Milestone 5 – Elaborated Component & Class Diagrams

Team Name: Foodie Fighters

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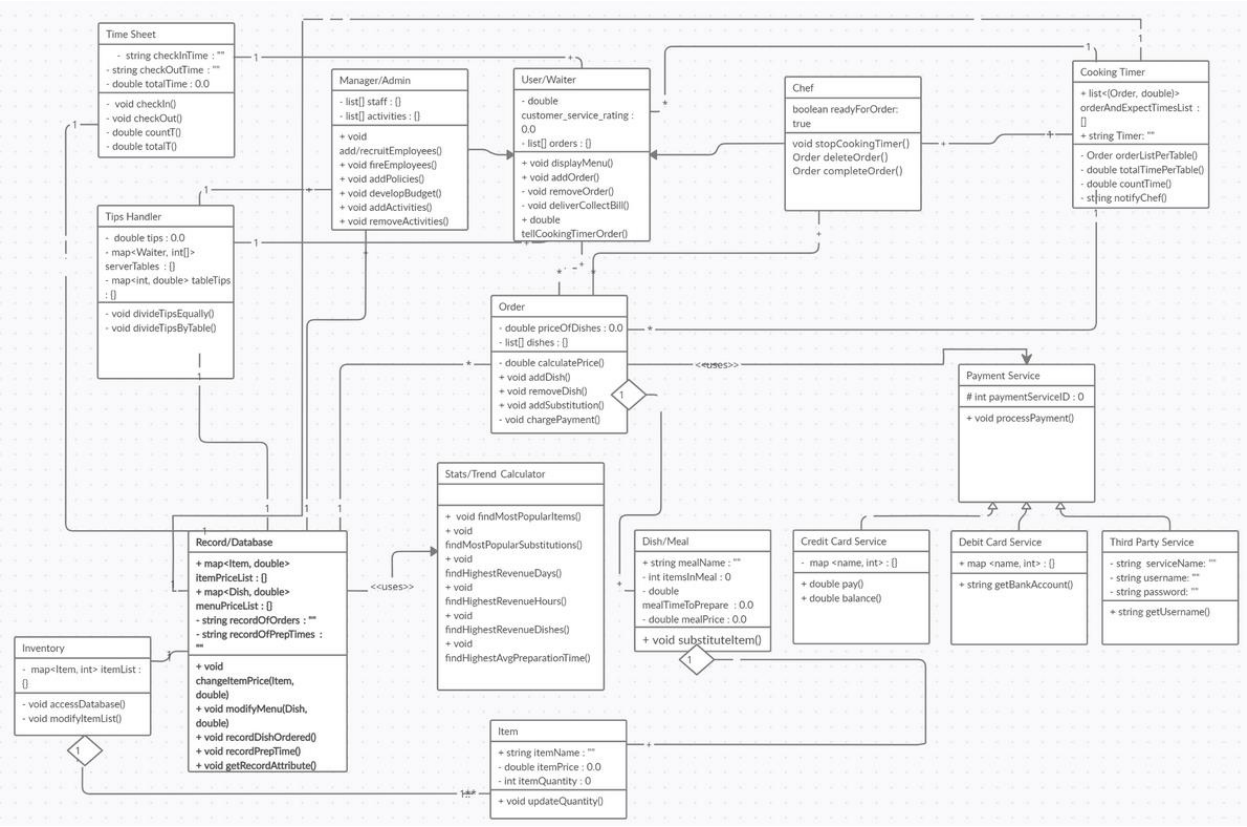
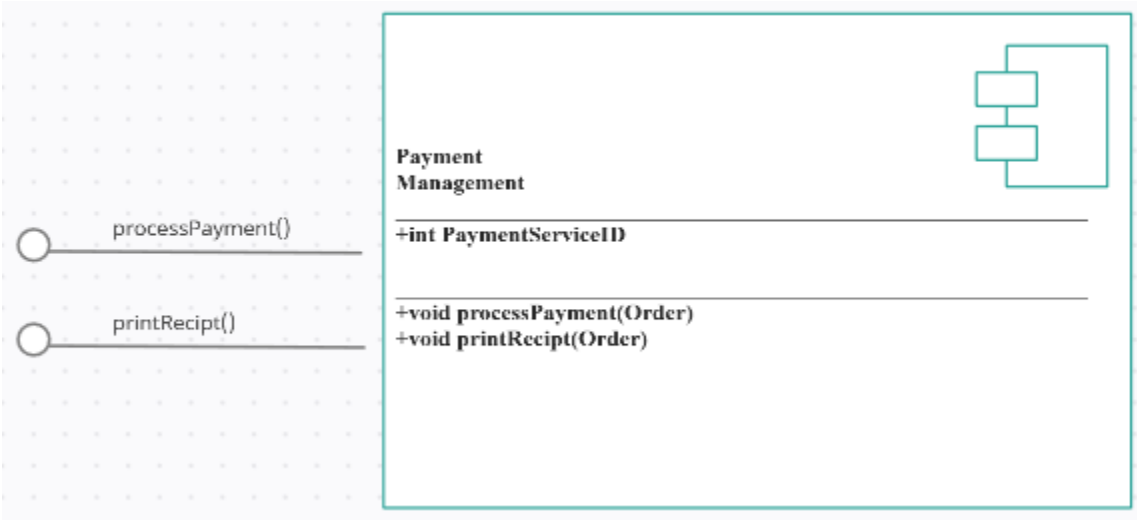
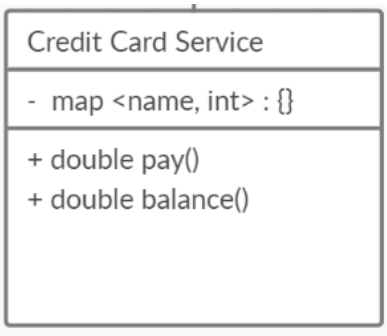
1. Elaborated design classes

