1. Food Court Management Application:
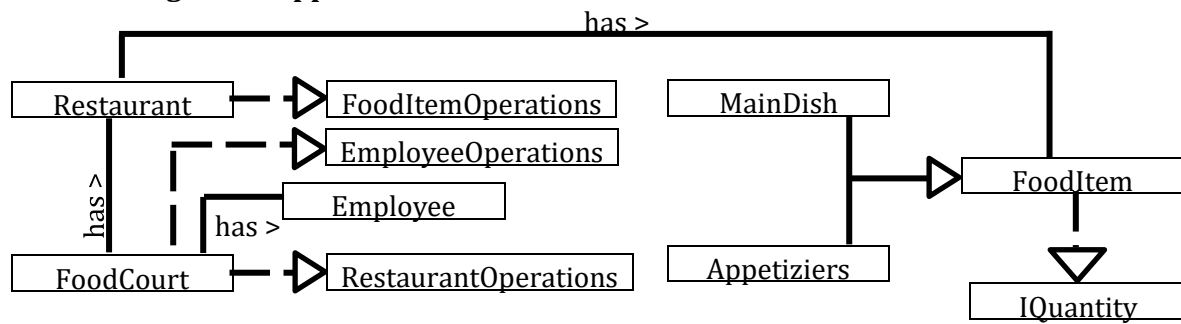
IQuan...	FoodItemOpe...	RestaurantOperations
void addQuantity...	void insertFoodItem...	void insertRestaurant(Restaurant r)
void sellQuantity...	void removeFoodIte...	void removeRestaurant(Restaurant r)
	FoodItem getFoodIt...	Restaurant getRestaurant(String rid)
	void showAllFoodIte...	void showAllRestaurants( )

FoodItem
String fid
String name int
availableQuantity
double price
void setFid(String fid) void setName(String name) void setAvailableQuantity(int ... void setPrice(double price) String getFid( ) String getName( ) int getAvailableQuantity( ) double getPrice( ) abstract void showInfo( )

Employee
String name
String empId
double salary
void setName(String... void setNid(int nid) void setSalary(doub... String getName( ) int getNid( ) double getSalary( )

EmployeeOperations
void insertEmployee(Employee e) void removeEmployee(Employee e) Employee getEmployee(int empId) void showAllEmployees( )

MainDish
String category
void setCategory(String category) String getCategory( )

Restauran...
String rid
String name
FoodItem fooditem...
void setName(Strin... void setRid(String ... String getName( ) String getRid( )

Appitizers
String size
void setSize(String size) String getSize( )

FoodCourt
Restaurant restaurants[ ]
Employee employees[ ]

Start

The **Start** class contains the main method. Inside the main method the application prompts the user to choose among the following options:
 	
    1.   Employee Management
    2.   Restaurant Management
    3.   Restaurant FoodItem Management
    4.   FoodItem Quantity Add-Sell
    5.   Exit
 	
Upon choosing any of the option the user is given some further options to choose from:
 	
Options for Employee Management:
1. Insert New Employee   2. Remove Existing Employee   3. Show All Employees   4. Search an Employee   5. Go Back
Options for Restaurant Management:
1. Insert New Restaurant   2. Remove Existing Restaurant 3. Show All Restaurants   4. Search a Restaurant   5. Go Back
Options for Restaurant FoodItem Management:
1. Insert New FoodItem   2. Remove Existing FooItem   3. Show All FoodItems   4. Search a FoodItem   5. Go Back
Options for FoodItem Quantity Add-Sell:
1.   Add FoodItem   2. Sell FoodItem   3. Show Add Sell History   4. Go Back
 	
The application will prompt the user to give input for the necessary values as per the choice. The application will repeatedly go on according to the user choices. Whenever FoodItem is being added or sold, the information is written in a text file and when the user requests for the add-sell history, the information written in the text file is read and displayed on screen.

Requirements:
- Object Oriented Programming Principles must be followed.
- The whole program must be organized using at least three user defined packages.
- File Read Write must be there as mentioned above.
- The program must be able to handle exceptions by itself.