**package** restaurantDesign;

**import** java.util.\*;

**public** **class** Meal {

**private** List<Item> items = **new** ArrayList<Item>();

**public** **void** addItem(Item item){

items.add(item);

}

// showing the items of the ordered meal.

**public** **void** showMealItems(Map<String, Integer> map){

**for**(Item item : items){

**int** quantity = map.get(item.getDescription());

System.*out*.println(item.getDescription() + " : " + quantity);

}

}

// Get total price of the orderedMeal.

**public** **float** totalCost(Map<String, Integer> map){

**float** cost = 0;

**for**(Item item : items){

**int** quantity = map.get(item.getDescription());

cost += quantity\*item.price();

}

**return** cost;

}

}