***README.txt* – Restaurant Project v4.1**

**Name: Tim Righettini**

----------------

Hello Mr. Grader

----------------

This is the readme doc about the first iteration of the restaurant project. Mainly, this document will tell you how to run all of the test cases described in the Requirements section for this project.

The format will be like this:

1. The name of the case, EXACTLY as stated on the website, will appear first.

2. Afterward, a description of how to run the particular case will be elaborated upon to easily guide you to grading this project simply and efficiently.

\*Note: EVERY test case can be run in ONE simulation, assuming no concurrent medication exceptions occur. The GUI allows accommodates you can make to test every case in this assignment with relative case, once acquainted with the changes made to the GUI.

Now, on to describing how to test each one of these cases:

|  |  |
| --- | --- |
|  |  |

**Normative Scenario #1:** 1 of every type of agent, no market interactions, customer orders, pays, and leaves

How to run:

Thankfully, this is really easy. All you have to do is:

1. Add waiter and customer agent as normal.

2. Add market agent in new list.

3. Set the customer to hungry

Everything will take care of itself past this point.

**Normative Scenario #2:** No customers, cook orders low items from market, when food arrives, customers arrive

How to run:

If you have already created the market, then great! Else, refer to step 2 in normative scenario #1.

To force the market to order items, just set the inventory of ONE of the cook’s food items to less than the threshold, which is 3.

To complete this process:

1. Click on the market you created, this will bring up the market’s AND cook’s inventories.

2. Click any text box for the cook, set it to an integer below 3, then press ENTER/RETURN to update the value. If you do not press ENTER/RETURN, this will not work

Everything will take care of itself past this point.

**Normative Scenario #3:** 1 of every type of agent, no market interactions, customer orders, pays, and leaves

How to run:

**Normative Scenario #1:** 1 of every type of agent, no market interactions, customer orders, pays, and leaves

How to run:

**Non-Normative Scenario #1:** 1 of every type of agent, no market interactions, customer orders, pays, and leaves

How to run:

**Non-Normative Scenario #1:** 1 of every type of agent, no market interactions, customer orders, pays, and leaves

How to run:

**Non-Normative Scenario #1:** 1 of every type of agent, no market interactions, customer orders, pays, and leaves

How to run:

**Non-Normative Scenario #1:** 1 of every type of agent, no market interactions, customer orders, pays, and leaves

How to run:

**Non-Normative Scenario #1:** 1 of every type of agent, no market interactions, customer orders, pays, and leaves

How to run:

**Non-Normative Scenario #1:** 1 of every type of agent, no market interactions, customer orders, pays, and leaves

How to run:

**Non-Normative Scenario #1:** 1 of every type of agent, no market interactions, customer orders, pays, and leaves

How to run:

**Non-Normative Scenario #1:** 1 of every type of agent, no market interactions, customer orders, pays, and leaves

How to run: