Order a hotel online before a trip

Identify Objects and Behaviors:

Thing(Object)Entity:

Internet(Data)/(State)

Services(Behavior)/Actions

Things:

Consumer (Hotel Finder):

Data: Name Preference Standard Phone

Behaviors: Search Compare Order Review Cancel Pay

Internet:

Data: Airbnb, Agoda, Booking: Collection of Websites

Behaviors: Search for Hotel

Agent (order taker):

Data: Name, Phone, Email, Bank Account

Behaviors: Analysis Contact

Hotel:

Data: Name, Room, Bank Account

Behavior: Accept the Order

Credit Card:

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

Behavior:

Credit Company:

Behavior: Authorize Transaction

Sequence of invoking Behaviors on Objects:

Order a Hotel online before a trip:

Customer Lee,

Internet Agoda,

Agent Anna,

Hotel Hotel A,

Credit card card,

Credit Company Visa

If internet is available

Lee search in the internet ->internet. Question: internet is Available

//Lee started use internet

Loop

If Lee cannot use an internet

Break

End

Lee prefer a Hotel A in Agoda -> get in touch with the agency Anna

If Anna see the message

Else

End

Anna order the room that Lee prefer in the internet->hotel get the information and reserve the room for Anna(Lee)

Else

End

Lee start to pay for the reservation->write the name number etc.->

Bank give the authentication->Lee booked the room he liked before a trip.

Else

Lee cannot book the room in the internet.

Else

Lee review his reservation from the agent internet.

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

Identify Objects and Behaviors:

Things:

Customer (Taxi finder):

Data: Name, Phone, Address

Behaviors: Take a Taxi to Destination, Walk, Login in apps

Designed App:

Data: Name, Address, Email Address, Money

Behavior: help passenger find a taxi, get money

Taxi driver:

Data: Name, Vehicle Number, Phone

Behavior: pick up the passenger, take the call, remember the road

Design an app for calling taxis

Sequence of Flow – Invoke Objects with Behavior

Customer Allen

Designed app DD

Driver Sam

Allen. Login to Taxi service->DD: Authorize

If (authorize is true)

Allen connect->DD, Sam: connected

If connect is true

Loop

Allen get in touch with DD, Sam, sentence: respond

DD get the message and get touch with Sam

If Sam is free and Sam accept

Sam pick up Allen

End

If Sam denied

end

End

else

End

Else

Allen can’t login.

End

Design a job searching and posting platform

Identify Objects and Behaviors:

Things:

Job seeker:

Data: Name, Phone, Address

Behaviors: search, accept offer

Designed App:

Data: Name, Phone number

Behavior: post, post advertisement

Recruiter

Data: Name, Phone, Position, Company Name

Behavior: post jobs, select resume, interview

Design a job searching and posting platform

Sequence of Flow – Invoke Objects with Behavior

Job seeker Tim

Designed App Job

Recruiter Tina

Tim Login to Job->Job: Authorize

If (authorize is true)

Tim search->Job, Job: post

Loop

Tim see the message on Job, Tina get Tim apply

If Tina selected the resume

If Tim pass the interview and accept offer

Tim go to work

End

Else

End

End

Else

Tim can’t find a job.

End

Order food in restaurant

Identify Objects and Behaviors:

Things:

Customer:

Data: Order, Eat, Pay

Behaviors: Order a Menu, Take food, Pay for the meal

Waitress:

Data: Name, Number

Behavior: deliver, service

Restaurant:

Data: Name, Phone, Address

Behavior: Cook food

Order food in restaurant

Sequence of Flow – Invoke Objects with Behavior

Customer Bob

Waitress Emma

Restaurant Tasty

Bob walk into Tasty->Tasty give the Table

If (Table is free)

Bob take the Menu->Emma give the Menu

Loop

If Bob browse the Menu, see what he liked

Emma take the order and give it to Tasty

Tasty cook the meal and Emma give to Bob

End

Else

Bob didn’t get what he like

End

End

Else

Bob didn’t get a table

End

Design a course registration platform

Identify Objects and Behaviors:

Things:

Student:

Data: Name, School number, Gender

Behaviors: Use internet, Take class, Register a class

Professor:

Data: Name, Phone number, Email address

Behavior: Teach, use internet

Platform:

Data: Name, Class Sort

Behavior: offer the Lesson Registration

Design a course registration platform

Sequence of Flow – Invoke Objects with Behavior

Student Amy

Professor Nemo

Platform Easylearn

Amy login Easylearn -> Internet available

If (Easylearn accept)

Amy look up to the class -> Easylearn provide the choice

Loop

If Amy like the Nemo

Amy decide register Nemo class

Nemo accept Amy Apply

End

Else

Amy apply other Professor Lesson

End

Else

Amy didn’t get a class registration

End