





- a list of menus
- showMenu()
- takeOrder(menu_item)

Order receiver

States:

- a list of menus

Behaviors:

- showMenu(): An order receiver bring the menu (the list of menu items) and let the customer decide
- takeOrder(menu_item) : An order receiver take an order as menu_item to the cook

cook

- a list of menus
- cook
- recieveOrder(menu_item)
- cookFood(menu_item)

Cook

States:

- a list of menus
- cook

Behaviors:

- receiveOrder(menu_item) : A cook receive an order from receiver (menu_item)
- cookFood(menu_item) : A cook cook food (menu_item) for cashier to take it to the deliverer

Rider(deliverer)

- a food
- price in total

- takeFood(menu item)

payMoney(total_price)

- deliverFood(menu_item)

Rider(deliverer)

States:

- a food
- price in total

Behaviors:

- takeFood(menu_item) : A deliverer take a
- food from the cashier
- payMoney(total_price) : A deliverer pay a money to the cashier (total_price)
- deliverFood(menu_item) : A deliverer out for delivery

Cashier

- a food

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CLASS DIAGRAM

- a price book
- getFood(menu_item)
- sumPrice(menu_price)
- totalPrice()
- giveawayFood(menu_item)

- giveawayFood(menu_item) : A cashier give a food(menu_item) to the deliverer

Cashier

States:

- a food
- a price book

Behaviors:

- getFood(menu_item) : A cashier get a food from the cook (menu_item) to give it to the deliverer
- sumPrice() : A cashier sum price of a food (menu_price)
- totalPrice(): A cashier tell the total price to the deliverer





