

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

}