

Client

PhucVu

```

- dsMonAn: vector<MonAn>
- dsBan: vector<Ban>
- dsHoaDon: vector<HoaDon>
+ capNhatDSHoaDon(): void
+ themHoaDon(mHoaDon: HoaDon): boolean
+ guiHoaDon(mHoaDon: HoaDon): boolean
+ thayDoiHoaDon(mHoaDon: HoaDon): boolean

```

BungBe

```

- dsMonDaXong: vector<MonDat>
+ themVaoDS(mon: MonDat): boolean
+ xoaKhoiDS(mon: MonDat): boolean

```

ThuNgan

```

- dsHoaDon: vector<HoaDon>
+ checkHoaDon(idBan: int): HoaDon
+ thanhToan(idHoaDon: int): boolean
+ capNhatDSHoaDon(): void

```

Bep

```

- dsMonAn: vector<MonAn>
- dsHoaDon: vector<HoaDon>
- dsMonDat: vector<MonDat>
+ setDSMonAn(): void
+ themHoaDon(hoaDon: HoaDon): boolean
+ themMonDat(mon: MonDat): boolean
+ xoaMonDat(mon: MonDat): boolean
+ getDSHoaDon(): Vector<HoaDon>
+ thayDoiTTMonDat(trangThai: int): boolean
+ thongKe(ngayBatDau: Date, ngayKetThuc: Date): void

```

Model

Ban

```

- id: int
- toaDo: Point
- soCho: int
- trangThai: int
+ setTrangThai(): void

```

Point

```

- x: int
- y: int
- tang: int
+ getX(): int
+ getY(): int
+ getTang(): int

```

HoaDon

```

- tenKhachHang: String
- dsMonDat: vector<MonDat>
- dsBan: vector<Ban>
+ setTrangThaiMonDat(mon: int): void
+ addMon(idMon: int): void
+ xoaMon(idMon: int): void
+ addBan(idBan: int): void
+ xoaBan(idBan: int): void
+ tongtien(): double

```

MonAn

```

- id: int
- ten: String
- moTa: String
- hinhAnh: vector<Image>
- giaTien: double
+ trangThai: int

```

MonDat

```

- id: int
- ten: String
- soLuong: int
- trangThai: int
+ setTrangThai(): void

```

Server