## MonoBehaviour **TableSetData** + TablePoint CounterPoint + ChairPoint + SetPoint + DestinationPoint + DestinationPoint + SitObject + IsSet - m tablePoint - m\_setPoint - m destinationPoint - m chairPoint - m destinationPoint - m isSet - m\_sitObject -m targetTabelSetData/-m counterPoint OrderFoodData + CurrentOrderFoodState + FoodID + TargetTableSetData + CounterPoint - m currentOrderFoodState - m foodID

- m createDelay

+ CreatCount()+ IsFindStaff()- OnDestroy()

- m\_currentCreateDelayCount