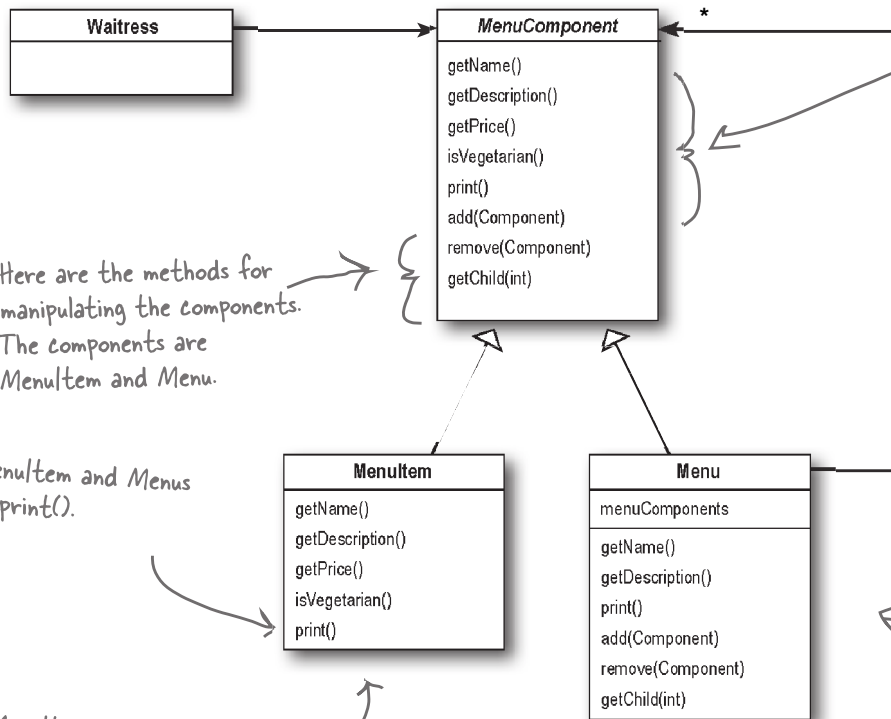


The Waitress is going to use the MenuComponent interface to access both Menus and MenuItems.

MenuComponent represents the interface for both MenuItem and Menu. We've used an abstract class here because we want to provide default implementations for these methods.



Here are the methods for manipulating the components. The components are MenuItem and Menu.

We have some of the same methods you'll remember from our previous versions of MenuItem and Menu, and we've added print(), add(), remove() and getChild(). We'll describe these soon, when we implement our new Menu and MenuItem classes.

Both MenuItem and Menu override print().

MenuItem overrides the methods that make sense, and uses the default implementations in MenuComponent for those that don't make sense (like add() - it doesn't make sense to add a component to a MenuItem... we can only add components to a Menu).

Menu also overrides the methods that make sense, like a way to add and remove menu items (or other menus!) from its menuComponents. In addition, we'll use the getName() and getDescription() methods to return the name and description of the menu.