MessagesController.cs

```csharp
using Newtonsoft.Json;
using RestaurantBot.Dialogs;
using Microsoft.Bot.Builder.FormFlow;
using RestaurantBot.Models;


[BotAuthentication]
    public class MessagesController : ApiController
    {

        public async Task<HttpResponseMessage> Post([FromBody]Activity activity)
        {
            if (activity.Type == ActivityTypes.Message)
            {
                await Conversation.SendAsync(activity, MakeLuisDialog);

            }
            else
            {
                HandleSystemMessage(activity);
            }
            var response = Request.CreateResponse(HttpStatusCode.OK);
            return response;
        }

        internal static IDialog<UserOrder> MakeLuisDialog()
        {
            return Chain.From(() => new LUISDIalog(UserOrder.BuildForm));
        }

        private Activity HandleSystemMessage(Activity message)
        {
            if (message.Type == ActivityTypes.DeleteUserData)
            {
                // Implement user deletion here
                // If we handle user deletion, return a real message
            }
            else if (message.Type == ActivityTypes.ConversationUpdate)
            {

            }
            else if (message.Type == ActivityTypes.ContactRelationUpdate)
            {
                // Handle add/remove from contact lists
                // Activity.From + Activity.Action represent what happened
            }
            else if (message.Type == ActivityTypes.Typing)
            {
                // Handle knowing tha the user is typing
            }
            else if (message.Type == ActivityTypes.Ping)
            {
            }

            return null;
        }
    }
```