

4. Order food in a restaurant

Objects and behaviors:

Restaurant:

Information: restaurantName

Behavior: check(), authorize(), cook(), deliver()

Customer:

Information: customerName

Behavior: order(), cancel(), add(), wait(), eat(), pay()

ElectricMenu:

Information: food

Behavior: count(), list()

Food:

Information: name, size, number, price

Behavior:

OrderFoodInARestaurant:

Restaurant haidilao;

customer peter;

ElectricMenu pad;

Food food[];

```
orderFood(){
    Food f = food[i];
    for (int i = 0; i < food.length; i++){
        pad.list(name, size, number, price);
        if (peter.order(f == TRUE){
            peter.add(f);
            haidilao.authorize(f);
            pad.count(f);
            haidilao.check(f, price);
        }else{
            peter.cancel(f);
        }
    }
}
```

```
cookFood(){
    if (haidilao.authorize(f == TRUE) {
```

```
        haidilao.cook(f);
        haidilao.deliver(f);
        peter.eat(f);
    }else{
        peter.wait();
    }

}

payForFood(){
    pad.count(price);
    peter.pay();
}
```