

4. Order food in a Restaurant

Objects and Behaviors:

NetWork:

Data: Menu

Behavior: connectToLan, reconnect

DisplayScreen:

Data:

Behavior: displayOrders;

Menu:

Data: FoodName, Price, IsAvailable

Behavior:

Customer

Data: orderNumber, isForHere

Behavior: order, pay, take

CreditCard:

Data: Number, Name, Company, Expiry, CCV

Behavior:

CreditCardCompany

Behavior: authorizeTransaction

Sequence of invoking behaviors on Objects:

NetWork network;

DisplayScreen displayScreen;

Menu menu;

Customer customer;

If network.connectToLan:

customer.order -> menu : Collections of food

if order.isFinished:

customer.pay;

displayScreen.displayOrders -> customer.orderNumber;

if order.isReady:

customer.takeTheOrder

else:

network.reconnect;

