

Order food in a restaurant

Objects & Behaviours:

Customer

Data : name, address

Behaviour : checkMenu, orderFood, haveFood, payBill, payTip

Waiter

Data : name, idCard

Behaviour : giveMenu, takeOrder, bringFood, giveBill, receiveTip

FoodMenu

Data : foodItems, cost, preparationTime

Behaviour : displayDishes, displayCost

Food

Data : noodles, steak, burger

Behaviour : eatFood

Sequence of invoking behaviours on objects:

Customer mary

Waiter waiter

FoodMenu menu

Food noodles

If waiter.isAvailable

waiter.giveMenu→mary

mary.checkMenu→menu, food, quantity→setOfDishes:dish

Loop

 If mary.findNoDish

 break;

 end

 mary.likeADish

 noodles=dish

 if noodles.isNotEmpty

 break;

 else

 menu.nextDish

 end

End

noodles=dish

if noodles.isNotEmpty or noodles!=null

 mary.orderFood

 waiter.takeOrder

 if waiter.bringFood

 mary.eatFood

 waiter.giveBill

 mary.payBill

 mary.payTip

 else

 mary.waitForFood

 end

else

 mary.askForAnotherMenu

end

else

 mary.goToAnotherRestaurant

end