/\*\*

\* Class Admin

\*/

public class Admin {

//

// Fields

//

private void get\_the\_order\_; private void deliver\_the\_order; private void get\_payment; private void Thanking\_statement;

//

// Constructors

//

public Admin () { };

//

// Methods

//

//

// Accessor methods

//

/\*\*

* Set the value of get\_the\_order\_
* @param newVar the new value of get\_the\_order\_

\*/

private void setGet\_the\_order\_ (void newVar) { get\_the\_order\_ = newVar;

}

/\*\*

* Get the value of get\_the\_order\_
* @return the value of get\_the\_order\_

\*/

private void getGet\_the\_order\_ () { return get\_the\_order\_;

}

/\*\*

* Set the value of deliver\_the\_order
* @param newVar the new value of deliver\_the\_order

\*/

private void setDeliver\_the\_order (void newVar) { deliver\_the\_order = newVar;

}

/\*\*

* Get the value of deliver\_the\_order
* @return the value of deliver\_the\_order

\*/

private void getDeliver\_the\_order () { return deliver\_the\_order;

}

/\*\*

* Set the value of get\_payment
* @param newVar the new value of get\_payment

\*/

private void setGet\_payment (void newVar) { get\_payment = newVar;

}

/\*\*

* Get the value of get\_payment
* @return the value of get\_payment

\*/

private void getGet\_payment () { return get\_payment;

}

/\*\*

* Set the value of Thanking\_statement
* @param newVar the new value of Thanking\_statement

\*/

private void setThanking\_statement (void newVar) { Thanking\_statement = newVar;

}

/\*\*

* Get the value of Thanking\_statement
* @return the value of Thanking\_statement

\*/

private void getThanking\_statement () { return Thanking\_statement;

}

//

// Other methods

//

/\*\*

\*/

public void Give\_the\_order\_to\_cook()

{

}

/\*\*

\*/

public void place\_the\_food\_to\_customer()

{

}

/\*\*

\*/

public void get\_payment()

{

}

/\*\*

\*/

public void Thanks\_giving()

{

}

}

/\*\*

\* Class Customer

\*/

public class Customer {

//

// Fields

//

private void get\_the\_menu; private void check\_availability; private void order;

private void payment;

//

// Constructors

//

public Customer () { };

//

// Methods

//

//

// Accessor methods

//

/\*\*

* Set the value of get\_the\_menu
* @param newVar the new value of get\_the\_menu

\*/

private void setGet\_the\_menu (void newVar) { get\_the\_menu = newVar;

}

/\*\*

* Get the value of get\_the\_menu
* @return the value of get\_the\_menu

\*/

private void getGet\_the\_menu () { return get\_the\_menu;

}

/\*\*

* Set the value of check\_availability
* @param newVar the new value of check\_availability

\*/

private void setCheck\_availability (void newVar) { check\_availability = newVar;

}

/\*\*

* Get the value of check\_availability
* @return the value of check\_availability

\*/

private void getCheck\_availability () { return check\_availability;

}

/\*\*

* Set the value of order
* @param newVar the new value of order

\*/

private void setOrder (void newVar) { order = newVar;

}

/\*\*

* Get the value of order
* @return the value of order

\*/

private void getOrder () { return order;

}

/\*\*

* Set the value of payment
* @param newVar the new value of payment

\*/

private void setPayment (void newVar) { payment = newVar;

}

/\*\*

* Get the value of payment
* @return the value of payment

\*/

private void getPayment () { return payment;

}

//

// Other methods

//

/\*\*

\*/

public void Menu\_details()

{

}

/\*\*

\*/

public void order\_the\_foods()

{

}

/\*\*

\*/

public void pay\_the\_bill()

{

}

}

