
































































Restaurant	
tables	List<Table>
dishwashers	List<DishWasher>
name	String
startCapital	BigDecimal
totalProfit	BigDecimal
waiters	List<Waiter>
chefs	List<Chef>
manager	Manager
maxNumberOfDishwashers	int
maxNumberOfClients	int
bartenders	List<Bartender>
clients	List<Client>
maxNumberOfChefs	int
storage	Storage
dishDishes	Stack<Dish>
maxNumberOfWaiters	int
maxNumberOfTables	int
capacity	int
menu	Menu
cleanDishes	Stack<Dish>
maxNumberOfBartenders	int
getDishwashers(List<DishWasher>)	
getManager()	Manager
getStorage(Storage)	
getTables()	List<Table>
getChef()	List<Chef>
getBartenders(List<Bartender>)	
getClient()	List<Client>
setCapacity(int)	
setDirtyDishes(Dish)	void
setManager(Manager)	
setChef(List<Chef>)	
setCapacity()	int
getClientCapital()	BigDecimal
getClients(List<Client>)	
getMenu()	Menu
getStorage()	Storage
getBartenders()	List<Bartender>
getCleanDish()	Stack<Dish>
getWaiters()	List<Waiter>
getTotalProfit()	BigDecimal
getCleanDish()	void
getName()	String
setWaiters(List<Waiter>)	
getDishwashers()	List<DishWasher>
setMenu(Menu)	void
loadRestaurant()	void
getDirtyDishes()	Stack<Dish>
setTables(List<Table>)	
setStartCapital(BigDecimal)	
setTotalProfit(BigDecimal)	void

ConsoleColor	
 BLACK, UNDERLINED	String
 YELLOW, BACKGROUND	String
 BLACK	String
 YELLOW, BRIGHT	String
 CYAN, BACKGROUND, BRIGHT	String
 BLACK, BRIGHT	String
 CYAN, BACKGROUND	String
 BLACK, BOLD, BRIGHT	String
 PURPLE, BACKGROUND, BRIGHT	String
 RED, BRIGHT	String
 PURPLE, BRIGHT	String
 WHITE, BRIGHT	String
 BLUE, BRIGHT	String
 YELLOW, UNDERLINED	String
 CYAN, BRIGHT	String
 PURPLE	String
 WHITE, UNDERLINED	String
 CYAN, UNDERLINED	String
 GREEN	String
 BLUE	String
 GREEN, BOLD, BRIGHT	String
 WHITE, BACKGROUND, BRIGHT	String
 PURPLE, BOLD, BRIGHT	String
 RED, BOLD	String
 BLUE, BACKGROUND, BRIGHT	String
 CYAN, BOLD, BRIGHT	String
 BLACK, BACKGROUND	String
 GREEN, BACKGROUND	String
 PURPLE, BOLD	String
 RED, BACKGROUND	String
 GREEN, BACKGROUND, BRIGHT	String
 YELLOW, BOLD	String
 RED, BACKGROUND, BRIGHT	String
 RED, BOLD, BRIGHT	String
 PURPLE, BACKGROUND	String
 GREEN, BOLD	String
 GREEN, BRIGHT	String
 RED	String
 BLUE, BACKGROUND	String
 BLUE, UNDERLINED	String
 BLACK, BACKGROUND, BRIGHT	String
 RESET	String
 WHITE, BOLD, BRIGHT	String
 PURPLE, UNDERLINED	String
 BLUE, BOLD	String
 GREEN, UNDERLINED	String
 WHITE, BOLD	String
 YELLOW	String
 RED, UNDERLINED	String
 CYAN	String
 WHITE	String
 YELLOW, BACKGROUND, BRIGHT	String
 CYAN, BOLD	String
 BLACK, BOLD	String
 YELLOW, BOLD, BRIGHT	String
 BLUE, BOLD, BRIGHT	String
 WHITE, BACKGROUND	String

Person		
🔒	firstName	String
🔒	lastName	String
🔒	age	int
🔒	setFirstName(String)	void
🔒	getLastName()	String
🔒	getFirstName()	String
🔒	toString()	String
🔒	setAge(int)	void
🔒	setLastName(String)	void
🔒	getAge()	int

	Client	
order	Order	
isLeft	boolean	
wallet	BigDecimal	
giveTips()	BigDecimal	
payBill()	BigDecimal	
setLeft(boolean)	void	
setDischOrder(Menu)	void	
setDrinkOrder(Menu)	void	
getOrder()	Order	
toString()	String	
getWallet()	BigDecimal	
setOrder(Restaurant)	void	
setWallet(BigDecimal)	void	
isLeft()	boolean	
eat()	void	
drink()	void	

Staff	
  salary	BigDecimal
  getSalary()	BigDecimal
  setSalary(BigDecimal)	void

	Waiter	
tips	BigDecimal	
tables	List<Table>	
turnOver	BigDecimal	
setTurnOver(BigDecimal)	void	
getTip()	BigDecimal	
cleanTable(Restaurant)	void	
serveDrink(Restaurant)	void	
getTables()	List<Table>	
setTip(BigDecimal)	void	
toString()	String	
getOrder(Restaurant)	void	
getTurnOver()	BigDecimal	
serveFood(Restaurant)	void	
setTables(Table)	void	
getTips()	BigDecimal	
setTips(BigDecimal)	void	

```

c DishWasher
m washDish(Restaurant) void

