```
----Order A Hotel Online Before A Trip-----
```

# Objects and Behaviors:

#### Consumer

Data: name, time, phoneNumber, location, emailAddress Behaviors: search, compare, book, reviews, callHotel, cancel

#### HotelOrderService

Data: hotelName, price, location, time, roomSize

Behaviors: login, search, sort, display, compare, connectHotel

#### HotelWebsite

Data: URL, RoomService, BankAccount

Behaviors: search, sort, display, compare, getOrder

#### CreditCard

Data:Number,CardHolderName,BankName,ExpirationDate,SecurityCode,

#### **EmailAddress**

Behaviors: N/A

## CreditCardCompany

Data: Money, Time

Behaviors: authorizeTransaction

### Sequence of Flow - Invoke Objects with Behaviors

```
Consumer jack.
HotelOrderService expedia,
HotelWebsite marriott.
CreditCard card,
CreditCardCompany visa
jack.openApp -> expedia
If expedia.isAvailable
jack.searchForHotel -> expedia, question: Collection of Hotel
expedia.searchForRoom -> price, time, type, hotelName: Collection of Room
      loop
             if jack.findDesirableRoom
             marriott = Room
             jack.loginToHotelOrderService -> expedia: authorize
                   if(authorize is true)
                   jack.bookRoom->marriott,creditCard
                   expedia.bookingConfirmation
                   else
                          jack.cantBookRoom
                   end
             end
             if jack.wantToCallHotel
```

# jack.callHotel ->expedia:connectHotelWebsite

else

jack.accessAppLater

end

end