

Problem: Ordering food in a restaurant

Identify Objects and Behaviors:

Thing (Object) / Entity:

Information (Data) / (State)

Services (Behaviors) / Actions

Things:

Consumer:

Data: name

Behaviors: goToAnotherRestaurant, goToTheRestaurant, orderFood, sitDown, checkMenu, findNoFood, findDesirableFood, waitForFood

Restaurant:

Data: address, menu

Behaviors: isOpened, isClosed, isFilled

Menu:

Data: name, price, picture

Behavior:

Food:

Data: dishes

Behavior:

Waiter:

Data: name

Behaviors: findTable, placeOrder

Table:

Data: number

Behavior:

Sequence of invoking behaviors in Objects:

OrderFood:

Consumer luqing,

Restaurant restaurant,

Menu menu,

Food dishes,

Waiter waiter,

Table table,

```
if restaurant.isOpened
    luqing.goToTheRestaurant -> restaurant
    waiter.findTable -> table
    luqing.sitDown -> table
    luqing.checkMenu -> menu
    dishIndex = 0;
    Loop
        if luqing.findNoFood
            luqing.goToAnotherRestaurant
            break
        else
            luqing.findDesirableFood -> dishes
            dishIndex++
        end
    End
    if dishIndex != 0
        waiter.placeOrder -> dishes : Collection of Desirable Dishes
    end
    luqing.waitForFood
else
    if restaurant.isClosed || restaurant.isFilled
        luqing.goToAnotherRestaurant
    end
end
end
```