

Order food in a restaurant

Objects and Behaviors:

Thing(Object)/Entity:

Information(Data)/(State):

Services(Behaviors)/Actions

Things:

Consumer(People who is going to eat something):

Data:Name,Address,Phone

Behaviors:call, buy, search, reviews, compare, return, cancel , order ,wait

Restaurant:

Data:Name,Address

Behaviors:

Waiter:

Data:Name

Behaviors:giveMenu,writeDown,takeMenu

Menu

Data:Page,NameofFood

Behaviors:search,sort,display,compare,placeTheOrder

Food:

Data:Name,Price,DeliciousOrnot

Behaviors:

Sequence of Flow - Invoke Objects with Behaviors

Order food in a restaurant

Consumer Ricky;

Waiter John

Menu menu

Food Queen'sFav;

Restaurant BurgerQueen;

```
If BurgerQueen.isAvailable
  Ricky.call() InBuegerQueen -> John;
  John.giveMenu -> menu;
  MenuPage = 1;
  Loop
    if Ricky.findsNoPages
      break
    end
    Ricky.findDesirableFood -> Name,Price,DeliciousOrnot:
    Queen'sFav = food;
    else
      pageNumber =pageNumber +1
    end
    Ricky.order(Queen'sFav);
    John.writeDown(Queen'sFav);
    John.takeMenu(menu);
  End
  Ricky.wait();
```