

Design an app for calling taxis(e.g. Uber)

Objects and Behaviors:

Thing(Object)/Entity:

Information(Data)/(State):

Services(Behaviors)/Actions

Things:

Consumer(People who is going to order a taxi):

Data:Name,Location,Phone

Behaviors:login, find, reviews, compare, return, cancel, order , pay ,answercall

Driver

Data:Name,Location,Phone

Behavior:login, search ,makecall, drive,waitForNextCus

Order

Data:Duration,Price

Behavior

CreditCard

Data:Number,Name,Company,Expiry,Security Code

Behavior:

CreditCardCompany

Data:

Behavior:shoppingConfirmation

Sequence of Flow - Invoke Objects with Behaviors

Design an app for calling taxis(e.g. Uber)

Consumer Ricky;

Driver John;

CreditCard card;

CreditCardCompany visa;

Order order;

```

Ricky.login;
John.login;
Loop
    if Ricky.findsNoDrivers
        break
    end
    Ricky.find -> Location:

    John = driver;
End
Loop
    if (!John.search){
        John.makecall(Ricky);
        Ricky.answercall;
    }
    else{
        John.drive();
        Order order = new order;
        break
    }
END
Ricky.pay() -> Order , CreditCard
Visa.shoppingConfirmation -> CreditCard
If(true){
    response = shoppingConfirmation
}
Else
Ricky.cantpay

John.waitForNextCus();

```