

~~WAITER~~ AGENT DESIGN DOCUMENT CUSTOMER

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Tuesday Thursday 11:00am
Milestone v2A

```
Menu myMenu;  
string name;  
Timer eatingTimer;  
CustomerGui customerGui;  
int table;  
Waiter myWaiter;  
string myOrder;  
enum Agent State  
{ Doing Nothing, WaitingInRestaurant, Being Seated, seated;  
  choosingOrder, Ordering, waiting for food, Eating,  
  Done Eating, Leaving }  
Agent State s = Doing Nothing;
```

```
followMe(menu m, waiter w1) {  
  myMenu = m;  
  myWaiter = w1;  
  s = Being Seated;  
}  
AnimationFinishedSeat() {  
  s = seated;  
}  
WhatDoYouWant() {  
  state = Ordering;  
}  
HereIsOrder(string o) {  
  state = Eating;  
}
```

DATA MESSAGES SCHEDULER ACTIONS

```
if (state = Being Seated)  
  SitDown();  
if (state = Seated)  
  chooseOrder();  
if (state = Ordering)  
  IWant(myOrder);  
if (state = Eating)  
  EatFood();  
if (state = Done Eating)  
  {  
    LeaveRestaurant();  
  }
```

```
SitDown() {  
  customerGui.DoGoToSeat(table);  
}  
chooseOrder() {  
  state = choosingOrder;  
  int choice = random(myMenu.size);  
  myOrder = myMenu[choice];  
  myWaiter.ReadyToOrder();  
}  
IWant(myOrder) {  
  myWaiter.myChoiceIs(myOrder);  
  state = waitingForFood;  
}  
EatFood() {  
  DoEatingFood();  
  eatingTimer.schedule(new TimerTask() {  
    Object cookie = 1;  
    public void run() {  
      print("Done eating, cookie = " + cookie);  
      state = DoneEating;  
    }  
  });  
  LeaveRestaurant();  
}
```