Expectation:

You are presented with a simple problem which you are expected to achieve using C# or JavaScript.

Assessment of your solution would be based on:

- Use of OOP concepts and practices
- Class design
  - Reusable.
  - Extendable.
  - Unit-testable.

Create a skeleton, which will be a set of libraries (like a class library project). Identify ONLY the set of classes, properties, functions, interfaces. We are not looking for any UI. We are interested in your source code, your approach.

Whilst this is a small problem, we expect you to submit what you believe is "production-quality" code that you would be able to run, maintain and evolve. You should submit code that you would be happy to produce in a real project, or that you would be happy to receive from a colleague.

Your code will act as pointer for further technical discussion.

Problem Statement: Restaurant ordering system

Design the data structures and functionality of a simple program which an attendant could carry on their tablet to accept orders from various tables in a restaurant.

- Restaurant has 10 tables.
- Menu consists of all dishes served by the restaurant
- A dish consists of Name, price and description.
- Dishes are distributed into 3 categories (More categories could be added in future):
  1. Starter
  2. Main Course
  3. Desserts
- Dish can be prepared by various options.
  1. Starter could be prepared either with less or normal salt.
  2. Main course could be prepared bland or spicy
  3. Dessert could be with or without sugar.
- There should be scope to add more options in future.
- Attendant should be able to create order which consists of dishes with options chosen by customer for each dish. Order will also have associated table number.
- *Optional feature* - Once order is placed, attendant should be able tell the customer estimated time for the order to be fulfilled.