

Class Customer	
The basic responsibility of a Customer object is to provide information about a party, as well as confirm/leave from the waitlist	
Responsibilities	Collaborators
<p>Know and provide the party's: name, cell phone number, and party size to the LineHandler</p> <p>Confirm or Leave the line when prompted to respond when they reach the front of the line</p>	<p>LineHandler</p> <p>LineHandler</p>

Class LineHandler	
The basic responsibility of a LineHandler object is to take in customer wait list requests, and manage the waitlist line. It must also communicate with the TableManager to know when a free table is available.	
Responsibilities	Collaborators
<p>Take in each of the party's: name, cell phone number, and party size from applicants.</p> <p>Know the customers in the waitlist line, prompting users to Confirm or Leave when they reach the top of the line. Receive the output, and:</p> <p>A: if "confirm," match customer with table and send reservation notice to TableManager.</p> <p>B: if "leave," remove customer from line, assess if next customer in line is suitable for then send a prompt again if so. If not, move to next person in line. (repeat until success)</p> <p>Receive notifications from the TableManager when a free table is available, specifically receiving the size of the free table</p>	<p>Customer</p> <p>Customer, TableManager</p> <p>TableManager</p>

Class TableManager	
The basic responsibility of a TableManager object is to notify the LineHandler whenever a free table is available. It oversees all tables in the restaurant.	
Responsibilities	Collaborators
<p>Provide the LineHandler with free tables, specifically the size of a given free table when said table becomes ready.</p> <p>Receive responses from LineHandler to confirm reservations, if accepted from the provided table size. Notify the respective Table to make sure it changes state to Occupied.</p> <p>Know all tables and notifies the LineHandler each time a free table becomes ready..</p>	<p>LineHandler</p> <p>LineHandler, Table</p> <p>Table</p>

Class Table	
The basic responsibility of a Table object is to maintain information about a single table.	
Responsibilities	Collaborators
Know and store information about a table's size as well as state attribute: Ready or Occupied state	TableManager

#### Pattern 1; Observer:

The TableManager acts as an observer, and is notified in changes in state of a given Table's state. This allows it to trigger sending a message to the LineHandler, alerting it that there is a new ready table. When the state of a Table is changed, it notifies its dependent class, which is the LineHandler.

#### Pattern 2; State:

The class Table utilizes state, and each Table has a state of either "Ready" or "Occupied." This allows a given Table object to notify the TableManager that it is Ready, and provides the size of the table as well. This behavior can only be performed when a Table is in "Ready" state, not in "Occupied" state.