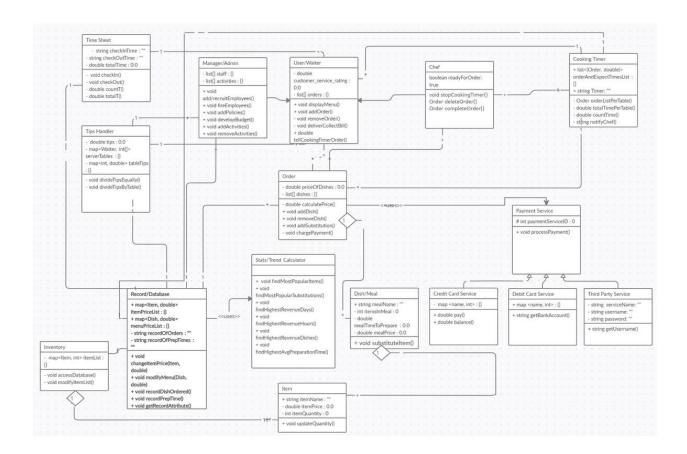
Milestone 5 – Elaborated Component & Class Diagrams

Team Name: Foodie Fighters

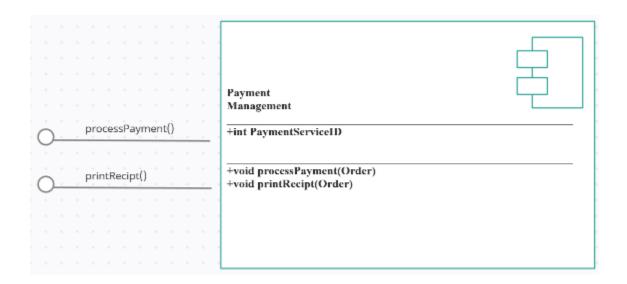
Liana Wu, Ryan Ortuno, Noah Howell, Oscar Birungi, Boris Bugingo, Xuanfu Huang

