Problem: Design an app for taxis

Objects and Behaviors:

    InternetTaxiService:
            Data: name, phonenumber, location
            Behaviors: connect, position, notice, caculateDistance, distancekeeping charge,
authorize

    Customer:
            Data: name, number, money, startposition
            Behavior: searchnearbyTaxi, order, setDestination, Pay

    Driver:
            Data: name, phonenumber
            Behaviors: receiveInformation,PickUp,drive

    Car:
            Data: color, brand, platenumber

    LogintoTaxiService

Sequence of Flow - Invoke Objects with Behaviors

    Customer Ray
    Driver Dan
    InternetTaxiService Uber
    Ray.loginToTaxiService -> Uber : authorize
    if(authorize is true)

            Ray.input-> name, phonenumber,destination
            Uber.findnearestCar   ->   carposition,   customerposition,   drivername,
phonenumber

            Uber.notice-> Ray, Dan
            If noticeisAvailable,
                Dan.pickup->Rayposition,phonenumber
                Dan.drive->Destination
                Uber.caculate->Startposition, Destination
                Uber.charge, Ray.pay
            End
    Else
            RaycantgetonTaxi
    End