call center: takeOrder() delivery Cook: cookFood() **Cashier:** charge for food() delivery man: food delivery() food price call center cashier delivery man Chef food delivery

customer

#### call center

- a list of menu items

TackOrder (menu\_item)

# Relationships between Classes/Objects

#### Chef

a list of cooks

cookFood(menu\_item)

#### Call center

**states** a list of menu item from customer

behaviors

TackOrder(menu item): Send food items to the chef.

## Class Diagram

### cashier

a list of food prices

number of séats)

#### Cashier

#### states:

- a list of all menu prices
- behaviors:
- Check food prices (number of seats)
- : Get the price of food from the chef

#### delivery man

fooddelivery(menu item)

#### **Delivery man**

states: -

#### behaviors:

- Send food(menu item) : Get food from chef and food price from cashier. bring food to customers

check food prices (m

and inform the delivery man

#### states:

Chef

- a list of cooks

#### behaviors:

- cookFood(menu item) : cook the food and bring food to the food delivery man and inform cashier of the food price

restaurant system **Delivery restaurant subsystem** : cashier : delivery man : call center : Chef : Customer takeOrder(item) findTable(seats) cookFood(item) Send Food(item) notify the price of food(seats) Sequence food food Diagram food