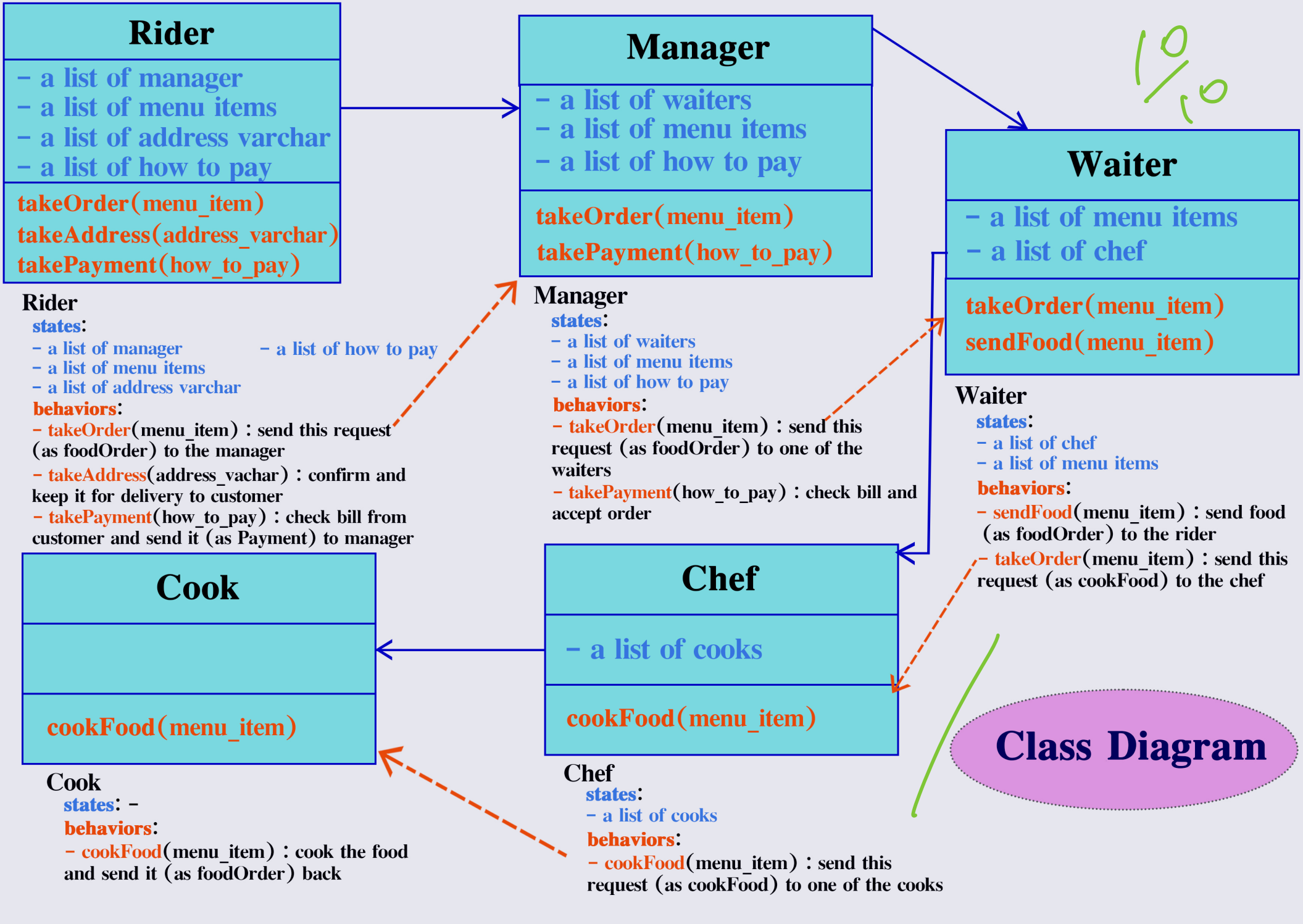
Rider
- a list of manager
- a list of menu items
- a list of address varchar
- a list of how to pay
takeOrder(menu_item)
takeAddress(address_varchar)
takePayment(how_to_pay)
Manager
- a list of waiters
- a list of menu items
- a list of how to pay
takeOrder(menu_item)
takePayment(how_to_pay)
Waiter
- a list of menu items
- a list of chef
takeOrder(menu_item)
sendFood(menu_item)
Rider
states:
- a list of manager
- a list of menu items
- a list of address varchar
- a list of how to pay
behaviors:
- takeOrder(menu_item) : send this request (as foodOrder) to the manager
- takeAddress(address_vachar) : confirm and keep it for delivery to customer
- takePayment(how_to_pay) : check bill from customer and send it (as Payment) to manager
Manager
states:
- a list of waiters
- a list of menu items
- a list of how to pay
behaviors:
- takeOrder(menu_item) : send this request (as foodOrder) to one of the waiters
