

HOST AGENT

Data

```
List<CustomerAgent> waitingCustomers;  
List<WaiterAgent> waiters;  
Collection<Table> tables;
```

```
class Table {  
    CustomerAgent occupiedBy;  
    int tableNumber;  
}
```

```
class MyWaiter {  
    WaiterAgent waiter;  
    int numTables;  
    boolean onBreak = false;  
}
```

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Scheduler

If there exists w in waiters

Such that (!w.onBreak)

If (w.breakApproved)

w.waiter.msgBreakApproved

w.onBreak = true;

else if (w.breakDenied) {

w.waiter.msgBreakDenied();

If there exists w in waiters

such that w.onBreak == false

And if there exists t in tables such that table is not occupied

and if there exists c in waitingCustomers

tellWaiterToSeatCustomer(waitingCustomers.get(0), table,

waiters.get(WaiterWithMinTables);

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Messages

```
msgIWantFood (CustomerAgent cust) {
    waitingCustomers.add(cust);
}

msgTableIsFree(table) {
    if there exists t in tables such that table = t then t.setUnoccupied();
}

public void msgIWantABreak(WaiterAgent w)
{
    if (waiters.size() > 1) {
        for (MyWaiter mw : waiters) {
            if (mw.waiter.equals(w)){
                mw.breakApproved = true;
            }
        }
    }
    else {
        mw.breakDenied = true;
    }
}

public void msgImOffBreak(WaiterAgent w) {
    for (MyWaiter mw : waiters) {
        if (mw.waiter.equals(w)){
            mw.breakApproved = false;
            mw.breakDenied = false;
            mw.onBreak = false;
        }
    }
}

public void msgLeaving(CustomerAgent c) {
    waitingCustomers.remove(c);
    stateChanged();
}
```

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Actions

```
tellWaiterToSeatCustomer(CustomerAgent c, Table t, WaiterAgent waiter)
{
    waiter.msgSitAtTable(c, table);
    table.setOccupant(c);
    waitingCustomers.remove(c);
}
```