A screenshot of a cell phone

Description automatically generated

New object for Restaurant class: Restaurant r2 = new Restaurant() gets created inside main method.

Call to r2.mainMenu() from main method.

Food f1 = new Food(); gets created inside mainMenu().

Food f2 = new Food(); gets created inside mainMenu().

Case 1 of switch inside mainMenu() calls r2.restaurantInfo().

Case 2 of switch inside mainMenu() calls f1.seeMenu().

Case 3 of switch inside mainMenu() calls f2.employeeAction().

Case 4 of switch inside mainMenu() calls f1.employeeActionTwo().

Case 5 of switch inside mainMenu() calls f2.foodInventory().

Case 6 of switch inside mainMenu() calls System.Environment.Exit(0).

A screenshot of a cell phone

Description automatically generated

New object for Restaurant class: Restaurant r2 = new Restaurant(time,1,true,name,address,phone,website) gets created inside restaurantInfo().

Call to r2.restaurantInfo() from switch statement selection 1) inside mainMenu().

If you press 1 it calls r2.mainMenu();

If you press 2 it calls System.Environment.Exit(0);

A screenshot of a cell phone

Description automatically generated

Restaurant r2 = new Restaurant(); gets created inside seeMenu()

Call to f1.seeMenu() from switch inside mainMenu().

If you press 1 it calls r2.mainMenu().

If you press 2 it calls System.Environment.Exit(0).

A screenshot of a cell phone

Description automatically generated

Food f2 = new Food(); gets created inside employeeAction().

Restaurant r2 = new Restaurant(); gets created inside employeeAction().

Call to f2.employeeAction() from mainMenu().

If you press 1 it calls f2.menuOrder().

If you press 2 it calls r2.mainMenu() .

A screenshot of a cell phone

Description automatically generated

Restaurant r2 = new Restaurant(); gets created inside menuOrder();.

Call to f2.menuOrder() from if statement inside employeeAction().

Call to r2.mainMenu() from if statement inside employeeAction().

If you press 1 it calls r2.orderMeal().

If you press 2 it calls r2.mainMenu().

A screen shot of a social media post

Description automatically generated

Restaurant r2 = new Restaurant(); gets created inside orderMeal();

Call to r2.orderMeal() from if statement inside menuOrder().

A screen shot of a computer

Description automatically generated

Ordering process continues inside orderMeal().

If you press 1 it calls r2.showOrder().

If you press 2 it calls r2.mainMenu().

A screen shot of a social media post

Description automatically generated

Food f2 = new Food(); gets created inside showOrder().

Restaurant r2 = new Restaurant() gets created inside showOrder().

Call to r2.showOrder() from if statement inside orderMeal().

If you press 1 it call r2.mainMenu().

If you press 2 it calls System.Environment.Exit(0).

A screen shot of a social media post

Description automatically generated

Restaurant r2 = new Restaurant() gets created inside employeeActionTwo()

f1.employeeActionTwo() gets called from inside mainMenu() from switch statement

selection 4).

A screenshot of a cell phone

Description automatically generated

Food f2 = new Food(terminal, thermostat, drinkStock, foodStock, stockRoom) gets created inside foodInventory().

f2.foodInventory() gets called from switch statement selection 5) inside of mainMenu()

if you press 1 r2.mainMenu() gets called.

if you press 2 System.Environment.Exit(0) gets called.