Customer Place Order GUI

A customer walks into the restaurant and sits down on the table and orders two different items.

1. Cheeseburger
2. Roast Beef

The customer will select the Cheeseburger first and then enter the custom ingredient amount they would like on it. The customer will click on place order again with a pop up box notifying them with their ingredients and a final confirmation. After the confirmation the price of the cheeseburger is displayed in the total display in the MAIN GUI. The customer next will select the Roast Beef and again will edit the ingredients custom to what they would like.

Chef GUI

- Usage scenario for Waiter/customer:

  User selects the addMenuItem to the Order Queue (UC - PLaceOrder)(To be implemented with other GUI)

- Usage Senerio for Chef:

  Chef selects the order Queue Tab and selects order to Cook (UC - SlecetOrderToCook)

  Chef select the Wait Queue tab and selects order to flag as done (UC - FlagOrderDone)

Waiter GUI

The waiter walks to the console to view the currently ready items to be delivered.

He can select one out of four items that are the beginning of the ready queue to be

delivered. As he selects an item, the items will dissapear from the qeue. Behind the scenes,

when the item is queued, it is done so using the algorithm described in the report titled

"Queueing for waiters"

Manager's Popularity GUI

- **Customer Side**

1) Customer has finished placing order and has been served his dish

2) Customer clicks "Rate Menu Items"

3) Customer selects the appropriate menu item from the list

4) Customer rates the item:

   a. Customer enters his name

   b. Customer selects a rating from 1 to 5

c. Customer enters a comment about the food item (optional)

- **Manager Side**

1) Manager selects "View Item Ratings/Comments"

2) Manager chooses an item to read reviews for from the list

3) System displays ratings and comments for the selected item.

Inventory GUI

This demo simulates the behind-the-scenes operations of our inventory management system. The simulated system has four ingredients with fixed initial stock levels. The third column of the table contains the predicted restock date of that ingredient as an absolute day number relative to day 0 when the simulation is launched; for example, if it is currently day 36 and the restock date is 45 then the system has predicted restock in 9 days. "Add Random" simulates ingredient usage and can be used multiple times in one day. After using "Add Random" to simulate some orders, the "Next Day" button takes inventory and stores inventory information for the system's prediction system; you can see this happening in the Information panel. Pressing "Next Day" also updates the predicted restock date. The "Next Week" button simulates seven days' worth of activity, as if "Next Day" were used seven times with some "Add Random" in between.