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APCS2 Period 1
HW# #44: Orienting Your Up Goer...
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Level

- Int difficulty (1->5)
- Waiter user
- Table t0
- Table t1
- Table t2
- Table t3
- Final int duration = 2 (minutes)
- Int secondsPassed : if secondsPassed == duration, level is over
- APQ sideBar with customers' ids
- ArrayList of checks
- Chef boyardee
- Stack : composed of timeStamp, user's xcor/ycor,
- Int monetaryGoal
- Int moneyEarned
- APQ checks
- (public)
- insertCustomer(int num)
- increaseTime(secondsPassed)
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Waiter

- Int Xcor
- Int Ycor
- Food order
- Food inHands
- Check c
- Int[] tableWaitedRecord
- move(xcor, ycor)
- pickUpFood() : picks up food from kitchen and holds onto it
- takeOrder(Customer) : takes customer(s) order(s)
- giveCheck(Check) : gives check to chef and adds foods to chef's orders
- giveCheck(Check, Customer) : gives check to customer
- takeMoney() : collects money from customer and removes check from APQ of checks
- redo()

Text

Customer

- Final Food[] menu
- String description (such as "businessman", "food critic", "mother", etc)
- Int id
- Int partyOf
- Int timerSec : patience duration that correlates to description
- Int sec : amount of seconds since last interaction with user
- Food desiredFood
- (public)
- askToOrder() : indicates to waiter that he/she wants to order
- order() : randomly picks from menu
- askToPay() : indicates to waiter that he/she wants his/her check
- pay() : gives money to waiter and "leaves"

Food

- Int price
- String description (such as "cake", "pasta", "rice", etc)
- Int timeToMake

Table

- Int numSeats
- Int color
- AL of customers (customer's party size can be < numSeats)

Chef

- APQ of food named orders
- presentFood(food) : places food on counter for waiter to serve according to each food's timeToMake, removes that food from APQ of orders

Check

- Food[] order
- Int total
- Int customerID