Menu + items:List<String> + attribute2:type - attribute3:type + displayMenu: void Customer Menu Administrator Menu + order: Order[] + addItem(itemName, price): void + giveOrder(name): void + changePrice(item,newPrice): void + calculateRevenue(): double Order - item: String + orderNo: int - price: double - cookState: String + displayOrder:

PriceList

+ priceList: HashMap<String,Double>

+ tax: double

+calculateTax: double

UML CLASS DIAGRAM

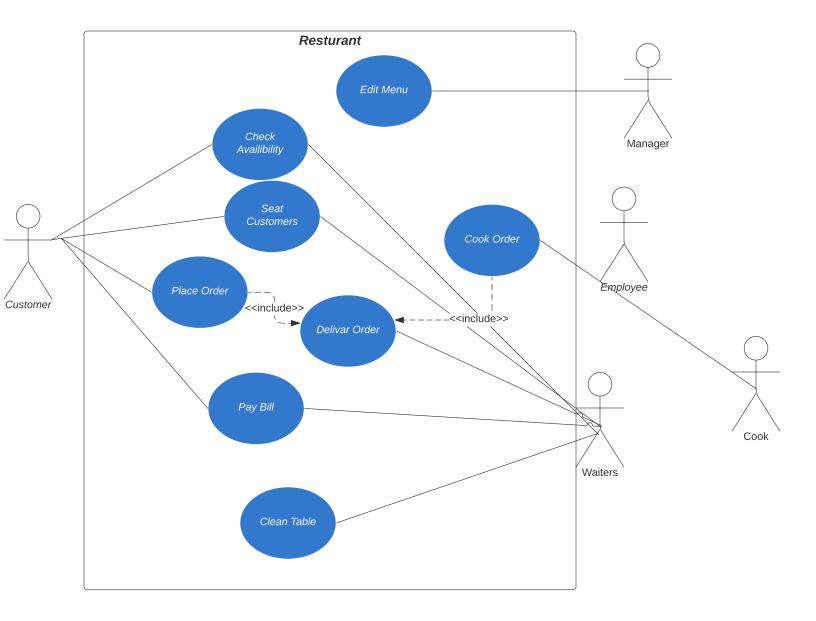
Cook

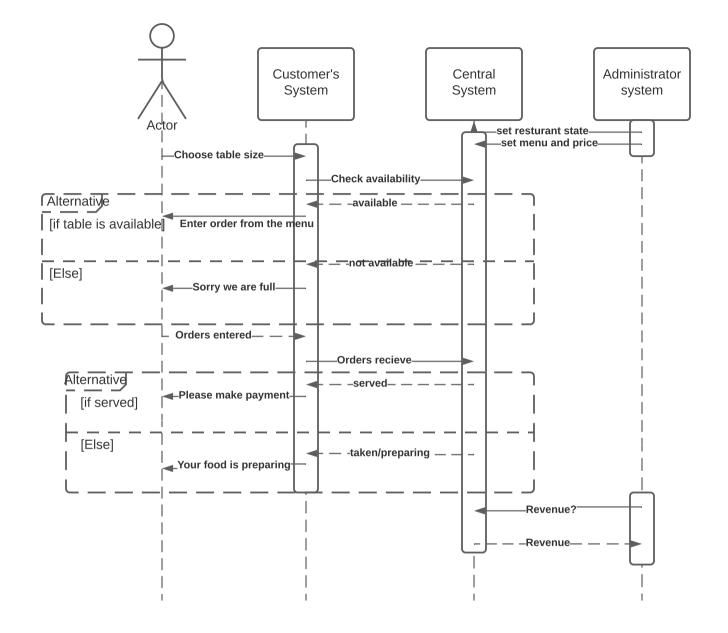
- + noOfCooks: int + capacity: int + takenQueue: + preparingQueue:
- +addOrder(orderId): void -deliverOrder(): int
- +run(): void

Resturant

- + state:String
- capacity:int[3]
- + menu: Menu
- + order_No: int
- + getState(): String
- + calculteRevenue(): int
- + seatCustomer(int noOfPeople)
- + leaveCustomer(int noOfPeople)

UML USE-CASE DIAGRAM





UML SEQUENCE DIAGRAM