State transition table
Restaurant state machine

state {current} \ state {next}	Empty	Not Full	Full
Empty	_____	Reserve_table	_____
Not Full	_____	Unreserve_table [total - availableTable > 1] / setAvailableTables (availableTables + 1); Reserve_table [availableTables > 1] /setAvailableTables (availableTables - 1);	Reserve_table [availableTables = 1]
Full	_____	Unreserve_table	_____