Order taker

-store application
-cashier

show menu ()
Take order (food_items)
Take address (address)
Send location (address)

DELIVERY

Cashier

-Bill
-cash register
-Package
-Cook

input food items(food_items)
Print Bill(menu item , address)
Stick Bill(food_package)
Send empty Package(food_package)

States : - store menu
          - cashier
Behaviors : - show menu () : System show menu by (store application) to customer
-Take order (food_items) : System take order from what customers choose and send to cashier
-Take address (address) : System take address send to cashier
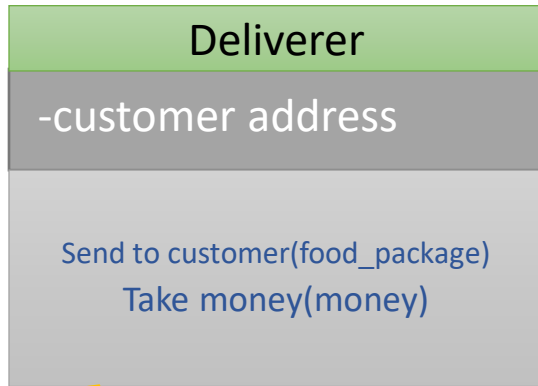-Send location : Send Customer's location to Cashier

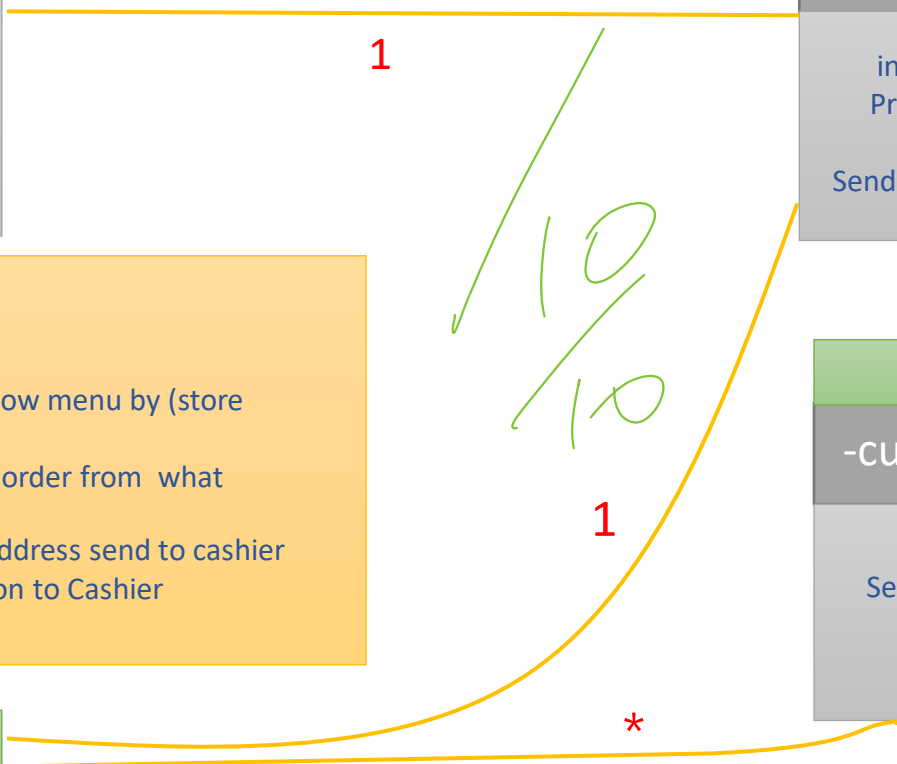**States :** -Bill
-cash register
-Package
-Cook
Behaviors : -input food items(food items) : Enter food items in the cash register
 Print Bill():
print out menu and customer address
Stick Bill(Bill):
Stick the bill on the package
Send empty Package (food_package) :
Send a package to cook

Deliverer

-customer address

Send to customer(food_package)
Take money(money)

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Cook

-package
-send to Deliverer

Cook (food_items)
put into the package(food_package)
Send Package(food_package)

States :
-package
-send to Deliverer
Behaviors : Cook (food items) :
          Cook the food
put into the package(food) :
lay complete food into package
Send Package(food_package) : send package to Deliverer

States : -customer location
Behaviors :
Send to customer(food):
Deliver food to customers who order
Take a money(money):
Collect money from customers and take them back to the store