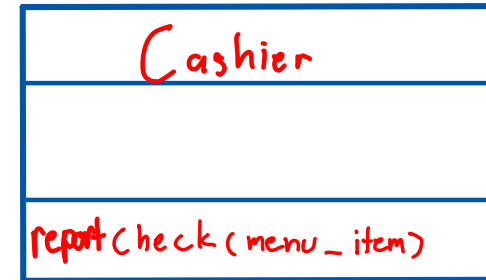
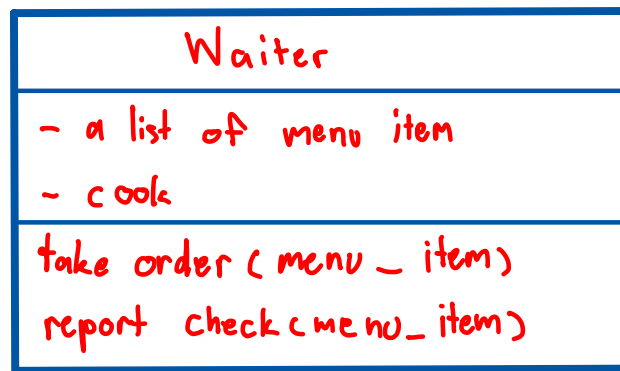


Restaurant 1. Waiter 2. cook 3. Cashier 4. raider



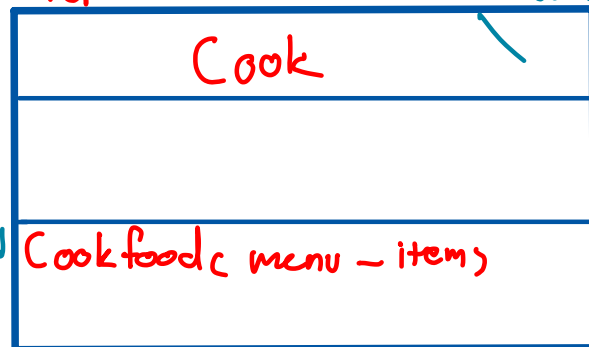
State : -

Behaviors : report check (menu - item); calculate food price and report to customer

Waiter
state -
- a list of menu items
- cook

Behaviors

take order (menu - item): send request to cook
report check (menu - item): send food price to cashier

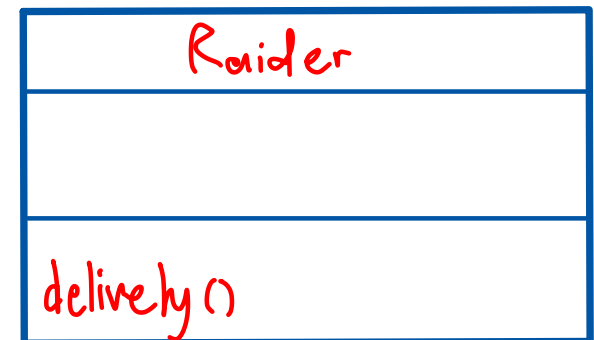


Cook

state -

Behaviors

Cook food (menu - item): cook the food and send to raider



State : -

Behaviors : delivery (): delivery food to customer

10/10

Restaurant System

reception subsystem

kitchen subsystem

customer

:waiter

:cashier

:raider

:cook

take order (item)

check (item)

receipt

receipt

10
/ 10

confirm order (item)

cook food (item)

food

food

