Restaurant Simulation - Two-Phase Ticking Reference

# SimulationManager

Inherits: SimEntity

## Variables

* initFileName: String
* objectMap: Map<String, SimEntity>
* tickables: List<SimEntity>
* clock: SimulationClock

## Methods

* processCommand(String)
* resetSimulation()
* tick()
* list(String)
* set(String, String)

# Restaurant

Inherits: SimEntity

## Variables

* inventory: Inventory
* platters: Map<String, Platter>
* tables: List<Table>
* servers: List<Server>

## Methods

* getState(String)
* setValue(String, String)
* getSubObject(String)
* getSubObjectKeys()
* tickNegative()
* tickPositive()

# Inventory

Inherits: SimEntity

## Variables

* items: Map<String, Integer>
* costs: Map<String, Double>

## Methods

* getQuantity(String)
* getCost(String)
* getState(String)
* setValue(String, String)
* tickNegative()
* tickPositive()

# Platter

Inherits: SimEntity

## Variables

* name: String
* ingredients: List<String>
* cookingTime: int
* appliance: String
* locations: List<String>
* cost: double

## Methods

* getState(String)
* setValue(String, String)
* tickNegative()
* tickPositive()

# SimulationClock

Inherits: None

## Variables

* time: int

## Methods

* getTime()
* advance(int)
* reset()