Data

enum state {pending, cooking, done, sent};

class CookOrder {

WaiterAgent waiter;

String choice;

int table;

State state;

}

class Food {

string choice;

int cookingTime;

}

List<CookOrder> orders;

Timer timer;

Map (String choice, Food f) foodMap;Scheduler

if there exists o in orders such that o.state == done then PlateIt(o);

if there exists o in orders such that o.state == pending then CookIt(o);Messages

msgHereIsAnOrder(WaiterAgent w, string choice, int table) {

orders.add(new Order(w, choice, table, state.pending);

}

Actions

CookIt(Order o){

timer.start() // create a TimerTask and override run function

o.state = done;

}

PlateIt(Order o){

o.w.OrderIsReady(choice, table);

orders.remove(o);

}