

Abstract Class

Private Class Hosts

private: wage
hour
virtual getWage
virtual gethour

public: getWage
gethour

public: Lead to Table
private: Calculate Table (which table go to)

Class Waiters

private: OrderList
Calculate Table (which table to go to)

public: Take Order
Send Order
Take Dish
Collect Check
Find Chef
Cook Time

Class Employee

private: wage, hour
public: virtual getWage
virtual gethour

Inherited Class Waiter

private: wage, hour
Table List
TIP

public: getWage
gethour

Class Chef

private: Skill level
OrderList
wage
hour

public: Take Order
Send Order
Take Dish
Collect Check
Find Chef
Cook Time

Class Costumer

private: # of party
TIP %
order
Time

public: getTip(),
virtual getTime(),
getters/setters

Public Class Celebrity

over loads
getTip();
(which is virtual)

Class Room

private: size, current
virtual getSize,
virtual getcurrent

Class Dining Room

private: size, current
List: Tables

public: SetSize
Find Table
public: 77-full

Class Menu { private: L3+ (dish, price, time)
public: getter/setter

Class - Restaurants

private: Dining Room
Class Kitchen
set employees

public: Insert - Employee;
getWage();
getEmployee();
getSetting();
return the server total

set employees

We could put all the employees in a set and return the server total