

Order food in a restaurant

Objects and Behaviors

Consumer:

Data: name, table

Behavior: search, order, eat, pay

OrderSystem:

Data: menu, dish, orderInformation, receipt

Behavior: search, makeOrderInformation, makePayment

Restaurant:

Data: orderInformation

Behavior: cook , sendDishToConsumer

Sequence of Flow:

Consumer jimmy

OrderSystem orderFood

Restaurant restaurant

jimmy.search -> orderFood.search, menu : dish

If menu = 0

    Jimmy.cantOrderFood

    Loop

    if dish =0

        menu = menu – thisdish

        Jimmy.search -> orderFood.search, menu : dish

        If menu = 0

            Jimmy.cantOrderFood

    end

End

jimmy.order -> orderFood.makeOrderInformation,name, table: orderInformation

restaurant.cook -> orderInformation

restaurant.sendDishToConsumer

jimmy.eat

jimmy.pay -> orderFood.makePayment: receipt

return receipt