Data

WaiterAgent w;

HostAgent host;

enum AgentState {DoingNothing, WaitingInRestaurant, BeingSeated, OrderingFood, DoneOrdering, Eating, Leaving, DoneLeaving};

enum AgentEvent {none, gotHungry, followWaiter, seated, order, foodReceived, doneEating, doneLeaving};

String choice;

String name;

Timer timer;

int hungerLevel;

Menu myMenu;Scheduler

if (state == AgentState.DoingNothing && event == AgentEvent.gotHungry ){

state = AgentState.WaitingInRestaurant;

goToRestaurant();

}

if (state == AgentState.WaitingInRestaurant && event == AgentEvent.followWaiter ){

state = AgentState.BeingSeated;

SitDown();

}

if (state == AgentState.BeingSeated && event == AgentEvent.seated){

state = AgentState.OrderingFood;

CallWaiter();

}

if (state == AgentState.OrderingFood && event == AgentEvent.order){

state = AgentState.DoneOrdering;

OrderFood();

}

if (state == AgentState.DoneOrdering && event == AgentEvent.foodReceived){

state = AgentState.Eating;

EatFood();

}

if (state == AgentState.Eating && event == AgentEvent.doneEating){

state = AgentState.Leaving;

LeaveTable();

}

if (state == AgentState.Leaving && event == AgentEvent.doneLeaving){

state = AgentState.DoingNothing;

}

Messages

gotHungry(){

event = AgentEvent.gotHungry;

}

msgFollowMe(menu){

DoGoToSeat(); // animation

event = AgentEvent.followWaiter;

}

msgWhatWouldYouLike(){

event = AgentEvent.order;

}

msgHereIsYourFood()

{

event = AgentEvent.foodReceived;

}

// from Animation

msgAnimationFinishedGoToSeat() {

event = AgentEvent.seated;

}

msgAnimationFinishedLeaveRestaurant() {

event = doneLeaving;

}

Actions

GoToRestaurant() {

host.msgIWantFood(this);

}

SitDown() {

customerGui.DoGoToSeat(); // animation

}

CallWaiter() {

waiter.msgImReadyToOrder();

}

OrderFood() {

myMenu.menyItems[randomGenerator.nextInt(4)];

waiter.msgHereIsMyChoice(choice, this);

}

EatFood() {

timer.start(); // use a Timer Task to simulate eating

}

LeaveTable() {

customerGui.FinishFood(); // animation

waiter.msgDoneEatingAndLeaving();

customerGui.DoExitRestaurant();

}