RESTAURANT MANAGEMENT SYSTEM UML DIAGRAM

Table

- tables : int[ ][ ]
- startNumber: int
- selectedTables : LinkedList<Integer>

+ Table(int)
+ getSelectedTables() : LinkedList<Integer>
+ fillTable(int): void
+ printTables() : void

Menu

- menuList: HashMap<String,Double>

+ getMenuList() : HashMap<String,Double>
+ addToMenu(String,double) : void
+ removeFromMenu(String) : void
+ printMenu() : void

table

menu

Customer

- name : String
- selectedTable : int
- table : Table
- waiter : Waiter
- payment : Payment
- scanner : Scanner

+ Costumer(String, Table, Waiter, Payment)
+ getName() : String
+ sitTable() : void
+ giveOrder() : void
+ payCountAndLeave() : void

waiter

Waiter

- count : double
- menu : Menu
- selectedItems : LinkedList<String>
- scanner : Scanner

+ Waiter(Menu)
+ getSelectedItems() : LinkedList<String>
+ setSelectedItems(LinkedList<String>) : void
+ setCount(double) : void
+ getOrder() : void
+ calculateOrder() : double
+ printMenu() : void

customer

waiter

Cashier

- payment : Payment
- customer : Customer

+ Cashier(Customer,Payment)
+ getPayment() : void
+ sendOffTheCostumer() : void

payment

Payment

- waiter : Waiter

+ Payment(Waiter)
+ printCount() : void

payment