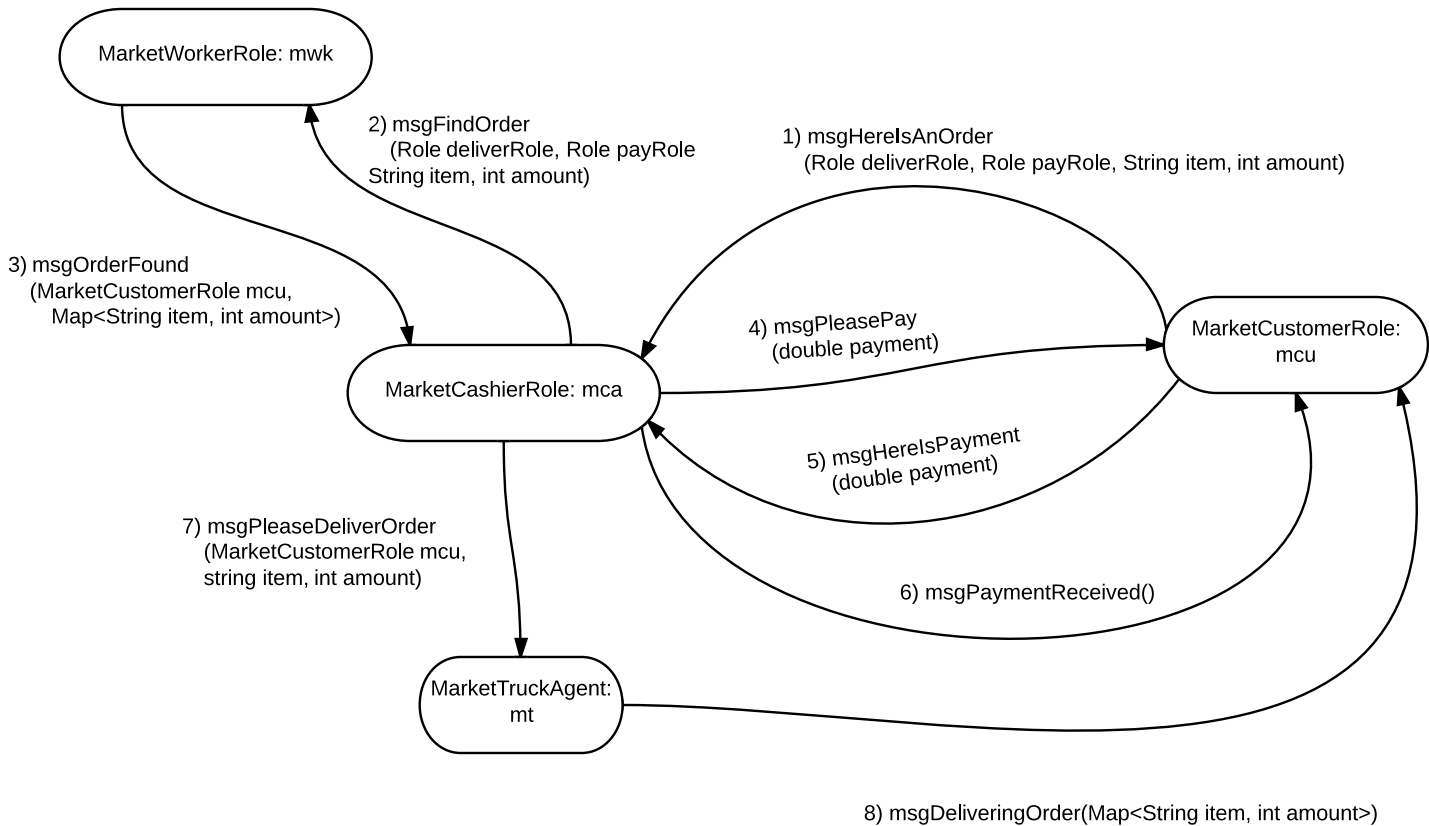# Market Interaction Diagrams

Person Orders Items (Non-norm, ignore for now)

MarketWorkerRole: mwk

2) msgFindOrder
(Role deliverRole, Role payRole
String item, int amount)

1) msgHereIsAnOrder
(Role deliverRole, Role payRole, String item, int amount)

3) msgOrderFound
(MarketCustomerRole mcu,
Map<String item, int amount>)

4) msgPleasePay
(double payment)

MarketCustomerRole:
mcu

MarketCashierRole: mca

5) msgHereIsPayment
(double payment)

7) msgPleaseDeliverOrder
(MarketCustomerRole mcu,
string item, int amount)

6) msgPaymentReceived()

MarketTruckAgent:
mt

8) msgDeliveringOrder(Map<String item, int amount>)

Customer Buys Items at Store

4) msgOrderFilled(int
orderNumber, Map<String
item, int amount>)

MarketAgent: m

Person: p

9) msgExitMarket(Map<String
item, int amount>

MarketWorkerRole:
mwk

3) msgNeedOrder(int
orderNumber, Map<String
item, int amount>)

0) msgEnterMarket(Map<String
item, int amount>,
Market market)

2) msgFindOrder
(Role deliverRole, Role payRole
Map<String item, int amount)>

1) msgHereIsAnOrder(Role deliverRole,
Role payRole, Map<String item, int amount>)

5) msgOrderFound
(MarketCustomerRole mcu,
Map<String item, int amount>)

6) msgPleasePay
(double payment)

MarketCustomerRole:
mcu

MarketCashierRole:
mca

7) msgHereIsPayment
(double payment)

8) msgDeliveringOrder(Map<String item, int amount>)