Order food in a restaurant.

Things:

Customer

Data: Name, Number, Order

Behaviors: goIntoRestaurant, waitForSeat, readMenu,

OrderDish, payOrder

Table

Data: Number

Behaviors: none

Order

Data: Dishes, price

Behaviors: none

Waiter

Data: Name

Behaviors: checkSeat, seatCustomer, passMenu, writeOrder,

placeOrder

chief

Data: Name

Behavior: readOrder, cookDish

Customer sookie

Menu yummy

Waiter li

Table table

Chief aa

Chief bb

----------------program----------------------

simulateRestaurant(){

      Table table[]

      sookie.goIntoRestaurant()

      li.checkSeat()

      If(table[]!=null){

            li.seatCustomer;

            li.passMenu;

            sookie.readMenu

      }

      else{

            sookie.waitForSeat()

      }

      Order order[]

      Index=0

      if (sookie.orderDish()){

            li.writeOrder

```
            index++

    }

    li.placeOrder[index]

    aa.readOrder[index]

    bb.readOrder[index]

    for(int i=0;i<index){

            aa.cookDish[i]

            bb.cookDish[i+1]

            i=i+2

    }

}
```