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Course   : BBM104

Subject   : Classes, objects, encapsulation, and inheritance

Project   : ASSIGNMENT 2

Problem Definition:

Creating basic restaurant system that stores waiter-employer-table datas.

Every data types and their commands are has their own behaviour and attributes that we need to take of them.

Some commands are related with each other for example add order command change datas of tables.

Solution Approach:

All datas about table, waiter, employer are storing in linked list.

Every data type has their own class (OOP).

Every order stored in array of its class.

Main(Assignment2.java):

It creates 4 linked list for employer-waiter-table-item,then pass them to setup and command constructor.

Setup.java:

It creates item, waiter, employer then pass them to the their linkedlist types.

Item.java, Waiter.java, Employer.java:

They holds their datas.

Commands.java:

It operates given file and split then pass to the relatedconstructor.

CreateTable.java:

It creates table if all conditions are done.

NewOrder.java:

It controls the orders,waiters and tables if all okay create the first order, else print related error.

AddOrder.java:

Same as NewOrder.java but it just add order over which has exist tables.

CheckOut.java:

This commands set the table initial state (No waiter deal with anymore, all orders are removed).

StockStatus:

It iterate all items then return their stocks.

GetTableStatus:

Same as StockStatus it iterates all tables and print their status.

GetOrderStatus:

Same as the tableStatus it counts everyOrder.

EmployerSalary.java-WaiterSalary.java:

They iterate over their linkedList then print their salaries.