Quick Foods UML Diagram

Here's a breakdown of what the UML diagram will include:
- Customer, Restaurant, and Driver classes with attributes and methods.
- A **QuickFoods** class that depends on (or "uses") the other three classes.

Customer

+ orderNumber: int

+ customerName: String

+ customerContactNumber: int

+ customerAddress: String

+ customerLocation: String

+ customerEmail: String

+ toString(): String

Restaurant

+ restaurantName: String

+ restaurantContactNumber: int

+ restaurantLocation: String

+ mealName: String

+ specialInstructions: String

+ mealPrice: int

+ quantity: int

+ getMealPrice: double

+ RestaurantToString(): String

Driver

+ driverName: String

+ driverLocation: String

+ driverLoad: int

+ getDriverLocation(): String

+ getDriverLoad(): int

+ toString(): String

+ loadDriversFromFile(): ArrayList

QuickFoods

+ main()

+ findDriverForRest()

+ generateInvoice()

+ writeToFile()