Question 4: Ordering food in a restaurant.

Objects and Behaviors:

Customer

Data: name,address,phone

Behaviors: search, choose, add,delete, pay, rate

Restaurant

Data: name,address,phone, score,review

Food

Data: name, price,picture

Order

Data: status

App

Data: name, URL,

Behaviors: search, make\_order, display

Sequence of invoking Objects with Behavior

Customer Tom

App app

Restaurant rest

Food food

Tom.searchRestaurant -> app: search

Tom.chooseRestaurant -> app: display food

Loop

if (Tom.notFinished)

If (Tom.wantsToAdd)

Tom.addFood -> app:respond

end

If (Tom.wantsToDelete)

Tom.deleteFood -> app.respond

end

if(Tom.finished):

app.make\_order

break

end

end

if (order.status is not empty)

Tom.pay -> app, card, boa:respond

if (boa.authorize is false)

Tom.failPay -> order.inComplete

else

Tom.finishPay -> order.complete

end

end

if (Tom.wantToRate)

Tom.rate -> app:respond

end