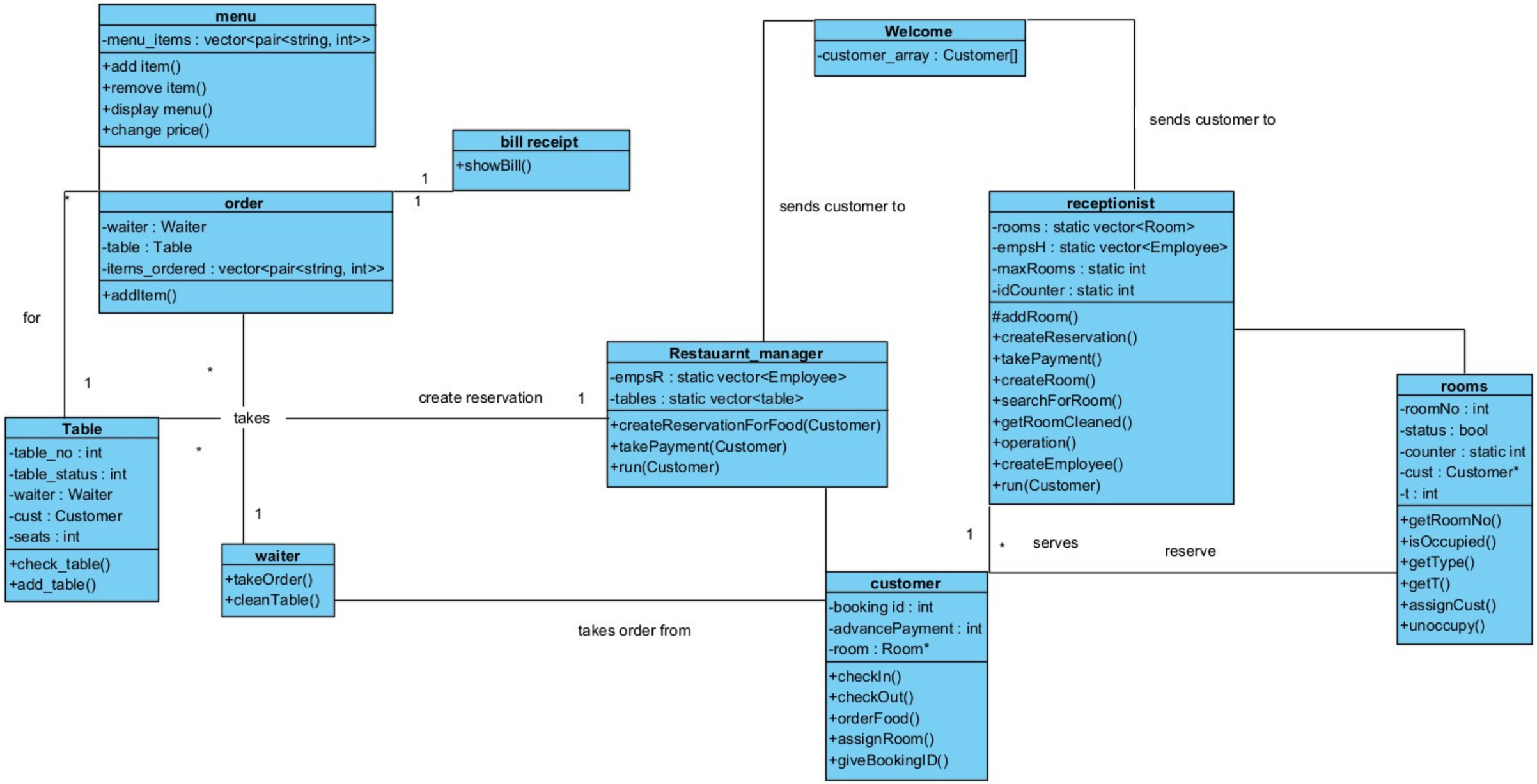
menu
-menu_items : vector<pair<string, int>>
+add item()
+remove item()
+display menu()
+change price()
bill receipt
+showBill()
order
-waiter : Waiter
-table : Table
-items_ordered : vector<pair<string, int>>
+addItem()
Welcome
-customer_array : Customer[]
sends customer to
sends customer to
receptionist
-rooms : static vector<Room>
-empsH : static vector<Employee>
-maxRooms : static int
-idCounter : static int
#addRoom()
+createReservation()
+takePayment()
+createRoom()
+searchForRoom()
+getRoomCleaned()
+operation()
+createEmployee()
+run(Customer)
Restauarnt_manager
-empsR : static vector<Employee>
-tables : static vector<table>
+createReservationForFood(Customer)
+takePayment(Customer)
+run(Customer)
rooms
-roomNo : int
-status : bool
-counter : static int
-cust : Customer*
-t : int
+getRoomNo()
+isOccupied()
+getType()
+getT()
+assignCust()
+unoccupy()
Table
-table_no : int
-table_status : int
-waiter : Waiter
-cust : Customer
-seats : int
+check_table()
+add_table()
waiter
+takeOrder()
+cleanTable()
customer
-booking id : int
-advancePayment : int
-room : Room*
+checkIn()
+checkOut()
+orderFood()
+assignRoom()
+giveBookingID()
1
1
*
for
1
*
takes
create reservation
1
*
1
1
*
serves
reserve
takes order from