CateringItem

+ PID: String

+ Name: String

+ Price: Decimal

+ ProductType: String

2 constructors one for loading inventory another

for sales report.

# (Static)CustomerAcct

+ Balance: Decimal (Static class, limit \$5000)

# (Static)FileAccess

- + InventoryFile: private string
- + LogFile: private string
- + SaleReportFile: private string

public bool LoadInventory()(tested)

public bool logItem ()(tested)

public bool generateSalesReport()(tested)

private CateringItem BuildItem()

private CateringItem ReadSalesReport()

### Catering

- + Inventory: Dictionary<string, KeyValuePair<CateringItem, int>> (Item, stock level)
- + Cart: Dictionary<CateringItem, int> (Item, amount ordered)

public bool AddToCart (string PID, int amount)(tested)

# (Static)Transaction

+ Denominations: Dictionary<Decimal, String>

public decimal AddMoney (decimal amountToAdd)(tested) public decimal RemoveMoney (decimal amountToRemove) (tested)

public string MakeChange ()(tested)

## UserInterface

Constructor: calls FileAccess.LoadInventory()

public void MainMenu ()

{ Switch Case

- calls DisplayCateringTimes()
- 2. calls OrderMenu
- 3. kills program

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public void OrderMenu ()

{ Switch Case

- 1. calls Transaction.AddMoney()
- 2. calls SelectProducts
- 3. calls CompleteTransaction()

}

public void DisplayCateringItems () (Displays inventory Dictionary)

public bool CompleteTransaction ()

public void SelectProduct ()