Restaurant Application

PREPARED BY
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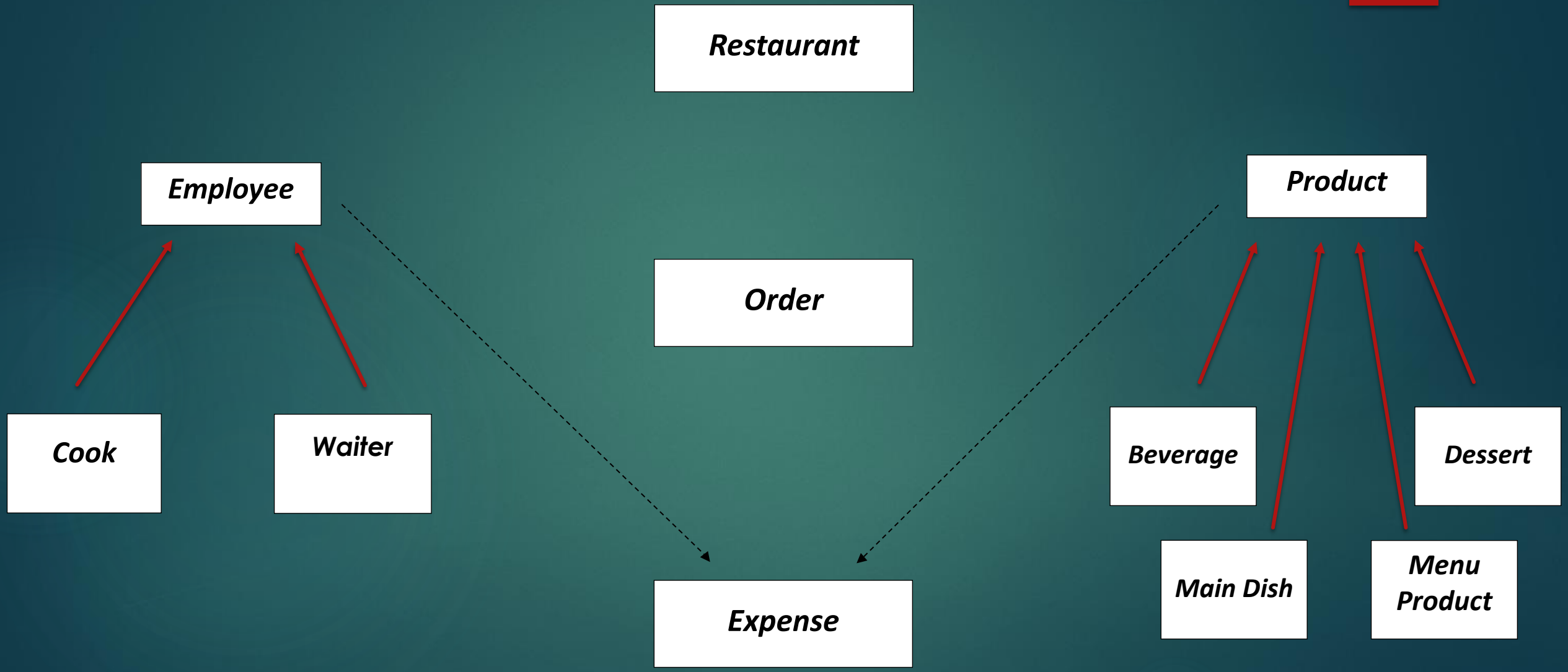
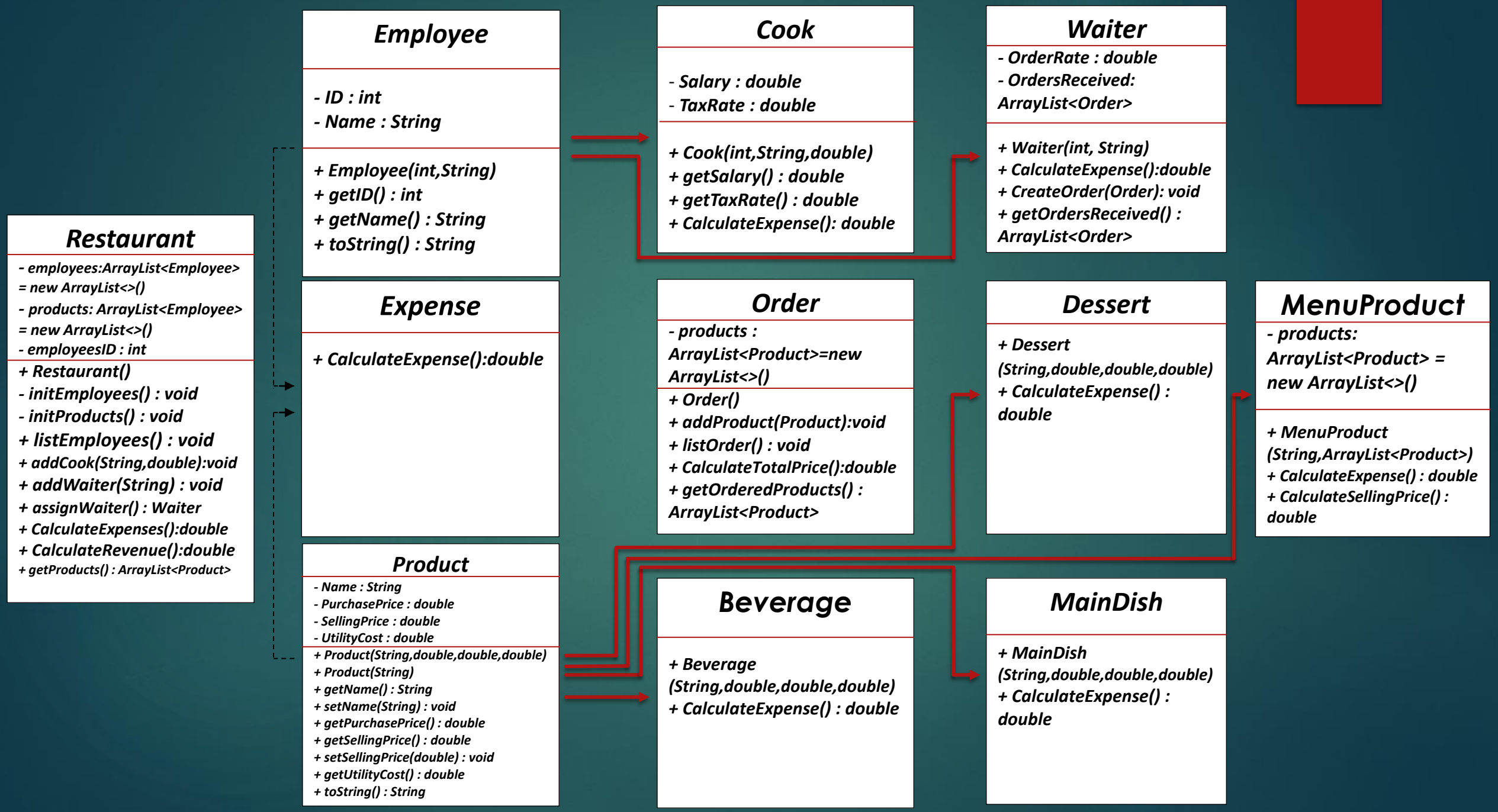
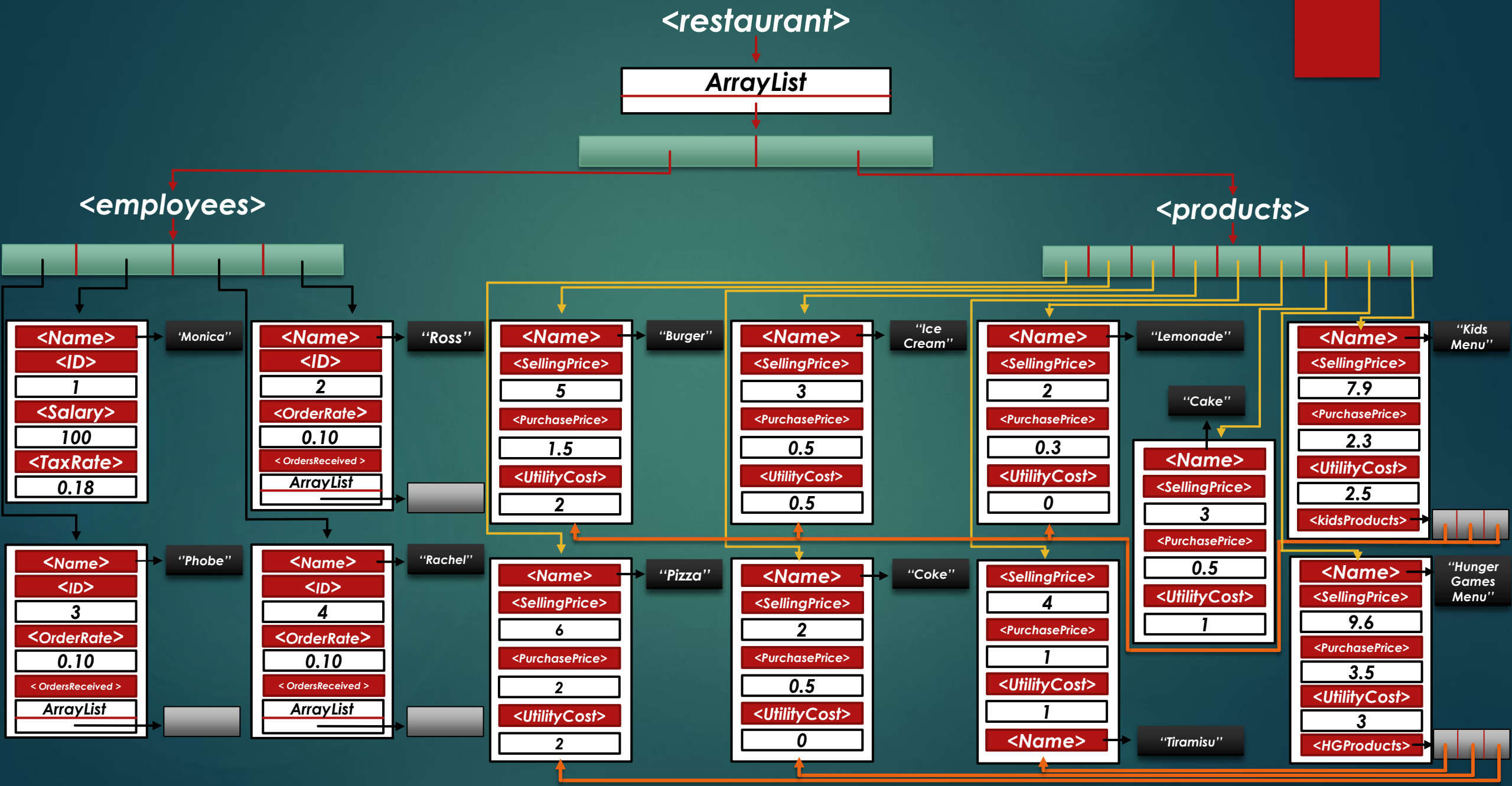
CLASS HİERARCHY



