RestaurantDialog.cs

```csharp
using Microsoft.Bot.Builder.Dialogs;
using Microsoft.Bot.Builder.FormFlow;
using RestaurantBot.Models;
using System.Text.RegularExpressions;
using System.Threading.Tasks;

public class RestaurantDialog
    {
        public static readonly IDialog<string> dialog = Chain.PostToChain()
            .Select(msg => msg.Text)
            .Switch(
                new RegexCase<IDialog<string>>(new Regex("^hi",
RegexOptions.IgnoreCase), (context, txt) =>
                {
                    return Chain.ContinueWith(new RootDialog(),
AfterGreetingContinuation);
                }),
                new DefaultCase<string, IDialog<string>>((context, txt) =>
                {
                    return
Chain.ContinueWith(FormDialog.FromForm(UserOrder.BuildForm,
FormOptions.PromptInStart), AfterGreetingContinuation);
                }))
        .Unwrap()
        .PostToUser();


        private async static Task<IDialog<string>>
AfterGreetingContinuation(IBotContext context, IAwaitable<object> res)
        {
            var token = await res;
            var name = "User";
            context.UserData.TryGetValue<string>("CName", out name);
            return Chain.Return("Thank you for approaching restaurant bot :" + name);
        }
    }
```