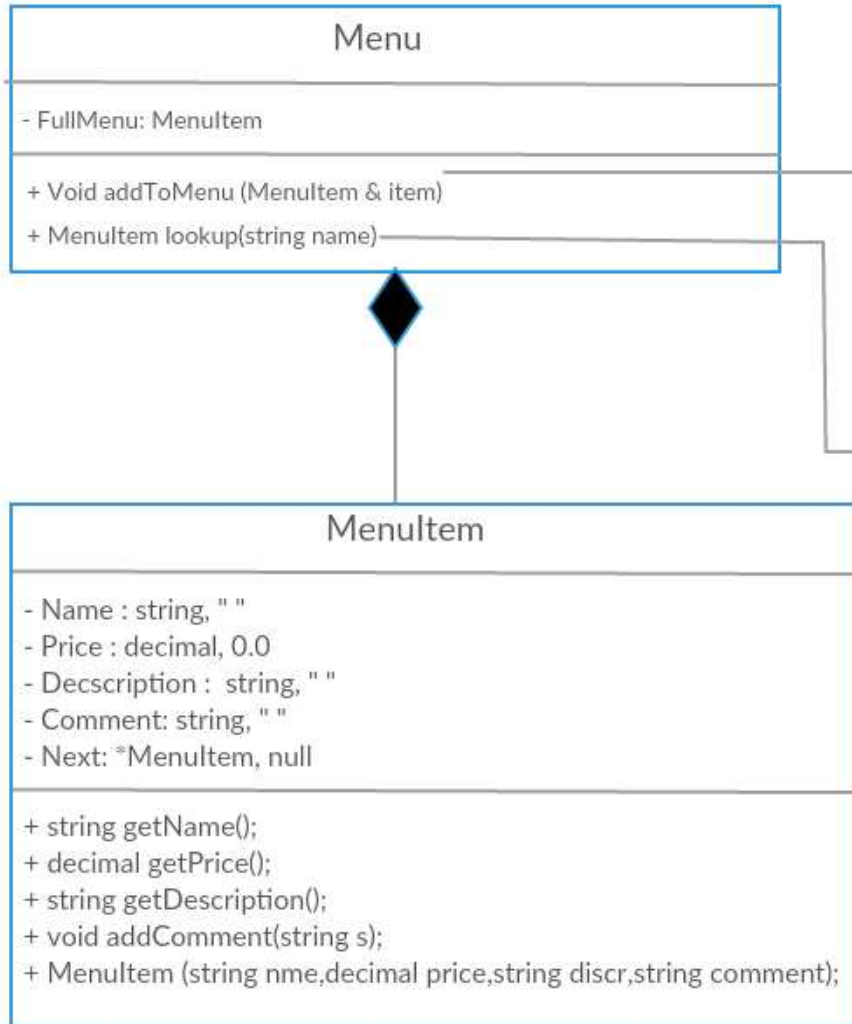


# MENU COMPONENT



addMenu(MenuItem & item):

```
int key = item.key(item.getName(), tablesize)
list<MenuItem> & temp = table[key];
temp.push_back(item);
```

lookup(string name):

```
MenuItem i;
index = i.makeKey(name, tablesize)
if(tablesize[index].size == 0)
    return
else
    list<MenuItem>::iterator itr = table[index].begin
    while(itr != table[index].end)
        if ( *itr.getword == name)
            return *itr
```

# Order Component

