

# HOST AGENT DESIGN DOCUMENT v2.1 IN ADDITION TO OLD DESIGN DOCUMENT

Waiter State  
{Working, Asked, OnBreak};  
int currentNumberOfCustomers;

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Tuesday Thursday 11:00-12:20

Can I Go On Break (waiter w)  
{ find myWaiter whose waiter == w  
myWaiter.state != Asked;  
}

Back To Work (waiter w)  
{ find myWaiter whose waiter == w  
myWaiter.state = Working;  
}

## DATA SCHEDULE

for (MyWaiter mw : MyWaiters)  
{ if (mw.state == Asked();  
CheckWaiters(mw);  
}

## MESSAGES ACTIONS

CheckWaiters (MyWaiters mw)  
{ for (MyWaiter w : MyWaiters)  
{ if (waiter.state == Working)  
{ mw.w1.AllowedOnBreak(true);  
mw.state = onBreak;  
return;  
}  
mw.w1.AllowedOnBreak(false);  
mw.state = Working;  
}