Kitchen

-memberName

-memberName

C

Employee

-memberName

+countWine() : void

Restaurant

-employees : List<Employee>
-wineInventory : WineInventory

+getInventory() : WineInventory

1..*   1

WineInventory

-inventory : Set<Wine>

+updateWineQuantity(Wine, int) : void
+updateWineInventory(Set<Wine>) : void

1

0..*

Owner

-memberName

+createWineOrder() : Order
-reverseInventoryChange() : void
-transferWine(Set<Wine>) : void

1

Waiter

-memberName

+takeOrderFromClient() : Wine

1

1..*

Wine

-originCountry : String
-name : String
-wineType : WineType
-bottleVolume : String
-year : int
-quantity : int

+setQuantity(int) : void

0..*   1

Order

-orderList : HashMap<Wine, int>

+processWineOrder() : void
+receiveWineShipment() : List<Wine>

0..*

1

Client

-name

+purchaseWine(Waiter) : Wine

1

<<Enumeration>>
WineType

Red
Sparkling
Rosé
White