



sysMan:SystemManager

placeOrder()

new Order()

order:Order

new Receipt()

receipt:Receipt

new Customer()

customer:Customer

new Address()

address:Address

customer

address

loop [while more items]

addItem(item:MenuItem)

calcTotal()

loop [while i < purchases.size()]

purchase[i] : MenuItem

getPrice()

price

total += price

loop [while total > 0]

new Payment()

paidBy:Payment

paidBy

applyPayment(paidby)

receipt

order

Cashier starts the scenario by pressing a button in the GUI which calls the place order operation.

Customer, Address, and Payment constructors should create a custom JDialog to collect information required to initialize these objects. This avoids passing all the required information as parameters from the SystemManager, Order, or Receipt. Receipt has a dialog to select MenuItems.

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