

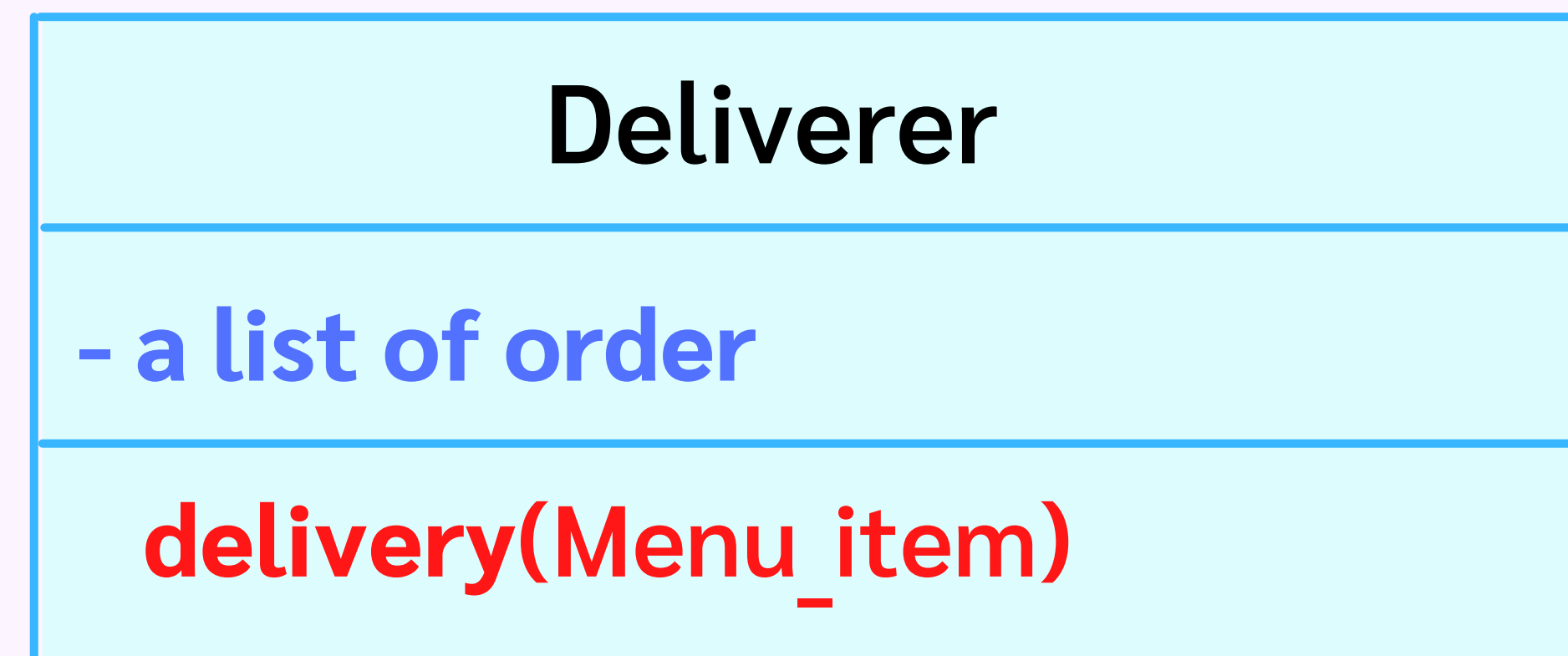
Orderer

states (or things that he can reach):

- a list of all order
- chef
- cashier

behaviors (messages that he can respond):

