```
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;
    }
}
```