

CASHIER DESIGN DOCUMENT

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Tuesday Thursday 11:00-12:30 pm
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```
Menu menuForReference;  
List<Check> AllChecks; // Global classes  
String name;  
state = { created, pending, paying, notPaidOff, PaidOff }
```

```
GiveMeCheck(string choice, customer c, waiter w)  
{  
    AllChecks.add(new Check(choice, c, w));  
}
```

```
HereIsPayment (Check ch, double cash)  
{  
    for (Check c: AllChecks)  
    { if (c == ch)  
        { c.state = paying;  
          c.cash = cash;  
        }  
    }  
}
```

DATA SCHEDULER

MESSAGES ACTIONS

```
for Check c: AllChecks  
if there exists c in AllChecks such that c.state = created  
{ ComputeCheck(c); }  
if there exists c in AllChecks such that c.state = paying  
{ giveChange(c); }
```

```
ComputeCheck(c)  
{  
    c.s = CheckState.pending;  
    c.cost = MenuForReference.GetPrice(c.foodItem);  
    c.w.ThisIsTheCheck(c.customer, c);  
}
```

```
GiveChange(c)  
{  
    c.cost -= c.cash;  
    c.cash = 0;  
    if (c.cost > 0)  
    {  
        c.customer.HeresYourChange(0, c.cost);  
        c.state = NotPaidOff;  
    }  
    else  
    {  
        c.customer.HeresYourChange(-c.cost, 0);  
        c.state = PaidOff;  
    }  
}
```

no change debt
↓ ↓
change no debt
↓ ↓