- takeOrder(Menu item) : send this order to the chef



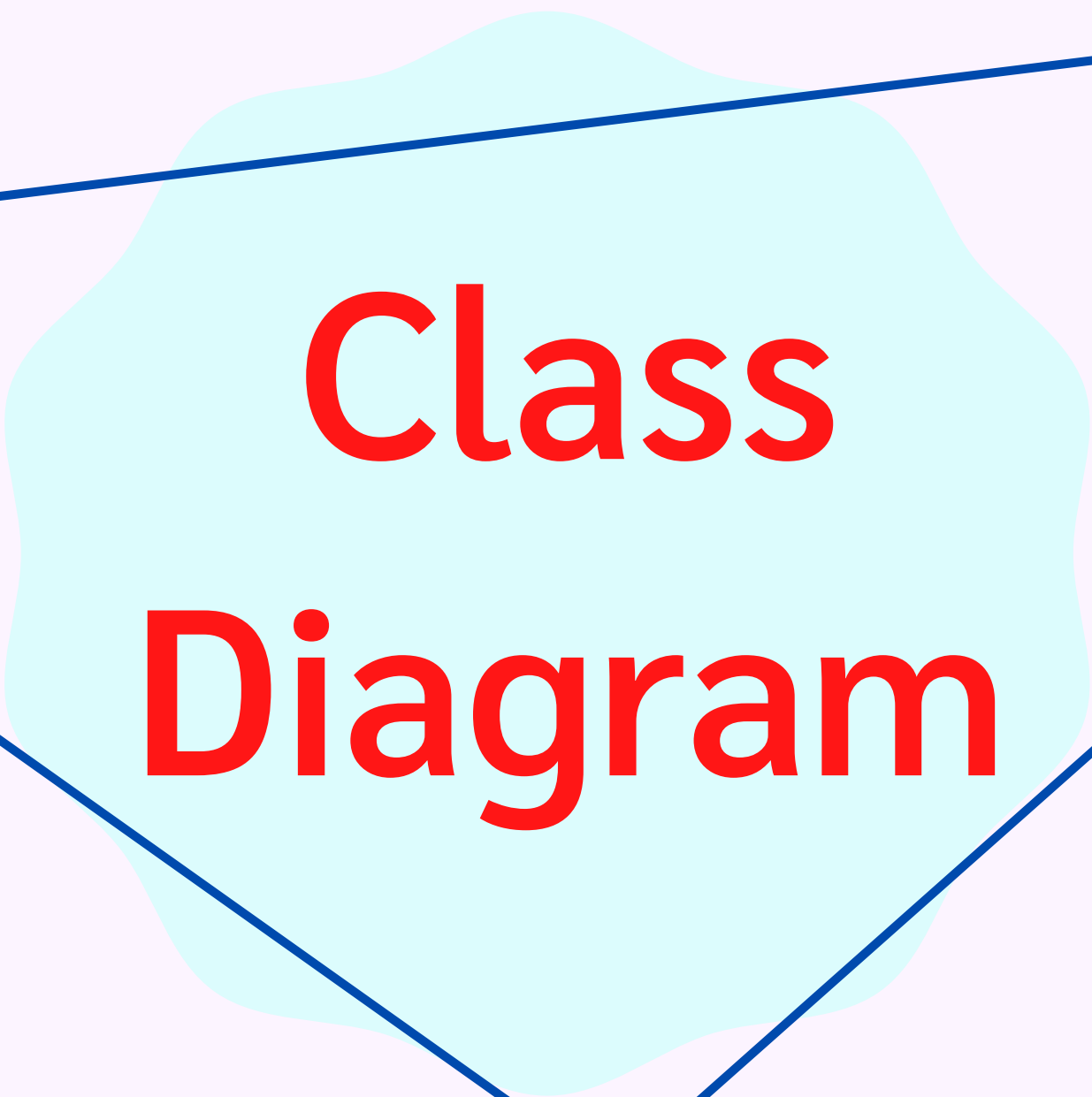
Deliverer

states:

