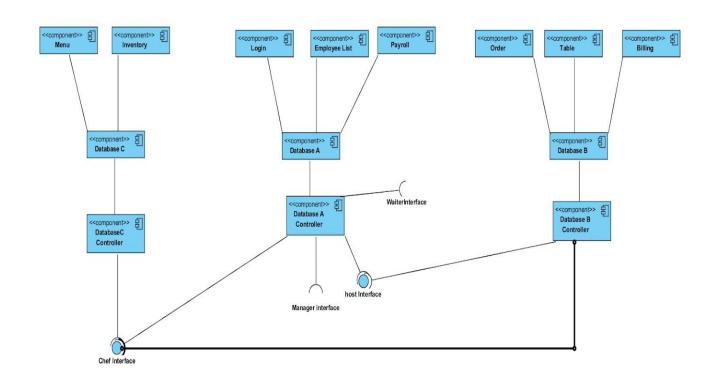
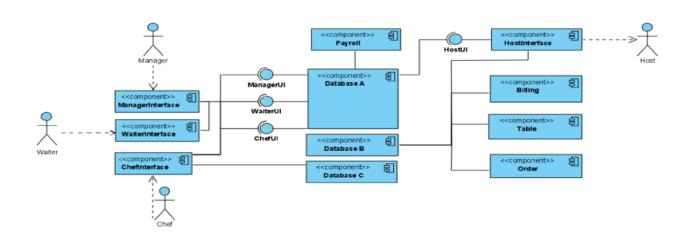
Component Diagrams:

1. Architectural Design:



2. Component Level Design



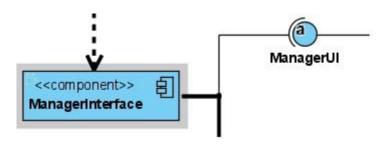
3. Elaborated Component Level Design

3.1 Host Interface



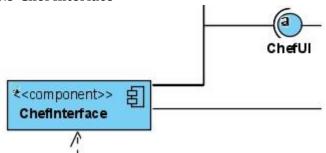
HostInterface +HostInterface(LogInScreen Ip) +addNotification() +cleaned() +loadTables() +loadWaiters() +logOut() +notifyManager() +notifyWaiter(Message m) +paid(int tableNumber) +seat() +sendSeated() +updateScreen()

3.2 Manager Interface



+ManagerInterface +ManagerInterface() +addMessageToList() +deleteMessage() +generateMessages() +logout() +sendMassNotification() +updateScreen() +calculateSales()

3.3 Chef Interface



Chefinterface

- +addNotification(): String
- +backToMainScreen(n: String)
- +changeTicketLocation(): String
- +chefTicketListener(t: String)
- +decrementInventoryForDish()
- +generateTickets()
- +logout()
- +notifyManager()
- +openTicketScreen()
- +updateScreen()

3.4 Waiter Interface



WainterInterface

- +LogIn(Ip)
- +addComment()
- +addDishToTicket()
- +addGCorCoupon()
- +addNotification()
- +backToMainScreen()
- +backToOpenTicketScreen()
- +generateTicket()
- +loadMenu()
- +logOut()
- +notifyManager()
- +notifyWaiter()
- +openTicketScreens()
- +paid()
- +printTicket()