Data

CookAgent cook;

class MyFood {

String type;

Int amount;

}

Map<String, Integer> inventory;

MyFood order;

boolean busy = false;

Scheduler

if (busy) {

completeOrder();

}

Messages

msgHereIsMarketOrder (String type, int amt) {

if (!busy) {

order = new MyFood(type, amt);

busy = true;

}

else if (busy) {

cook.msgOrderUnfulfilled();

}

}

Actions

completeOrder() {

if (order.amout < inventory.get(order.type)) {

timer.start();

cook.msgOrderFulfilled(order.type, order.amount)

cook.msgOrderFulFilled(order)

}

else {

cook.msgOrderUnfulfilled();

}

}