**package** restaurantDesign;

**import** java.util.Map;

**import** java.util.Set;

**enum** Manu {

*Margerita*("margheritaPizza"), *Paneer*("paneerPizza"), *VegBurger*("vegBurger"), *NonVegBurger*("chickenBurger"), *Papsi*("papsi"), *Coke*("coke");

**private** String name;

**private** Manu(String name) {

**this**.name = name;

}

**public** String getByName(){

**return** **this**.name;

}

}

// This class for a chef who is making the meals in the order in which he received from the waiter

**public** **class** MealBuilder {

// Creating the Objects of the items which are ordered by customer.

**public** Meal prepareMeal(Map<String, Integer> map){

Meal meal = **new** Meal();

Set<String> keys = map.keySet();

**for**(String key : keys){

**if**(Manu.*Margerita*.getByName().equals(key))

meal.addItem(**new** MargheritaPizza());

**else** **if**(Manu.*Paneer*.getByName().equals(key))

meal.addItem(**new** PaneerPizza());

**else** **if**(Manu.*VegBurger*.getByName().equals(key))

meal.addItem(**new** VegBurger());

**else** **if**(Manu.*NonVegBurger*.getByName().equals(key))

meal.addItem(**new** ChickenBurger());

**else** **if**(Manu.*Papsi*.getByName().equals(key))

meal.addItem(**new** Papsi());

**else** **if**(Manu.*Coke*.getByName().equals(key))

meal.addItem(**new** Coke());

**else**{

System.*out*.println("that item is not available :");

**break**;

}

}

**return** meal;

}

}