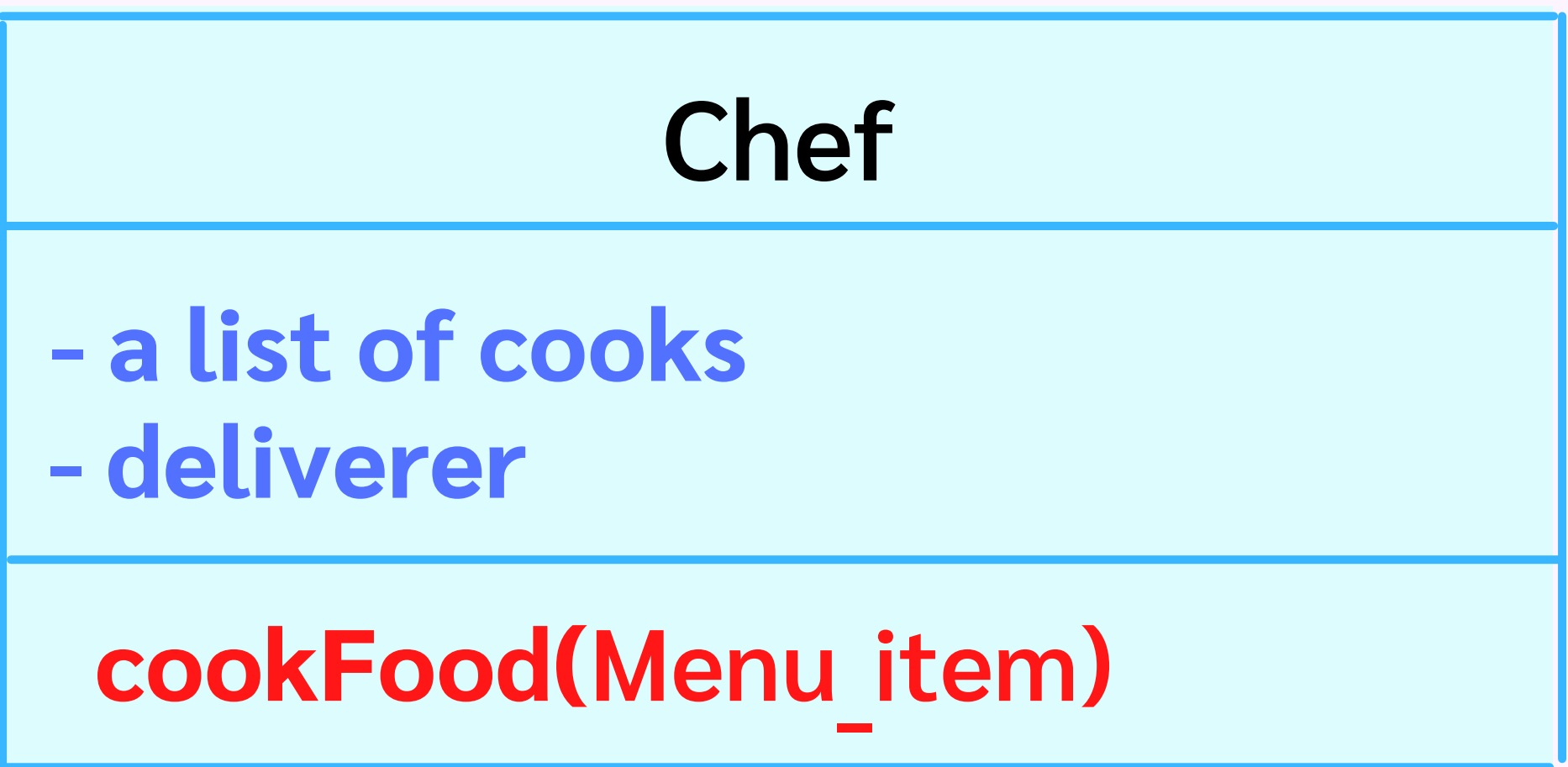
- a list of order

behaviors :

- delivery(Menu_item) : sent menu to customer



Class
Diagram



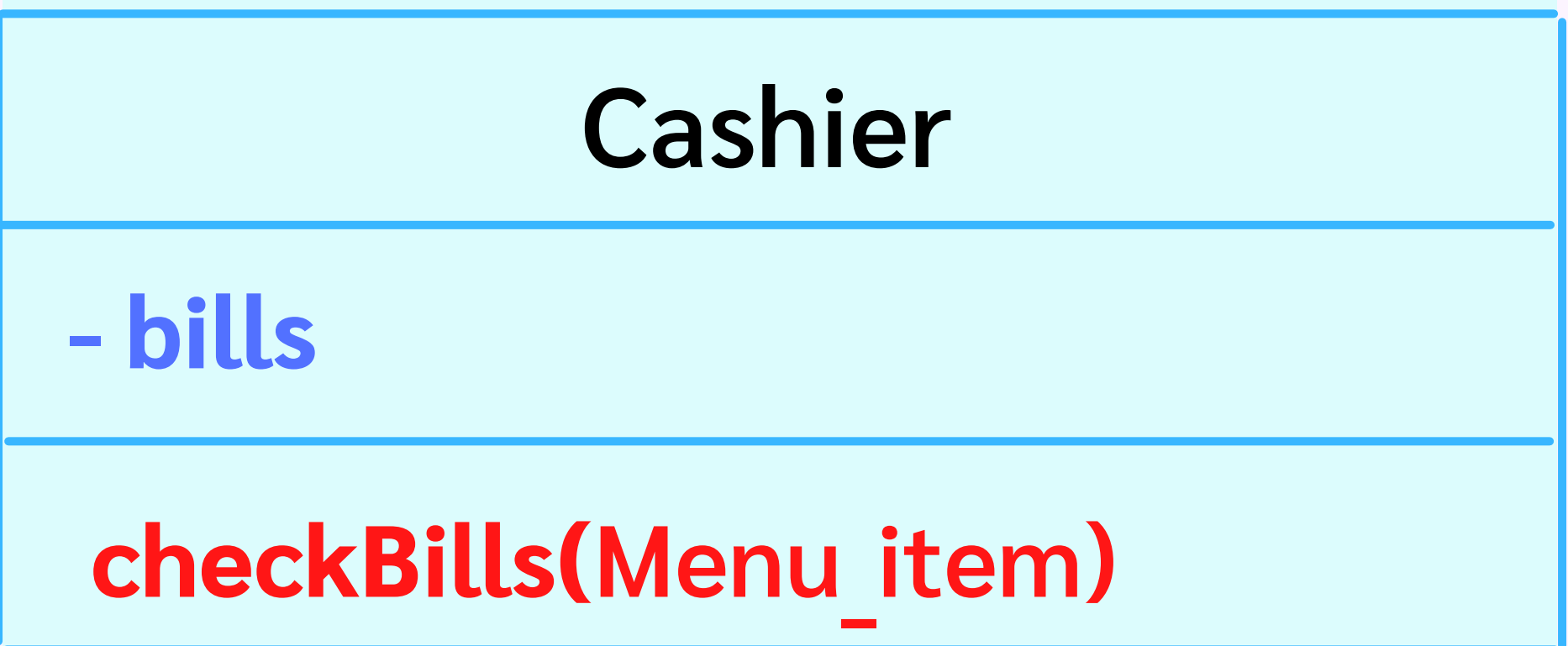
Chef

states:

- a list of cooks
- deliverer

behaviors :

- cookFood(Menu item) : send the cooked food to the deliverer



Cashier

states:

- bill

behaviors :

- checkBills(Menu_item) : check the status of money transfers and charge

Relationships
between
class/objects

10/10

delivery system

