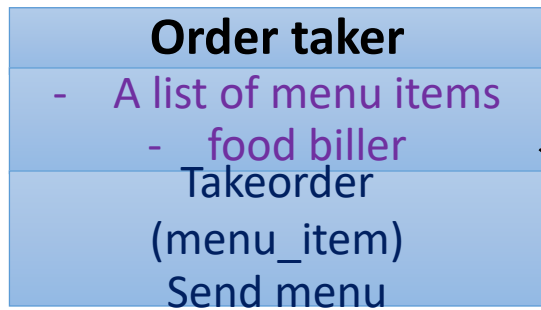


DELIVERY

10
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Order Taker

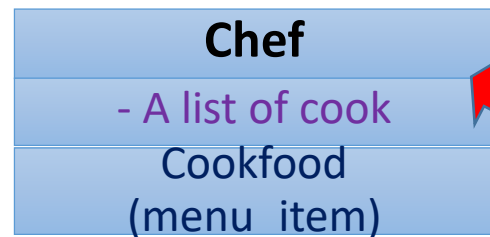
states (or things that he can reach):

-a list of menu item

Behaviors (message that he can respond):

-Take order :send menu that the customer ordered/requested to the Food biller.

-Send menu :send a list of menu to chef



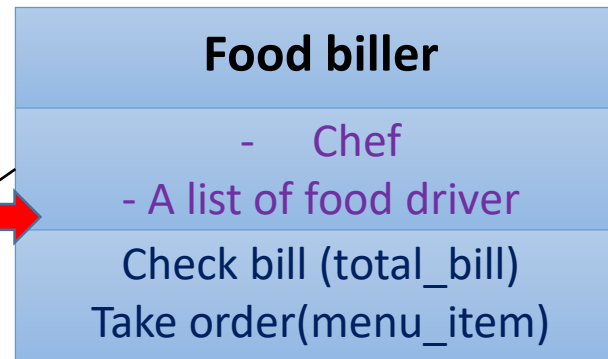
Chef

States

-

Behaviors (message that he can respond):

-Cookfood(menu_item):cook the food and send to food driver



Food Biller

States

-Chef

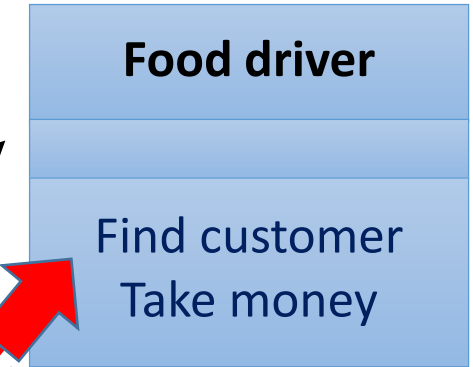
-a list of food driver

Behaviors (message that he can respond):

-Check bill(total_bill):check bill food

And send to food driver

-Take order(menu_item):take order from chef and send to cook



Food Driver

States

-

Behaviors (message that he can respond):

-Find customer :find customer according to the receipt

-Take order(menu_item):take order from chef and send to cook

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