ST AGENT DESIGN DOCUMENT

Tam Henry Le Nguyen
Tuesday Thursday 11:00am
Milestone √2A

```
ist<MyCustomer>MyCustomers=new ArrayList<MyCustomer>();
ollection<Table> tables;
nt NTABLES;
tring name;
lass MyCustomer
{  customer c;
   enum state
   {waiting, seated, left}
   state s=waiting;
 MyCustomer(customer c);
}

lass Table
{  customer c;
   int table number;
}  Table(int tablenumber);

class MyWaiter
   {  waiter w;
      int numberofcustomers;
   }

List<MyWaiter>MyWaiters;

IWantFood(customer cust)
{ MyCustomers.add(new MyCustomer(cust));
}

TableIsFree(int table)
   { if there exists a table in tables such that table.number=table
     if there exists a MyCustomer in myCustomers such that MyCustomer.c=t.c
        { MyCustomer.s=left;
        }
     t.c=NULL;
   }
```

Is this okay?

DATA

SCHEDULER

```
there exists a MyCustomer in mycustomers
uch that mycustomer.state=waiting{
f there exists a table in tables such that
table.isOccupied is false {
   seatCustomer(myCustomer, table);
}
```

MESSAGES

ACTIONS

```
SeatCustomer(myCustomer mc, table t)
 {  waiter w,=MyWaiters[1]; -1
    for(int i=0;i<MyWaiters.size();i++)
    {  if(MyWaiters[i].numberOfCustomer
          > MyWaiters[i+1].numberOfCustomer)
       {  w=MyWaiters[i+1];
       }
    w.pleaseSeatCustomer(mc.c, t);
    mc.s=seated;
 }
```