

Design an App for calling Taxi

User can

1. Login App
2. Call a Taxi
3. Review order
4. Contact driver
5. Cancel

Class: User

Data: name, phone, userLocation, destination, numberOfPassager, order

Behaviour:

```
loginApp() {
    App.login(name);
}
callTaxi() {
    if(CreditCard.cardAvailable())
        App.match(this.Data);
    else
        Error;
}
review() {
    System.out.print(this.order);
}
contactDriver() {
    HelpService.call(order.driver.Data.phone);
}
cancel() {
    App.orderEnd();
}
```


Class: Driver

Data: name, phone, driverLicence, driverLocation, driverPhoto, order

Behaviour:

```
confirmOrder(userLocation) {
    System.out.print(userLocation);
    if(confirm) return true;
    else return false;
}
contactUser() {
    HelpService.call(order['userData'].phone);
}
pickupUser() {
    App.orderEnd();
}
```


Class: App

Data: status

```

Behaviour:
login(userName) {
    List<String> nameList;
    foreach(String name in nameList) {
        if(userName == name)
status = true;
    }
status = false;
}
match(userData) {
    List<T> info;
    Driver driver = MapService.findDriver(userData.userLocation);
    info.add(userData);
    info.add(driver.Data);
    Driver.order = info;
User.order = info;
}
orderEnd() {
    alert(Driver);
    alert(User);
    Driver.order = null;
    User.order = null;
}

```

```

Class: CreditCard
Data: type, bankName, cardNumber, address, securityCode, expireDate
Behaviour:
cardAvailable() {
    Date currentDate = new Date();
return currentDate.compareTo(expireDate);
}

```

```

Class: MapService
Data: trafficCondition, Road
Behaviour:
findDriver(userLocation) {
    List<Driver> driverList;
    Driver TaxiDriver;
    foreach(Driver driver in driverList) {
        if(Driver.driverLocation is nearer)
            TaxiDriver = driver;
    }
if(TaxiDriver.confirmOrder(userLocation) == false) {
    TaxiDriver = this.findDriver(userLocation);
}
return TaxiDriver;
}

```

```
Class: HelpService
Data:
Behaviour:
call(number) {
    phoneCallAPI.call(number);
}
```