```

Manager

```

1  @Preparable
2  public interface Restaurant {
3      void prepareDish(Client client);
4      void getProductsFromStorage(Client client);
5  }

```

```

    isPossibleToPrepareDrinkOrder(Client, Restaurant) boolean
    getProductsFromStorage(Client, Restaurant) void
    prepareDish(Client, Restaurant) void

```

```

    m isPossibleToCompleteOrder(Client, Restaurant) boolean
    m getProductsFromStorage(Client, Restaurant) void
    m prepareDish(Client, Restaurant) void

```

```

1  isPossibleToPrepareDrinkOrder(Client, Restaurant) boolean
2  getProductsFromStorage(Client, Restaurant) voice
3  prepareDish(Client, Restaurant) voice

```






















```







class Chef {
    isPossibleToCompleteOrder(Client, Restaurant) boolean
    getProductsFromStorage(Client, Restaurant) void
    prepareDish(Client, Restaurant) void
}

```

Methods	
generateWaiters(List<Waiter>, String, int)	void
generateClients(List<Client>, String, int)	void
generateDishwasher(List<DishWasher>, String, int)	void
generateItem(String, int, int)	List<Item>
generateManager(Restaurant, String)	void
generateBartender(List<Bartender>, String, int)	void
generateProducts(String) LinkedHashMap<String, Double>	
generateChef(List<Chef>, String, int)	void

	Item
Ingredients	LinkedHashMap<String, Double>
Dish	Dish
FoodType	String
Price	BigDecimal
Weight	double
Counter	int
Name	String
getName(String)	void
getPrice(BigDecimal)	void
getWeight()	double
getFoodType(String)	void
getIngredients()	LinkedHashMap<String, Double>
setWeight(double)	void
setCounter(int)	void
setFoodType()	String
setCounter()	int
setName()	String
toString()	String
setIngredients(LinkedHashMap<String, Double>)	void
setPrice(BigDecimal)	BigDecimal
setDish()	Dish
setDish(Dish)	void

	Main	
	<code>random</code>	Random
	<code>scan</code>	Scanner
	<code>df</code>	DecimalFormat
	<code>main(String[])</code>	Void
	<code>printOrderedItems(List<Item>)</code>	void
	<code>printMenu(Restaurant, List<Item>)</code>	void
	<code>setClientArea(Restaurant)</code>	void
	<code>getOrderOfClient(Restaurant)</code>	void
	<code>setClientTable(Restaurant)</code>	void
	<code>printSortedOrderItems(List<Item>)</code>	void
	<code>getTurnoverStats(Restaurant)</code>	void
	<code>dishWashing(Restaurant, Restaurant)</code>	void
	<code>printLeastOrderedItems(List<Item>)</code>	void
	<code>getWaterStats(Restaurant)</code>	void
	<code>printRestaurantProperties(Restaurant)</code>	void
	<code>printClientsOrder(Restaurant)</code>	void
	<code>printStorageStats(Restaurant)</code>	void
	<code>printGreeting()</code>	void
	<code>validateInput(Scanner, int, int)</code>	int
	<code>printMostOrderedItems(List<Item>)</code>	void
	<code>setTableToWater(Restaurant)</code>	void







Menu	
 drinks	Drinks
 foods	Foods
 <code>setDrinks(List<Item>, List<Item>)</code>	<code>void</code>
 <code>getDrinks()</code>	Drinks
 <code>setFoods(List<Item>, List<Item>, List<Item>)</code>	<code>void</code>
 <code>getFoods()</code>	Foods

Foods	
starter	List<Item>
main	List<Item>
desert	List<Item>
getStarter()	List<Item>
getMain()	List<Item>
getDesert()	List<Item>

Drinks	
☺ 🔒 hot	List<Item>
☺ 🔒 cold	List<Item>
☹ 🔒 getCold()	List<Item>
☹ 🔒 getHot()	List<Item>

Table		
f	counter	int
f	clients	List<Client>
f	seats	int
f	isFree	boolean
f	tableNumber	int
m	setClients(List<Client>)	void
m	toString()	String
m	getClients()	List<Client>
m	getSeats()	int
m	isFree()	boolean
m	setFree(boolean)	void

Order	
table	Table
items	List<Item>
setItems(Item)	void
getTable()	Table
getTotalOrderPrice()	BigDecimal
setTable(Table)	void
getItems()	List<Item>

Dish	
 isClean	boolean
 isEmpty	boolean
 setEmpty(boolean)	void
 isClean()	boolean
 isEmpty()	boolean
 setClean(boolean)	void

```
Storage
products LinkedHashMap<String, Double>
setProducts(LinkedHashMap<String, Double>) void
getProducts() LinkedHashMap<String, Double>
```