public class FoodOptionTriggerHandler {

public static void updateHotelInformation(List<Food\_Option\_\_c> newFoodOptions) {

Set<Id> hotelIdsToUpdate = new Set<Id>();

// Collect unique Hotel Ids affected by food options changes

for (Food\_Option\_\_c foodOption : newFoodOptions) {

hotelIdsToUpdate.add(foodOption.Hotel\_\_c);

}

// Update hotel information based on food options

List<Hotel\_\_c> hotelsToUpdate = [SELECT Id, Name, TotalFoodOptions\_\_c FROM Hotel\_\_c WHERE Id IN :hotelIdsToUpdate];

for (Hotel\_\_c hotel : hotelsToUpdate) {

// Recalculate total food options count

Integer totalFoodOptions = [SELECT COUNT() FROM Food\_Option\_\_c WHERE Hotel\_\_c = :hotel.Id];

hotel.TotalFoodOptions\_\_c = totalFoodOptions;

}

// Update hotels with new total food options count

update hotelsToUpdate;

}

}