Problem 4: Ordering food in Restaurant

Objects and Behaviors:

Customer

      Data: Name, Phone, Address, EatingTime

      Behavior: choice, open, placeAnOrder, pay, cancel, searchFood, choicePayment,satisfied,quit

Restaurant

      Data: Name, Address, Runtime, Food[] foods

      Behavior:foodAvailable, rejectOrder

ThirdParty

      Data:

      Behavior: searchByType, sendMessage, display, deal, payRestaurant

Company

      Data: Account

      Behavior: verify, authority, reject

Sequence of Flow - Invoke Objects with Behaviors

orderingFood

      Customer yue

      Restaurant r

      ThirdParty app

      Company company

      yue.open-> app: requestion

      loop

      yue.searchFood->app:search

      app.searchByType->collection of restaurants

      app.display

      if yue.satisfied

            loop

            yue.choice->app,r:requestion

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yue.searchFood->app,r:requestion

yue.choice->app,r:requestion

yue.placeAnOrder->app:requestion

app.sendMessage->r:message+1

r.viewMessage

if r.foodAvailable

        r.sendMessage->app

        app.makeDeal->yue:message

        yue.pay->app:info

        loop

                yue.choicePayment

                if yue.choicePaymentIsPrePaid:

                        app.sendMessage->company:verify

                        if company.verify

                                company.authority->app

                                app.deal

                                app.sendMessage->r:Message+1

                                app.payRestaurant

                                end

                        else

                                company.reject

                                end

                else

                        app.sendMessage->r:Message+1

                        end

else

        r.rejectOrder->app:request

        app.sendMessage->yue

        end
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        end

else

        yue.quit

        end
```