

Use case	Serve food
Description	Process of serving food
Actors	<ul style="list-style-type: none"> • Waiter • Chef
Triggers	Waiters must serve
Pre-Conditions	Waiter get the order from the clients
Post-Conditions	Waiter get ordered food from chef
Main Event Flow	<ul style="list-style-type: none"> • Waiter: receive order • Client: Place order • Chef: Confirm order and then cook food
Alternative Event Flow	Extends case: Waiter serves food
Special Requirements	Waiter have to say thank you after ordering

Use case	Eat food
Description	Client eating food
Actors	Client
Triggers	Client get the ordered food from the waiter
Pre-Conditions	Client place an order, waiter get the order, chef confirm the order, cook food and serve for the client
Post-Conditions	Client wait for chef's cooking
Main Event Flow	<ul style="list-style-type: none"> • Client: Order and wait for the ordered food, then eat it • Chef: Cook ordered food • Waiter: Bring cooked food to client
Alternative Event Flow	Extend case: Client eats food
Special Requirements	Waiter have to say thank you after serving

Use case	Drink wine
Description	Client drink wine
Actors	Client
Triggers	Client get the wine from the waiter
Pre-Conditions	Waiter receive an order of wine and bring it to client
Post-Conditions	Client drinks wine
Main Event Flow	<ul style="list-style-type: none"> • Waiter: bring wine to client • Client: receive and drink
Alternative Event Flow	Extend case: Client drinks wine
Special Requirements	Waiter have to say