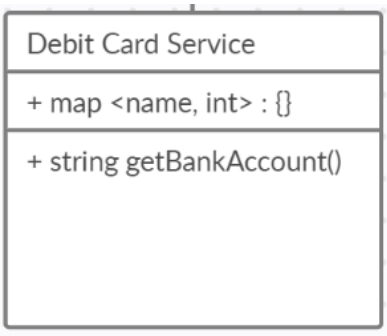


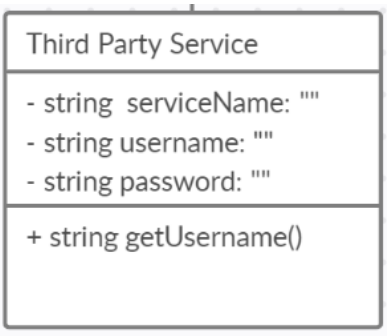
2. Elaborated Component Diagram

2.1. Payment_management

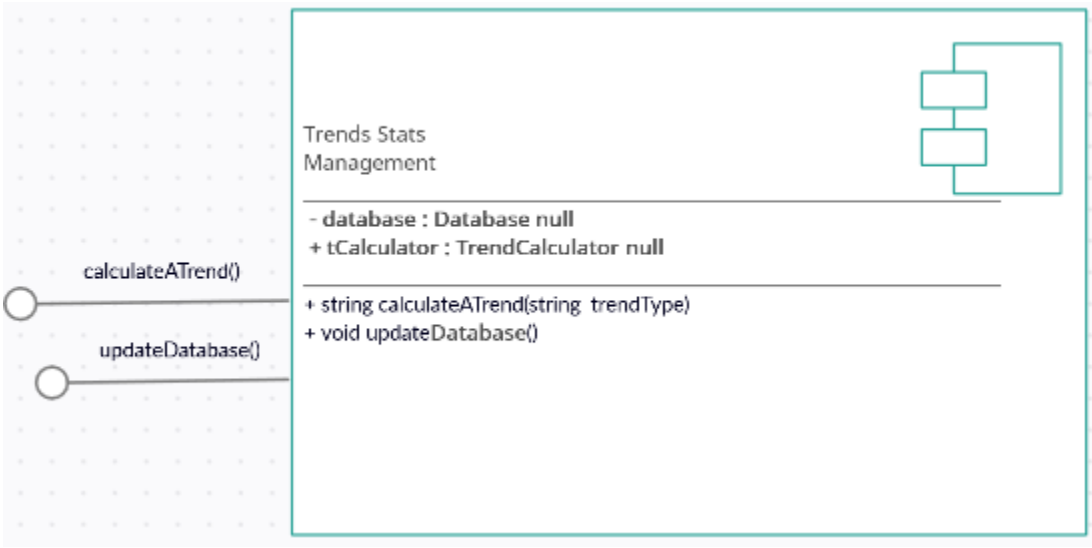


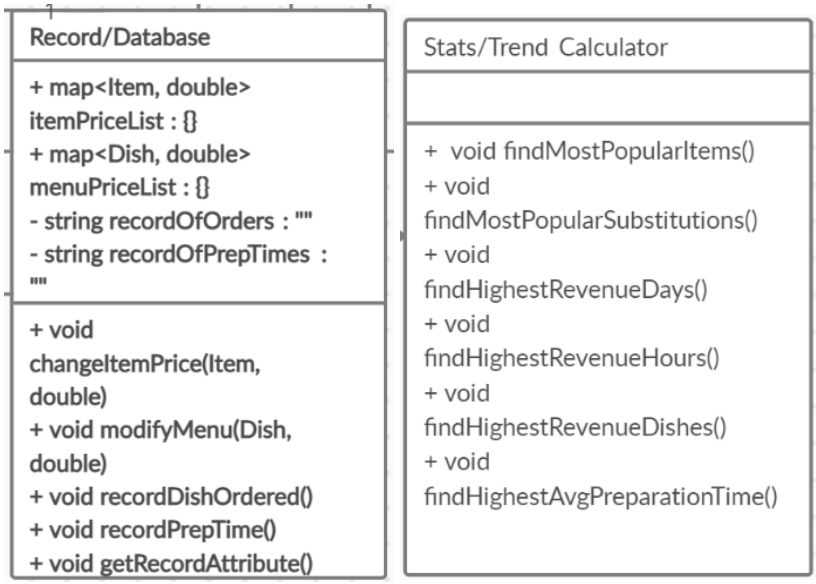




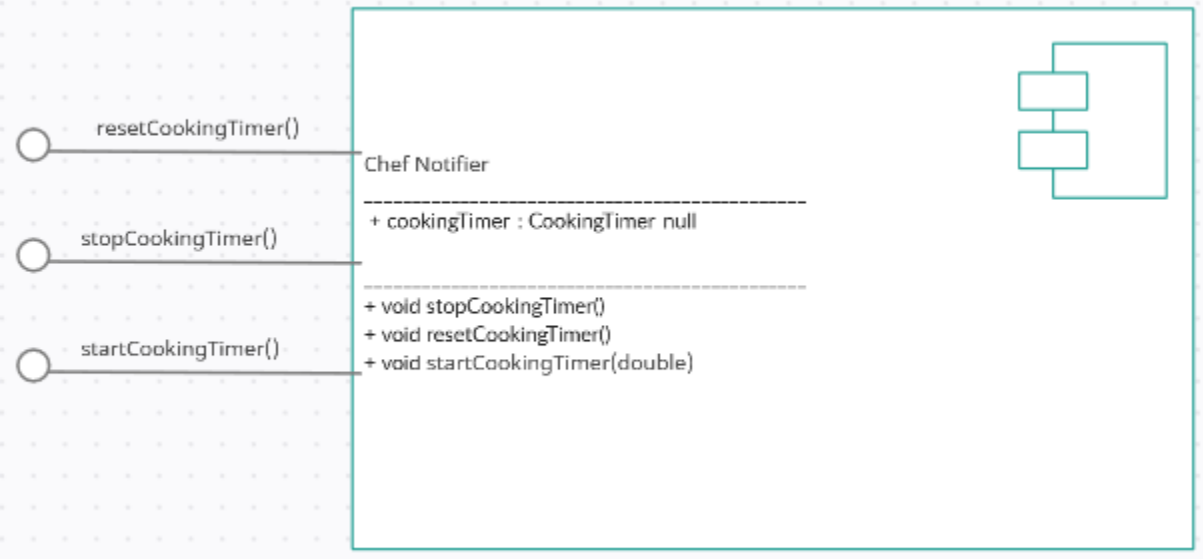


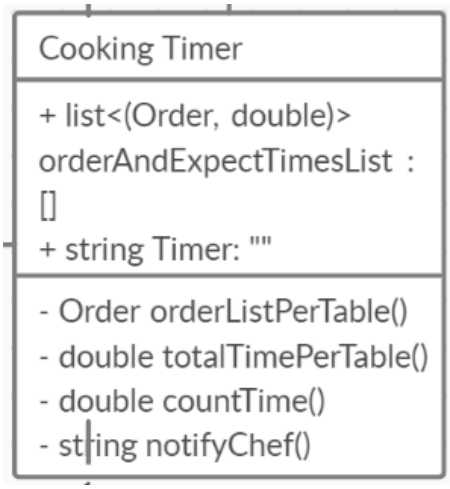
2.2. Trends_Stats_management



