Q4. Order food in a restaurant.

Ans:

Objects and Behaviors:

RestaurantOrderService

    Data: server, cashierDesk, menu, receipt

    Behavior: askQuestions, answerQuestions, receiveOrders, printReceipt

Consumer

    Data: name, money

    Behavior: goIntoTheRestaurant, lookAtTheMenu, askQuestions, order, payTheBill,

        leaveFromTheRestaurant, eat

Server

    Data: name, tips

    Behavior: giveMenu, answerQuestions, writeDownOrders, serveDishes, takeDishesAway,

        receiveTips, giveReceipt

Food

    Data: steak, chicken, seafood, pork, lamb, fish, beverage, dessert

Sequence of Flow – Invoke Objects with Behaviors

Consumer robert

Server julia;

RestaurantOrderService orderForm;

robert.lookAtTheMenu -> julia: comeToTheTable

if(comeToTheTable is true)

    robert.lookAtTheMenu -> julia: giveMenu

    if giveMenu is true

```
Loop

        robert.order -> julia, action: ordered

        julia.writeDownOrders -> robert, action: ordered

        if robert.wantsToOrderMore and robert.isStillHungry and
          robert.wantToOrderPork

                robert.orderPork -> julia, via : ringForService

                julia.serveDishes -> ringForService

        end

        if robert.wantsToPayTheBill

                robert.payTheBill

        end


        if Julia.wantsToGiveReceipt

                Julia.giveReceipt

        end

      end

   else

   end

else

   robert.leaveFromTheRestaurant

end
```