databaseB

Class Table

java.lang.Object
        databaseB.Table

```
public class Table
extends java.lang.Object
```

Table is a data structure that is used to represent a table. Holds the information for the table, including the maximum occupancy, whether the table is a booth, the status of the table, and the name of the waiter who is serving it.

Author:
cms549

Field Summary

Fields

Modifier and Type	Field and Description
int	**maxOccupancy** How many people can sit at this table
char	**status** Status of table: r=ready, p=paid, s=seated
int	**tableNumber** Table number
char	**type** The type of table 'b' for booth, 't' for table
java.lang.String	**waiter** Waiter who has this table

Constructor Summary

Constructors

Constructor and Description

`Table`(int tableNumber, int maxOccupancy, char type)

Constructor - automatically initializes the status to ready

Method Summary

All Methods   **Instance Methods**   **Concrete Methods**

Modifier and Type	Method and Description
boolean	`changeStatus`(char status) Changes the tables status to the specified status
boolean	`seat`(java.lang.String waiter) Seats the table with the waiter specified.

Methods inherited from class java.lang.Object

`equals, getClass, hashCode, notify, notifyAll, toString, wait, wait, wait`

Field Detail

tableNumber

`public int tableNumber`

Table number

status

`public char status`

Status of table: r=ready, p=paid, s=seated

waiter

`public java.lang.String waiter`

Waiter who has this table

maxOccupancy

```
public int maxOccupancy
```

How many people can sit at this table

---

type

```
public char type
```

The type of table 'b' for booth, 't' for table

Constructor Detail

Table

```
public Table(int tableNumber,
             int maxOccupancy,
             char type)
```

Constructor - automatically initializes the status to ready

Parameters:

```
tableNumber - = table number of table to be created
```

```
maxOccupancy - = the amount of guests taht can sit at this table at once
```

Method Detail

seat

```
public boolean seat(java.lang.String waiter)
```

Seats the table with the waiter specified.

Parameters:

```
waiter - - name of the waiter who will get this table
```

Returns:

```
true on success, false if the table is not ready to be sat
```

---

changeStatus

```
public boolean changeStatus(char status)
```

Changes the tables status to the specified status

Parameters:

```
     status -
```

Returns:

```
     true on success, false if invalid status entered
```

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SUMMARY: NESTED | FIELD | CONSTR | METHOD   DETAIL: FIELD | CONSTR | METHOD