2.Design an app for calling taxi(e.g. Uber)

Objects and Behaviors:

Caller:
Information: name, phoneNumber, departure, destination
Behavior: loginToTaxiService(), order(), write(), receiveInformation(), cancel(), wait(), getOn(), getOff(), evaluate(), pay()

InternetTaxiService:
Information: name, phoneNumber
Behavior: connect(), authorize()

Driver:
Information: name, phoneNumber, evaluation
Behavior: loginToTaxiService(), distance(), accept(), sendInformation(), drive()

Car:
Information: carNumber, brand, color
Behavior: run(), runTo(), getStart(), stop(), locateAt()

```
DesignAnAppForCallingTaxi:
    Caller peter;
    InternetTaxiService uber;
    Driver kevin;
    Car benz;

    orderATaxi(){
        peter.loginToTaxiService(uber);
        kevin.loginToTaxiService(uber);
        peter.write(departure, destination);
        if (kevin.distance(peter) < 1000m){
            kevin.accept();
            kevin.sendInformation(name, phoneNumber, evaluation, carNumber, brand, color);
            peter.receiveInformation();
            if (uber.authorize() == TRUE){
                benz.runTo(departure);
            }else{
            peter.cancel();
            }
        }
}

connectInternetTaxiService(){
        if (peter.accept == TRUE && kevin.accept() == TRUE){
                uber.connect(peter, kevin);
                uber.authorize();
        }
}

pickUpCaller(){
        if (benz.locateAt(departure) == TRUE){
                peter.getOn(benz);
                kevin.drive();
                benz.getStart();
                benz.runTo(destination);
        }else{
        peter.wait();
        }
}

payForTaxi(){
        if (benz.locateAt(destination) == TRUE){
                benz.stop();
                peter.pay();
                peter.getOff();
                peter.evaluate(kevin);

        }
}
```