActionEvent) void
confirmDishDelivered(ActionEvent) void
cancelActiveDish(ActionEvent) void
SelectNameController
waiterNamesListView ListView<String>
selectWaiterBtn Button
name String
dialogStage Stage
initialize() void
selectWaiterName(ActionEvent) void
setDialogStage(Stage) void
getName() String
ViewEmployeesController
WaitersList ListView<String>
CooksList ListView<String>
initialize() void
ViewBillsController
todayBills ListView<?>
initialize() void
ViewUndeliveredDishesController
undeliveredDishes ListView<?>
initialize() void
ViewInventoryController
InventoryTable TableView<String>
ingredientColumn TableColumn<String, String>
quantityColumn TableColumn<String, Integer>
observableMap ObservableMap<String, Integer>
observableKey ObservableList<String>
dialogStage Stage
InventoryQuantityHashmap HashMap<String, Integer>
initialize() void
setDialogStage(Stage) void
MainController
addToInventoryBtn Button
ingredientName TextField
quantityOfIngredient TextField
initialize() void
addIngredientToInventory(ActionEvent) void
MainController
name String
currWaiter Waiter
currentBills HashMap<String, Bill>
currentTables ArrayList<String>
selectTableBtn Button
tables_list ListView<String>
createNewOrderBtn Button
initialize() void
getName() String
setName(String) void
creatlist() void
createNewOrderActionEvent() void
selectTableActionEvent() void
MainController
initialize() void
createNewEmployee() void
viewInventory() void
viewAllEmployees() void
viewUndeliveredDishes() void
viewBills() void
EmployeeSelectionController
loginButton Button
employeeTypeList ListView<String>
initialize() void
openEmployeeViewActionEvent() void
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