FoodClass

+ foodType; String+ foodName; String

+ foodPrices; String

+ quantity; String

+ setType: String[]
+ setName: String[]

+ setPrice : int∏

+ toServer: DataOutputStream + fromServer: DataInputStream

- FoodClass() default

- FoodClass(): String String int

- FoodClass(): String String int int

- getFoodType() String

- getQuantity()(): int

- getFoodName()String

- getFoodPrices(): int

- getTotalPrices(): int

- setQuantity(): int

- listLength(): int

- dType(): String

- dName(): String

- dPrice(): int

- sendTest(): void

FoodController

+ DataOutputStream toS

+ DataInputStream fromS

+ ObjectOutputStream toO

+ ObjectInputStream fromO

+ mFoodQuantity; TextField

+ mLast; TextField

+ mRoom; TextField

+ mTotalPrice; Label

+ mRemind; Label

+ mAdd; Button

+ mDelete; Button

+ mEnter; Button

+ TableView<FoodClass> DisplayList;

+ listType: TableColumn

+ listName: TableColumn

+ listPrices: TableColumn

+ TableView<FoodClass> FoodListView

+ orderType: TableColumn

+ orderName: TableColumn

+ orderQuantity: TableColumn

+ orderPrices: TableColumn

+ foodC: FoodClass

+ totalPrices : int

- mEnter : void

- mDelete: void

- mAdd: void

- initialize: void

Food Order

Server