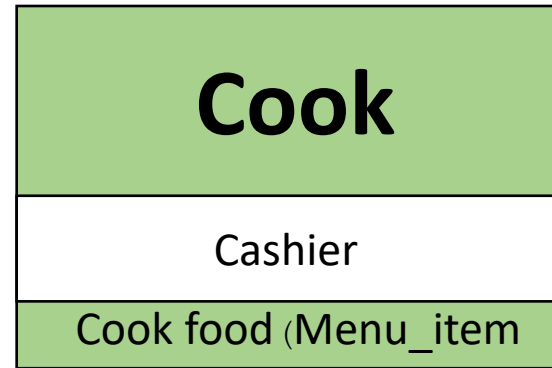
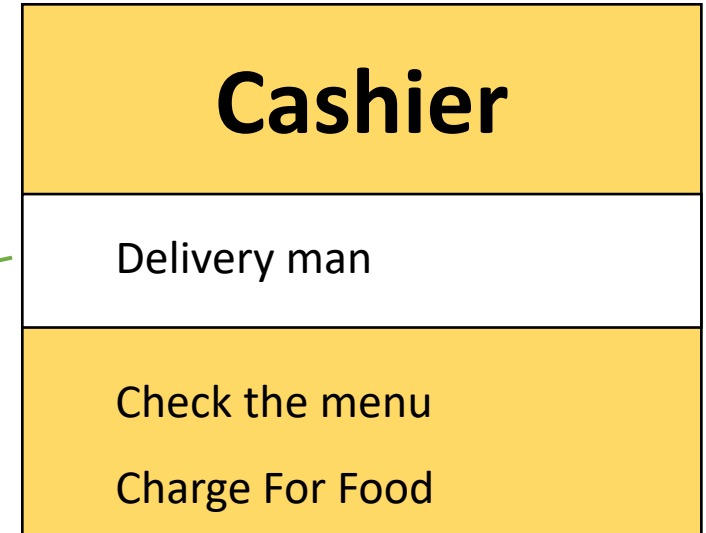


States : A list of menu item cook
: Cook
Behaviors : Take order : send this
quest (as cook food) to the cooks



States : Cashier
Behaviors : Cook food
(Menu_item) : Cook the
Food and send to Cashier

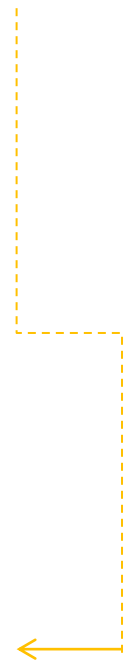
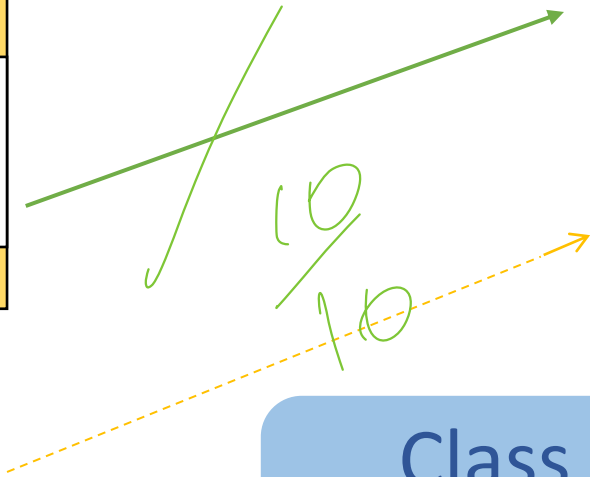
Class
Diagram



States : Delivery man
Behaviors : Check the menu : send this
quest to Delivery man
Charge For Food : send this quest to
Delivery man



States : -
Behaviors :
Food Delivery to
Customers
: Food Cost



Restaurant System

Reception Subsystem

Kitchen Subsystem

Service Subsystem

: Customers

: Waiter

: Cook

: Cashier

: Delivery Man

Take order
(Menu_item)

Cook food
(item)

food

food

food

food

food

food

food