☆ Implement
penalty
> v1.0

essentially
a dictionary
Key | value
hamburger | ["bread", "tomato",
            "lettuce", "patty"]

Restaurant
- boolean hasCustomers
- HashMap menu

- void payCook(Cook)
+ void main (String[])

Cook
- String name
- AL<String> ingredientsOnHand
- double salary

+ void setMoney(double)
+ double getMoney()
+ boolean cook()
+ void addIngredient(String)
+ String removeIngredient()

ingredientsOnHand
corresponds w/ value
of the key specified by Customer.order?
└ at end of queue
  (i.e. peek())

Customer
- String order

+ Customer (String thisOrder)
+ String getOrder()

overloaded
constructor