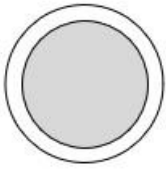
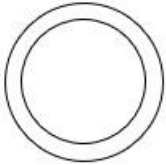


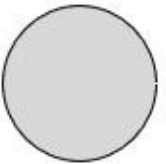
Pictographs used in the interaction diagrams



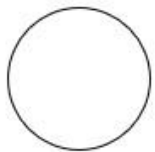
Non-instantiated data type active entity.



Non-instantiated data type passive entity.

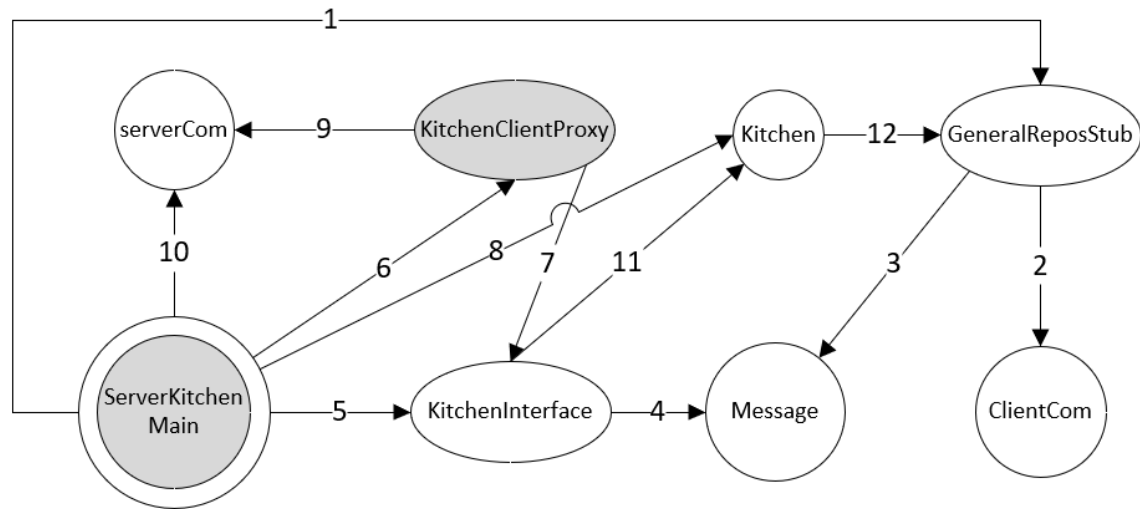


Instantiated data type active entity



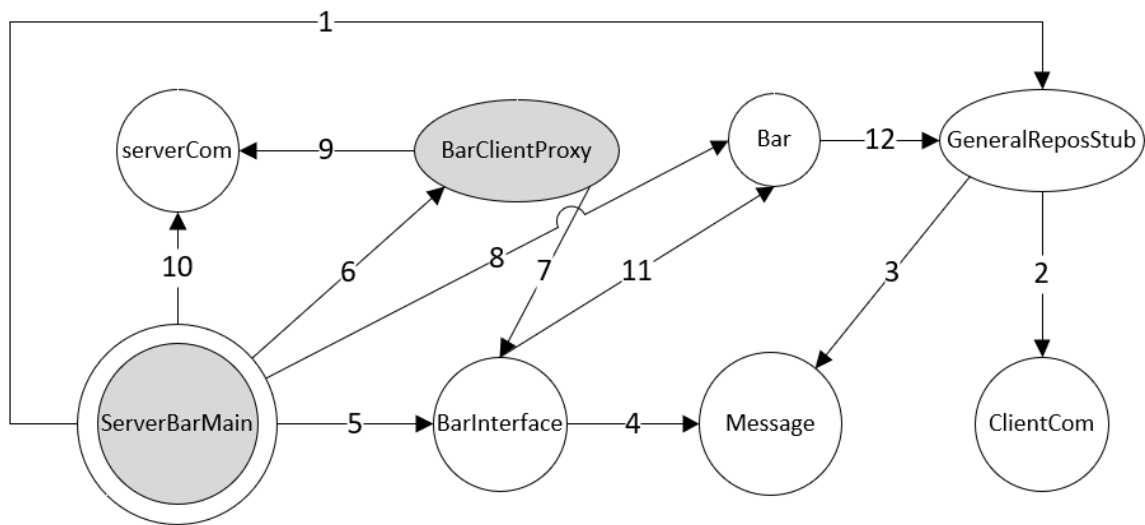
Instantiated data type passive entity.

