

**Core Idea:**

We picked a queue; it's going to be based on a restaurant server taking a table's order. The program will prompt you to keep inputting the item and quantity you want and create Item objects, and store them in an 'orders' queue. After you are done ordering, the kitchen will make them and bring them out in the order they were put in.

**Tasks/ Roles:**

- Create a queue - Kaylah
- Manage enqueue method = take order - Vicky
- Manage dequeue method = complete order - Sadia
- Handle user input - Autumn
- Create Order class, takes in name, order, quantity - Meghan

**Pseudo-Code:****INPUT**

Name - the user's name

Order- the user's order

Num- the amount the user wants to order

**OUTPUT**

Result- orders come out in the order that they were put in (print object info)

**INSTRUCTIONS**

Create order queue

While user is not done ordering

```
{
    Ask for input
    Create instance of order class (Name, Order, Num)
    Add order instance to order queue

    If the user is done ordering
    Set loop var to false
    Break
    Else
    Do nothing (keep looping)
}
```

Foreach item in queue

```
{
    Dequeue item
    Print order details
}
```