REPORT OF PROGRAMMING ASSIGNMENT 2

Problem Definition:

• Problem is to simulate restaurant management system with object oriented programming. In this assignment we try to manage the restaurant in the way "how should a restaurant works".

Solution Approach:

In my assignment i try to manage every class (i.e. waiter ,employer, ,table,...) wit another manager class (i.e. waiterManager ,employerManager ,tableManager,...). Those manager classes holds arrays of its type. And at the top of all of the classes i have restaurant class which determines commands and send commands to the relevant classes.

Explanation of Classes:

Main (Assignment2.java)

Includes main method, reads from the files and send all commands to the restaurant class.

Restaurant

Has a object of each manager classes and when a command came, sends it to the relevant manager class method.

Employer

Has 3 attributes which are name ,salary and tablesCreated(which holds number of tables created by this employer).

EmployerManager

Has one attribute which is an array of 5 employers and has methods of employers.

Waiter

Has 4 attributes which are name ,salary ,tableid (list of table id's) and totaltable (which holds number of tables which is take care of by this waiter).

WaiterManager

Has one attribute which is an array of 5 waiters and has methods of waiters.

Table

Has 6 attributes which are id ,capacity ,whoCreates ,status ,waiter and orderinfo.

TableManager

Has one attribute which is an array of 5 tables and has methods of tables.

Order

Has 3 attributes item(array of items ordered by table), itemCount (array of number of items which is ordered at once) and orderCount (count of how many orders a table order).

OrderManager

Has one attribute which is orderOfTables (array of table's orders) and methods of those orders.

Items

Has 3 attributes which are itemdict(linked hash map of name of items and stock status), itemnames(list of items names) and itemcosts(list of items costs)