Server Kitchen



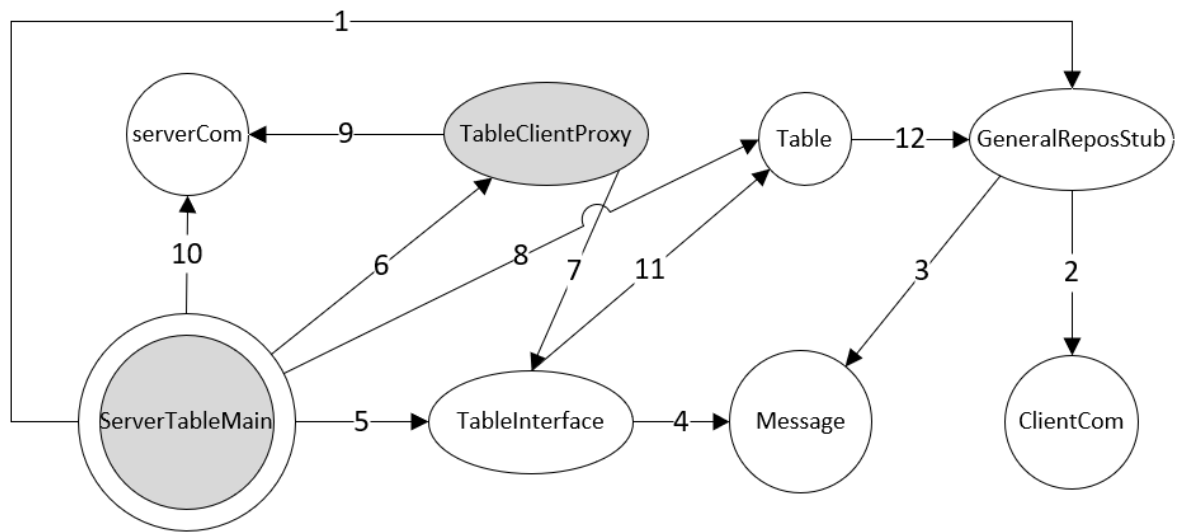
- 1 – Instantiate
- 2 – Instantiate, writeObject, readObject, close, open
- 3 – Instantiate, getMsgType, toString
- 4 – Instantiate, getMsgType, getChefId, getChefState, getWaiterId, getWaiterState
- 5 – Instantiate
- 6 – Instantiate, start
- 7 – processAndReply
- 8 – Instantiate
- 9 - writeObject, readObject, close
- 10– Instantiate, accept, end, start
- 11 – watchTheNews, startPreparations, continuePreparation, proceedToPresentation, deliverPortion, allPortionsDelived, orderBeenCompleted, haveNextPortionReady, alertWaiter, cleanUp, handTheNoteToTheChef, collectPortion, endOperation, shutdown
- 12 – setWaiterState, setChefState

