Problem: Order food in a restaurant

Object:

Application:

Data: Name

Behaviors: orderAccept(), acceptPayment()

Restaurant:

Data: Name, Address, ContactNumber

Behaviors: acceptOrder, deliverOrder()

Customer:

Data: Name, Address, ContactNumber

Behaviors: search(), order(), pay()

CreditCard:

Data: Name, CardNumber, Expiry, SecurityNumber

Behaviors: makePayment()

CreditCardCompany:

Data: Name

Behaviors: authorizeTransaction()

Location:

Data:

Behaviors: showLocation()

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Sequence of invoking behaviors on Objects

Phone myphone;

Application cavier;

Restaurant chutney;

Customer mihir;

CreditCard card;

CreditCardCompany visa;

Location googlemaps;

OrderSuccessful response;

if myphone.hasInternet

mihir.LaunchApplication 🡪 cavier

cavier = application;

if FirstTime

mihir.createAccount 🡪 mihir, email : cavier

mihir.addCreditCard 🡪 visa, card

end

loop

mihir.searchRestaurants 🡪 location, price, delivery : restaurants

if mihir.addFoodToCart

mihir.viewCart

mihir.enterDeliveryAddress

mihir.selectPaymentOption

response = orderSuccessful

mihir.trackOrder 🡪 googlemaps

break;

end

end

break;

end

if mihir.exitApplication

mihir.exitApplication

break;

end

else

iphone.tryAgainAfterSomeTime

end