INFO5100-Assignment1-Question4-Meng-Wei Hao

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