Meeting1

1-list of beverages

2-price and name of bevarages

3-list of meals

4-price and name of meals

Meeting2

1-Multiply the price of each beverage and meal by the quantity to get the cost of order.

2-How can we use object orientation in our project

Meeting 3

1. Bevearges and meals can be good class names

2-How can we call these classes

3-How can we write main method for classes

Meeting4

1-which one is better if or case in our program

2-which java package we needs for our programs

Meeting 5

1-how can we write methods

2-how van we wite login class

Meeting 6

1-Which type of variable we should use(local,instance,or class)

2-How can we use GUI component in our program

Meeting7

1-How many method we should use

2-How can we use constructor to initialize our GUI componet