<<enumeration>>
DishType
-Alcoholic
-NonAlcoholic
-Food

Dish
-name : String
-price : Double
-type : DishType
-discount : Double
+stringToDishTy...

keeps as menu >   *

Services
-tables : Boolean[]
+inputDishes(String filename) : void
+addDishToOrder(int tableNumber, int dishNumber, int quantity) : void
+deleteDishFromOrder(int tablNumber, int dishNumber, int quantity) : void
+getTables() : tables
+changeTableState(int tableNumber) : void
+closeOrder(int tableNumber) : void
+getOrder(int tableNumber) : Order
+addOrder(int tableNumber) : void

< ordered   0..*

1..*

Order
-table : int
+count() : double
+dishlistDisplay() : St...

< records   *

1

Receipt
-total : double
-discount : dou...

1..*

< given to client

<<use>>

<<Interface>>
WaiterGUI
+addNewOrder() : v...
+deleteOrder() : void
+addDish() : void
+deleteDish() : void

<<use>>

<<Interface>>
BartenderGUI
-done() : void

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