- takePayment(how_to_pay) : check bill and accept order
Waiter
states:
- a list of chef
- a list of menu items
behaviors:
- sendFood(menu_item) : send food (as foodOrder) to the rider
- takeOrder(menu_item) : send this request (as cookFood) to the chef
Cook
cookFood(menu_item)
Chef
- a list of cooks
cookFood(menu_item)
Cook
states: -
behaviors:
- cookFood(menu_item) : cook the food and send it (as foodOrder) back
Chef
states:
- a list of cooks
behaviors:
- cookFood(menu_item) : send this request (as cookFood) to one of the cooks
Class Diagram
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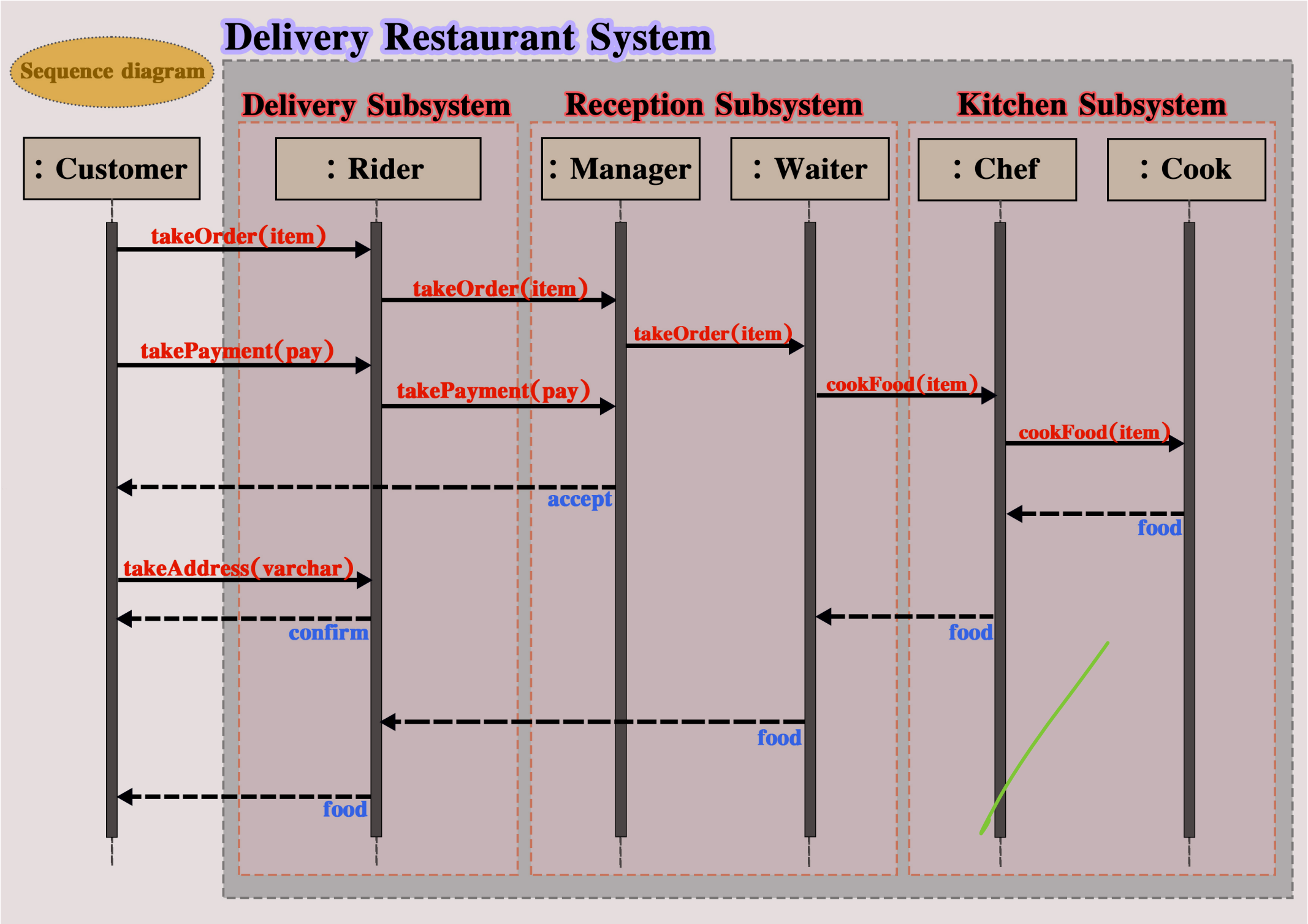
Sequence diagram
Delivery Restaurant System
Delivery Subsystem
Reception Subsystem
Kitchen Subsystem
: Customer
: Rider
: Manager
: Waiter
: Chef
: Cook
takeOrder(item)
takeOrder(item)
takeOrder(item)
takePayment(pay)
takePayment(pay)
cookFood(item)
cookFood(item)
accept
food
takeAddress(varchar)
confirm
food
food
food