

WaitFoodCustomer.CheckCurry

```
graph LR; A[WaitFoodCustomer.CheckCurry] --> B[BaseCustomerStateBehaviour.  
GetCustomerData]; A --> C[BaseCustomerStateBehaviour.  
SetTransition];
```

The diagram illustrates a call from the `WaitFoodCustomer.CheckCurry` method to two methods in the `BaseCustomerStateBehaviour` class. The source method is highlighted in a grey box, and the target methods are in white boxes. Two blue arrows point from the source to the targets.

BaseCustomerStateBehaviour.  
GetCustomerData

BaseCustomerStateBehaviour.  
SetTransition