

Problem 3:

Design a platform for buying tickets of local events.

Objects and behaviors:

InternetService:

Data: IsConnected

Behaviors: Connect, Reconnect

Platform Website:

Data: URL, events

Behaviors: Search, Display, showTickets

Local Events:

Data: name, date, remainingTickets, description

Behaviors:

Users:

Data: logintotheplatform, name, phone, event, ticketsNeeded

Behaviors: checkAvailability, buyTickets

Bank

Data:

Behaviors: authorizedTransaction

Sequence of Invoking behaviors on objects

LocalEventsTicketPlatform

User Xin

if Internet.isConnected:

 Xin.LogInToThePlatform -> userName, pin: login

 Xin.checkAvailability(Xin.event) -> Local Event: event.remainingTickets

 If event.remainingTickets > = Xin. ticketsNeeded:

 Xin.buyTickets

 bank.authorizeTransaction

 Platform.showTickets

Else:

 Internet.Reconnect

end