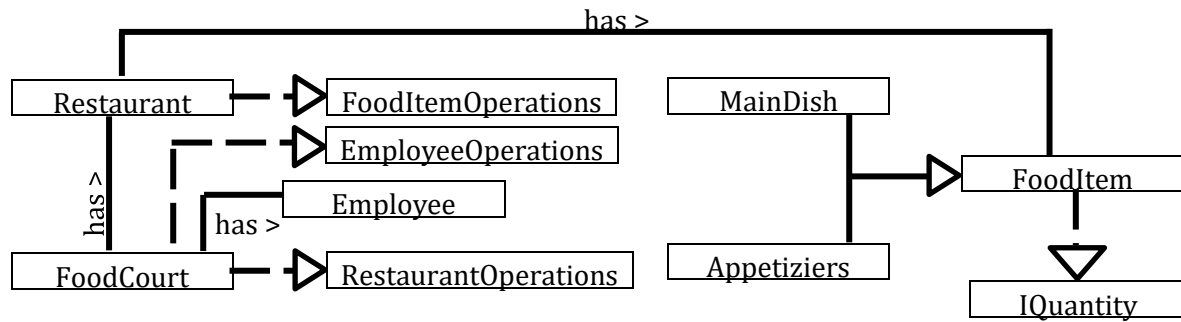


1. Food Court Management Application:



IQuantity	FoodItemOperations	RestaurantOperations
boolean addQuantity(int amount) boolean sellQuantity(int amount)	boolean insertFoodItem(FoodItem f) boolean removeFoodItem(FoodItem f) FoodItem searchFoodItem(String fid) void showAllFoodItems()	boolean insertRestaurant(Restaurant r) boolean removeRestaurant(Restaurant r) Restaurant searchRestaurant(String rid) void showAllRestaurants()

FoodItem	Employee	EmployeeOperations
String fid String name int availableQuantity double price	String name String empId double salary	boolean insertEmployee(Employee e) boolean removeEmployee(Employee e) Employee searchEmployee(String empId) void showAllEmployees()
void setFid(String fid) void setName(String name) void setAvailableQuantity(int quantity) void setPrice(double price) String getFid() String getName() int getAvailableQuantity() double getPrice() abstract void showInfo()	void setName(String name) void setEmpId(String empId) void setSalary(double salary) String getName() String getEmpId() double getSalary()	
	<div>Restaurant</div> <div>String rid String name FoodItem fooditems[]</div> <div>void setName(String name) void setRid(String rid) String getName() String getRid()</div>	<div>MainDish</div> <div>String category</div> <div>void setCategory(String category) String getCategory()</div>
		<div>Appitizers</div> <div>String size</div> <div>void setSize(String size) String getSize()</div>
<div>FoodCourt</div> <div>Restaurant restaurants[] Employee employees[]</div>		

Start

The **Start** class contains the main method. Inside the main method the application prompts the user to choose among the following options:

1. Employee Management
2. Restaurant Management
3. Restaurant FoodItem Management
4. FoodItem Quantity Add-Sell
5. Exit

Upon choosing any of the option the user is given some further options to choose from:

Options for Employee Management:

1. Insert New Employee
2. Remove Existing Employee
3. Show All Employees
4. Search an Employee
5. Go Back

Options for Restaurant Management:

1. Insert New Restaurant
2. Remove Existing Restaurant
3. Show All Restaurants
4. Search a Restaurant
5. Go Back

Options for Restaurant FoodItem Management:

1. Insert New FoodItem
2. Remove Existing FoodItem
3. Show All FoodItems
4. Search a FoodItem
5. Go Back

Options for FoodItem Quantity Add-Sell:

1. Add FoodItem
2. Sell FoodItem
3. Show Add Sell History
4. Go Back

The application will prompt the user to give input for the necessary values as per the choice. The application will repeatedly go on according to the user choices. Whenever FoodItem is being added or sold, the information is written in a text file and when the user requests for the add-sell history, the information written in the text file is read and displayed on screen.