

Order food in a food delivery app (like Uber eats)

Objects and Behaviors:

MobilePhone:

Data:

Behaviors: startUp, connectToInternet

Internet:

Data: 4G or WIFI, APP

Behaviors: makeAPPavailable

Customer:

Data: Name, Phone, Address, eatingHabits, Requirements

Behaviors: loginAPP, search, filter, reviews, decideWhichToChoose, order, pay

Restaurant:

Data: Name, Phone, Address, Price, Menu

Behaviors: loginAPP, postInformation

APP:

Data: ListOfRestaurant, CalculateDistance, ShippingFee

Behaviors: search, display, formTheOrder

Sequence of invoking behaviors on objects

PostingInformationOnTheApp

Restaurant KFC;

if the Internet.isAvailable

KFC.loginToTheAPP -> username, password: connected

If the APP.isAvailable

KFC.post -> restaurantDetails: confirmationForPosting

else

refresh the APP

SearchingRestaurantOnTheAPP

Customer Tong;

Restaurant KFC;

Tong.startUpPhone -> password: PhoneStartUp

If the Internet.isAvailable

Tong.loginToTheAPP -> username, password: login

Tong.searchForRestaurant -> RestaurantDescription:

ListOfRestaurant

Tong.findDesirableRestaurant -> RestaurantName:

RestaurantDetails

KFC = Restaurant

Tong.chooseFoodOnMenu -> addToCart

If KFC.hasEnoughFood

 Tong.clickToPay -> personal information: confirm

Else

 searchOtherRestaurant

end

end