```
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CS 201
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```

```
Data
CookAgent cook;

class MyFood {
         String type;
         Int amount;
}

Map<String, Integer> inventory;

MyFood order;
boolean busy = false;
```

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```
Scheduler
if (busy) {
      completeOrder();
}
```

# <u>Messages</u>

```
msgHereIsMarketOrder (String type, int amt) {
      if (!busy) {
            order = new MyFood(type, amt);
            busy = true;
      }
      else if (busy) {
            cook.msgOrderUnfulfilled();
      }
}
```

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```
<u>Actions</u>
```

```
completeOrder() {
      if (order.amout < inventory.get(order.type)) {
           timer.start();
           cook.msgOrderFulfilled(order.type, order.amount)
           cook.msgOrderFulFilled(order)
      }
      else {
           cook.msgOrderUnfulfilled();
      }
}</pre>
```