Problem: Order a Food in a Restaurant

Things:

Consumer
        Data: Name, Age
        Behaviors: checkMenu, compare, decide, wait, ask, order, eat

Table
        Data: Number
        Behaviors:

Waiter
        Data: Name
        Behaviors: ask, recommend, takeNote, serve, wait, answer, releaseOrder

Cook
        Data: Name, recipe
        Behaviors: wait, recevieOrder, prepare, cook, serve

Food
        Data: Nutrition, Price
        Behaviors: checkAvailablities

Check
        Data: Total
        Behaviors:

Card
        Data: Name, Number, Company, ExpirationDate, CVV
        Behaviors:

Pos Machine
        Data: Type
        Behaviors: approveTransaction

OrderFoodInRestaurant

Consumer Ching
Table table
Waiter waiter
Cook chief
Food food
Card card

```
PosMachine square
PaymentConfirmation approved

If Table.isAvailable
        Ching.sitdown -> table, Status: WaitingForWaiter
        // Ching.servedBywaiter -> WaitForWaiter: WaiterIsHere
        If Ching.checkingMenu
                waiter.wait
        End

        if Ching.hasquestions
                waiter.answer
        End

        Ching.findsdesirableFood
        food = Food
        Loop
                if Ching.finishOrdering
                        waiter.releaseOrder
                        cook.receiveOrder
                        cook.makeFood
                        waiter.serveFood
                Else
                        waiter.takeNote
                End
        End

        check = Check
        if check is not empty or booking != null
                ching.check -> food, price, comments
                square = PosMachine
                ching.pay -> card, square: PaymentConfirmation
                approved = PaymentConfirmation
        Else
                Ching.doNotNeedPay
        End
Else
        Ching.waitingForTable
End
```