- manage customers info and status
- manage food availability and sources
- manage/monitor orders and info
- record order deliveries and payment

admin

customer

delivery
- id int :
- name:string :
- date:string :
- address string :
+ update()

payment
- id:int :
- card number:string :
- amount:string :
+ add()
+ update()

admin
- id:int :
- name:string :
- age:string :
- contactum;string :
- user name:srting :
- password:string :
+ create()
+ update()

order
- id:int : id int
- details int :
- order type:string :
+ processdebit()

customer
- address:string :
- customer.int :
+ create()

dish
- id ;int :
- names:string :
- price:string :
+ add()
+ update()

menu
- id int :
- details :string :
- listo fdish :
+ add()
+ update()

```cpp
#ifndef ADMIN_H
#define ADMIN_H

#include <string>
#include vector



/**
  * class admin
  *
  */


class admin
{
public:

  // Constructors/Destructors
  //


  /**
   * Empty Constructor
   */
  admin ();

  /**
   * Empty Destructor
   */
```

```cpp
#define CUSTOMER_H

#include <string>
#include vector


/**
  * class customer
  *
  */


class customer
{
public:

  // Constructors/Destructors
  //


  /**
   * Empty Constructor
   */
  customer ();

  /**
   * Empty Destructor
   */
```

```cpp
#include "patient.h"

// Constructors/Destructors
//

patient::patient () {
initAttributes();
}

patient::~patient () { }

//
// Methods
//


// Accessor methods
//


// Other methods
//

void patient::initAttributes () {
}
```

```cpp
#include "stock.h"

// Constructors/Destructors
//

stock::stock () {
initAttributes();
}

stock::~stock () { }

//
// Methods
//


// Accessor methods
//


// Other methods
//

void stock::initAttributes () {
}
```