Server Bar



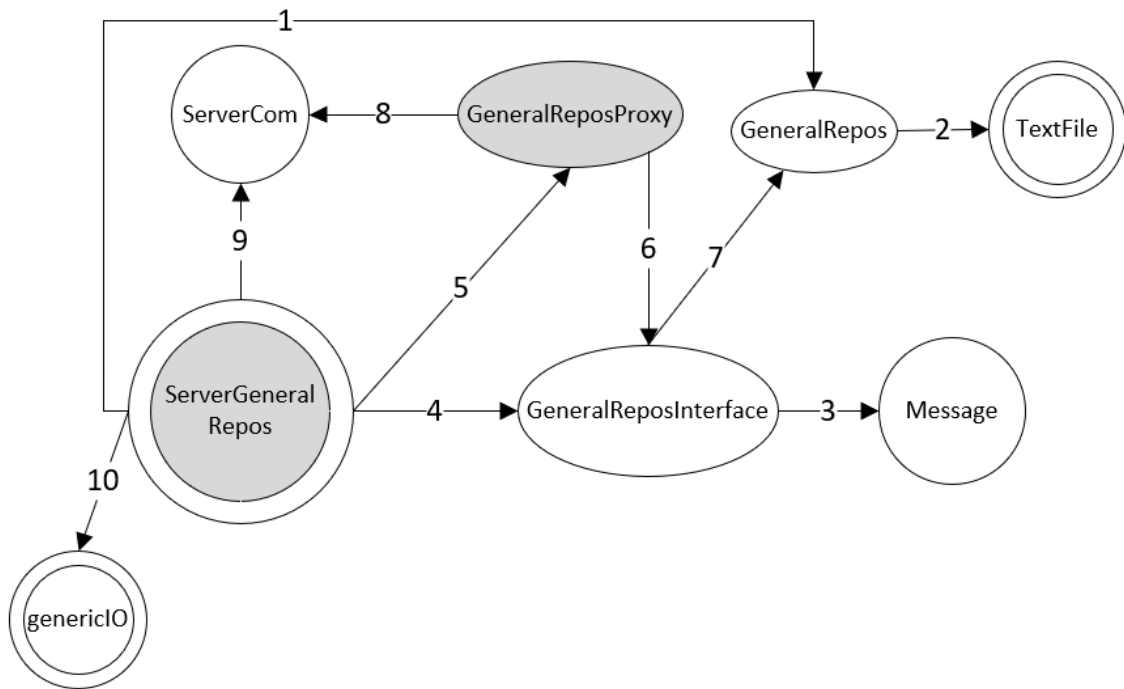
- 1 – Instantiate
- 2 – Instantiate, writeObject, readObject, close, open
- 3 – Instantiate, getMsgType, toString
- 4 – Instantiate, getMsgType, getChefId, getChefState, getWaiterId, getWaiterState, getStudentId, getStudentState
- 5 – Instantiate
- 6 – Instantiate, start
- 7 – processAndReply
- 8 – Instantiate
- 9 – writeObject, readObject, close
- 10 – Instantiate, accept, end, start
- 11 – lookAround, returnToTheBarAfterSalute, returnToTheBarAfterTakingTheOrder, returnToTheBarAfterPortionsDelivered, prepareBill, receivedPayment, returnToTheBar, sayGoodbye, alertWaiter, enter, callTheWaiter, signalWaiter, shouldHaveArrivedEarlier, goHome, endOperation, shutdown
- 12 – setWaiterState, setStudentState

