

COOK ABENT DESIGN DOCUMENT

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Tuesday Thursday 11:00am
Milestone v2A

```
Timer CookTimer;  
List<Order> orders;  
class Order {  
    waiter w;  
    string food;  
    int table;  
    public enum state  
    {pending, cooking, ready, finished};  
    state s=pending;  
    Order(string food, int table, waiter w);  
}  
map<string, Integer> RecipeBook;
```

```
pleaseCook(string food, int table, waiter w)  
{  
    orders.add(new Order(food, table, w));  
}
```

DATA SCHEDULER MESSAGES ACTIONS

if there exists an Order in orders such that Order.s=ready

```
{  
    plateIt(order);  
}
```

else if there exists an Order in orders such that
Order.s=pending

```
{  
    CookIt(order);  
}
```

plateIt(Order o)

```
{  
    doPlate(o);  
    o.w.OrderIsReady(o.food, o.table);  
    o.s = finished();  
}
```

CookIt(Order o)

```
{  
    doCooking(o);  
    o.s = cooking;  
    CookTimer.schedule(RecipeBook.get(o.food));  
    public void run() {  
        o.s = ready;  
    }  
}
```

fix? ↙