

4 Order food in a restaurant

Objects:

Restaurant:

Data: Name, Address, Phone, Email, Orders,

Behaviors: acceptOrder, getMenu, serviceCustomer,

Dish:

Data: Name, Calorie, Spicy, Kind, Ingredients, Price

Menu: (All dishes that is provided by restaurant)

Data: Dishes

Behaviors: getDishes

Order: (Customers order dishes and the special requirement like more spicy)

Data: dishes, requirement

Customer:

Data: Name, Phone

Behaviors: chooseDishWithRequirement,

createOrder, editOrder, cancelOrder, checkOrder, makePayment

PaymentProvider:

Data: Name,

Behavior: getPaymentMethod(customer)

OrderFoodInRestaurant

Restaurant moonRestaurant;

Menu moonMenu;

Dish desiredDishes;

```
Customer peterFamily;
PaymentProvider wechatPayment;
Order peterOrder;

//PeterFamily check every dish and find their loved ones
moonMenu = moonRestaurant.getMenu()
for dish in moonMenu:
    if peterFamily. chooseDishWithRequirement(dish):
        desiredDishes.add(dish)

// Create Order
peterOrder = peterFamily.createOrder(desiredDishes)

// Restaurant start their service and finally peterFamily pays the fee
if moonRestaurant.acceptOrder(peterOrder) and seviceCustomer(peterFamily):
    peterFamily. makePayment(wechatPayment)
```