

Design an app for booking hotels.

Objects and behaviors:

Internet Service:

Data: Name, E-mail, phoneNumber

Behaviors: connect

App:

Data: listOfHotel, hotelPrice, map, hotelStatus

Behaviors:

User:

Data: Name, Phone, E-mail, userLocation, Destination,
numberOfResident, livingTime, expectPrice

Behaviors: logInToApp, searchHotel, reviews, order,
payThePrice, contactMerchant

Hotel Merchant:

Data: hotelName, hotelPhoto, hotelPlace, Price, Contact,
hotelFacility

Behaviors: confirmUserOrder, sendEmailToUser

Map System:

Data: Road

Behaviors: LocateHotel, LocateUser

Credit Card:

Data: Name, bankName, cardNumber, address,
securityCode, expireDate

Behaviors:

Bank:

Data:

Behaviors: authorizedTransaction

Help Service:

Data: servicePhoneNumber

Behaviors: chatOnLine, Question, Answer

Sequence of invoking behaviors on objects

orderingHotelInApp

User Tong;

hotelMerchant M;

App Airbnb;

If the Internet.isAvailable

Tong.loginToApp -> username, password: connected

Tong.searchForHotel -> hotelInformation: listOfHotel

Tong.findDesirableHotel -> listOfHotel: Hotel

If the Hotel.isAvailable

Tong.placeTheOrder -> creditCard, address: confirmation

Bank.authorizeTransaction

M.makeSureTheOrder -> sendConfirmEmail

else

 searchOtherHotel

end

end