

CUSTOMER AGENT DESIGN DOCUMENT V2.1

THIS IS IN ADDITION TO THE OLD DESIGN DOCUMENT

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Tuesday Thursday 11:00
-12:20 pm

```

state
{
    AskedForCheck, WaitingForCheck, CheckReceived,
    GoingToCashier, Paying, DonePaying
}
event
{
    atCashier
}
double Cash;
double debt;
boolean DineAndDash;
boolean WaitingToBeSeated;
check myCheck;
    
```

OutOfChoice

```

{
    myMenu.get(0).setUnavailable();
    state = ReadyToOrder;
}

HereIsYourCheck(Check ch)
{
    myCheck = ch;
    state = CheckReceived;
}

HereIsYourChange(double c, double d)
{
    Cash = c;
    Debt = d;
    state = donePaying;
}

ImpatientNoMoreSeats()
{
    state = donePaying;
    event atCashier;
}
    
```

```

if (state = Eating)
{
    state = AskedForCheck;
    AskForCheck();
}

if (state = CheckReceived)
{
    state = GoingToCashier;
    HeadToCashier();
}

if (state = GoingToCashier && atCashier)
{
    state = Paying;
    PayForFood();
}

if (state = DonePaying)
{
    state = Leaving;
    leave();
}
    
```

AskForCheck()

```

{
    waiter.CanIGetMyCheck(this);
}
    
```

HeadToCashier()

```

{
    waiter.IamLeavingTable(this);
    CustomerGui.GoToCashier();
}
    
```

PayForFood()

```

{
    if (Debt > 0)
    {
        myCheck.cost += debt;
        cashier.HereIsPayment(myCheck, Cash);
    }
}
    
```