**Legenda:**

◯ – Entidade

▢ – Região Partilhada

▣ – Repositório

1 – watchTheNews(), startPreparation(), proceedToPresentation(), haveNextPortionReady(), haveAllPortionsBeenDelivered(), hasTheOrderBeenCompleted(), continuePreparation(), cleanUp()

2 – alertTheWaiter()

3 – handTheNoteToTheChef(), haveAllStudentsBeenServed(), collectPortion()

4 – lookAround(), returnToTheBar(), prepareTheBill(), sayGoodbye()

5 – saluteTheStudent(), getThePad(), deliverPortion(), presentTheBill()

6 – enter(), callTheWaiter(), signalTheWaiter(),

7 – enter(), readTheMenu(), hasEverybodyChosen(), prepareTheOrder(), describeTheOrder(), joinTheTalk(), startEating(), endEating(), hasEverybodyFinished(), shouldHaveArrivedEarlier(), honorTheBill(), exit()

8 – updateChefState(), updateWaiterState(), updateCourse()

9 – updateWaiterState(), updateChefState(), haveAllStudentsLeft()

10 – updateStudentState(), updateWaiterState(), isEveryStudentEating()