Ordering food in restaurant

Objects and behaviors:
Input/data   output/behavior

Customer
> Data: name, cuisine, dish
> Behavior: search, select, specify, order

internet
> Data: Ooink, Katsu burger, Marination etc
> Behavior: search food apps

Internet website
> Data: menu, bill
> Behavior: search, display, confirm order

Credit card
> Data: name, number, company, expiry, cvv
> Behavior:

Credit card company:
> Data:
> Behavior: authorize transaction

Pseudo code:
Customer anitha,
Internet internet
InternetWebsite ooink,
Credit card card
Credit card company visa

Anitha. Order ramen,
loop
If available,
> Ooink.confirms
> Anitha.credit card pay

else,
> Anitha.order other dish

end