

RestaurantCommand

```
classDiagram
    class RestaurantCommand
    class RestaurantSimulationCommand
    RestaurantSimulationCommand --|> RestaurantCommand
```

A UML class diagram illustrating inheritance. At the top is a gray-shaded box labeled 'RestaurantCommand'. Below it is a white box labeled 'RestaurantSimulationCommand'. A blue arrow points from the bottom of the 'RestaurantSimulationCommand' box up to the bottom of the 'RestaurantCommand' box, indicating that 'RestaurantSimulationCommand' inherits from 'RestaurantCommand'.

RestaurantSimulationCommand