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













































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




















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
























 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
  cancelDish (int)	void
  removeDish (int)	void
  recallDish (int)	void
  showArchivedBill (int)	void
  showBill (int)	void
  toString ()	String
  printToScreen (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

 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
  checkingIngredientsInventory (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

 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
  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

 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

 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