Order food in a restaurant

Identify Objects and Behaviors:

Thing(Object)/Entity:

Information(Data)/(State):

Services(Behaviors)/Actions

Things:

Consumer:

Data: Name, Phone,

Behaviors: order, pay, choose,scan, askWaiter

Waiter:

Data: Name,

Behaviors: placeTheOrder

Food:

Data: Price, Type, Taste

Behavior:

CreditCard

Data: Number, Name, Company, Expiry, security code

Behavior:

CreditCardCompany:

Data: Name

Behavior: authorizeTransaction

Restaurant:

Data: opening hours

Behavior: offerFood

Sequence of invoking behaviors on Objects:

OrderFood:

Consumer emily

Food food

CreditCard card

CreditCardCompany visa

Restaurant Hiiii

If Restaurant.atOpeningHours

emily.scanMenu and askWaiter->Collection of food: food,matched

foodNumber =1;

Loop

if peter.findsNoFood

break

end

emily.findDesirableFood -> Menu, price, type, taste: food Number :

bestFood= food;

if bestFood is not empty

break

else

foodNumber = foodNumber+1

end

if emily.finishTheFood

emily.payForTheFood -> creditCard

end

end

else

emily.cantOrderFood

end