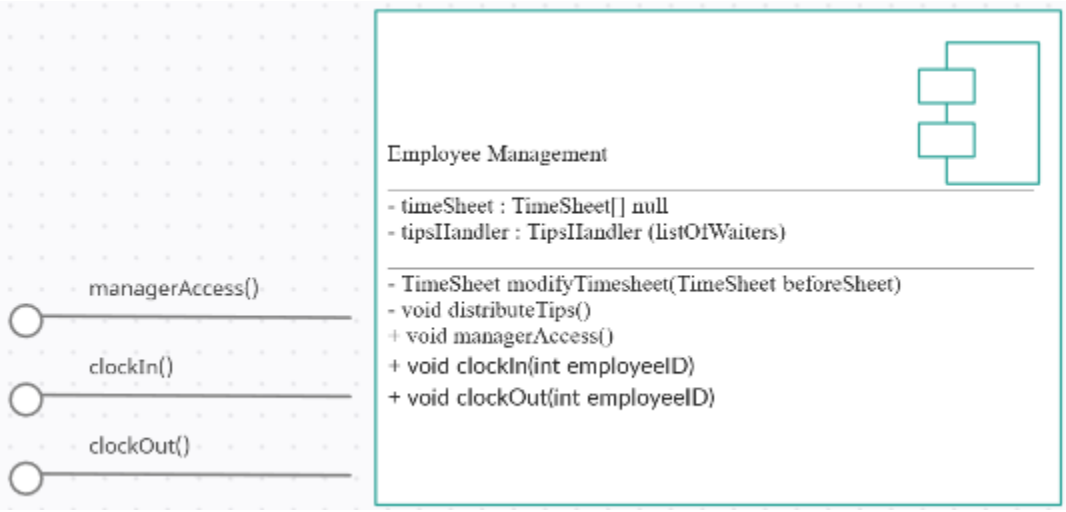


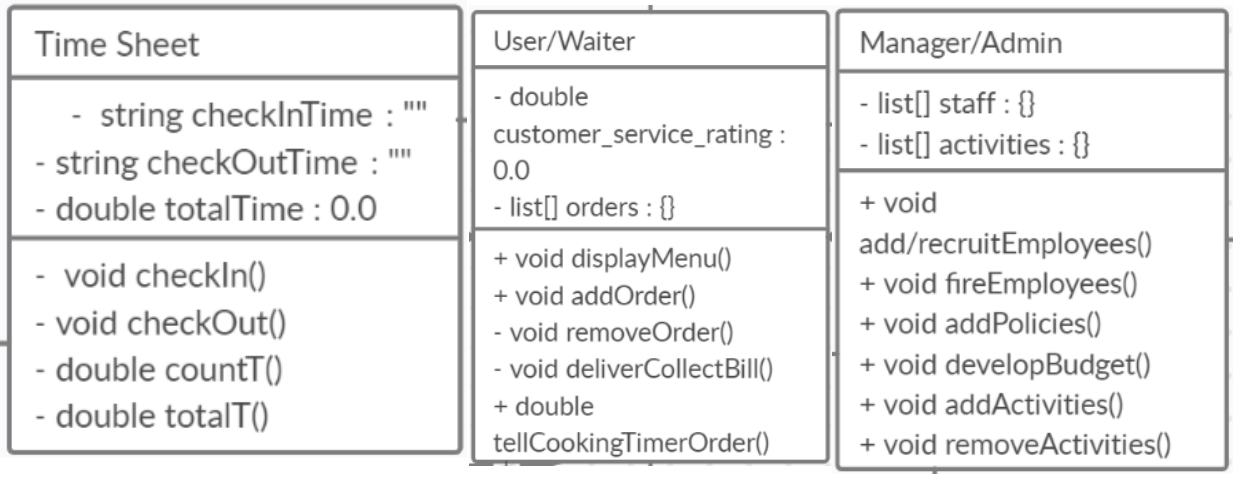
2.3. Chef_notifier

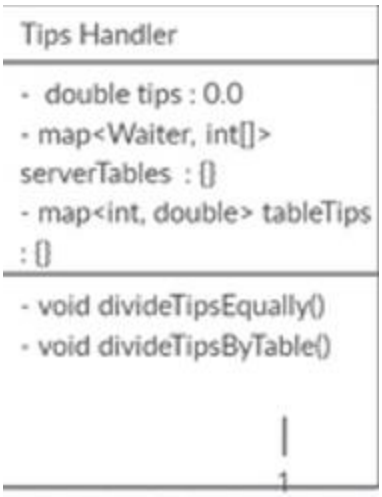




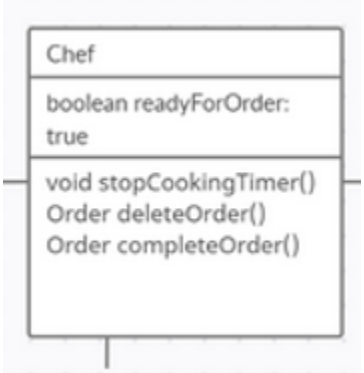
2.4. Employee_management



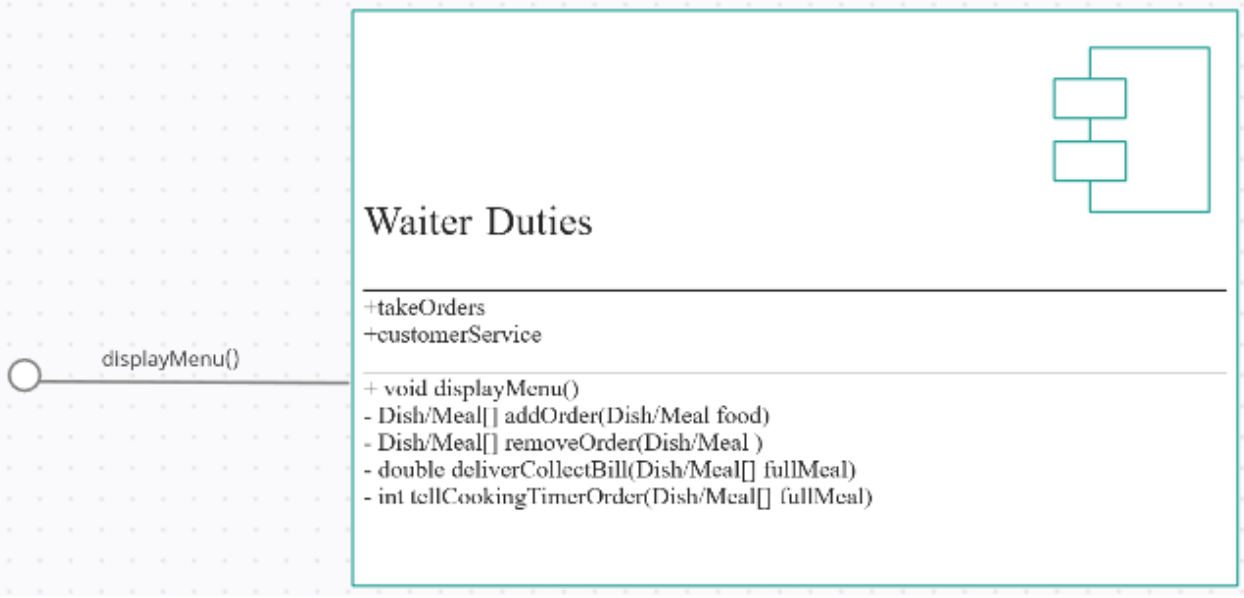


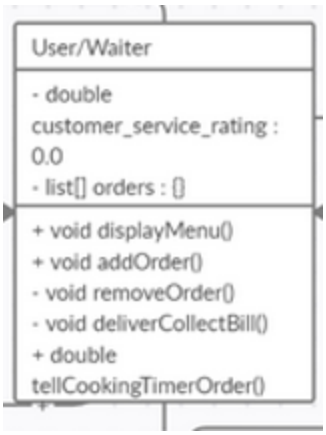


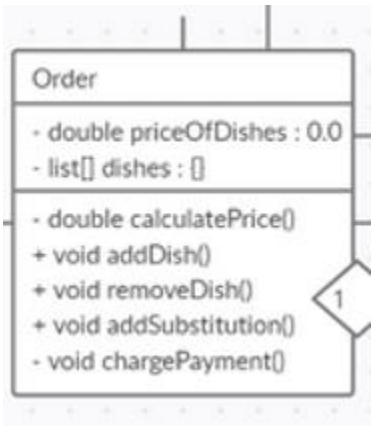
2.6 Chef_duties



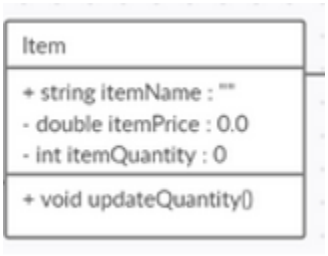
2.7 Waiter_duties

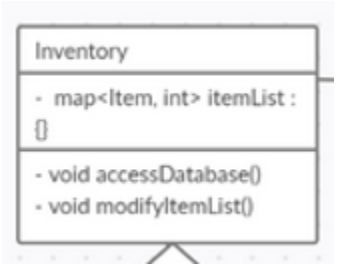



User/Waiter
- double customer_service_rating : 0.0
- list[] orders : {}
+ void displayMenu()
+ void addOrder()
- void removeOrder()
- void deliverCollectBill()
+ double tellCookingTimerOrder()


Order
- double priceOfDishes : 0.0
- list[] dishes : {}
- double calculatePrice()
+ void addDish()
+ void removeDish()
+ void addSubstitution()
- void chargePayment()
1

Dish/Meal
+ string mealName : ""
- int itemsInMeal : 0
- double
mealTimeToPrepare : 0.0
- double mealPrice : 0.0
+ void substituteItem()
1


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


Inventory
- map<Item, int> itemList :
{}
- void accessDatabase()
- void modifyItemList()