

Order taker
<ul style="list-style-type: none"> - A list of menu items - Cashier
Take order_item_menu house adress Send menu

Order taker
state(or things that he can reach):
 -A list of menu item

behaviors(messages that he can respond):
 -**Take order** : send request to cashier

Chef
Cook food

Chef
states(or things that he can reach): –

behaviors(messages that he can respond):
 -Cook Food(menu_item) : cook the food and send it to food delivery

Delivery

Cashier
<ul style="list-style-type: none"> -Chef -A list of food deliver
Taker order Check bill

cashier
states(or things that he can reach):
 -a list of food delivery
 -chef

behaviors (messages that he can respond):
 -**Take Order**(menu_item) : send this request (as cookFood) to the chef
 -**Check bill**: Check bill and send to food delivery

Food delivery
Delivered Take money

Food delivery
states(or things that he can reach): –

behaviors (messages that he can respond):
 -**Delivered** : Delivered to the customer house
 -**Take money** : take money from the customer

Delivery System

