

Event changed in a sy
State location

Customer

Data

waiter myWaiter;

List<string> myMenu;

~~Enum AgentEvent { followWaiter, gotHungry, receivedFood, askedForOrder }~~

~~AgentEvent event;~~

FinishedMeal

State s;

Enum s { idle, waiting, eating, leaving }

int tableX, tableY;

String choice;

Host Agent Host

Enum CustomerEvent { idle, gotHungry, followWaiter, receivedFood, decided, asked, doneEating, leaving }

Messages

Follow Me to Table (list<menu>, waiter w, int tableX, int tableY)

MyWaiter = w;

MyMenu = menu;

AgentEvent = followWaiter;

tableX = tableX;

tableY = tableY;

GotHungry ()

event = GotHungry;

What would you like ()

e = askedForOrder;

msg Here I S Your Food ()

e = receivedFood;

msg DoneEating () // from GUI

e = finishedMeal;