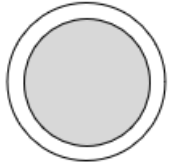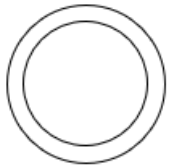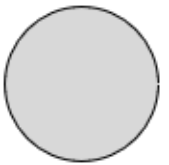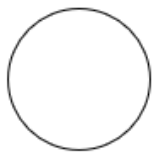# Pictographs used in the interaction diagrams

Non-instantiated data type active entity.

Non-instantiated data type passive entity.

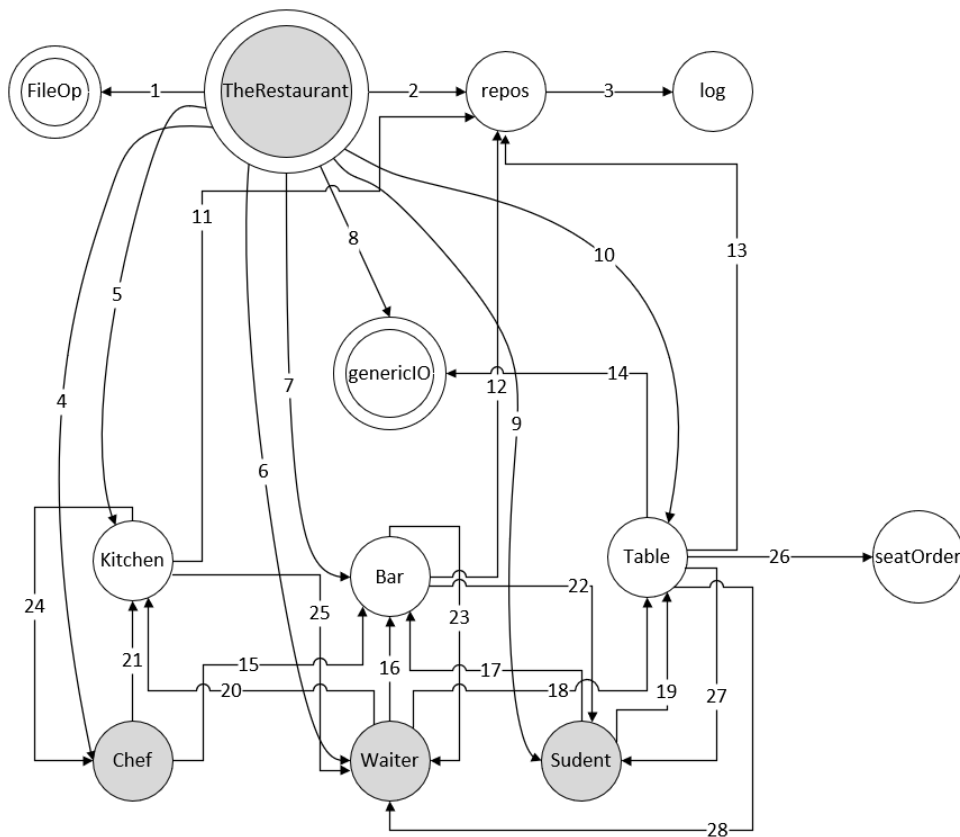Instantiated data type active entity

Instantiated data type passive entity.

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Rodrigo Martins – 93264

Interaction Diagram

1 - exists

2 - instantiate

3 - instantiate, openForWriting, writeInString, close, openForAppending

4 - instantiate, start, join

5 - instantiate

6 - instantiate, start, join

7 - instantiate

8 - writeInString, writeString, redeInChar

9 - instantiate, start, join

10 - instantiate

11 - setWaiterState, setChefState

12 - setWaiterState, setStudentState

13 - setWaiterState, setStudentState, setPortionsDelivered, setCoursesDelivered

14 - writeInString

15 - alertWaiter

16 - lookAround, returnToTheBarAfterSalute, returnToTheBarAfterTakingTheOrder, returnToTheBarAfterPortionsDelivered, returnToTheBar, prepareBill, receivedPayment, sayGoodbye

17 - enter, callTheWaiter, signalWaiter, shouldHaveArrivedEarlier, goHome

18 - saluteTheClient, getThePad, deliverPortion, presentBill, haveAllPortionsBeenServed

19 - takeASeat, firstToEnter, informCompanios, organizeOrder, describeOrder, chat, enjoyMeal, lastToEat, waitForEveryoneToFinish, lastToEnterRestaurant, honorTheBill, chatAgain

20 - handTheNoteToTheChef, collectPortion

21 - watchTheNews, startPreparations, continuePreparation, proceedToPresentation, deliverPortion, allPortionsDelived, haveNextPortionReady, alertWaiter, deliverPortion, orderBeenCompleted, cleanUp

22 - setStudentState

23 - setWaiterState

24 - setChefState

25 - setWaiterState

26 - instantiate, write, getLast

27 - setStudentState

28 – setWaiterState

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