

-----Order food in a restaurant-----

Objects and Behaviors:

Consumer

Data: name, address, phoneNumber

Behaviors: search, choose, compare, order, review, cancel, login, logout

Internet

Data: Group of Websites

Behaviors: searchForWebsites

RestaurantWebsite

Data: URL, food, userAccount, foodOrder,

Behaviors: search, sort, display, add, cancel, placeTheOrder

Food

Data: name, size, sauce, flavor, ingredients

Behaviors: N/A

Restaurant

Data: orderNumber, name, address, phoneNumber

Behaviors: takeOrder, cook, deliver

CreditCard

Data: cardNumber, name, bank, expirationDate, securityCode

Behavior: N/A

CreditCardCompany

Data: Money, Time

Behaviors: authorizeTransaction

Sequence of Invoking Behaviors with Objects:

Consumer lisa,

Internet internet,

PapaJohnsWebsite papaJohns,

PapaJohnsStore store,

Food pizza,

CreditCard card,

CreditCardCompany visa,

If internet.isAvailable,

lisa.searchForInternet ->internet, keywords: PapaJohns

If papaJohns.isOpen

    If lisa.hasAnAccount

        lisa.loginInWebsite

    else

        lisa.signUpForPapaJohns -> papaJohns, name, address,

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phoneNumber, cardNumber
    papaJohns.authorize
end
if authorize.isTrue
    lisa.chooseFood -> papaJohns, name, size, flavor
    If lisa.findDesirableFood = true
        lisa.orderFood ->papaJohns, name, address,
        creditCard.authorize
        papaJohns.confirmTheOrder
    end
    store.takeTheOrder
    store.cookFood
    store.deliverFood
else
    lisa.cantAccessWebsite
end
else
    lisa.cantOrderFoodToday
end
else
    lise.browseInternetLater
end
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