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THE SUSHI EXPERIENCE

A Japanese businessman has opened a Sushi restaurant in Valencia called "*The Sushi Experience*" that offers a buffet service to their customers. He has thought about organizing the service through an **automatic conveyor belt** [(1)] that will serve dishes to the customers

[(1)] **Automatic conveyor belt**

Customers will not pay for a fixed price, but for the number of dishes that have consumed. A customer usually needs a time between 5 and 10 seconds to eat a dish.

The kitchen prepares four different types of dishes: "makisushi", "futomaki", "hosomaki" and "kappamaki". Each dish has a different price. When a dish is prepared it is placed on the conveyor belt which will bring food to customers. The time needed to prepare a dish is a random number between 1 and 2,5 seconds.

It is requested to write the code that simulates the behavior of the operation of the buffet.

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Restrictions

- The simulation will be carried out with 4 customers, who will choose 4 dishes as maximum.
- At the end of the simulation, the program should show
    - The account of each client based on the dishes consumed.
    - The profits generated for the owner.

Implementation suggestions

- Possible class scheme:
    - **Dish**: consists of the name of the dish ("makisushi", "futomaki", "hosomaki", "kappamaki") and the associated price (instantiating a dish supposes randomly choosing between any of these 4 types).
    - **Kitchen**: serves dishes to the conveyor belt.
    - **Conveyor Belt**: makes available to customers up to 16 plates of the 4 types indicated.
    - **Customer**: consumes dishes and receives the bill at the end of the meal.

Part 2

Modify the code so that in cases where a client consumes 2 times the same type of sushi he will be charged half the value of that type.