# Lecture 3 - 预定类: Hotel & Airline Ticket

## 餐馆OOD

### Clarify

* What
  + 管理: Party -> Restaurant -> Table
* How
  + 能否预约
  + 能否外送
* Who - Optional
  + 思考模式1: 过于复杂
    - Party 进入餐馆 -> Host指引到空桌 (find table) -> 一个waiter负责这桌客人 (assign waiter) -> 客人点菜 (take order) -> Chief 拿到order，按顺序做菜 (cook by order) -> Order做好后，waiter上菜 (serve order) -> 客人吃完后付钱 (check out)
  + 思考模式2
    - 客人进入餐馆，餐馆返回一个Table
    - 客人点菜，餐馆返回一桌菜
    - 客人付账，餐馆清空Table

### Use Case & Classes

* Restaruant
  + Find Table (serve)
  + Take Order (serve)
  + Checkout (checkout)

## 预定类OOD

* 题库
  + Restaurant reservation system
  + Hotel reservation system
  + Flight/Bus/Train reservation system
* 解题思路
  + What: 考虑预定的东西
  + Use Case = Reserve
    - Search Criteria -> search() -> List<Result> -> select() -> Receipt
      * Reservation findTableForReservation(Time slot) throws NoTableForReservationException
      * void confirmReservation(Reservation reservation)

## Hotel Reservation

* Can you design a hotel reservation system
* What
  + 是为一间酒店设计预定房间系统，还是先选择酒店的系统?
  + 搜索条件区别: 人数+时间 VS 人数+时间+地址
  + Search criteria -> Search() -> List -> Select() -> Receipt