Schedule

if ∃ order in orders ∈ Order.s.State = recieved ∈
    CookOrder (order)
        Order.s = Cooking; }

if ∃ order in orders ∈ state = cooked ∈
    OrderCooked (order o)

Actions

CookOrder (Order o) ∈
    DoCooking ( );
    timer.start (ctx.!TimerDone (o), Cook Times.get(o.choice)) }

TimerDone (order o) ∈
    Order.State = Cooked }

OrderCooked (order o) ∈
    o.w. msg OrderIsReady (o.customer, o.choice, o.table)
    o.s = delivered }