

Design an app for calling taxis

Objects & Behaviours:

Internet

Data : uber, lyft

Behaviour : checkForConnection

TaxiServiceApplication

Data : taxis, drivers, routeMap, costPerMile, waitingCharges, fromAddress, toAddress
: groupOfTaxis (Collection of taxis)

Behaviour : searchForTaxis, findTaxi, bookTaxi, cancelBooking, sendTripHistory

Taxi

Data : model, licensePlate, driverName

Behaviour : goOnTrip

Traveller

Data : name, phoneNumber, address

Behaviour : searchForTaxi, confirmBooking, cancelBooking, pay, giveTripFeedback

TaxiDriver

Data : name, phoneNumber, authorizationID

Behaviour : : acceptBooking, cancelBooking, startTrip, endTrip, receivePayment

RouteMap

Data : road, traffic, routes, highways, tolls, address

Behaviour : showRoute, calculateMiles, calculateBill

Sequence of invoking behaviours on objects:

Internet xfinity;

TaxiServiceApplication uber;

Taxi elantra;

Traveller ron;

TaxiDriver driver;

RouteMap map;

ron.openApp → Uber

If xfinity.isAvailable

ron.searchForTaxi → Uber, fromAddress, toAddress, routeMap

uber.searchForTaxi→ fromAddress,toAddress,routeMap→groupOfTaxis :taxi

Loop

 If uber.findNoTaxi

 break;

 end

 If driver. acceptBooking→uber,taxiNumber,driverDetails : taxi

 elantra=taxi

 If elantra.isNotEmpty

 break;

 else

 taxi.nextTaxi

 end

 else

 taxi.nextTaxi

 end

End

elantra=taxi

if elantra.isNotEmpty or elantra!=null

 ron.checkPrice

 If ron.PricelsOk

 ron.confirmBooking

 driver.startTrip=true;

 else

 ron.cancelBooking

 end

 If (driver.startTrip is true)

 map.showRoute

 uber.calculateMiles

 uber.calculateBill

 ron.payBill→uber,cash/card

 driver.endTrip

 uber. sendTripHistory

 ron. giveTripFeedback

 end

else

 ron.searchForTaxiAfterAWhile

end

else

 Ron.openAppAfterCheckingInternetConnection

end