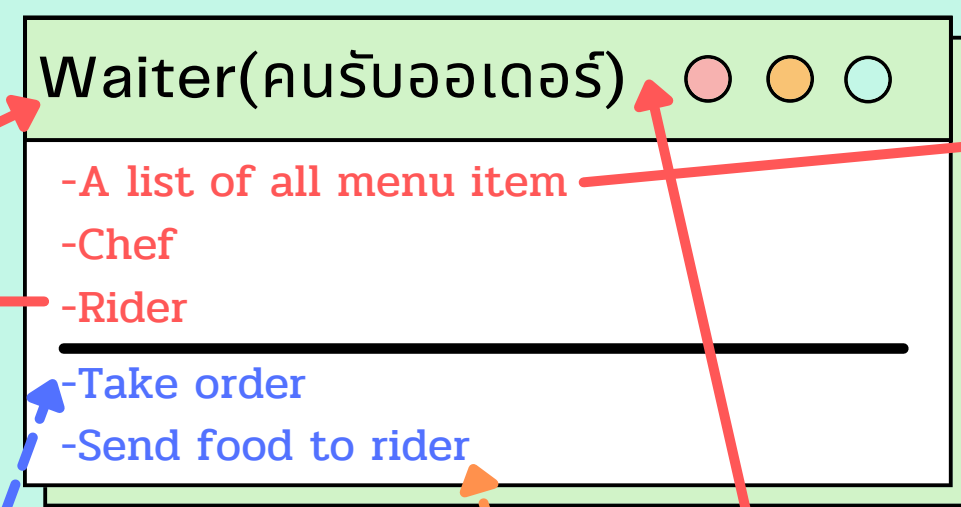
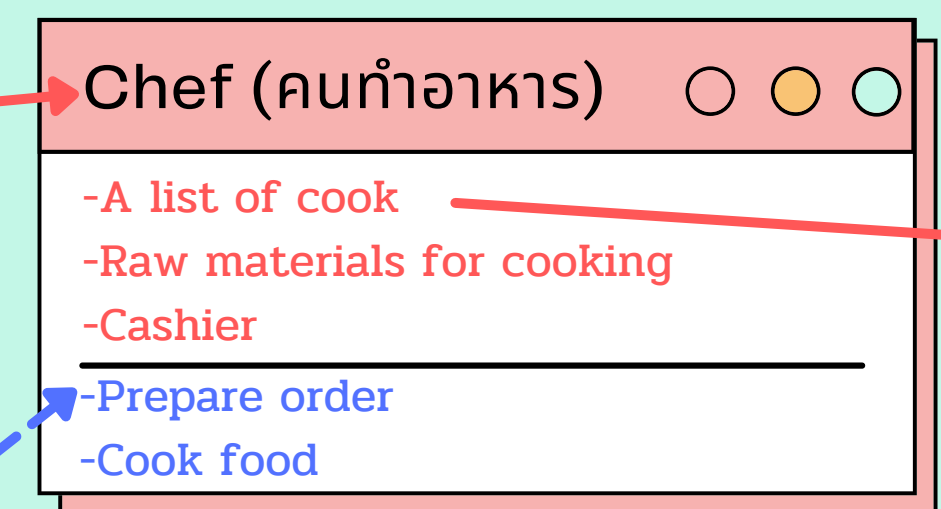


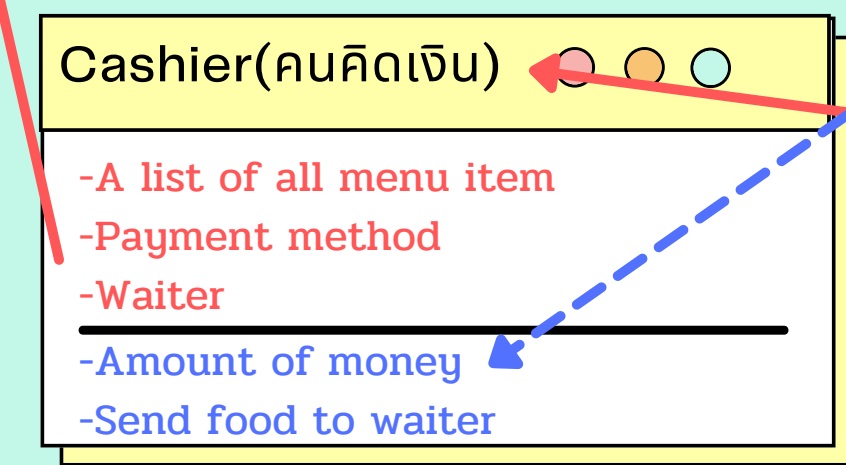
**Rider**  
states  
-A list of order(Menu)  
-Customer Name  
-Customer Address  
-Phone number  
behaviors  
-Accept order(list of order) : accept the order of customer on application.  
-Send request to the waiter(list of order) : Take the customer order to restaurant.  
-Delivery(menu item) : Get order from the waiter and delivery food to the customer's address.  
-Call to customer(Customer number) : Call customers when arrive at the customer's address.  
-Cash on delivery(Payment Method) : When the customer chooses the payment method as cash on delivery



**Waiter**  
states  
-list of menu items  
-chef  
behaviors  
-Take order(list of all menu items) : Take order from rider and send request to chef.  
-Send food(menu items) : Take food from the cashier and send it to rider.

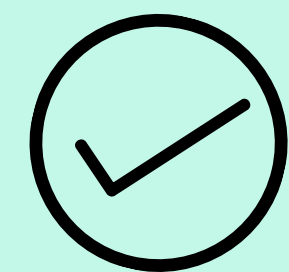


**Chef**  
states  
-A list of cook  
-Raw materials for cooking  
behaviors  
-Prepare order(Raw Material) : Prepare food when receiving the menu that the customer ordered.  
-Cook food(menu items) : Cook food and send it to cashier.



**Cashier**  
states  
-list of all menu items  
-Payment method  
behaviors  
-Amount of money (Payment Method) - There are payment methods which are cash on delivery and pay via credit or debit card. It will automatically deduct money from the card. And print the receipt  
-Send food(menu items) : Take food from the cashier and send it to rider.

# Class Diagram (Restaurant)



# Sequence Diagram



## Restaurant System

