Customer

- Burger order
- int priority

+ Customer()
+ Burger getOrder()
+ int getPriority()
+ void setOrder()
+ String toString()

Burger

- final String[] ingredients
- ArrayList order
- int price

+ void randOrder()
+ ArrayList getOrder()
+ int getPrice()
+ boolean compareTo (Burger other)
+ String toString()

Kart

- PriorityQueue customers
- ArrayStack currentBurger
- int timeForLevel
- int gameStart

+ void startLevel(int lvl)
+ void endScreen()
+ Customer nextCustomer()
+ int compareOrders(Burger other)
+ void tossOrder()
+ void makeBurger()