Make Phone Call on Internet

Objects and Behaviors:

InternetPhoneService
        Data : name, phoneNumber, emailAddress
        Behavior: connect, speakText, sendVideo, authorize

Caller

        Data: number, name, money
        Behavior: makeCall, speak, endCall, seeTheVideo, listen, purchase, loginToPhoneService

Receiver

        Data: number, name
        Behavior: recieveCall, answer, speak, endCall,seeTheVideo, listen,
loggedInToPhoneService

Sequence of Flow - Invoke Objects with Behaviors

Caller kevin
Receiver bin;
InternetPhoneService skype;
kevin.loginToPhoneService -> skype : authorize
if(authorize is true)

        kevin.connect -> skype, bin : connected
        if connected is true
                Loop
                        kevin.talk -> skype, bin, sentence : response
                        bin.respond -> skype, kevin, sentence : response
                        if kevin.wantsToTurnTheVideo and kevin.videoIsNotTurnedOn and
kevin.hasWebCam
                                kevin.turnOnVdeo -> skype, bin, stream : video
                                bin.seeTheVideo -> skype, video
                        end
                        if kevin.wantsToEndTheCalls
                                kevin.endTheCall -> skype
                        end

                        if bin.wantsToEndTheCall
                                bin.endTheCall -> skype
                        end
                end
        else

        end

else
        kevin.cantMakeCalls
end