

Question2 Design an app for calling taxis

Objects:

Customer:

Data:Phone,Name,Rating,Balance,PaymentType

Actions:RequestCar,SelectLocation,SetDestination,SelectCarType,Confirm,Cancel,Call,Pay,Rate,CheckHistoryOrder,Report

Device :

Data:Type,Version

Actions:LaunchApp

Driver:

Data:Location,Car,Phone,Name,Rating

Actions:TakeOrder,Cancel,Drive,Call,SearchHistoryOrder,Rate,FindDestination

Car:

Data:Color,Type

Actions:none

Map:

Data:none

Actions:ShowDistance,ShowTime,ShowRoute,ShowPrice,RemindArrival

Order:

Data:Date,Price,Number,Driver,Customer,Car,RateInformation,Route

Actions:ShowDetail

Sequence of invoking behaviors on Objects:

Customer Lilei,

Device IphoneXsMax,

Driver Hanmeimei,

Car car,

Map GGMap,

Order order

if (Lilei.needsCar)

Lilei.RequestCar -> Location, Destination, CarType

if(Hanmeimei.TakeOrder){

LileiGet:Time,Hanmeimei,Route,Car

```
        car=Car
    }
end
if(Lilei.Cancel->reason:result)
    if(Hanmeimei.Cancel)
        result=true;
    else
        result=false;
    end
end
end
if(Map.RemindArrival)
    Lilei.Pay->card:Receipate
    Lilei.Rate
    Hanmeimei.Rate
end
if(Lilei.CheckHistoryOrder)
    Order.ShowDetail:Date,Price,Number,Driver,Customer,Car,RateInfomation,Route
end
end
end
```