

Problem: Order food in a restaurant

Identify Objects and Behaviors:

Things:

Customer:

Data: Name

Behaviors: order, select, CallTheWaiter, pay

Menu:

Data: Name, Introduction, Tastes, Picture, Price, page

Behavior:

Waiter:

Data: Name

Behavior: serve,

CreditCard

Data : Number, name, company, expiry, security code

Behavior :

CreditCardCompany

Behavior : authorizeTransaction

Sequence of invoking behaviors on Objects:

OrderFoodInRestaurant:

Customer Ray,

Menu menu,

Waiter Lee,

CreditCard card,

CreditCarCompany visa

ShoppingConfirmation response

If menu.isAvailable

Ray.searchInmenu -> price, name, introduction, pagenumber

Loop

If menuPageNumber!= empty,pagenumber++

Ray.findDesirableFood,

Ray.order-> FoodName

Lee.receiveInformation

ConsumptionAmount= ConsumptionAmount+Price,

Ray.paythebill.

End

Else

RaycantorderFood