UML Diagram


Employee
- ID : int
- Name : String
+ Employee(int,String)
+ getID() : int
+ getName() : String
+ toString() : String
Cook
- Salary : double
- TaxRate : double
+ Cook(int,String,double)
+ getSalary() : double
+ getTaxRate() : double
+ CalculateExpense(): double
Waiter
- OrderRate : double
- OrdersReceived: ArrayList<Order>
+ Waiter(int, String)
+ CalculateExpense():double
+ CreateOrder(Order): void
+ getOrdersReceived() : ArrayList<Order>
Restaurant
- employees:ArrayList<Employee> = new ArrayList<>()
- products: ArrayList<Employee> = new ArrayList<>()
- employeesID : int
+ Restaurant()
- initEmployees() : void
- initProducts() : void
+ listEmployees() : void
+ addCook(String,double):void
+ addWaiter(String) : void
+ assignWaiter() : Waiter
+ CalculateExpenses():double
+ CalculateRevenue():double
+ getProducts() : ArrayList<Product>
Expense
+ CalculateExpense():double
Order
- products : ArrayList<Product>=new ArrayList<>()
+ Order()
+ addProduct(Product):void
+ listOrder() : void
+ CalculateTotalPrice():double
+ getOrderedProducts() : ArrayList<Product>
Dessert
+ Dessert (String,double,double,double)
+ CalculateExpense() : double
MenuProduct
- products: ArrayList<Product> = new ArrayList<>()
+ MenuProduct (String,ArrayList<Product>)
+ CalculateExpense() : double
+ CalculateSellingPrice() : double
Product
- Name : String
- PurchasePrice : double
- SellingPrice : double
- UtilityCost : double
+ Product(String,double,double,double)
+ Product(String)
+ getName() : String
+ setName(String) : void
+ getPurchasePrice() : double
+ getSellingPrice() : double
+ setSellingPrice(double) : void
+ getUtilityCost() : double
+ toString() : String
Beverage
+ Beverage (String,double,double,double)
+ CalculateExpense() : double
MainDish
+ MainDish (String,double,double,double)
+ CalculateExpense() : double

Memory Diagram 1



Memory Diagram 2