

Restaurant

Public: ~~XXXX~~

list getEmployees(); // returns names of all employees
int getGrossPay(); // iterate through employees, add pay together
int getCustomerCount();

Private:

map<string, employee*> employees; → stores all hosts, chefs, waiters, & owner
set<Party*>;

Restaurant has-a

~~XXXX~~ Employee (abstract)
public: virtual int getPay()=0;
string getName();
protected:
int pay;
string name;
int hours;

double getOrderTime();

public

↓ public

↓ public

waiter

public:
int getPay();
getOrder();
giveOrder();
private:
list tables;
getTables();

chef

public:
getPay();
getOrder();
giveOrder();
private:
int skill;
queue orders;

host

public:
getPay();

public

public

public

Restaurant has-a

customer party (abstract)

public:
int getSize();
int getTableNum();
~~XXXX~~ getFattiness();
virtual int getTip()=0;
protected:
int table size; ← double tip;
int table num;
double order time;
double eat time;

walk-in

public: int getTip();

reserved

int getTip();

celebrity

int getTip();

contains all table #s serving