Use Case: MakeOrder

 Initiatiating actor: Waiter, customer

Entry Condition: This use case starts when the waiters arrives at the table.

Preconditions:

- Waiter must be present for the customer to make an order
- Customer should have been seated
- Customer should have already looked at the menu

 Flow of Events:

1. The waiter enters in to the tablet the number of patrons seated at the table. The waiter asks the customer if they are ready to order or not.
2. If the customer is ready to order, the customer informs the waiter as to what they wish to order.
3. The waiter selects the customer profile associated with the customer currently placing the order, selects the course, the dish, the quantity and any special requirements. This is repeated for each customer at the table.
4. The waiter gets confirmation from the customer that what he has entered is correct and if so, confirms the order by selecting confirm on the tablet.
5. The system then sends the order to the kitchen's display.

Exit condition: This use cases terminates when the order has been confirmed on the tablet by the waiter.

Exceptions:

Actor Steps	Description
1. The customer asks to cancel their order **[Cancel Order]**	**[Cancel Order]** The waiter selects the customer's profile and then selects the "Cancel" option.
2. The customer asks to change their order or part of it. **[Change/Edit Order]**	**[Change/Edit Order]** The waiter selects the customer's profile and then selects the "Edit Order" option. The waiter enters a menu that displays all the parts of the customers order.

Special Requirements:

- The system will send orders that are inputted into the tablet to the kitchen within 10 seconds.