1. Elaborated design classes



2. Elaborated Component Diagram

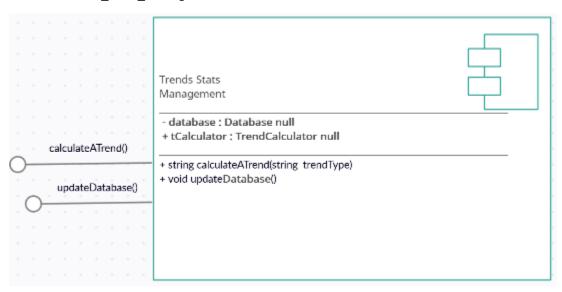
2.1. Payment_management

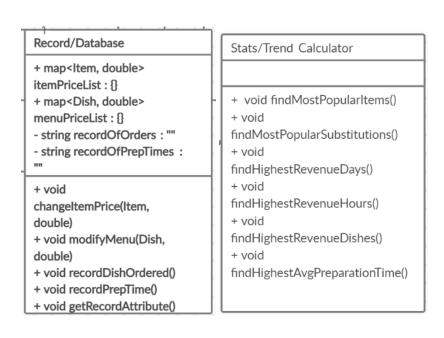




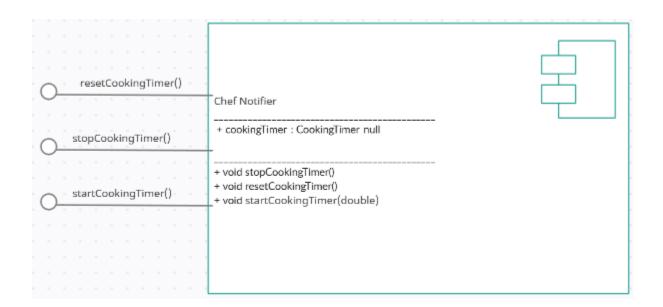


2.2. Trends_Stats_management





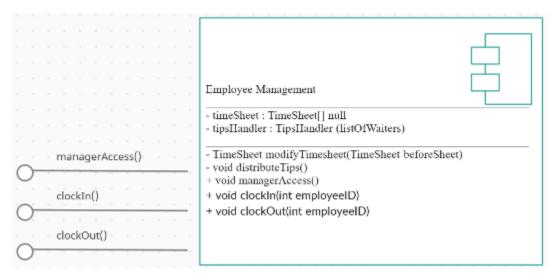
$2.3. Chef_notifier$



Cooking Timer + list<(Order, double)> orderAndExpectTimesList: [] + string Timer: ""

- Order orderListPerTable()
- double totalTimePerTable()
- double countTime()
- string notifyChef()

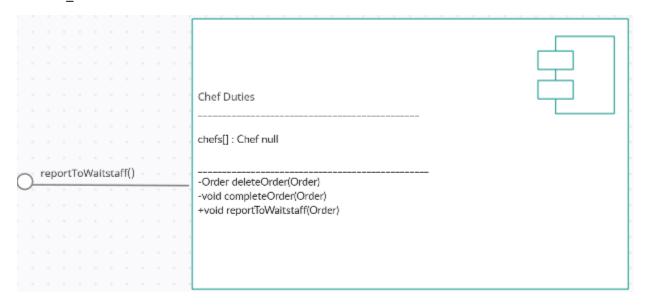
2.4. Employee_management

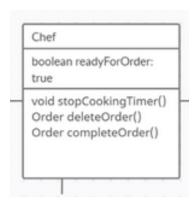


Time Sheet User/Waiter Manager/Admin - double - list[] staff : {} - string checkInTime: "" customer_service_rating: - list[] activities : {} - string checkOutTime: "" 0.0 - double totalTime: 0.0 + void - list[] orders : {} add/recruitEmployees() + void displayMenu() void checkln() + void fireEmployees() + void addOrder() void checkOut() + void addPolicies() void removeOrder() + void developBudget() - double countT() - void deliverCollectBill() + void addActivities() - double totalT() tellCookingTimerOrder() + void removeActivities()

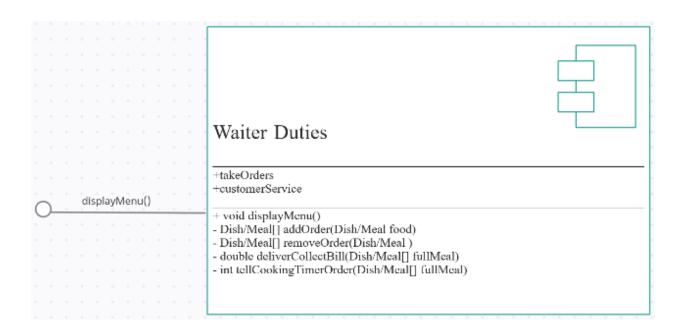
| Tips Handler | |
|---|----------|
| double tips: 0.0map<waiter, int[]=""> serverTables: {}</waiter,>map<int, double=""> t</int,>; {} | ableTips |
| void divideTipsEqual void divideTipsByTa | |

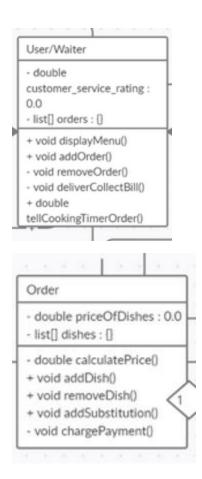
2.6 Chef_duties





2.7 Waiter_duties





Dish/Meal

- + string mealName : ""
- int itemsInMeal : 0
- double
- mealTimeToPrepare : 0.0
- double mealPrice : 0.0
- + void substituteItem()

Item

- + string itemName : ""
- double itemPrice : 0.0
- int itemQuantity : 0
- + void updateQuantity()

Inventory

- map<ltem, int> itemList :
- void accessDatabase()
- void modifyltemList()