Order food in a restaurant

Objects and behaviors:

Pad

Data: deviceNumber,

Behaviors: add, delete, cancel, submitorders

ElectronicMenu

Data: Appetizer, Pasta, steak, soup: collection of food name

Behaviors:

Customers

Data: name, sex

Behaviors: browse, add, delete, cancel , compare, eat, pay

Tables

Data: NumberOfPeople

Behaviors:

Waiters

Data: name, workID, sex

Behaviors: serveTheDishes, serveTheBeverage, submitOrder

Chef

Data: name, workID

Behaviors: cook, checkOrders

Food

Data: name, color, smell, taste

Behaviors:

Sequence of Flow –invoke objects with behaviors

Pad tableC1pad

ElectronicMenu menu

Customers customer1, customer2

Tables tableC1

Waiters waiter1

Chef chef1

Food food1

Loop while table is empty and customer is coming

If (tableC1pad is available)

Customer1.browse

Customer1.compare-> Appetizer, Pasta, steak, soup: collection of food name

Customer1.add –>tableC1pad.add

Customer2.browse

Customer2.compare -> Appetizer, Pasta, steak, soup: collection of food name

Customer2.add ->tableC1pad.add

If (customer1.finishOrder is true And customer2.finishOrder is true)

tableC1pad.submitOrder

Else

Waiter. OrderFoodManually

Waiter.submitOrder

End

Chef.checkOrders

If (Orders all available)

Chef.cook

Waiter. serveTheDishes

Waiter. serveTheBeverage,

Customer.eat

Customer.pay

Customer.leave

Else

Chef.contactWithWaiter

Waiter.contactWithCustomer

Customer1.reorderFood.

End

End Loop