Restaurant

waiter

-A list of menu item
-Cook

-TakeOrder(Menu item)
-TakeAddress(Address)

Waiter

state

-A list of menu item

-Cook

Behaviors

-TakeOrder(Menu item): send this request to the cook

-TakeAddress(Address): ask customer's address
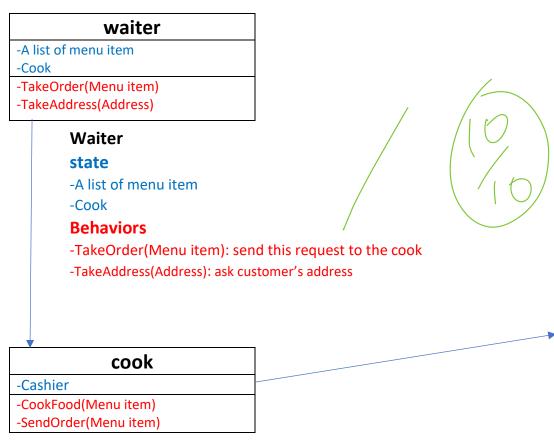
rider

-Customer address
-A receipt

-DeliverlyFood(Menu item)
-TakeMoney(Menu item)

rider

state

-Customer address

-A receipt

Behaviors

-DeliverlyFood(Menu item): deliverly the food to customer

-TakeMoney(Menu item): take money from customer

cook

-Cashier

-CookFood(Menu item)
-SendOrder(Menu item)

cook

state

-Cashier

Behaviors

-CookFood(Menu item): cook the food

-SendOrder(Menu item): send the food to the cashier

cashier

-A list of food price
-Rider

-Calculate(Menu item)
-MakeReceipt(Menu item)
-SendOrder(Menu item)

cashier

state

-A list of food price

-Rider

Behaviors

-Calculate(Menu item): calculate food's price

-MakeReceipt(Menu item): make a receipt of food

-SendOrder(Menu item): send the food to the rider

Restaurant system

deliverly subsystem   **reception subsystem**   **kitchen subsystem**

customer   rider   waiter   cashier   cook

Take order

Take address

Cook food

Address

Food

Food

Receipt

Take money

Money

Food

Receipt