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dataBaseC

## Class DishData

[java.lang.Object](#)  
[dataBaseC.DishData](#)

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

This class is used to hold the ingredients of one dish on the menu. It will hold the ingredients and the name of the dish The Database C hold these so instead of having multiple copies of one dish with all of its ingredients we have each Dish's name linked to a DishData which will hold the info of that dish. This lowers data usage.

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### Field Summary

**Fields**

Modifier and Type	Field and Description
double	<b>price</b> Price of dish

### Constructor Summary

**Constructors****Constructor and Description**

```
DishData(java.lang.String dishName)
```

Creates a dish data with the name dishName.

### Method Summary

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

Modifier and Type	Method and Description
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boolean	<b>addIngredient</b> ( <b>Ingredient</b> ingredientData) Adds Ingredient to this Dishdata
double	<b>getAmount</b> (java.lang.String ing) Gets the amount of ingredient that is used by this dish.
java.lang.String[]	<b>getListOfIngredients</b> () Returns the ingredients used in this dish.

### Methods inherited from class java.lang.Object

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

### Field Detail

#### price

```
public double price
```

Price of dish

### Constructor Detail

#### DishData

```
public DishData(java.lang.String dishName)
```

Creates a dish data with the name dishName. Makes an empty list of ingredients. Use addIngredient to add to this dish data

### Method Detail

#### addIngredient

```
public boolean addIngredient(Ingredient ingredientData)
```

Adds Ingredient to this Dishdata

#### Parameters:

ingredientName- - name of ingredient

ingredientData - - Ingredient object

#### Returns:

true on success, false if that ingredient was already added

### getAmount

```
public double getAmount(java.lang.String ing)
```

Gets the amount of ingredient that is used by this dish.

**Parameters:**

ing - - ingredient name

**Returns:**

amount the dish uses, -1.0 if that ingredient is not in the dish

### getListOfIngredients

```
public java.lang.String[] getListOfIngredients()
```

Returns the ingredients used in this dish.

**Returns:**

ingredients used in this dish as an array.

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