

[OVERVIEW](#) [PACKAGE](#) [CLASS](#) [USE](#) [TREE](#) [DEPRECATED](#) [INDEX](#) [HELP](#)[PREV CLASS](#) [NEXT CLASS](#) [FRAMES](#) [NO FRAMES](#) [ALL CLASSES](#)[SUMMARY: NESTED](#) | [FIELD](#) | [CONSTR](#) | [METHOD](#) [DETAIL: FIELD](#) | [CONSTR](#) | [METHOD](#)

host

Class HostInterface

`java.lang.Object`
`host.HostInterface`

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

Controls the jpanels being displayed and all the data for the host. The host interface keeps track of all of the tables in the restaurant.

Author:

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Field Summary

Fields

Modifier and Type	Field and Description
<code>java.util.HashMap<java.lang.Integer, Table></code>	allTables Hash map links integer (table #) to its table object - holds all the tables in the restaurant
HostMessageSender	sender Used to send messages to message controller

Constructor Summary

Constructors

Constructor and Description
HostInterface (LogInScreen lp)
Constructor

Method Summary

All Methods Instance Methods Concrete Methods

Modifier and Type	Method and Description
void	addNotification (java.lang.String content) Adds a notification on current screen by calling another method in panel
void	cleaned (int tableNumber) Move a table that was just cleaned from paid into ready list
boolean	loadTables () Loads the list of tables from Data base B
boolean	loadWaiters () Loads waiters and ids from database A.
void	logOut () Keeps tablet in host interface screen until it logs out.
void	notifyManager () Sends a notification to the manager
void	notifyWaiter (Message m) notify waiter
void	paid (int tableNumber) Moves seated table to paid
int	seat (java.lang.String waiterName, int tableNumber) Seat the table number with this server
void	sendSeated (long waiterId, int tableNumber) Sends a message to the waiter whos table you just sat.
void	updateScreen () Updates the current panel - makes them redraw all the buttons

Methods inherited from class java.lang.Object

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

Field Detail**sender**

```
public HostMessageSender sender
```

Used to send messages to message controller

allTables

```
public java.util.HashMap<java.lang.Integer,Table> allTables
```

Hash map links integer (table #) to its table object - holds all the tables in the restaurant

Constructor Detail**HostInterface**

```
public HostInterface(LogInScreen lp)
```

Constructor**Parameters:**

lp= - login panel

Method Detail**loadTables**

```
public boolean loadTables()
```

Loads the list of tables from Data base B

Returns:

true on success, false on failure

notifyManager

```
public void notifyManager()
```

Sends a notification to the manager

notifyWaiter

```
public void notifyWaiter(Message m)
```

notify waiter

seat

```
public int seat(java.lang.String waiterName,
```

```
int tableNumber)
```

Seat the table number with this server

Parameters:

waiterName -

tableNumber -

Returns:

0 on success and -1 on fail.

sendSeated

```
public void sendSeated(long waiterId,  
                        int tableNumber)
```

Sends a message to the waiter whos table you just sat.

Parameters:

waiterId - - id of waiter you wish to send message to

tableNumber - - table you just sat

addNotification

```
public void addNotification(java.lang.String content)
```

Adds a notification on current screen by calling another method in panel

Parameters:

content -

logOut

```
public void logOut()
```

Keeps tablet in host interface screen until it logs out. Then sends log out message to MC.

updateScreen

```
public void updateScreen()
```

Updates the current panel - makes them redraw all the buttons

paid

```
public void paid(int tableNumber)
```

Moves seated table to paid

Parameters:

tableNumber - - table number that paid

cleaned

```
public void cleaned(int tableNumber)
```

Move a table that was just cleaned from paid into ready list

Parameters:

tableNumber -

loadWaiters

```
public boolean loadWaiters()
```

Loads waiters and ids from database A.

Returns:

true on success, false on failure

[OVERVIEW](#) [PACKAGE](#) [CLASS](#) [USE](#) [TREE](#) [DEPRECATED](#) [INDEX](#) [HELP](#)

[PREV CLASS](#) [NEXT CLASS](#) [FRAMES](#) [NO FRAMES](#) [ALL CLASSES](#)

[SUMMARY: NESTED](#) | [FIELD](#) | [CONSTR](#) | [METHOD](#) [DETAIL: FIELD](#) | [CONSTR](#) | [METHOD](#)