Server Table



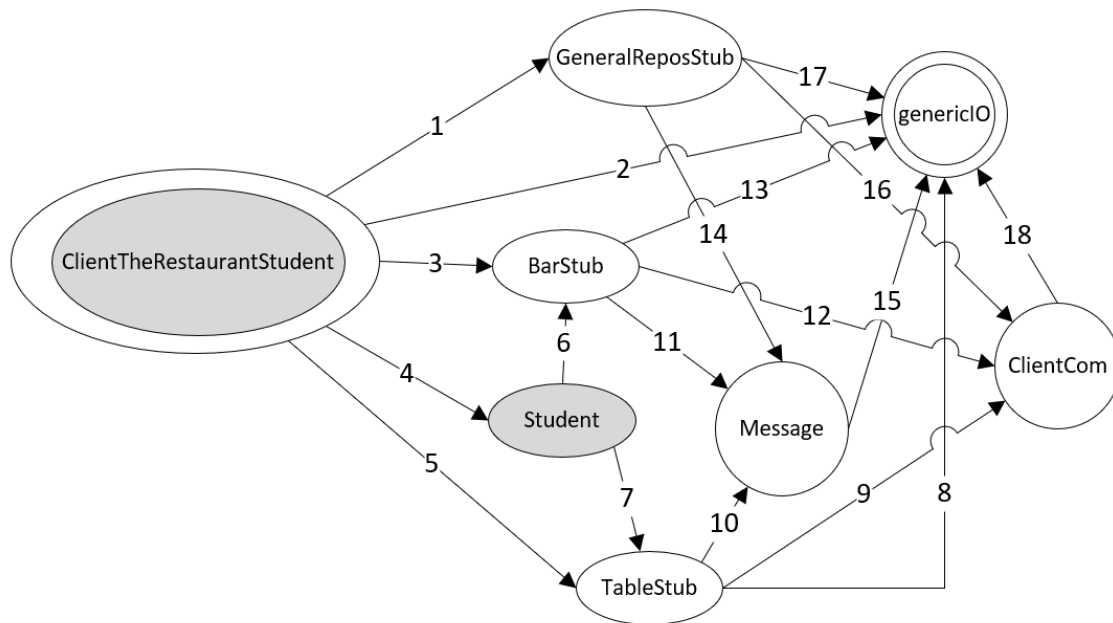
- 1 – Instantiate
- 2 – Instantiate, writeObject, readObject, close, open
- 3 – Instantiate, getMsgType, toString
- 4 – Instantiate, getMsgType, getWaiterId, getWaiterState, getStudentId, getStudentState
- 5 – Instantiate
- 6 – Instantiate, start
- 7 – processAndReply
- 8 – Instantiate
- 9 – writeObject, readObject, close
- 10 – Instantiate, accept, end, start
- 11 – saluteTheClient, saluteTheClient, haveAllPortionsBeenServed, deliverPortion, presentBill, takeASeat, selectingCourse, firstToEnter, informCompanions, organizeOrder, describeOrder, chat, enjoyMeal, lastToEat, chatAgain, waitForEveryoneToFinish, lastToEnterRestaurant, honorTheBill, endOperation, shutdown
- 12 – setWaiterState, setPortionsDelivered, setCoursesDelivered, setStudentState, setStudentSeat

Server GeneralRepos



- 1 – Instantiate
- 2 – Instantiate, openForWriting, writelnString, close, openForAppending
- 3 – Instantiate, getMsgType, getWaiterId, getWaiterState, getStudentId, getStudentState, getChefId, getChefState, getPortionsDelivered, getCoursesDelivered, getLogFName, getSeat
- 4 – Instantiate
- 5 – Instantiate, start
- 6 – processAndReply
- 7 – initSimul, setStudentState, setWaiterState, setChefState, setStudentSeat, shutdown, setPortionsDelivered, setCoursesDelivered
- 8 – writeObject, readObject, close
- 9 – Instantiate, accept, end, start
- 10– writelnString

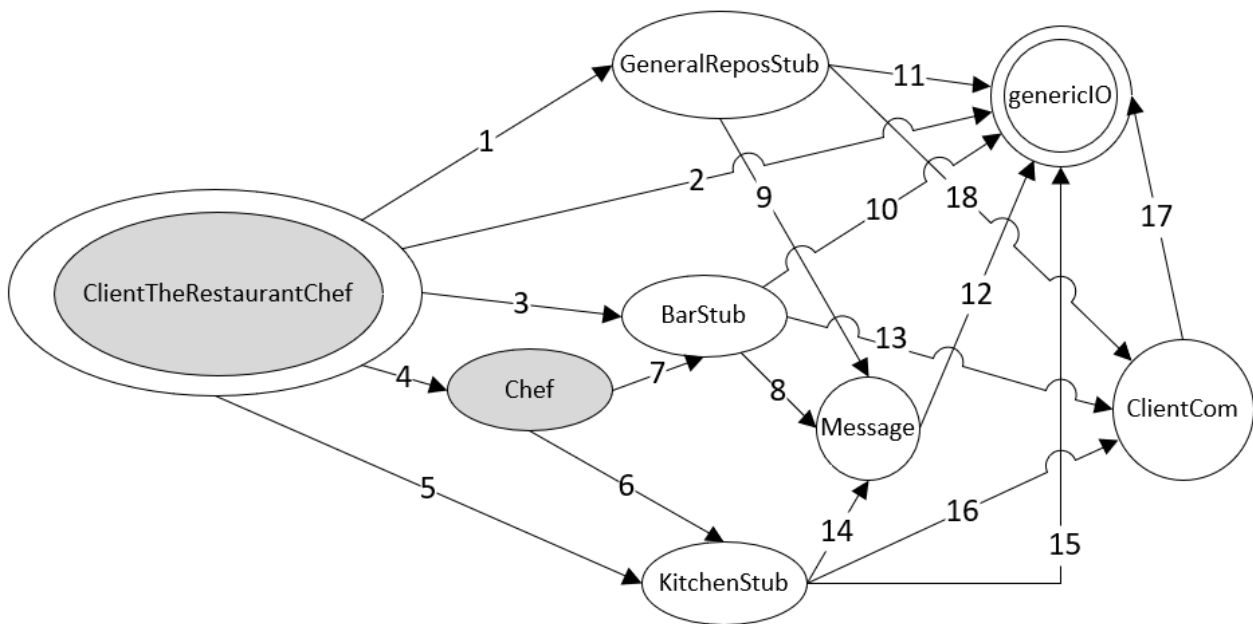
Client the Restaurant Student



- 1 – Instantiate, shutdown
- 2 – writelnString
- 3 – Instantiate, shutdown
- 4 – Instantiate, start, join
- 5 – Instantiate, shutdown
- 6 – enter, callTheWaiter, signalWaiter, shouldHaveArrivedEarlier, goHome
- 7 – takeASeat, selectingCourse, informCompanions, organizeOrder, describeOrder, chat, enjoyMeal, lastToEat, waitForEveryoneToFinish, lastToEnterRestaurant, honorTheBill
- 8 – writelnString
- 9 – Instantiate, writeObject, readObject, close, open
- 10 – Instantiate, getMsgType, getHaveAllPortionsBeenServed, getWaiterState, toString, getFirstToEnter, getLastToEat, getlastToEnter, getWaiterId, getStudentState, getStudentId
- 11 – Instantiate, getMsgType, getOp, getWaiterState, getWaiterId, getChefState, getChefId, getStudentState, getStudentId, toString
- 12 – Instantiate, writeObject, readObject, close, open
- 13 – writelnString
- 14 – Instantiate, getMsgType, toString
- 15 – writelnString
- 16 – Instantiate, writeObject, readObject, close, open
- 17 – writelnString
- 18 – writelnString

- 7

Client the Restaurant Chef



- 1 – Instantiate, shutdown
- 2 – writelnString
- 3 – Instantiate, shutdown
- 4 – Instantiate, start, join
- 5 – Instantiate, shutdown
- 6 – watchTheNews, startPreparations, continuePreparation, proceedToPresentation, deliverPortion, allPortionsDelived, haveNextPortionReady, alertWaiter, deliverPortion, orderBeenCompleted, cleanUp
- 7 – alertWaiter
- 8 – Instantiate, getMsgType, getOp, getWaiterState, getWaiterId, getChefState, getChefId, getStudentState, getStudentId, toString
- 9 – Instantiate, getMsgType, toString
- 10 – writelnString
- 11 – writelnString
- 12 – writelnString
- 13 – Instantiate, writeObject, readObject, close, open
- 14 – Instantiate, getMsgType, getWaiterState, getWaiterId, getChefState, getChefId, getAllPortionDelivered, getOrderCompleted, toString
- 15 – writelnString
- 16 – Instantiate, writeObject, readObject, close, open
- 17 – writelnString
- 18 – Instantiate, open, close, writeObject, readObject